

TERROR ITSELF

*"The only thing we have to fear, is fear itself."
Franklin D. Roosevelt*

A Call of Cthulhu Scenario for 2 - 6 players
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TERROR ITSELF

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KEEPER'S INFORMATION

Terror Itself is an open ended investigative scenario, set during the summer of 1927, in the isolated town of Clayton, Massachusetts. It benefits from keepers who will use an atmosphere of loneliness and mounting pressure to create a sense of creeping horror.

A number of keeper resources, timelines, character biographies, and pre-generated investigators, are included with the scenario to help make every evocation of Clayton unique and responsive.

WHERE THE TROUBLE BEGAN

The scenario begins with an unfortunate discovery by eight-year-old Lily Miles.

On Sunday July 10th, 1927, the lonely girl stumbles upon a small piece of black crystal in the mud of a nearby river. The crystal is a shard of Nodens' chariot, stolen millennia ago by a sect of deranged cultists. It grants dominion over a powerful nightgaunt, one of the great winged beasts that serve as Nodens' hunting hounds.

The shard has lain hidden since the 12th century, when a warband of native Wampanoag warriors vanquished the cultists and entombed the fragment within a raging river, to be lost forever.

Lily, as wielder of the "Shard of Nodens", unknowingly controls one of the enormous shadow beasts. It follows her home to Clayton under the cover of dark and hides beneath her bed. Each night, it listens to the names she whimpers in her nightmares, and creeps out in the dark to annihilate her fears.

Whenever the sun sets, the nightgaunt continues its hunt, stealing whoever Lily fears the most from their beds and taking them out into the lonely woods to starve and die. First, a bull disappears. Then, her neighbor's cruel hunting dog. It's not long before people start vanishing too.

Investigators are staying in Clayton as part of a Miskatonic University expedition to the site of the centuries old Wampanoag battle, when the first abduction occurs. The combination of intense isolation, and suspicious Sheriff, John Dorian, traps them amidst the chaos for several days.

The only way to stop the Nightgaunt, short of confronting it directly, is to use an ancient ritual to restore it once more to sleep. To learn the ritual, investigators must retrieve its secrets from the ancient Wampanoag battleground, all the while navigating the danger in Clayton.

If they fail, then it's only a matter of time before a local, or even another investigator, casts mercy aside, and murders poor Lily, putting an end to her terror, once and for all.

CLAYTON

Clayton has been created specifically for this adventure. It's a few hours' drive from Arkham, deep in rural Massachusetts. Keepers who wish to run this scenario in a different location can easily relocate the town to suit their needs.

The Miskatonic University has chartered a bus to bring all expedition members and equipment down to Clayton. It will drop them off on Monday morning, and arrive to collect them on Friday.

Clayton is a small community, which only flourished in the last few decades. The number of residents jumped from 60 to 200 in the 1920 census. Most residents work in dairies, particularly, the enormous Wheatwood farm. Crop farmers are rare, but the occasional harvest of cranberries, sweet corn and hay, are taken in.

The isolated town is well off the beaten path. City dwelling investigators might be taken aback by its isolation. It takes almost two hours to walk to Clayton from the closest road. The dirt track into town is too rough to drive along. It's a pleasant enough town, with a certain lonely charm, but it lacks most modern amenities. There is no electricity. There are no telephones. The postman comes once per week, on a Friday morning, at five AM.

The town is built in a large circle around the one road leading in, which ends suddenly in a cul-de-sac before a towering general store. Rows of neatly placed cottages spread out from the main road, only broken by the occasional essential building; a sheriff's station, a diner, and former barn turned boarding house.

HISTORY OF THE EXPEDITION

The secret to the Wheatwood farm's success is its intricate irrigation system. Katherine Wheatwood dammed the nearby Clayton River several years ago, and regularly diverts it across her land. This summer, which has been particularly dry, revealed more of the bed than usual, and Harold Miles, one of Katherine's farmhands, noticed what look like arrowheads sticking up from the dirt. He contacted his alma mater, the Miskatonic University, in early June, and informed them of the find. After extensive liaison, Katherine Wheatwood agreed to postpone an expansion of her farm towards the river, and allow an archaeological examination to take place.

Peter Warwick, a professor of history, was dispatched to survey the area. He confirmed the arrowheads were pre-colonial, and found a larger concentration upstream. He was satisfied that an examination of the area would be of value to the university.

The expedition was quickly assembled, to accommodate Katherine's schedule. Warwick hopes that the expedition will grant significant insight into the long-standing Wampanoag culture.

PEOPLE OF INTEREST

Below are the characters in Clayton who are immediately relevant to the scenario.

Lily Miles

Frightened Child

Lily is a child. Her actions are fueled by a child's fear. A fear that has festered since the death of her mother three years ago.

Lily keeps to herself. She spends most of her time reading or wandering the town and its immediate surroundings. Her timid demeanor means she is largely ignored by the other residents of Clayton.

Lily has received no formal education since leaving Arkham, and her father's overbearing nature keeps her from spending time in the town or working on the farms. Her only friend in the town is Harold, her father, who always takes care to tuck her in and sit by her bedside until she falls asleep. Nobody disturbs his precious child.

Harold Miles

Whiskey-Soaked Father

Harold is from well to do New York stock. He's strongly built, red haired, and constantly followed by a faint whiff of liquor. Harold was talented and naturally studious. In 1910, he enrolled in the Miskatonic University to study botany. He met his future wife Lorraine while living in Arkham. She had moved from Clayton with her aging parents to be closer to a hospital. The two married swiftly. Lily was born in 1919.

In 1921, Lorraine fell ill. Her slow decline was hard on the Miles family. It broke poor Harold. Out of respect for his wife's passing, Harold moved Lily back to Clayton. He took up work on the nearby Wheatwood farm.

Harold has not been well since Lorraine's death. His good-natured temperament has been corrupted by liquor and tragedy. Now, his bright exterior is frequently punctuated by periods of moping and moaning. The only thing that brings him joy is drinking, and caring for Lily.

Nathan Marsh

Boastful Host

Nathan Marsh is a short, thin man, with a great shining bald patch that glistens with sweat. He is the younger of the two Marsh twins by twelve minutes.

Nathan thinks very highly of himself. He's proud of his hulking hunting dogs, his .303 Lee-Enfield, and his reputation as a hard man.

Nathan loves anything that makes him feel powerful. As a boarding house owner, he has access to a steady stream of newcomers to impress with his tall tales. This suits him nicely.

Lurking below Nathan's bluster is a bubbling rage. Whenever challenged on any of his stories, he seethes. He is prone to violent outbursts of wild temper. When things start to go wrong in Clayton, Nathan's anger becomes directed at members of Warwick's expedition.

Annabelle Marsh

Penny-Pinching Hostess

Annabelle, the elder of the Marsh twins, covets wealth above all things. But her obsession doesn't translate to any particular financial skill. The Marsh family is leaking money. Their only business, their boarding house, is extremely unprofitable. The Marsh family fortune, built before the civil war, has dwindled in the years since. Nathan and Annabelle are sure to be the last to enjoy its dividends.

Annabelle doesn't share her brother's unstable temperament. She is rather cold, and will be the primary reason that investigators are not kicked out of the boarding house when the chaos in Clayton begins. Why should they leave, when they are still willing to pay for beds?

Annabelle is taller than her brother, with thin lips and long nails, which she keeps painted. She wears her hair cut short. The only time her iron exterior retreats is when she is given the chance to gossip, especially about people she doesn't like.

Sheriff John Dorian

Honest Cop

John is a dutiful lawman. He has short cropped hair, a strong jaw, and reliable set to his gaze. He was born in the Midwest, but moved around the country when he was young, following his father's redeployments as a sheriff. John fell smoothly into the family business and has worked as a lawman since he was 17, pausing only for a quick tour of duty in the American Expeditionary Forces.

John moved to Clayton on assignment two years ago. He sought the deployment to be with his elderly aunt Meredith, who lives in the town. He shares her home, and spends most of his free time taking care of her.

John is level headed and can be a valuable ally for investigators throughout the scenario. However, if investigators cannot find a way to stop the nightgaunt without murdering Lily, then John will do everything he can do arrest the child killers and see them put to justice.

Katherine Wheatwood

Industrious Landowner

Katherine Wheatwood is a sharp and direct woman. Her hair is a steel grey, and her face lined with a lifetime of hard work. Her husband died in an accident just a few years after they married, leaving her far from her family in an unprofitable small farm. To her credit, Katherine turned the failing farm into the largest one in Clayton. She employs a dozen hands, including Harold Miles.

Katherine suffers no fools. She is smart and capable. She takes an instant dislike to people who give her lip or won't pull their weight, but recognizes hard working and practical folk. She'll do well by those she respects, and goes out of her way to assist them when she can.

Katherine has a soft spot for children, and has often stepped in to help care for Lily when her father was too busy or drunk to do so.

Professor Peter Warwick

Earnest Archaeologist

Professor Warwick is a friendly, wizened man, with a face creased by laugh lines and framed with wispy white hair. Peter looks a little old for his age, perhaps because he spent much of his life fighting to earn his prestigious position as Professor of Pre-Colonial History.

Peter is a determined fellow, who meets adversity with a cheerful disposition. Behind his sunny exterior is a sharp focus. When things go bad in Clayton, he is adamant with investigators that they must figure out who is behind the violence, lest they fall victim to it. When Professor Warwick is worried, it's wise to listen to him.

The Nightgaunt

Terror Itself

Nightgaunts are the servants of Nodens, Lord of the Great Abyss. They are powerful creatures which protect his realm throughout the Dreamlands, and act as his hunting hounds. Each creature has catlike features and tremendous bat like wings. To hunt, they stalk their prey through the night, then swoop down, grab their victim with their powerful claws, and carry them far away.

