

A FANTASY GAMES UNLIMITED PUBLICATION

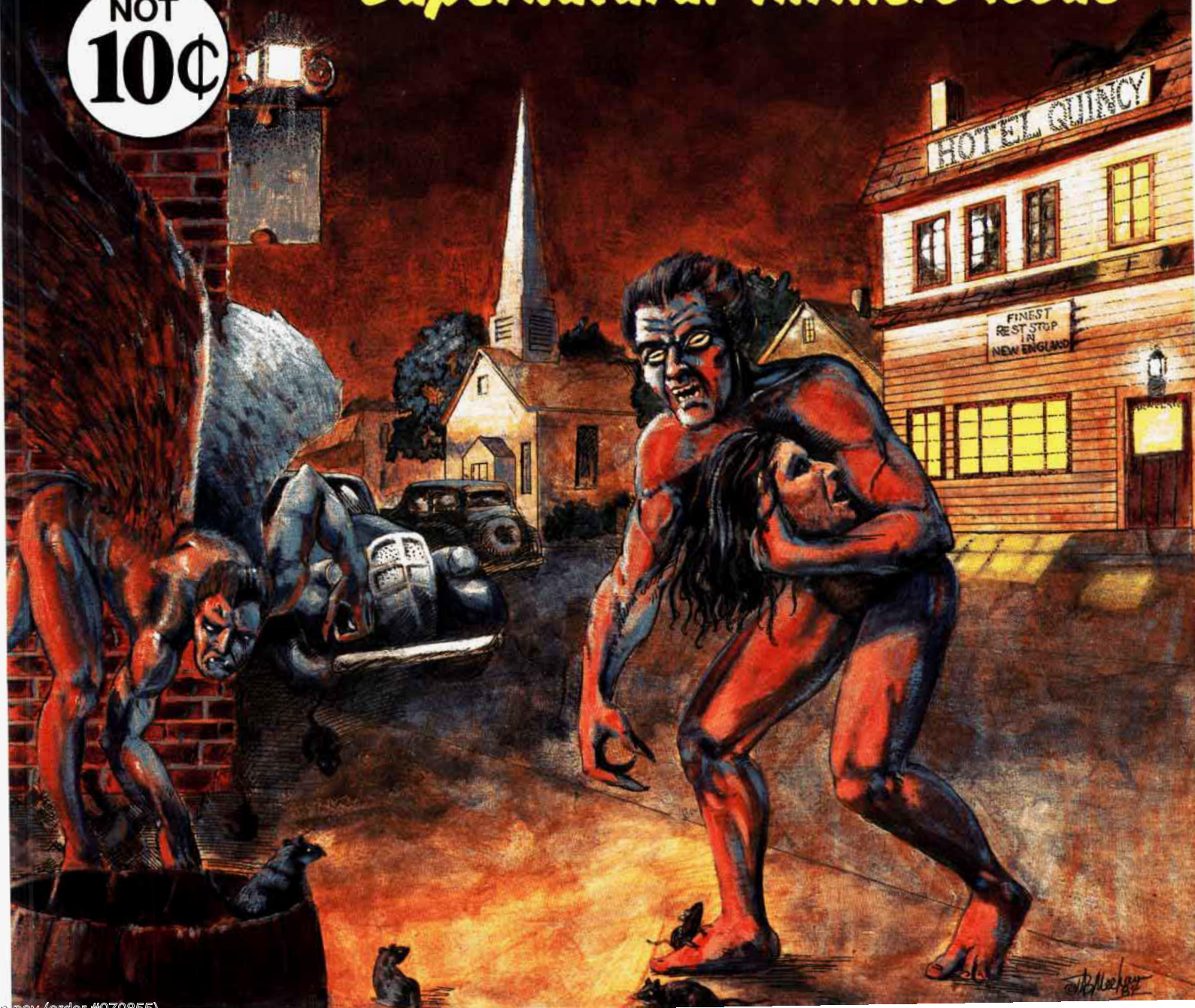
DAREDEVIL

AdventuresTM

Vol. 2 No. 3

Supernatural Thrillers Issue

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DAREDEVIL

Adventures™



This book is a set of adventures designed for use with the DAREDEVILS™ rule system. It is intended for the Gamemaster. Players should not read this book until the adventures are completed. Information is often given in brief form with only pertinent details highlighted with lesser points left for the Gamemaster to fill in. There is still a great deal of information packed into each adventure. Be sure to read all of it before running one of them. Important details are not always in one place. This has been done for two reasons. One, players who do sneak looks at this book will not be able to get all the data they need with a simple peek. Two, often much of the information needed would have such detail that the flow of the explanation would be interrupted. Such material has been abstracted into sidebars. Character motivation will usually be found with the character description while pertinent clues might be as easily found in the description of the location in which they are found as in the overview of the scheme or the description of the action 'off-stage.' Some details in these adventures may have to be adjusted to suit your campaign.

VOL. 2

No. 3

THE BODY VANISHES by T.A. Dowd and R.N. Charrette2

It seemed a routine case. Determining why young Arnold McCoy had been killed. But, why and how had his body vanished from the morgue? Why weren't the police cooperative? Was there more to this case than met the eye and did it involve the mysterious curse on the Montique Water Diamond?

THE FORGOTTEN MANUSCRIPT by T.A. Dowd8

Things seem placid in Northview while the daredevils search for some missing pages from a manuscript by a highly-regarded novelist of the occult. Taking on this job for a prestigious publisher is one thing, even when it involves travel and a nagging side question. Dealing with what seems to be happening in this picturesque rural New England town is another thing altogether! Can the daredevils unravel the various mysteries here and will they do it in time to block catastrophe?