If their prey resists, then the nightgaunt can forcibly placate them. It rakes its razor-sharp tail across their throat, eliciting high shrieking laughter as they are carried across the night sky.

Although nightgaunts usually work in packs, this nightgaunt has long been separated from Nodens and its brethren. Only the sheer size of this specimen has enabled it to survive and hunt alone.

TIMELINE OF EVENTS

This is a timeline of events surrounding the unleashing of the nightgaunt, the arrival of the investigators, and the ongoing horror in Clayton.

This resource should be referred to should the players begin to fall off book, and can serve as a quick reference when needed.

Day 0: Sunday, July 10 th , 1927	
8 AM	Lily Finds the Shard of Nodens.
1 PM	Lily is scared by the bull.
11 PM	The nightgaunt kills the bull and leaves it upriver.
Day 1: Monday, July 11 th , 1927	
5 AM	Investigators depart Arkham.
6 AM	Katherine searches for the missing bull.
8 AM	Investigators arrive in Clayton.
10 AM	Investigators move into the boarding house.
11 AM	Investigators visit the dig site.
11 PM	Nathan's dog is taken by the nightgaunt.
Day 2: Tuesday, July 12 th , 1927	
6 AM	Nathan confronts Warwick.
1 PM	Harold and Nathan Fight. Nathan is arrested.
4 PM	Nathan is released.
6 PM	Dinner with the Miles family.
11 PM	The nightgaunt takes Nathan, stranding him in the woods.
Day 3: Wednesday, July 13 th , 1927	
8 AM	John arrests Harold. The town is put on lockdown.
11 AM	Lily flees to the dig site.
1 PM	Katherine finds Lily and takes her to see Harold. Katherine and Harold argue.
11 PM	The nightgaunt takes Harold. Nathan observes the abduction.
Day 4: Thursday, July 14 th , 1927	
4 AM	Warwick panics and attempts to flee.
1 PM	The Investigators have only hours left to perform the banishing ritual.
Day 5: Friday, July 15 th , 1927	
11 AM	The bus picks up the Investigators and returns them to Arkham.

DAY 1, MONDAY

JULY 11TH, 1927

ARRIVAL IN CLAYTON

The scenario begins on the 11th of July as a chartered Miskatonic bus rolls up to the lonely Clayton turnoff. It is still early, only seven in the morning. The bus left at five AM so that work at the dig site could take advantage of natural light.

Investigators disembark and meet with three locals who have arrived to guide them into town. They are Katherine Wheatwood, Harold Miles, and the sheriff, John Dorian. Katherine has brought a horse and carriage to transport the expedition's equipment.

Warwick orders everything taken off the bus. Katherine carefully supervises her horse. She allows the expedition to load up the carriage, but anyone approaching her mare is sternly reprimanded. "I lost a bull yesterday, because some careless fool left a gate open. I'm not losing anything else." If investigators ask Katherine about her bull, she points out its pen on the way into town and asks that any sightings be reported to her.

Sheriff Dorian is good natured, welcoming, and asks plenty of questions about the expedition during the trek. Harold is putting on a brave face. He is clearly suffering from a painful hangover, but is determined to welcome everyone to Clayton. He explains that he was the one who alerted the Miskatonic about the dig site, having stumbled across it on an evening walk.

Professor Warwick can hardly contain his excitement. As the group moves into town he gestures towards the woods to the north. "The Clayton River is just through there. That's where we start our dig."

SETTLING IN

Katherine and Dorian break off as the expedition arrives in town, leaving Harold to shepherd the horse and cart. He leads investigators to *Marsh's Barn*, the local boarding house. It's a long, ugly building, which sticks out distinctly amongst the other modest cottages in Clayton.

Harold accompanies investigators all the way to the door. He unloads Katherine's cart, then excuses himself. "I need to get this cart back to Mrs. Wheatwood, then sort out lunch for my daughter. I'll be back shortly to show you to the riverbed."

Nathan Marsh is sunk behind the boarding house counter in his favorite armchair when the expedition arrives. He starts hollering for his sister Annabelle as they stride through the door. While Warwick checks in with her, Nathan rises and begins to quiz the investigators about their history, goals in Clayton, and hunting experience. He only pauses to loudly boast about the luxury of the boarding house.

Once the rooms are sorted, Warwick urges everyone to settle in, change into some work clothes, and meet back in the lobby in thirty minutes. He is eager to get underway.

EXPLORING THE TOWN

Clayton doesn't have much to offer in the way of culture or entertainment, but the few stores and services which are within the town are reliable, with personable staff and quality products. The general store caters to most needs, providing everything from tools, to clothes, to ammunition for rifle and shotgun. No handgun ammunition is stocked in Clayton. Sheriff Dorian sends away special for his. The diner serves simple, but delicious meals, with farm fresh vegetables, while a modest but clean chapel caters to the community's spiritual needs.

HAIR OF THE DOG

While investigators unpack, Nathan approaches some of the more adventurous-seeming investigators, and offers them a drink from his private supply. He ushers those that agree to the back of the building, where a large kennel area houses three hulking bulldogs.

These are Nathan's prize hunting dogs, Chase, Bear, and Duke. Marsh is proud of his beasts' fearsome reputations. He mentions offhand that "Kids are terrified of them".

A successful **Natural World** or **Animal Handling** check can determine that these are not hunting dogs. The creatures have been badly trained, more akin to fighting dogs, and would likely rip any prey apart.

Striding between the dogs, which lunge and bark, Nathan digs around behind food sacks and retrieves a few dusty bottles of whiskey. He is quite proud of his hiding place, which Annabelle, so far, hasn't found.

Nathan shares the liquor around and happily regales his audience with exaggerated hunting stories, until Professor Warwick calls for the expedition team to assemble inside.



Nathan Marsh

THE DIG SITE

Investigators are lead up to the dig site by Harold Miles, once he returns from lunch with his daughter. It's a short trip, up alongside the Clayton River and into the nearby woods. Upon arrival, the trees come to a sudden halt before a four foot drop onto the sprawling riverbed.

The dig site stretches across a largely dried up creek. Cracked ground and dust surrounds a tiny trickle of muddy water. The ground around the small stream is much more saturated, showing signs of recent flooding. Warwick is pleased with this development. He assumes Harold dammed the river on behalf of the expedition, and thanks him. Harold shrugs. He didn't, but assumes Katherine, or another farmhand did.

In reality, the river's flow is blocked by the bloated body of Katherine's bull, deposited there by the nightgaunt.

The Battle at the River

Keepers should familiarize themselves with the true history of the dig site to ensure they can answer any questions the investigators have about the conflict.

During the 12th century, the cultist sect had set up a permanent camp at the edge of what is now the Clayton River. They built a shrine where they would conduct ceremonies to return the nightgaunt to its rest, after compelling it to slay their enemies.

The Wampanoag could not abide the atrocities committed by this cult and their demonic protector. They launched an ambush while the cultists slept. They slew the high priest before the nightgaunt could be awakened, buried their dead, and left.

The shard itself was kicked into the river where it settled into the mud, just downstream.

Excavations

Investigators should expect to spend several days examining the site, if they wish to discover all its secrets. Warwick will be with them throughout the excavations, guiding and instructing them in proper archeological technique.

As more of the riverbed's history is revealed, it will become apparent that this was the site of a great battle. Warwick knew that there would be bodies within this excavation, but was unaware of the scale of the conflict. Keepers should use his surprise to unsettle investigators with the nature of their discoveries.

A map of the dig site is included detailing the location of all significant finds on the riverbed. Each location is broken down into its outward appearance, its contents, and its actual history. Begin the excavation by describing the layout of the site, and allow the investigators to determine priority. Refer to the following sections based on where they begin to dig.

Keepers should note that the bulk of the tools needed to resolve the scenario are provided through examination of the dig site. Specifically, the two parts of the "Nightgaunt's Vessel", an onyx box which once contained the shard, can be found amidst what remains of the battlefield. The petroglyph carvings on the vessel detail a ritual needed to subdue the nightgaunt. Once investigators find both parts of the vessel, they can fit them together, and unlock the secret steps of the ritual. Refer to the "**A Midsummer Night's Dream**" section for full details.

In addition to the vessel, the ritual shrine, a critical site to the ritual, is also to be unearthed during the examination.

A Note on Excavations

A proper examination of the dig site is not as simple as charging in with shovels. There is a meticulous and detailed archaeological process, which Warwick ensures is followed to the letter.

In addition to professional caution, Warwick has a moral tentativeness about examining what is likely a gravesite. It is only the upcoming extension of the Wheatwood farm, which threatens to destroy the site, that drives him to act. If the dig doesn't take place, then the history of this area will be lost to heavy machinery.

Assume an average of two hours to examine any one location, except for **The Shrine** and **The Mass Grave** which take four hours each, due to their size.

At the keeper's discretion, investigators can attempt to speed up the process, however, they had best not do so while Professor Warwick is in sight, or they may be banished from the excavation for breaking procedure.

Scattered Remnants

First Impressions

Scattered across the entire campsite are a multitude of small trinkets, arrowheads, pottery, and even pieces of petrified wood. Furthermore, there are remnants of lumber and fabric, materials once used to shelter the cultists from the weather.

Once Excavated

A detailed survey of the entire site uncovers evidence of long term settlement, a number of small tools, and clear signs of occupation. This find is fascinating from a historical perspective, as it provides insight into the technological capabilities of 12th century culture. Warwick ensures samples are stored carefully.

In History

It was here that the cultists were gathered, sleeping, when they were attacked and defeated by the Wampanoag warband. Remnants of their battle are scattered throughout the entire area.

Wampanoag Burial Site - 1

First Impression

Along the riverbed, by the bank, is a shallow hole, with a number of small shards of bone and pottery, littered about in the dirt.