THE CASE OF MISS BROOKMEYER'S MURDERER. by Kenneth Campbell22

A frightened young woman comes to the daredevils for help. Her life is being threatened through letters and ads placed in the daily personal columns of the newspaper. Can the daredevils stop her killer in the short time remaining until the threats are carried out? Is there more to this case than surface appearances?

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A FANTASY GAMES UNLIMITED PUBLICATION

THE BODY VANISHES

BY

T.A. DOWD and R.N. CHARRETTE

'The Body Vanishes' is something of an unusual Daredevils adventure. It is designed to have more than one possible explanation of the mystery. You, as gamemaster, should decide which explanation you will use according to the style and needs of your campaign and player group.

The adventure is set in the 'Big City' which can be any large metropolis. Specific details of the 'City' are left vague to allow you to personalize it for the city in which your adventurers will operate. In the playtest version, the city was The City, New York.

OPENING SCENE

The daredevils to be involved in this adventure will be contacted (on a Tuesday) by an extremely distraught young lady. She is very confused and on the verge of exhaustion. Her name is Dotti McCoy and her murdered brother's body has vanished from the city morgue.

After careful questioning by the player characters even more will be revealed by Miss McCoy. The story, as she knows it, is as follows:

The previous Friday evening around 8:15 her brother Arnold McCoy, an employee of Lee-Holt Diamond Merchants, was found dead inside his car at the bottom of the harbor. As far as the police can determine, Arnold was being chased by another vehicle around the dock areas of the city until, near Pier 12, the pursuing car opened fire on Arnold with what is believed to be one or more Thompson sub-machine guns. Most of the bullets hit his car, but Arnold was hit three times and lost control of the car. The car plunged off the pier and into the murky black waters of the harbor where the police later recovered both the car and the body.

Arnold's lifeless body was taken to the city morgue where it was placed in a drawer to await identification and an autopsy. Dotti was contacted by the police early Saturday and asked to come and confirm the identification of the body. Shaken by the news, she was unable to bring herself to go to the morgue until early Sunday morning. When she arrived she was told that her brother's body had been 'misplaced', but would turn up shortly. While at the morgue, Dotti overheard two attendants saying that another attendant had been taken

off to the local insane asylum after claiming that one of the bodies got out of its drawer, smiled at him, and walked out. Unable to understand what was going on and finding the police to be of no help, she has gone to the daredevils hoping that they will aid her. She will only be able to offer them \$200 for their services but she will desperately beg for their help. What self respecting daredevil could refuse a dame in distress?

THE POLICE STORY

The investigation into Arnold McCoy's death is being handled by Detective Jameson 'Mad Dog' Mathews of Midtown precinct. (If any players can make a Law Enforcement Sub-Culture roll, they will have heard of Mathews.) Mathews does not like the idea of civilians sticking their noses into police business and will tell the daredevils so. He will refuse to give them any aid at all and recommend that they leave the detective work to the professionals.

Naturally, the player characters will attempt some other means of attaining the police report on the murder or the information contained in it. Should they, in your mind, succeed, then they will have access to the following data:

- Arnold's body was recovered from the harbor with multiple bullet wounds (the obvious cause of death).
- Arnold's car was also riddled with bullets and preliminary study indicates that the bullets were probably .45 ACP fired from a Thompson.
- Nothing overtly suspicious was found in the car. Arnold was carrying nearly three hundred dollars in cash and had two suitcases full of clothes in the trunk.
- No autopsy was done since the coroner was tied up due to a mass gangland slaying that had occurred the same night.
- The report on the missing body also refers the reader to a different file which is unavailable. Although it does mention that a morgue attendant named Mike Holmes who is now under observation at a local insane asylum.
- The associated report that is also unavailable seems to be one concerning grand larceny, but that information could be incorrect.

The DuPerrier Diamonds

The DuPerrier Diamonds are a collection of high grade individual diamonds that were originally assembled by the DuPerrier family of Paris around 1735. The entire collection was sold in 1892 by a descendant of the original family to a German noble named Von Heindrich.

The Von Heindrich family continues to possess the collection. Baron Otto von Heindrich is preparing to sell off part of it to donate to the National Socialist party.

The part of the collection that is being sold was sent to the Lee-Holt Diamond Merchants offices by the prestigious European firm of Wasserhaus. They diamonds were to be appraised before being auctioned. There are eight diamonds in the lot. Five of them are small yellow-tinted diamonds worth from \$1200 to \$2500 each. Two of them are pale-blue beauties worth roughly \$10,000 each. The true 'gem' of this part of the collection is an incredibly rare colorless stunner. It is known as the Montique Water Diamond, is worth around \$30,000, and is, of course, cursed.

The Montique Water Diamond is said to have a fatal effect on thieves. According to the legend, anyone stealing the diamond will find that his spirit will restlessly walk the earth until the diamond is restored to its rightful owner.

Mr. Lee is aware of the 'curse' but he discounts it as pure superstition. He is also aware of a number of thefts of the diamond in the past. It was always recovered in short order. Anyone researching the history of the diamond can discover accounts, all unknown to the non-player characters, of the thefts of the diamond. In all cases, the diamond was recovered from the dead body of the thief. In five of the seven cases, the thief had been killed by his confederates for one reason or another.

Unknown to Lenny Cole the present owner of the DuPerrier Collection, Baron Otto, is the gentleman who will eventually end up buying the stolen gems back. He plans to buy the diamonds back at roughly 25% of actual value and also receive the insurance money for his little treasures and therefore walk away with the diamonds and 75% of their actual wealth. He will then sell them: himself to other 'private collectors'.

WHAT REALLY HAPPENED: CRIME BEHIND THE SCENES

Somehow Arnold McCoy broke free of Lenny Cole's Compulsion, got greedy (or panicked, depending upon whether or not you are a cynic) and decided to run with the diamonds. Two of Cole's goons followed Arnold and inadvertently killed him when they tried to stop him.