Before he leaves, Harold Miles excitedly points the area out, and explains it is where he made the first find that prompted him to contact the university.

Once Excavated

This location is clearly a grave. Close to two dozen bodies are laid to rest here. They have decayed significantly over time, but their treatment has significant implications regarding Wampanoag culture. A successful **Anthropology** check can confirm that these bodies were laid to rest according to Wampanoag tradition, with their last meal still clutched in their hands.

In History

The Wampanoag warriors suffered heavy casualties during the conflict. Those that were slain were laid to rest to one side of the battleground. Each warrior had a bowl of food placed between their palms. These small fragments of pottery are what remain of the burial ritual.

Mass Grave - 2

First Impressions

Further along the riverbank is a significant depression, visibly similar to the **Wampanoag Burial Site**, with one of its sides further buried.

Once Excavated

An enormous collection of bones is hidden beneath the earth, gathered together in a mass grave. This slightly distasteful find is made even more interesting if investigators succeed on a **Medicine** or **Forensics** check and notice that the bones collected here are rather strange. Although human, there are slight anomalies.

Some bones are notably elongated, others appear to be developing burs, or spines. The most obvious explanation is that they belong to a suffer of mutation or deliberate deformation. This is partly true. The deformation was caused by the alien influence of eldritch magic the cultists meddled with.

In History

The malformed bodies of the slain cultists were collected together and unceremoniously dumped. The Wampanoag were afraid to meddle with them in any significant way. Their strange deformations, caused by their proximity to eldritch magics, unerring even the bravest warriors.

Ritual Circle - 3

First Impressions

A few pieces of large rock jut out from the mud near the centre of the riverbed. They are eroded by time, but remarkably well structured. It seems likely that they were originally carved or shaped by the Wampanoag.

Once Excavated

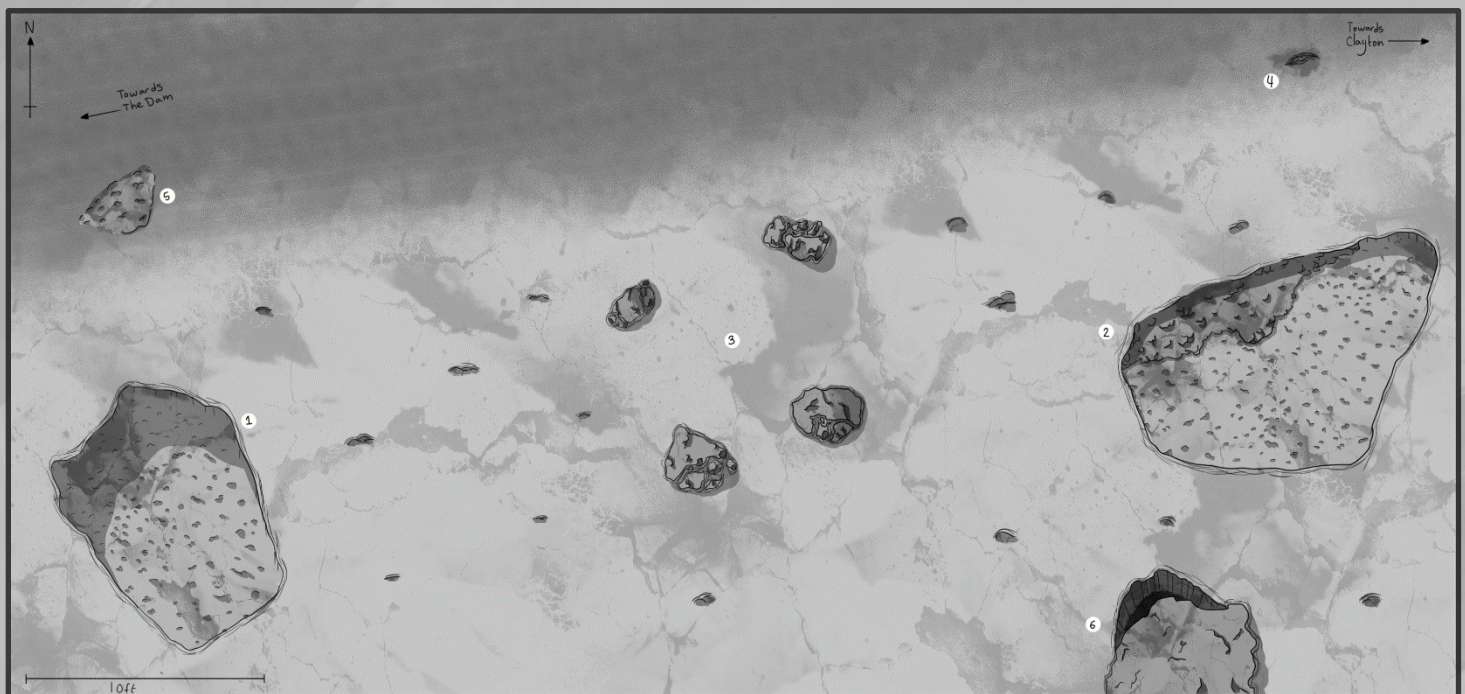
The tone of the investigation quickly becomes frantic when, after an hour of digging, it is revealed that these stone columns are much larger than initially anticipated.

Each column is three feet across, and extends four feet down into the earth. At the very base, is a large stone platform, worn flat by time. Warwick suspects that this is some kind of religious construction. He is weak with excitement. This is a career defining find.

In History

This grouping of obelisks is the site of the ritual to bind the nightgaunt. After using the shard to awaken the creature, the cultists would perform a special ceremony to call the creature home and compel it to sleep.

If the investigators hope to bind the nightgaunt they will need to return to this location



The Weapon Dump - 4

First Impressions

A large boulder is half buried in the muck on the Southern side of the dig site. Beneath it, silt has been carried away by the once flowing river to reveal a small cave.

Once Excavated

A large collection of broken weapons and tools lie buried beneath the stone. It seems that the equipment used in the conflict was collected together and tossed following the conflict.

Investigators closely examining the collection of tools should make a **Spot Hidden** check. If successful, they notice a small slab of black onyx stone. This is the lid of the nightgaunt's vessel, which once sealed the creature away. Tiny pictograms dot the surface. If they are examined, provide the investigators with

Terror Itself Handout #1.

The Onyx Slab

The small black slab of Onyx is cool to the touch. It is heavier than expected and sits like lead in your palm. It is covered with petroglyph carvings of immense detail, showing a large, winged creature flying through a starlit sky.

Terror Itself Handout #1

In History

After the battle, the Wampanoag gathered together the effects of the cultists and tossed them into a pile. They refused to loot such befouled souls. They hauled a boulder down to cover the pile, in order to prevent others from finding it. Unbeknownst to them, they mistakenly sealed the lid of the vessel amongst the weapons cache, where it remained, immune to the ravages of water and time.

The High Cultist's Grave - 5

First Impressions

Revealed by the receded water, a tomb of stones covers a solitary corpse. It is partially mummified by river mud, and is in remarkably good condition. It is a delicate procedure to excavate without destroying.

Once Excavated

The body, once excavated, is eerily well preserved. The stones and silt that coated it fought off decay, preserving its hideous form throughout the centuries.

The fingers are elongated and sharp. The skull is overgrown and deformed. The bones of the spine are twisted and hunched, and the feet are tiny, curling in on themselves. Anyone participating in the corpse's examination must succeed in a **SAN** check or lose 0/1D4 Sanity.

Its right hand is snapped, missing the fingers, but in the left hand is a small onyx box. This is the base of the nightgaunt's vessel. When examined, provide investigators with **Terror Itself Handout #2.**

The Onyx Base

This box is deep black stone, with carved pictograms forming a dark vignette. Twisted figures gathered around gaping cavern with a toothed maw. Dripping ropes emerge from the cavern and writhe in the air, stretching towards the figures.

Terror Itself Handout #2

In History

The head cultist was killed from afar with a single well-placed spear. Once slain, none of the Wampanoag would dare approach him. They kicked the body into the water, and opted to sink his corpse with stones, fearing dark reprisal if anyone touched him. His corpse rested here to this day, the base of the box still clenched in its hand.

Lily's Dig Site - 6

First Impressions

To one side of the site there is evidence of movement. A set of tracks in the dust sit next to a small area of the riverbank where it looks like someone has frantically dug into the mud. The movements are erratic, illogical, and inconsistent with effective archeological efforts.

Once Excavated

A full excavation reveals a shallow cavern of compressed mud which has been cracked open by the mysterious digger. The cavern is empty, but a successful **Archaeology** or **Forensics** check detects faint compressions that once held an object. A series of footsteps lead back to the riverbank, but are lost when the ground dries. They are small. Too small to be any normally sized man or woman. In reality, they are a child's, but only a successful **Track** check reveals this. Malevolent keepers may decide to draw parallels between these footprints, and the tiny feet of the head cultist, but this is purely a red herring.

In History

In very recent history, early Sunday morning, Lily was playing in the mud by the river and stumbled across Nodens' Shard. She took it home with her, leaving behind the curious set of evidence visible to investigators.

Upriver

If investigators trudge upriver, perhaps to examine the dam, they discover the corpse of Katherine's bull. The body of the creature has become bloated from its night in the water, and lodged between two stones, effectively blocking off the passage of water.

If the creature is removed the water begins to flow anew, dribbling down into the riverbed.

RETURNING TO CLAYTON

Just after seven, the light starts to fade. Professor Warwick reluctantly packs up, hoping that digging can begin again early the next day. Suddenly, there is a rumbling from upriver. The dam has been released, or perhaps burst. The water is coming. Warwick calmly, but efficiently, moves any equipment away from the river, which triples in size. The muddy section of the riverbed is filled once again. The amount of water, while significant, does not widen the river enough to threaten any of the key locations.