The police recovered Arnold from the harbor and brought him to the morgue where he was placed in a drawer while the Medical Examiner worked on more important matters. That night (Saturday) at about 2 AM Lenny Cole, Woody, and Buddy snuck into the morgue via an unguarded rear entrance. Once inside, they subdued the lone attendant (Mike Holmes) and stole Arnold. According to his plan, Cole hypnotised Holmes into believing Arnold got up out of the drawer and knocked the attendant out with a single punch. As an afterthought, the ever-theatrical Cole added the part concerning Arnold smiling at Holmes.

The thugs transported Arnold's body back to the Emporium where they performed their own impromptu autopsy to recover the gems. After securing the diamonds, Woody and Freddy took Arnold, tied him to a rock, and dumped him in the river.

Unfortunately, Woody never really learned how to tie a tight knot. Arnold will 'work' himself free and float to the surface. His body will turn up floating in the river late Thursday. On Friday, they will identify the mutilated body as Arnold McCoy.

The DuPerrier Diamonds are presently hidden at the Emporium, in the prop room behind the stage. They are located in the base of a decayed paper tree where they will remain until the daredevils recover them or Cole sells them to his contact.

CAST OF CHARACTERS

Dorothy (Dotti) McCoy

Slightly naive, Dotti arrived in the Big City roughly four years ago. She had lived the previous nineteen years of her life on her parents' farm in Georgia. She came seeking the bright lights of show business, but found only the dimly-lit world of an out-of-work actress. Fortunately for Dotti, her older brother Arnold lived in the city and was able to reach out his hand to save her before she was swallowed up by the city's less desirable elements.



He set her up in an apartment adjacent to his own and supported her until she was able to get a job. Though the job she found was somewhat less than high class, it paid the bills. She has waited tables at The Patio since, while meeting little success with her attempts to break into show business.

The news of her brother's death and the odd circumstances surrounding came as a near crippling blow. Her inability to understand why Arnold had died the way he did as well as her subsequent trip to the city morgue to identify Arnold's body convinced her that something was definitely amiss. She decided to contact the daredevils because she knew they would help her.

A persistent daredevil may eventually get her to remember a fragment of a conversation she overheard between two morgue attendants. To wit: "... poor Holmes. Ya know they had to take him away Saturday night at about 2 AM? Yea, seems he thinks one of the stiffs got up, stole his clothes and then walked out. Yea, it finally got to him. He's locked up in the south side Looney Bin, they says he's still yelling about it smilin' at him. Poor sod."

Dotti is 23 years of age. She stands 5'5", has a medium but voluptuous build, blue eyes, and blond hair. She is extremely pretty but is, as they say, a little 'slow'.

| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 8 | 10 | 9 | 11 | 11 | 12 | 2 | 22 |

SKILLS: Pistol (6); Rifle (5); Bowling (4/1); Driver (10); English Language (13); Acting (2); Dancing (4).

WEAPONS: Colt Police Positive (DUR = 2) with 8 bullets (unlicensed).

CLOTHING: Street Clothes (Armor Value 1).

NOTES: Dotti speaks with a Southern accent. She is unaware of any criminal activities Arnold may be connected with.

Arnold McCoy

Arnold became interested in diamonds through a distant uncle of his. This uncle took Arnold to the Big City when he was 19 because he noticed in Arnold an innate esthetic ability to accurately gauge the value of diamonds. He got Arnold a job as an apprentice with the Lee-Holt Diamond Merchants. Shortly thereafter his uncle was killed while inspecting a diamond mine.

Arnold continued in the employ of Lee-Holt where he gradually moved up in the ranks to the point where he was placed in charge of Inventory. His assignment to this position occurred five years ago.

When his sister Dotti came to town shortly after the death of their mother (their father had died years previously), he took it upon himself to look after her. He set Dotti up in an apartment next to his so he could keep an eye on her.