A few moments after the water rushes by, the corpse of Katherine's missing bull tumbles downriver, careening to a halt before the expedition. Surprised investigators must succeed a **SAN** check or lose 0/1 Sanity.

If investigators return the body to Katherine Wheatwood, it is kept at her farm for a few days before being disposed of. Katherine is irritated her bull is dead, but is grateful investigators helped her find it.

A successful **Forensics** check on the bull determines it was killed by drowning. A successful **Medicine** check reveals a set of deep gouges along its side, which tore through its muscles, weakening it and preventing it from escaping its fate.

After this discovery, Warwick organizes for word to be sent to Katherine, then hurries to the boarding house. This changes nothing. Everyone best be well rested for tomorrow.

THE FIRST NIGHT

It's late by the time investigators return to the boarding house. Most folk are already in bed. If investigators hope to spend the evening continuing their work, remind them that there is no electricity. It is dark by eight PM. Any further investigation will need to be done by candlelight.

Just after eleven, ask investigators to roll **Listen** checks. Require a Hard success if investigators are asleep. If any succeed, they notice the sound of skittering across the roof. Anybody leaving their room to investigate comes across Nathan, who is also tracking down the noise, gun in hand. He suspects bats or rats. "Don't worry, if it was anything big, the dogs would have let us know."

The scratching was the sound of the nightgaunt swooping down to take its next prize, one of Nathan's dogs. The other dogs are terrified into silence, cowering against their cage walls.

The following morning, Nathan will learn of the disappearance, and become suspicious of any investigators he saw sneaking around the night before. Replace them as the target for Nathan's wrath in the upcoming section.

If investigators check the dogs during the evening, they find one missing. Move the events of Dog's Day Morning forward and run it immediately.

Who does the Nightgaunt Target?

The nightgaunt will always target the person or creature that Lily fears the most, apart, of course, from itself.

The first night, this is Katherine's bull, which terrifies the poor girl on her walk home. Next, it's Duke, Nathan's largest dog, then Nathan, after he fights with her father, and finally, Harold, after he howls at Katherine.

If investigators take actions which frighten Lily, such as attempting to intimidate her, or those she cares about, then keepers should substitute them as the target for the nightgaunt's ire. If they are successfully abducted, then allow them a **Jump** check to survive being dropped in the woods. Encourage them to use luck. If they fail, they are surely dead.

DAY 2, TUESDAY

JULY 12TH, 1927

THE DOG'S BREAKFAST

Investigators are woken on the morning of the 12th by raised voices. Nathan is standing before Professor Warwick's door hurling accusations. "What did you do with Duke?! Where is she?! What the hell did you do you rat bastard?!"

Warwick pleads for calm from behind the door. He promises he did nothing, and that the whole expedition will help Nathan find his dog. If investigators contradict Nathan, he threatens to kick them out of the boarding house. Annabelle, listening from the stairwell, will intervene to stop this from happening.

THE KENNELS

When Nathan calms enough to be reasoned with, he marches the expedition down to the kennels to provide proof. Bear and Chase are firmly shut inside. A few confused onlookers, drawn by the noise, gaze at the once fearsome beasts. The dogs are visibly changed. They are terrified. They do nothing but whimper, cower, and hide under an awning at the rear of the kennel.

True to his word, Warwick gathers the expedition to search for Duke. A few locals join up and lend a hand, Harold Miles and John Dorian amongst them. Have investigators make a **Spot Hidden** check. They won't find Duke. She is miles away, battered and broken, abandoned by an angry nightgaunt. But they might spot Harold find Nathan's stash of whiskey amongst the feedbags and pocket a bottle. Or, they might spot Nathan notice Harold's theft, and rush forward to attack.

If investigators don't stop the tussle in the dirt, Sheriff Dorian appears a few moments later and tears the two apart. He places Nathan under arrest for throwing the first punch. Dorian excuses all members of the expedition and calls the search to an end. It's causing problems and solving none.

Examining the Kennel

There are several clues that can be uncovered during the search by a keen-eyed investigator. **Psychology** rolls determine that Nathan is genuinely upset, that Warwick is completely innocent, and that locals are exasperated to witness another one of Mr. Marsh's tantrums. A success on an **Animal Handling** check notices that the dogs seem particularly afraid of the sky.

A close examination of ground inside the kennel, and a successful **Track** check on the dirt, determines that no animals walked out during the night. Additionally, apart from the dogs, no creatures have walked within the kennel itself. The nightgaunt leapt down from the roof, it never touched the ground.

A successful **Locksmith** check determines that the gate to the kennel has not been tampered with in any way.

Additionally, the metal collar holding Duke is physically broken. The hook that latches it is easily visible. Whatever took the dog tore it loose.

Any investigators succeeding on a **Spot Hidden** check notice that Duke's bed is at the back of the kennel. Whatever took Duke had to pass by the other dogs. This wasn't a random grab, it was deliberate.

Investigators who heard the noises on the roof last night may try to isolate the source. If nobody heard the noise, allow a **Spot Hidden** roll to see a fallen piece of roof tile in the mud at the back of the kennel. Investigators who reach the roof can see a section of tiling has been smashed, as if something heavy landed on it.

What Next?

From this point forward, investigators have complete agency in Clayton. Warwick is happy for them to investigate the missing dog. He feels that a reconciliation with the expedition's host will be useful. Investigators should be encouraged to begin their search for clues.

For investigators new to *Call of Cthulhu*, remind them that there are already leads they can follow up.

- The dig site may yield secrets.
- The bull pen at the Wheatwood farm might be worth examining.
- Perhaps some of the locals know something they're not telling.
- Investigators may have their own ideas.

WITH FRIENDS LIKE THESE

The aftermath of the morning's action can have long lasting effects on the investigators relationships with the residents of Clayton. This in turn may have a significant effect on their ongoing work in the town.

John Dorian is grateful to any investigators who helped defuse tension, and is largely apologetic overall. He's embarrassed that visitors to his town were welcomed with such a display of violence.

Nathan is released at 4PM. He returns home and sulks. Henceforth, he avoids expedition members when he can, except perhaps for those few who actively stroke his ego. Annabelle reassures expedition members she'll keep her brother in line.

During the day, investigators run into Harold walking with Lily. He is embarrassed that they witnessed him brawling. He explains to Lily that the investigators helped him stop the "bad man" from hurting him, or her. Lily is visibly frightened. In an attempt to mend bridges, Harold invites the expedition members to dine with him in the evening. Warwick happily accepts.

DINNER WITH HAROLD MILES

Investigators who accept Harold's invitation arrive at his house just before six. It's small. It was once used as servants' quarters for the Wheatwood estate, so it can be rearranged to sleep multiple people in the open "living room".

Dinner is a simple affair, vegetables and meat. It is healthy and there is no liquor or beer offered. At some point during the night, Lily quietly mentions that she's pleased the dogs aren't barking anymore. It requires a **Listen** check to hear her.

Harold is not a gracious host. Halfway through the meal, he launches into a tirade about the small town, cursing the people in it and asking how the investigators can stand staying in this "shithole". He laments that they are forced to stay with Nathan Marsh, and eventually offers investigators the option to stay with him. Warwick will accept, happy to be away from the man who threatened his expedition members. Harold offers his own bed to Warwick. "I'll stay on the couch."

Investigating the Miles House

Eventually, Harold goes to bed, having only half-made up the investigator's beds. Those who stay go to sleep with only half the sheets needed.

During dinner, or late at night, curious souls might decide to snoop around the Miles home.

A successful **Psychology** check on Harold reveals he is drunk. He slurs his words, and throughout the night, occasionally steps outside or to the bathroom to take a sip from a flask. Observing Lily reveals that she is extremely nervous. Even the slightest noise makes her wince and close her eyes.

Investigator's that explore the house will learn that Lily sleeps in the master bedroom and Harold sleeps in a much smaller side room. This can be revealed when Warwick accidentally goes to the wrong room while trying to take Harold's bed.

If investigators move around the house at night, they can hear faint noise coming from Lily's room. If investigators check in on her, they find her still awake, terrified in bed.

THE SECOND NIGHT

This evening marks the first time the nightgaunt will attack a human. If investigators are sleeping at the Miles home, then they will miss the encounter. As darkness approaches, Nathan's dogs start to whine and howl. Nowthin soothes them. Eventually,

Nathan brings them inside, where they cower beneath the chairs in the foyer. Nathan sits with them in his armchair, and eventually falls asleep. By midnight, his snores rumble from downstairs.

Just after one in the morning, have investigators sleeping in the boarding house roll **Listen** checks. If they succeed, they are awoken by the faint sound of a window unlatching. This is the nightgaunt, creeping through Warwick's empty room towards the sleeping Nathan. If investigators don't hear the nightgaunt arrive, they wake when it strikes.

As investigators rise, remind them that there are no electric lights. Unless they thought to ask for oil lanterns, they have nothing but a candle. They will need to flounder in the dark to get downstairs.

Investigators who leave are confronted by a great back shadow snaking down along the wooden walls. They must succeed a **SAN** check or lose 0/1D6 Sanity. All **Stealth** rolls from the investigators fail immediately if they are carrying candles. If they snuff them out, then they can possibly avoid being spotted, but may not see the creature.

Even Titans Fall

It is possible that the nightgaunt will be killed in this encounter. This is unlikely. It will use this darkness to its advantage, and there is little to no light in the building. **Firearms** checks will all be made with disadvantage since the creature is in darkness. If in any significant danger, the nightgaunt will abandon Nathan and flee through a window. If it is killed, congratulate players. They have been extraordinarily lucky.

As soon as investigators get close enough to spot the nightgaunt, it leaps down and snuffs out the candle lighting Nathan. Nathan's gun discharges once, waking any investigators who are still sleeping.

When Nathan wakes, his dogs fly into a panic and attack anything nearby, except for the nightgaunt.

The nightgaunt's priority is always to get out with the flailing Nathan. If it is in danger of death, it will smash through the roof of the barn, and drag Nathan out, screaming into the night.

If Nathan is not successfully abducted, he is left gibbering mad. He likely flees into the perceived safety of the forest, and returns hours later to begin watching the town and waiting to spot the nightgaunt.

A few minutes after the gun discharges, the Sheriff comes running, along with a few burly locals. Nobody can explain the damage done to the boarding house. If shots were fired, investigators will be searched for weapons. No trace remains of the nightgaunt and any damage is attributed to the dogs. If investigators were sleeping at the Miles house, then they should arrive alongside Sheriff Dorian. A **Spot Hidden** check notices a shadow in the distant sky. A huge bat, carrying a flailing man, silhouetted against the moon.

DAY 3, WEDNESDAY

JULY 13TH, 1927

THE LOCK DOWN

It takes several hours to restore order to the boarding house. Apart from the investigators, there are no witnesses. Even Annabelle arrived on the scene too late to see the nightgaunt.

Cries of "monster" by the investigators are dismissed as the ramblings of drunks. As far as Dorian is concerned, the only logical culprit is Harold Miles. He and Nathan are longstanding enemies, and fought just hours ago.

Sheriff Dorian drags the obnoxiously drunk Harold from his home. Warwick comes shuffling out behind them in a cap and nightgown. Harold is jailed, and Katherine Wheatwood is sent for, to calm the wailing Lily. Dorian orders onlookers home to bed. Anabelle invites the expedition members back into the boarding house. She is pale and trembling, but remembers to charge a small fee for "maintenance costs". Warwick pays without argument.

Investigators are woken only a few hours later by Dorian knocking at their doors, notebook in hand. He thoroughly questions each expedition member. The interrogations are brief. Dorian is direct. He asks them what they saw, and if they know where Nathan is. If investigators are evasive, or refuse to answer questions, Dorian becomes suspicious. If they antagonize Dorian, he threatens them with imprisonment.

Assuming no investigators find themselves incarcerated, they are released by mid-morning with only one, very clear condition. "Don't leave town".



Sheriff John Dorian

THE BROKEN BOARDING HOUSE

The scene of last night's attack contains several clues for investigators:

A **Spot Hidden** check determines that gouges on the wood and dogs perfectly match the wounds on the missing bull, and the smashed tiles on the roof.

A careful examination of the upstairs landing, and a successful **Track** check determines the creature came in through Warwick's window. Each time the creature visited, it came from the north. From towards the Wheatwood estate and the Miles property.

A **Medicine** check notices the great absence of blood. Nathan was likely taken alive.



Lily Miles

CONFRONTING LILY

If they have not already done so, then by day three, investigators may grow suspicious of Lily and decide to confront her.

Lily is difficult to communicate with. It takes a successful **Charm** or **Persuade** check to get more than muttered pleasantries out of her.

Lily has little to say regarding the residents and politics of Clayton. If investigators have befriended her and ask her directly about the shard of Nodens, or the nightgaunt, she will confide in them the story of her discovery, and the monster who moved in under her bed. It takes a hard **Persuade** check to convince Lily to hand over the shard.

If investigators attempt to intimidate Lily, or steal the shard from her, she starts to scream. The nightgaunt rises from wherever it is at once and will rush to her aid, ready to kill whoever is attacking its charge. If necessary, it grabs her and flies her to safety.

THE THIRD NIGHT

The Nightgaunt attacks again during the third night. This time, it breaks into the local jail. Thoroughly terrified of her last encounter with her father, Lily has inadvertently sent the nightgaunt after Harold. Harold is given enough time to cry out, and the racket made as the beast tears through the roof should wake investigators sleeping in the nearby boarding house.

Investigators arrive just in time to see the beast carry Harold away. It is unlikely that investigators have the chance to interfere directly with the abduction. During the action, keen eyed investigators have the chance to notice several details.

If investigators search around the nearby houses, they will find Lily, who has followed the nightgaunt out on its hunt. A successful **Listen** check alerts them to Harold wailing as he is taken away. He is clearly alive. Additionally, it notices a second wail from the boarding house. Warwick has heard the commotion, looked out the window, and spotted the nightgaunt.

If investigators attempt to rationalize or study the creature's behavior, then with a successful **Psychology** check, they notice the creature is presented with the opportunity to pivot and target investigators, but doesn't. Instead, it focuses only on Harold. It is not attacking at random.

Where is Lily?

Lily's movements on Wednesday are critical, since the action in Clayton largely revolves around her positioning. Investigators have several instances during which they may run into Lily as she intersects with potentially important locations. During conversations with her, they may be able to convince her to assist them with their inquiries.

10 AM Lily flees towards the river, escaping the chaos in Clayton. She returns to where she originally found the Shard of Nodens, and considers returning it. Perhaps she is spotted by investigators at the dig site.

12PM Katherine finds Lily and takes her to visit her father in sheriff's cells. Katherine and Harold's conversation grows heated. He eventually screams at Katherine when she blames him for Nathan's disappearance. Lily is terrified of him. If investigators decide to visit Harold, who has little to offer other than bribes to bring him booze, then keepers should massage events so that the conversation occurs while they are present.

3PM Lily returns to the Wheatwood farmstead, where she will largely remain until the action in Clayton is solved. Keepers may decide to have her venture out and encounter an investigator if they are struggling for clues, and the keeper is feeling generous.

ALAS! POOR WARWICK

Warwick loses his nerve after witnessing Harold's abduction. A lifetime of work at the Miskatonic University has introduced him to certain schools of knowledge he'd like to forget. The nightgaunt's twisted forms brings that knowledge unbidden to the forefront of his mind.

When investigators arrive back at the boarding house, Warwick is waiting there with packed bags, and Marsh's gun. He implores the investigators to flee with him at once. He has no interest in staying and becoming prey to the monster in the shadows. "If we break for the woods now, the sheriff won't have time to stop us. I'd rather risk a few days off the road than stay a second longer in this accursed town."

Convincing Warwick to stay takes a **Persuasion** check. He will not respond to intimidation. If threatened, he pretends to concede, then flees the first chance he gets.

Either way, Warwick can provide some final crucial information before he leaves. If investigators have still not discovered the critical contents of the dig site, the fragments of the vessel and the shrine, then he will indicate where they are. The knowledge came to him in a dream, one he'd dearly love to forget.

If Warwick flees, he vanishes into the woods, only to run into the returning Nathan Marsh. Nathan takes his gun back from Warwick, and slays the poor man. His body will never be found, presumably taken by beasts, or lost somewhere in the vast Clayton woods.

What if the Investigators Flee?

If the investigators choose to leave Clayton and head back to Arkham, they are making a choice to abandon the problem at hand. Keepers should provide investigators one last chance to redeem themselves in the form of Nathan Marsh. They should meet the man in the woods, and he demands they help him kill the nightgaunt.

Should they agree, they will need to complete the ritual to draw the creature in. Should they refuse, Nathan heads back to town, dejected.

Investigators determined to leave can hitch a ride back to Arkham, and make it home. Proceed to the epilogue, and provide them with a most unsatisfactory ending, in the form of **Terror Itself Handout #4**.

A MIDSUMMER NIGHT'S DREAM

When an investigator examines the completed nightgaunt's vessel, they are overcome at once with a deep sense of weariness. If they attempt to resist the urge to rest, then have them make increasingly difficult **POW** checks until tiredness overwhelms them.

Upon falling asleep, the investigator in question is visited by strange dreams. While not a direct trip into the dreamlands, elements of the strange world bleed into their mind. As they slumber, provide them with **Terror Itself Handout #3**.

They awake an hour later, and must pass a **Sanity** check or lose 0/1 sanity points, as they feel a gaze that followed them while they slept now follow them into the waking world. This dream will give them the information they need to stop the nightgaunt, and represents the culmination of their efforts at the dig site. The nightgaunt's vessel has been restored, and the fate of Clayton rests in the hands of its bearer.

DAY 4, THURSDAY

JULY 14TH, 1927

THE FINAL MORNING

Investigators have one day left to track the action to Lily until their bus arrives and the story is resolved for them.

By this point, investigators should have come across all the information needed to resolve the matter. They need to perform whichever variant of the binding ritual at the shrine in the dig site they are capable of undertaking. The full ritual if they have found the shard, the partial one if not.

Lily will spend today hiding in her new room at the Wheatwood estate. The nightgaunt is still hiding underneath her old bed, giving investigators some time to rush to her if they inadvertently make her the nightgaunt's target.

THE RITUAL

As outlined in **Terror Itself Handout #3**, the ritual of banishment must be performed at the shrine in the dig site. There are two variants of the ritual. The first, requires the onyx shard, and will quietly place the beast to rest. It flies to the dig site and sinks silently into the earth below the shrine, the shard loses its power and is rendered inert.

The other ritual does not require the shard, but is more dangerous. If performed, the nightgaunt is released from its binding of protection. Its first action is to hunt down its old owner, before returning to the shrine to slumber once more.

Investigators are still under Dorian's lockdown. To perform the ritual, they will need to persuade him to allow access to the dig site, or sneak out of town.

Investigators should clearly understand the consequences of the partial ritual. The nightgaunt will return to rest at the shrine, but it will drag the bloody corpse of its owner, and the shard of Nodens, with it. If investigators are not yet aware that Lily is the culprit, then they may be more than willing to cast a spell endangering who they believe is a malevolent figure.

THE PRODIGAL SON

Nathan survives the attack from the nightgaunt. Deposited miles away, battered and bruised, he nevertheless manages to follow a game trail back to Clayton. Convinced that he will be attacked again if he returns, he hides in the shadows at the edge of the town and waits. He witnesses the nightgaunt's attack on Harold, and clearly notices the creature leave from Lily's room.