Arnold first met Lenny Cole shortly after arriving in the City. Cole used to perform at a local vaudeville house (not the one Cole now owns) where Arnold went after work. One day he stopped a pair of muggers who were roughing up Cole. He and the vaudevillian met each other socially a few times after that until Cole suddenly vanished.

Lenny reappeared three months ago and arranged for Arnold to meet him. At that meeting Cole hypnotized Arnold and has had Arnold under his complete control since then. So, when Arnold learned that part of the DuPerrier Diamond Collection was going to be at Lee-Holt for a few days, he notified Lenny. Their pre-determined plan went into action.

On a Friday, Arnold was to log the DuPerrier Diamonds as being in the safe but instead place them in a small cloth bag and swallow them. This way when he was searched on his way out by security (a normal procedure) they would be unable to find anything on him. Arnold was then to drive to the Seventh Heaven Motel where he was to meet Cole.

Unfortunately for all concerned, things did not occur as planned.

Detective Jameson 'Mad Dog' Mathews

It would be far more than simply true to say that Detective Mathews enjoys being a police officer. In fact, it is said by some that it is his sole driving passion in life. Whether this is true or not is uncertain. What is certain is that Mathews lives up to his nickname.

The majority of the local criminal element knows enough to either pack up and leave or turn themselves in when 'Mad Dog' is on the case. Better to leave town or spend a few months in the slammer than worry if 'Mad Dog' and his Hounds' are going to come barking down your throat at any moment.

Though his file contains as many Complaints as it does Commendations, Mathews has the highest rate of convictions among detectives in the Department.

Mathews is a clean cop who believes that the enforcement of the law should be left to the police and should definitely not be

in the hands of 'the public'.

Should the daredevils intervene in any of his investigations, he will first warn them off and then have them arrested for obstructing justice (although the charges will be dropped in 24 hours) if they persist.

Detective Mathews stands 6'5", has a medium to light build, black close-cropped hair, and dark eyes (he usually wears sunglasses during the day). He is never seen without a half-smoked but unlit cigar protruding from between his lips. Department rumor has it that Mathews can 'spit' the cigar at least ten feet into a criminal's face, distracting him. (If this ridiculous rumor were true, 'Mad Dog' would have a BCS of 13 to perform such a feat.)



| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 14 | 16 | 17 | 18 | 16 | 22 | 3 | 39 |

SKILLS: Pistol (16); Rifle (13); Autofire (13); Brawling (17/4); Knife (14/4); Throwing (8); Driver (12); Interrogation (16); Law (14); Forensic Science (15); Criminal Sub-Culture (15); Law Enforcement Sub-Culture (15); English Language (14).

WEAPONS: Mathews has been ordered by his superiors many times to carry a regulation S&W Police .38 Special. To keep them off his back, he carries the S&W in his hip holster. He also carries a Colt M1911A1 in a shoulder holster. For it's pure stopping power he also carries a Colt Police Positive strapped to his right ankle, just in case. He is also never without two spare boxes for the Colt M1911A1. In the field he has been known to carry a Thompson.

CLOTHING: Above average Street Clothing with overcoat (combined AV 2) and matching hat.

NOTES: It is very rare that 'Mad Dog' is without at least one of his Hounds.

The Hounds

'The Hounds' is the nickname given to a group of six plainclothes police officers that Mathews brings with him in the field. These six men are unofficially assigned to him and are on call 24 hours a day.

The Hounds should be treated as Average Quality NPCs. They are armed with regulation S&W .38 Specials (with six extra bullets in snap-cylinders) as side arms, but will always have heavier weapons nearby. The first four use Thompsons (2x box 20 each) while the last two have Rem. Model 11 police shotguns (10 extra rounds each). If things are expected to get rough (and one wonders just what warrants the term 'rough' when you look at how they are usually armed), they will all have access to bullet-proof vests.

Their names are O'Neal, Murdock, Ricco, Lawson, Anders, and Benson.

Michael Holmes

Attendant Holmes was on duty at the city morgue on the night Arnold McCoy's body vanished. He is convinced that Arnold slid himself out of his drawer, stood up and smiled at him. The body (according to Holmes) then walked over to him and knocked him unconscious with a single punch.

When he was awakened by the other Attendant (Adam Craft) he was minus his outer clothing and a few teeth. He is presently under observation at a local hospital. At times he gets violent and incoherent and will, therefore, be sedated 80% of the time.

The police believe that Holmes cracked under the pressure of working 'the graveyard shift' at the morgue. They are, however, at a loss to explain where Arnold McCoy's body is now located.

Should it become a factor, treat Holmes as an Average Quality Rabble NPC.

Adam Craft

Craft is the morgue attendant who worked with Holmes. He will tell anyone who asks that he found Holmes unconscious in the outer office when he returned from a coffee break. Craft saw no one enter or leave the morgue area, although he will admit that there are two other possible entrances and exits, one of which was unguarded that evening.

Byron Lee

Byron Lee has been the sole owner of the prestigious Lee-Holt Diamond Merchants since his partner, Hershel Holt, passed away six years ago of natural causes. Lee cannot explain how the diamonds were stolen and will be astounded that McCoy apparently stole the DuPerrier Diamonds. If the police or anyone else could present an alternative answer, he would be more likely to believe that one instead.

At the insistence of the police, Lee has kept the story of the theft quiet and out of the papers. He is fully aware that if the story were to leak out before the diamonds were recovered, the reputation of Lee-Holt would be ruined. Therefore, if anyone comes asking about Arnold McCoy, he will become very nervous and refuse to answer any of their questions. Chances are that if pressed Lee will slip and mention that he is unable to answer any questions and that the matter is in the hands of the police.

Should the daredevils convince Lee to aid them or find some access to Lee-Holt records, they will find out that part of the famous DuPerrier Diamond collection has been stolen. The stones in the lot are valued in excess of \$60,000. McCoy was in charge of Inventory and since he logged them as being present on Friday they were not missed until Monday morning when the safe was opened. There were no signs of a break-in nor were there any signs that the safe was forced. Detective Mathews believes it to have been an inside job.

(Of slight interest to the daredevils is the fact that Lee-Holt has an unofficial 10% finders fee in effect.)

Lee is of average height, on the pudgy side with gray hair and small, wire-rim spectacles.

Lenny Cole

Leonard Axton Cole is an ex-vaudeville hypnotist who has changed professions in order to make more money. He was born on the lower east side of the City, the only son of the travelling magic act known as Leonard Cole and Maggie. It was discovered at an early age that young Lenny had a talent for hypnotism and so he was included in the act.

Life was kind to the Coles until forty years ago when Lenny's parents were arrested for pickpocketing during the act. It seems the city police commissioner was attending the show. Later he was missing his wallet, watch, and, well, you get the picture. Lenny was placed in an orphanage where he perfected his 'Compulsion' special ability.

After leaving the orphanage, Lenny tried his luck in vaudeville as a hypnotist. For close to twenty years, Lenny Cole was a fairly big act under the name 'The Incredible Leonard'. He continued to prosper until twelve years ago when the owners of a theater at which he had been appearing discovered that he had been stealing money from them for nearly a decade. Recognizing the change in the wind, Lenny grabbed his stolen money and ran to Cuba.



He stayed in Havana for nearly a decade until he was forced to leave there as well. He returned to the City and roamed the fringes of society for over a year searching for a way to make a great deal of money. After seeing Arnold's name mentioned in the paper, he recontacted the young man and began to control him.