If he was never taken, then he flees into the woods and watches from a distance all the same.

Nathan bides his time, waiting for the perfect chance to act. If the investigators leave for the dig site, he follows them. He observes silently unless that take an overtly suspicious action, like beginning the ritual of binding, in which case, he bursts forwards, brandishing a knife, or if he has run across Warwick, a gun, and demands an explanation.

Nathan is thoroughly insane by this point. He rants and raves, devolving into animalistic grunts. He seems convinced that the nightgaunt is Duke, and has been corrupted by evil. In between the rants, he manages to get out a few words. "The girl. The girl. Flew out of her bedroom. It was her all along. Lily Miles. That fool girl."

RESOLVING THE SCENARIO

THE RITUAL OF BINDING

There exist several potential outcomes for the climax of this scenario. Unless they have somehow slain the nightgaunt in unusual circumstances, or given up and left Clayton to fend for itself, then investigators will need to perform some version of the ritual to stop the rampaging horror. Regardless of which variant, as they begin to perform the dancelike ceremonial movements, the sky darkens overhead, and wind begins to howl through the trees. Deduct a magic point from each player involved in the ritual. Describe the terrifying effects of the ritual, or read the following text.

"Standing between the ancient stone pillars, you begin the slow, trancelike movements of the ritual of binding. A low wind whistles through the nearby trees and a small puff of dust is scooped from the riverbed and deposited around you.

All of a sudden, there is a distant howl. A psychic scream that echoes through the air, and yet is somehow completely silent. Thick black tentacles rise up from the stone and begin to writhe around your feet. Your body continues to move of its own accord, following the movements of the ritual as easily as eating or breathing. Suddenly, the tentacles vanish. The wind drops. The spell is cast. Something is coming, and it's coming fast.

THE RITUAL VARIANTS

If investigators perform the full ritual, with the shard, then the nightgaunt returns and rests without incident. Nathan, however, is not so forgiving. If he is at the dig site, and has not been subdued, he begins to howl and attack the creature.

If the investigators perform only the partial ritual, without the shard, then the nightgaunt will kill Lily, and return to the shrine to rest, depositing both the shard and Lily's corpse on the ground before investigators. Witnessing such an event requires a **SAN** (1/1D6) check. In this event, Nathan Marsh will still attack the nightgaunt. The nightgaunt is unwilling to flee. It is compelled to defend its place of rest, and will do so until victorious, or dead.

If investigators stop the ritual once they hear Nathan's warning and realize Lily is the victim, then he assumes they are in league with the nightgaunt. He launches into an attack, and will need to be defeated. Once the ritual begins, the nightgaunt will already be moving to attack Lily. Investigators will need to rush back to her new room in the Wheatwood estate if they wish to rescue her.

Investigators face a tough fight when confronting the nightgaunt. It favors grabbing its enemies, taking them up into the air, then flinging them to the ground. Once the nightgaunt is defeated, it melts into shadow. The threat is gone, for now.

An immediate reckoning is due with John Dorian. If there are dead bodies, investigators must answer for them. While Dorian is inclined to forgive Nathan's death as self-defense, he is most unwilling to consider that any means to an end would justify the killing of an innocent child.

Holding the Shard

If investigators are given the shard by Lily, then they are subject to the same curse as she is. Whomever they fear the most will be taken during the night. The victim should be identified according to the investigators backstory, with the keeper's assistance.

Investigators can use the shard to perform the ritual with relative ease. It is obtaining the shard that is the struggle. The perils of doing so are outlined within the "Confronting Lily Miles" section.

Each killing, of which the holder of the shard realizes they are responsible for, costs 1d8 sanity points.

THE DEPARTURE

After the nightgaunt is dealt with, the action in Clayton moves quickly towards a resolution.

Any investigators definitively linked with a murder are arrested by Dorian. They will remain in the hastily repaired jail cell in Clayton, and face trials and eventual justice over the coming months. The others are readily encouraged to leave when their bus arrives on Friday morning. Even if they have endeared themselves to the locals, there's still a certain tension in the air about the whole affair.

If Lily survives, she takes the time to personally thank investigators who saved her from the nightgaunt's "protection". If Harold survives, he too, thanks the investigators. A year later, an investigator may pass the two on a visit to New York. They have left Clayton to rejoin Harold's parents. Harold proudly announces he is sober, and has joined the prohibition movement.

If Harold is taken by the nightgaunt, then Lily is adopted by Katherine Wheatwood. Unless they visit the tiny settlement again, it's unlikely they ever come across either of them.

If Nathan Marsh survives his encounter with the nightgaunt, then he is destined to live out his days in a sanatorium. If Professor Warwick survives, he returns to Arkham and after providing a sparsely detailed report of the expedition, announces his retirement and moves south for warmer climates.

Investigators return to Arkham by eleven at night on Friday. Their futures, are yet to be decided.

RESTITUTIONS

For putting an end to the terrible protection of Terror Itself, Investigators receive **1D4** Sanity points.

If Lily survived the ordeal, and was spared a gruesome fate, they gain an additional **1D4** sanity.

For each victim, Harold, Nathan, or Warwick, that survived, award an extra 1 Sanity point.

If the nightgaunt is never caught and investigators flee Clayton, then each lose **1D10** Sanity.

If Investigators flee without resolving the problem, then the nightgaunt continues to kill until Nathan murders Lily himself. Provide investigators with **Terror Itself Handout #4**. Marsh is driven mad by the confrontation, and takes the shard of Nodens.

Whichever investigator drew Nathan's ire the most, or the investigator with the lowest luck, will wake up to a great winged terror dragging them out and dropping them far off the coast of Arkham, or far from the earth itself.

Even if they succeed, depending on the circumstances of any crime committed during the events of the campaign, investigators might find themselves on the lam, or in prison. At least there's no way that a nightgaunt could get to them through thick prison walls of reinforced concrete.

Could it?

IMPORTANT LOCATIONS

The locations descriptions below outline key features of Clayton, and provide keeper resources to make the scenario come alive.

THE BOARDING HOUSE

The Marsh Family Boarding house is an enormous building that has been standing since the founding days of Clayton. It has changed owner and purpose a dozen times throughout its tenure, but you can still see its original function, a barn house, reflected in the design.

The large doors at the front have been replaced with a smaller entryway and given a quick coat of paint. Around the back, a set of converted stables make up a semidetached house for the Marsh siblings. The kennel is attached by the rear of the barn where pigs would have originally been kept.

The Foyer

Annabelle and Nathan have done their best to make the front room of their boarding house look like a classy Arkham hotel. There is a carpeted floor, albeit, stained beneath the windows and near the door, and there is a huge wooden desk that takes up an entire back wall. Nathan is usually placed behind this desk, below the hunting trophies of various deer, beavers and other small game that hang overhead next to his prize rifle. A few threadbare armchairs have been placed around haphazardly, and a forlorn bookcase in the corner boasts no less than three copies of the King James Bible.

The Rooms

Each room in the building sits along a single long corridor on a thin squeaky floor upstairs. The rooms are clean and pleasant enough, with bright yellow and white bedsheets and a small sprig of some indeterminate plant (a common weed if inspected) in a pot on the bedside table. The thin walls don't do much to keep out the sounds of nature. There's always some kind of strange rustling of rats, bats, or raccoons coming from somewhere, especially the attic.

The Kennels

Around the back of the house is a small, fenced off area, with a converted chicken coop that serves as a large dog shed. A low wire wall hems the dogs in, while heavy chains secure them to the back wall. They heave and pull against the chains whenever passersby approach, barking and growling at the intruders.

Towards the rear of the cage, out of reach of the chained dogs, is a wooden crate piled with dog food. Hidden amongst the kibble are several bottles of whiskey, Nathan's stash.

Marsh family quarters

The Marsh family stays in a semidetached servant's quarters to the barn. It has been opulently decorated, with a collection of eclectic rugs, pictures, and hunting trophies. It's small and cluttered. A desk in one corner, mostly worked by Annabelle, contains the boarding house financial records. The boarding house is not a sustainable business. The Marsh family rely on an old family fortune from almost a century ago, which has dwindled away over the years. By the time Nathan and Anabelle die, there will be nothing left.

Kitchens

There is a combination kitchen and dining area set to one side of the foyer. Meals served are simple, mostly some form of small hunted game and fresh vegetables. Investigators notice that some of the food is a little cold. This is because the food is purchased from the nearby diner. The kitchen has not been used in years.

The Attic

The attic is filled with old tools, and the detritus of a dozen different occupants, abandoned when they left. Investigators trudging up the stairs disturb a nest of bats, which burst around the room for a moment before fleeing the now intruded upon attic.

MILES HOUSEHOLD

The Miles household was once a block of servant's quarters, but has been rebuilt to suit a family. It's not a happy place. Harold doesn't keep it clean, and there's very little for a young girl like Lily to do. The most dominating features of any room are the photos, trinkets, and other reminders of Lily's mother. Harold has saturated the place with mementos of his dead wife. There is no way to escape the oppressive reminders.

Lily's Room

Lily sleeps in the master bedroom, in a large four poster bed. Her parents used to sleep here, and Harold had it moved up with them back to Clayton. He can't bring himself to get rid of it, or to stay in it. Instead, Lily sleeps in the large, bare, master bedroom. Two looming cupboards, one filled with her mother's clothes, the other filled with hers, dominate the back wall. A small window looks out towards the woods near the dig site.

The floor is covered with a collection of strange trinkets, toys and sticks. Lily hordes, like her father, and keeps her toys in her enormous room. Investigators entering in the dark risk tripping on something. Lily's prized possession is a wooden train set, sits just at the foot of the bed.