It was Cole's intention that, after receiving the diamonds from Arnold, he would have Woody and Buddy drive Arnold out to the docks and lose him in the muddy waters. Once he had the diamonds for himself, he would contact a 'representative of certain European interests' who he knew and sell the diamonds to him. This buyer will arrive seven days after the player characters are contacted. The daredevils need never meet the buyer in this adventure.

| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 17 | 28 | 13 | 15 | 17 | 18 | 3 | 39 |

SKILLS: Pistol (13); Fencing (12/3); Brawling (8/2); Driver (8); Stealth (10); Disguise (15); Rhetoric (14); English (18); Criminal Sub-Culture (10).

WEAPONS: Walther PP (7.65mm) with 2 extra boxes and Sword Cane (WDF = 1.7 due to neglect).

CLOTHING: Fancy Street Clothes and overcoat (AV 2).

SPECIAL POWERS: Compulsion (Will Group = 4).

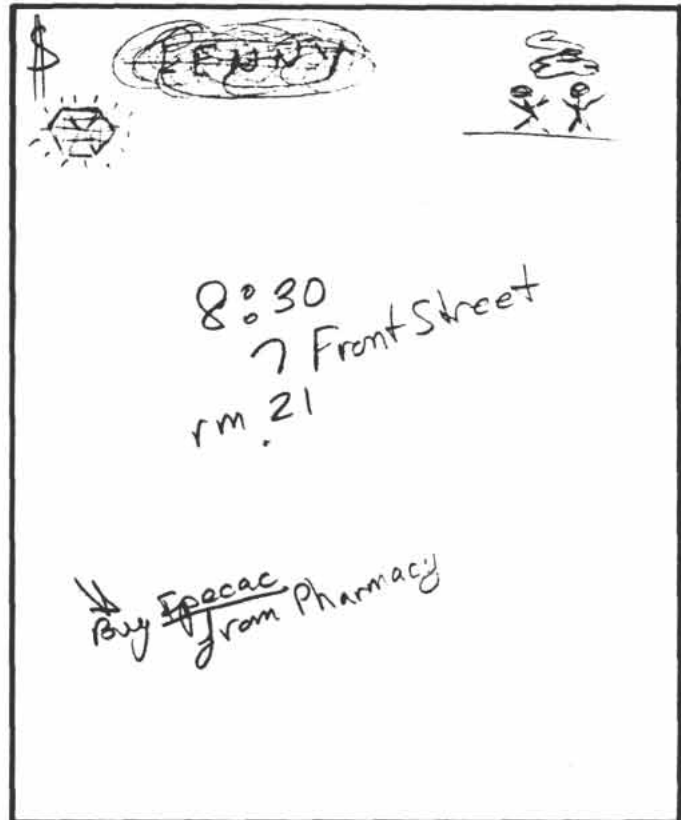
NOTES: Lenny Cole stands about 5'7" and has a light build. He is in his late forties and has brown hair that is beginning to gray. He also has deep-set midnight-black eyes which are highly memorable to those who have seen him.

Woody, Buddy and the Gang

Woody and Buddy are Lenny Cole's primary goons. In addition to them, the gang includes Freddy, Mickey, and Louie. They should all be treated as Average Quality NPC Extras. They will all have Colt M1911A1s and two of them will have Thompsons.

Woody and Buddy are the ones that usually travel with Cole. The remainder of the gang will always be found at the Emporium Theater.

THE NOTE IN ARNOLD'S JACKET



Hidden in the squiggles at the top is the name 'Lenny'. The object in the upper left is a dollar sign. Below that is a diamond. The squiggle and the two stick figures on the right mean nothing. The '8:30 - 7 Front Street rm 21' refers to where Arnold was to meet Cole after he stole the diamonds. The 'buy Ipecac from pharmacy' refers to the fact that Arnold had to buy the drug Ipecac (a syrup to induce vomiting) from the local drugstore so they could recover the swallowed diamonds easily.