The nightgaunt spends the day hiding under the bed. It is always there, except for when it goes out to hunt. The creature is always awake, and always in darkness. It cannot be snuck up on. It remains silent unless directly confronted. If an investigator looks under the bed, they will need to shine a light, or make a successful **Spot Hidden** check to notice the creature. If they do, they see a flat featureless face, right before the Nightgaunt attacks furiously.

Harold's Room

Harold's room is a refurbished storage room, poorly kept, with messy discarded clothes blanketing the floor. There is very little furniture inside. It feels like a spare room, but Harold is in here every day.

There is a small bottle of whiskey hidden under the bed, and a few assorted pieces of hunting equipment overflowing from the tiny cupboard. There are almost no personal accoutrements. One small picture of Lily sits on a wooden bedside table, the top of which is eroded with water stains.

Harold's Study

Harold's study is a small room, probably once a horse stall. A large desk makes an instant barrier in the room. Investigators need to press themselves up against the wall to get past.

The room is a memorial to Lily's mother. It is covered in dust. Harold can hardly bring himself to enter the room. Pictures cover the walls, and a beautiful handmade bookcase, built in happier days, is filled with photo albums, children's books, adventure novels, and other mementos from a better life.

Harold's desk has no drawers. There's a pile of paper to one side that teeters uncomfortably close to the edge of the desk. Inside is mundane information. Employment papers from the Wheatwood farm. Letters from the occasional family member. A successful **Library Use** check reveals a letter dated almost a year ago from a Dr. Lietman, a doctor in Arkham, who saw Lily and attempted to treat her nervous tendencies. At the time, Lily's fear was purely fabricated. She feared a monster under her bed, which Dr. Lietman explains away "As a subconscious fear of the coffin. Of her mother's death."

It is only in the last few days that this fear has become a reality.

THE JAILHOUSE

The jailhouse, which doubles as a sheriff's office, is set in the middle of town, squashed between the general store and the large diner. It's kept carefully clean. A small desk is set up for Sheriff Dorian. To one side is a tiny room with a locked door, and a bed inside. This doubles as a both jail cell, or a bed for Dorian when his aunt becomes unbearable.

The Cell

The cell is comfortable. About as comfortable as one of the room in the Marsh boarding house, only pervaded with the smell of cooking from the diner next door. Investigators may be fooled by the homely architecture of the cell, but it is secure. The walls are well made, and there are bars on the only window. The door is solid oak, with a thin slit in it that can be opened and closed from the outside. The cell usually only caters to the odd brawler, and the frequent drunk. Around dinner time, the alluring scent from next door is unbearable.

Dorian's Office

Dorian's office is in the central room of the jailhouse. A desk is propped up against the wall, and a few more comfortable chairs are placed in the corner around a low table. A side door leads to a small bathroom. Dorian keeps his files well organized inside a locked filing cabinet. Searching through them reveals a history of arrests for all citizens. It's not too interesting. The only items of note are Harold's drunkenness, and Nathan Marsh's occasional brawl.

If investigators visit the office while the case is in progress they can spot a detailed evidence board being set up against the back wall. Dorian will do his best to cover it. Examining the wall will let Investigators know exactly how much information Dorian holds against them.

THE WHEATWOOD FARMSTEAD

The Wheatwood farmstead is a wholesome, but busy place. If investigators visit, Katherine is a gracious host, but won't mince words about them wasting her time, or about her suspicions of them as outsiders. The building is spacious and well maintained. Natural light keeps every room looking clean.

Once Lily moves in, Katherine is always holding a broom. She has heard the scratching sound of the nightgaunt visiting one night, and is convinced that the house is full of rats.

Lily's Room

Lily's room is dark. The curtains are drawn shut. As investigators enter they risk tripping over a pile of her clothes. The rest of the room is spotless. Those clothes were there to hide light from under the door. The Nightgaunt must rest in peace, should it ever decide to leave her old room and take up residence here.

The nightgaunt only moves to this room if its previous hiding place is compromised, but it is not killed.

The Bull Pen

Investigators may wish to examine the Wheatwood bull pen. The bull has its own small pasture in the middle of the farm, just a few hundred yards from one of the small covered sheds where the farmhands keep tools and hay. There is nothing remarkable within the pasture, but the ground may reveal important information to an observant investigator. The thick mud shows tracks well. Even an inexperienced tracker can notice that there are no human footprints in the mud, nor any bull footprints outside the pasture. This, of course, is because the Nightgaunt plucked up the creature from the air.

THE DIG SITE

The Dig Site is approximately 100 yards across. It's a small, damp, riverbed, surrounded on the side by much higher riverbanks, which cast long shadows over the bed in the early morning and late afternoon.

A detailed explanation of the dig site is already included in Day 1.

The river itself is bordered by dense foliage. It would be impossible to walk along if it weren't dammed by the Wheatwood farm.

The woods surrounding the dig site are thick and extend undisturbed for miles. The small path that leads to it is easy to get lost on, if one doesn't keep a careful eye on the road.

NON-PLAYER CHARACTERS

Below are the in game statistics for each of the most important characters, those that are crucial to the story.

Lily Miles

Frightened Child

STR 25 CON 45 SIZ 30 DEX 55 INT 50
APP 65 POW 50 EDU 30 SAN 17 HP 7
DB: -2 Build: -2 Move: 8 MP: 10 Luck: N/A

Attacks per round: 1

Brawl 25% (12/5), damage 1D3 - 2
Dodge 60% (30/12)

Armor: none.

Skills: Sleight of Hand 30%, Charm 50%, Stealth 60%

Harold Miles

Whiskey-Soaked Father

STR 75 CON 50 SIZ 70 DEX 45 INT 65
APP 50 POW 35 EDU 70 SAN 35 HP 14
DB: +1D4 Build: +1 Move: 8 MP: 7 Luck: N/A

Attacks per round: 1

Brawl 40% (20/8), damage 1D3 + 1D4
Wood Axe 65% (32/13), damage 1D6 + 1D4
Lever Action Rifle 30% (16/6), damage 2D6
Dodge 40% (20/8)

Armor: none.

Skills: Credit Rating 30%, Intimidate 40%, Mechanical Repair 25%, Natural World 50%, Ride 35%

Nathan Marsh

Boastful Host

STR 60 CON 75 SIZ 45 DEX 75 INT 45
APP 65 POW 60 EDU 50 SAN 60 HP 12
DB: 0 Build: 0 Move: 9 MP: 12 Luck: N/A

Attacks per round: 1

Brawl 50% (25/10), damage 1D3
.303 Lee-Enfield 65% (32/13), damage 2D6 + 4
Dodge 35% (17/7)

Armor: none.

Skills: Animal Handling 60%, Credit Rating 45%, Intimidate 50%, Track 50%

Annabelle Marsh

Penny-Pinching Hostess

STR 45 CON 75 SIZ 55 DEX 60 INT 65
APP 40 POW 60 EDU 40 SAN 60 HP 13
DB: 0 Build: 0 Move: 8 MP: 12 Luck: N/A

Attacks per round: 1

Brawl 30% (15/6), damage 1D3
Dodge 40% (20/8)

Armor: none.

Skills: Accounting 25%, Appraisal 60%, Charm 30%, Credit Rating 50%, Listen 65%

Sheriff John Dorian

Honest Cop

STR 65 CON 60 SIZ 60 DEX 65 INT 50
APP 50 POW 50 EDU 60 SAN 50 HP 12
DB: +1D4 Build: +1 Move: 7 MP: 6 Luck: N/A

Attacks per round: 1

Brawl 45% (22/9), damage 1D3 + 1D4
.32 Auto Pistol 50% (25/10), damage 1D8
Dodge 60% (30/12)

Armor: none.

Skills: Credit Rating 40%, First Aid 50%, Intimidate 40%

Katherine Wheatwood

Industrious Landowner

STR 60 CON 70 SIZ 45 DEX 40 INT 60
APP 70 POW 60 EDU 60 SAN 60 HP 11
DB: 0 Build: 0 Move: 9 MP: 12 Luck: N/A

Attacks per round: 1

Lever Action Rifle 60% (30/12), damage 2D6
Dodge 50% (25/10)

Armor: none.

Skills: Credit Rating 70%, First Aid 45%, Intimidate 60%, Natural World 65%, Science (Botany) 40%

Professor Peter Warwick

Earnest Archaeologist

STR 40 CON 45 SIZ 55 DEX 45 INT 80
APP 50 POW 30 EDU 90 SAN 30 HP 10
DB: 0 Build: 0 Move: 7 MP: 6 Luck: N/A

Attacks per round: 1

Dodge 20% (10/4)

Armor: none.

Skills: Anthropology 60%, Archaeology 80%, Credit Rating 40%, History 55%, Psychology 30%

The Nightgaunt

Terror Itself

STR 100 CON 100 SIZ 120 DEX 80 INT 20
APP N/A POW N/A EDU N/A SAN N/A HP 22
DB: +2D6 Build: +3 Move: 8/16 Flying MP: 10

Attacks per round: 1

Fighting attacks: The nightgaunt attacks with its claws, tail, horns or limbs.

Seize (mnvr): Nightgaunts favor seizing their opponents after which they can tickle them with their barbed tail.

Tickle: The nightgaunt may only tickle foes who have already been seized. A successful tickling attack is extremely unnerving, for the barb of their tail is razor-sharp and perilous even while its light application does no damage—the target becomes bewildered, humiliated and disoriented, suffering a penalty die on all rolls for 1D4 rounds or until the tickling stops. Nightgaunt tails can snake up through holes and openings, slice through thick clothes and find even the interstices of metal armor.

Fighting 70% (35/14), damage 1D4 + 2D6

Seize (mnvr) victim is held fast for Tickle or further attacks

Tickle 45% (22/9), immobilized 1D6 + 1 rounds (target must already be seized)

Dodge 60% (30/12)

Armor: 2-point skin

Skills: Stealth 90%

Sanity Loss: 1/1D8 Sanity points upon seeing the nightgaunt.

PREGENERATED INVESTIGATORS

Andrew Burwood

Gallant Guide

STR 65 CON 70 SIZ 65 INT 50 POW 55
DEX 60 APP 45 EDU 50 SAN 55 HP 13
DB: +1D4 Build: +1 Move: 8 MP: 10 Luck: 45

Attacks per round: 1

Brawl 50% (25/12), damage 1D3 + 1D4
Lever Action Rifle 65% (32/13), damage 2D6
Dodge 60% (30/12)

Armor: none.

Skills: Survival 60%, Track 50%, Navigate 40%, Ride 45%, Persuade 45%, Botany 15%, Jump 45%, Throw 30%, Credit Rating 30%

History: Andrew Burwood grew up on the Canadian border, working with his trapper father and mother on the outskirts of civilization. A bright, kind, and inquisitive sort, he turned his survivalist talents towards permanent guide work, after joining up on a Miskatonic University research expedition into far northern Canada.

Andrew is a longtime friend of Professor Warwick, having accompanied him on a number of expeditions. He is a joyful fellow, quick with a laugh, and is in general, reliable and honest.

Andrew has only one trait which gets him into significant trouble, and that's his fanatical adherence to the prohibition movement. Andrew's father would ultimately die of cold after a night's heavy drinking. Andrew is convinced that alcohol is the greatest evil in society, and will do whatever he can to stand up against those who drink and so candidly break American laws.

Bonnie Highwater

Hilarious Heiress

STR 50 CON 50 SIZ 45 INT 60 POW 60
DEX 60 APP 70 EDU 75 SAN 60 HP 9
DB: +0 Build: +0 Move: 9 MP: 12 Luck: 70

Attacks per round: 1

Brawl 40% (20/8), damage 1D3
.32 Auto Pistol 50% (25/5), damage 1D8
Dodge 30% (15/6)

Armor: none.

Skills: Accounting 35%, Appraise 40%, Charm 60%, Fast Talk 40%, History 70%, Occult 30%, Credit Rating 70%.

History: Bonnie is a bright young woman, from a privileged background, who is completing her studies in history at the Miskatonic University.

Never one to shy away from an adventure, she quickly volunteered to join Warwick's expedition. Anything to get away from the stuffy day to day life in Arkham.

Bonnie has a streak of humor about her, which has often gotten her into trouble. Her jokes have never put anyone in real danger, but they've often come close. Fortunately, the charming girl is always able to diffuse any tense situation with her natural charisma. It was for this reason, in addition to her historian's training, that Warwick, despite being the victim of a dozen pranks, invited her along on the expedition.

Professor Frank Campbell

Proud Pedagogue

STR 40 CON 45 SIZ 70 INT 70 POW 30
DEX 30 APP 35 EDU 80 SAN 30 HP 11
DB: +0 Build: +0 Move: 7 MP: 6 Luck: 55

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Dodge 60% (30/12)

Armor: none.

Skills: Archeology 50%, Anthropology 65%, History 40%, Occult 50%, Cryptology 35%, Latin 35%, French 40%, Persuade 45%, Spot Hidden 60%, Library Use 70%, Credit Rating 50%.

History: A long standing Miskatonic University professor, and expert in archeology, Frank was incredibly excited about the expedition, right up until he heard it was Warwick leading the affair.

Frank and Warwick do not get along. They could not have come from more different backgrounds. Frank is Cambridge educated, and moved across from England to teach at the Miskatonic. He is relaxed and somewhat loutish, the polar opposite of Warwick, who is proper and full of bluster. The two have been at odds in their work for decades.

Frank is approaching his twilight years, and has managed to maintain a healthy family life during his time at the Miskatonic. His wife, Ellie, works as a secretary in Arkham, and his two daughters are both completing their studies at a finishing school.

Despite his tension with Warwick, he is excited to be involved in the expedition, and hopes to make some interesting discoveries which could feature in a book he is writing to fund his retirement.

Clara Smith

Forensic Scientist

STR 70 CON 50 SIZ 65 INT 50 POW 60
DEX 45 APP 45 EDU 65 SAN 60 HP 11
DB: +1d4 Build: +1 Move: 8 MP: 12 Luck: 40

Attacks per round: 1

Brawl 70% (35/14), damage 1D3 +1D4
Dodge 22% (11/4)

Armor: none.

Skills: First Aid 55%, Medicine 50%, Forensics 65%, Intimidate 55%, Stealth 45%, Spot Hidden 50%, Locksmith 45%, Credit Rating 45%.

History: Clara Smith works with the police in Arkham, and frequently has the opportunity to associate with the medical department at the Miskatonic. Her association with the heads of this department would provide her with the opportunity to join up on the trip. Relishing the chance to get away from the city, she readily accepted. Clara's extensive training in forensics makes her as qualified as any of the immediately available volunteers to attend the expedition.

In addition to her training, Clara has some family ties to the Wampanoag tribe. Although her family have lived in Arkham for several generations now, she traces her direct ancestry to a number Wampanoag ancestors. She has never felt a significant connection with this aspect of her heritage, but is interested in studying elements of Wampanoag cultural history.

Susan Mitre

Debonair Daredevil

STR 55 CON 60 SIZ 65 INT 55 POW 75
DEX 60 APP 65 EDU 50 SAN 75 HP 12
DB: +0 Build: +0 Move: 7 MP: 14 Luck: 60

Attacks per round: 1

Brawl 50% (25/10), damage 1D3
Dodge 50% (25/10)

Armor: none.

Skills: Jump 60%, Arts and Craft - Acting 65%, Mech Repair 45%, Drive Auto 60%, Pilot (Aircraft) 45%, Listen 50%, Stealth 65%, Psychology 50%, Credit Rating 30%

History: Susan Mitre is a farmer's daughter, who left home years ago to join up as a stunt pilot with a traveling circus. After many years roaming America, she came to settle in Arkham, and put her knowledge fooling people to good use as a senior member of the Miskatonic University's skeptic's society. It is at this club that she met Professor Warwick, who was in awe of her wide range of talents and life experience.

With such a small pool of applicants available, Warwick was quick to ask Susan to join him on the dig. Her versatility is sure to come in use at some point, and anyway, given that he knows so few other people on the expedition, he could use the company.

Susan is particularly excited about the trip, since she knows that some of the Clayton locals brew their own liquor. Susan has tried every brew across the eastern side of the country, and is looking forward to another chance to indulge in her favorite vice.

James Hume

Shy Student

STR 45 CON 45 SIZ 50 INT 75 POW 60
DEX 65 APP 65 EDU 70 SAN 60 HP 9
DB: +0 Build: +0 Move: 8 MP: 12 Luck: 65

Attacks per round: 1

Brawl 35% (25/6), damage 1D3
Dodge 33% (16/6)

Armor: none.

Skills: Psychology 65%, Psychoanalysis 65%, Chemistry 40%, Natural World 30%, Fast Talk 70%, Survival 35%, Arts and Craft: Photography 50%, Ride 40%, Track 30%, Credit Rating 15% French 25%, German 50%, Italian 65%.

History: Jacob Hume is an Australian student, who moved across to Arkham to study a degree in languages. This overachiever has attempted to join in with every possible extra-curricular activity available. This expedition is no exception.

Jacob is very narrow minded, and has little to no skill outside of his academic craft, asides from the skills he picked up living in the still fairly rural Perth. But his enthusiasm and good nature makes him excellent company for any work.

Privately, Jacob is very superstitious. He is convinced that he might witness a ghost at the dig site, and has brought along his camera, hoping for the opportunity to photograph one.

TERROR ITSELF HANDOUTS

The Onyx Slab

The small black slab of Onyx is cool to the touch. It is heavier than expected and sits like lead in your palm. It is covered with petroglyph carvings of immense detail, showing a large, winged creature flying through a starlit sky.

Terror Itself Handout #1

The Onyx Base

This box is deep black stone, with carved pictograms forming a dark vignette. Twisted figures gathered around gaping cavern with a toothed maw. Dripping ropes emerge from the cavern and writhe in the air, stretching towards the figures.

Terror Itself Handout #2

The Dream of the Ritual

In the midst of swirling color, images slowly begin to form. You are in a shrine. It is glorious. Great towering stone pillars surround you, reaching high into the sky. Shadowy figures stand at your side. They are your companions. Your family. They sway and step before you, moving slowly, with dreamlike lethargy.

You join them in dance. You know this one by heart. You've performed it a thousand times. The dance that brings the protector home. That binds it to sleep. That stops it from turning, and unleashing itself upon you...

But this time is different. You don't have the crystal. The shard you stole from the Lord of the Great Abyss. Without it, the ceremony will still work. The dance will still bind the protector. But it will be bound with blood. Before the protector returns, it will slay the bearer of crystal. Only then will it return it to you, crystal in hand.

You touch each of the pillars in sequence, performing the ceremony again and again. The dance burns into your mind. When you awake, the careful intricate motions of the dance are still present, lingering forever at the edges of your waking mind.

Terror Itself Handout #3

Killer Escapes in Clayton Massacre

A spree of unfortunate deaths in Clayton, Massachusetts, has at last come to an end, marked with the final tragic killing of the young Lily Miles.

The culprit, Nathan Marsh, set his dogs upon the poor girl and had her torn apart. The man was arrested with the assistance of the local sheriff, who was fatally wounded during the capture.

Mr Marsh was taken directly to Arkham Sanatorium under armed guard. Unfortunately, the vehicle transporting Mr Marsh crashed while en route to the sanatorium. The vehicle was found midway through a nearby field, with its top ripped open.

Police are asking anyone with information to come forward, and warning residents of nearby towns to be on the lookout for Mr Marsh. Anyone who spots him should not try to apprehend him, but rather contact the police immediately.

Terror Itself Handout #4