PLACES OF INTEREST

Arnold McCoy's Apartment

If the daredevils attempt to search Arnold's apartment, they will be greeted by a very polite, but firm, officer of the law who will not allow them access to the room. The room is, after all, involved in a murder and possibly a major diamond theft. (Note: the latter information will not be immediately forthcoming.) The officer on duty should be treated as an Average Quality Rabble NPC. He will be armed with a S&W Police .38 Special and wearing his uniform (AV 1). During the day an officer (O'Malley) will be stationed inside the apartment. Dotti will be able to tell the daredevils that there is a cop in the apartment, although she will omit this information when she hires the player characters. If the characters watch the apartment for any length of time, they will notice that there is indeed an officer inside and he has his food delivered to him. At night, a second officer (Hanigan) will relieve O'Malley.

Should the daredevils attempt to draw the officer out of the room by any means, you should check to see just how successful this Deception is. (Apply modifiers as you see fit, but add 5 to the die roll if the officer is Hanigan as he is slightly more gullible than O'Malley) If the Deception is successful the officer will react accordingly. If it is not, he will probably call for assistance with said assistance (two officers) arriving in five minutes.

Should the daredevils actually get into the apartment and have enough time to search it, they will find that everything of value has been removed and all else has been tagged. They will be unable to find anything to aid them in their investigation.

If visited at the apartment building, Dotti will remember that she has a jacket of Arnold's in her closet. He left it there Thursday night. In the jacket pocket, the daredevils will find a piece of paper. The note is made up of jottings and doodles that Arnold made while talking to Lenny Cole that day.

7 Front Street

The building at that address is a sleazy motel called the Seventh Heaven Motel. Its proprietor is an even sleazier Poor Quality Rabble named Freddy Boggs. If the daredevils can convince Boggs (the slightest hint of violence will leave him putty in their hands) to tell them who has stayed in room 21 for the past few days, they will find out that the night McCoy died the room was rented to a L. Coleman.

Boggs will be able to tell them that the room was rented on Thursday and paid for through Saturday morning. Coleman came and picked up the key on Thursday night and then left on Friday night. Boggs will describe Coleman as a black-haired gentleman about 5'11", light build, and a limp. He will comment how the man's stare unnerved him.

On Friday night, two more men joined Coleman and they stayed in the room until about 8 PM when they received a phone call. Boggs will also inadvertently say that the switchboard was not operating properly and he 'accidentally' managed to hear the entire conversation. After saying this he will realize that he should not have said that, but it will be too late. If threatened or bribed, he will immediately tell them what he heard on the phone. Here, in detail, is that conversation to allow the gamemaster to extract Boggs's version according to his portrayal of that character.

Coleman answered and the caller said:

'Boss! We got big problems!'

Coleman: 'What is the problem, Woody?'

Woody: 'Me and Buddy was watchin da jerk just like you told us to and, just like you thought he might, he took off! So we followed um.'

Coleman: 'Excellent Woody. Then what happened?'

Woody: 'Well, Boss, da jerk kinda saw us and really began to move da car fast. So Buddy sped up after um. We chased um all the way to the docks and we got afraid we was gonna lose um. Ya gotta understand, Boss! We thought we was gonna lose um!'

Coleman (heatedly): 'Woody, what happened?'

Woody: 'Geez, Boss, ahm sorry but I leaned outta da car with da Tommy gun and tried to shoot out his tires but Buddy hit a bump and knocked the gun up so, instead of hitten da tires likes I had wanted to, I hit da jerk.'

Coleman (coldly): 'Woody... what... happened... next?'

Woody: 'Well, Boss, ya see da jerk kinda lost control and kinda drove off da pier.'

Coleman: 'That's not too bad Woody. At least you got his body...'

Woody: 'Well, Boss, ya see his car kinda sunk real fast and before we could get into the water to get him out we heard the cops comin so we got outta there fast.'

Coleman: 'So, Woody, now the police have our merchandise. Is that correct?'

Woody: 'Yea... kinda.'

Coleman: 'You and Buddy get back to the Emporium fast, we will meet you there.'

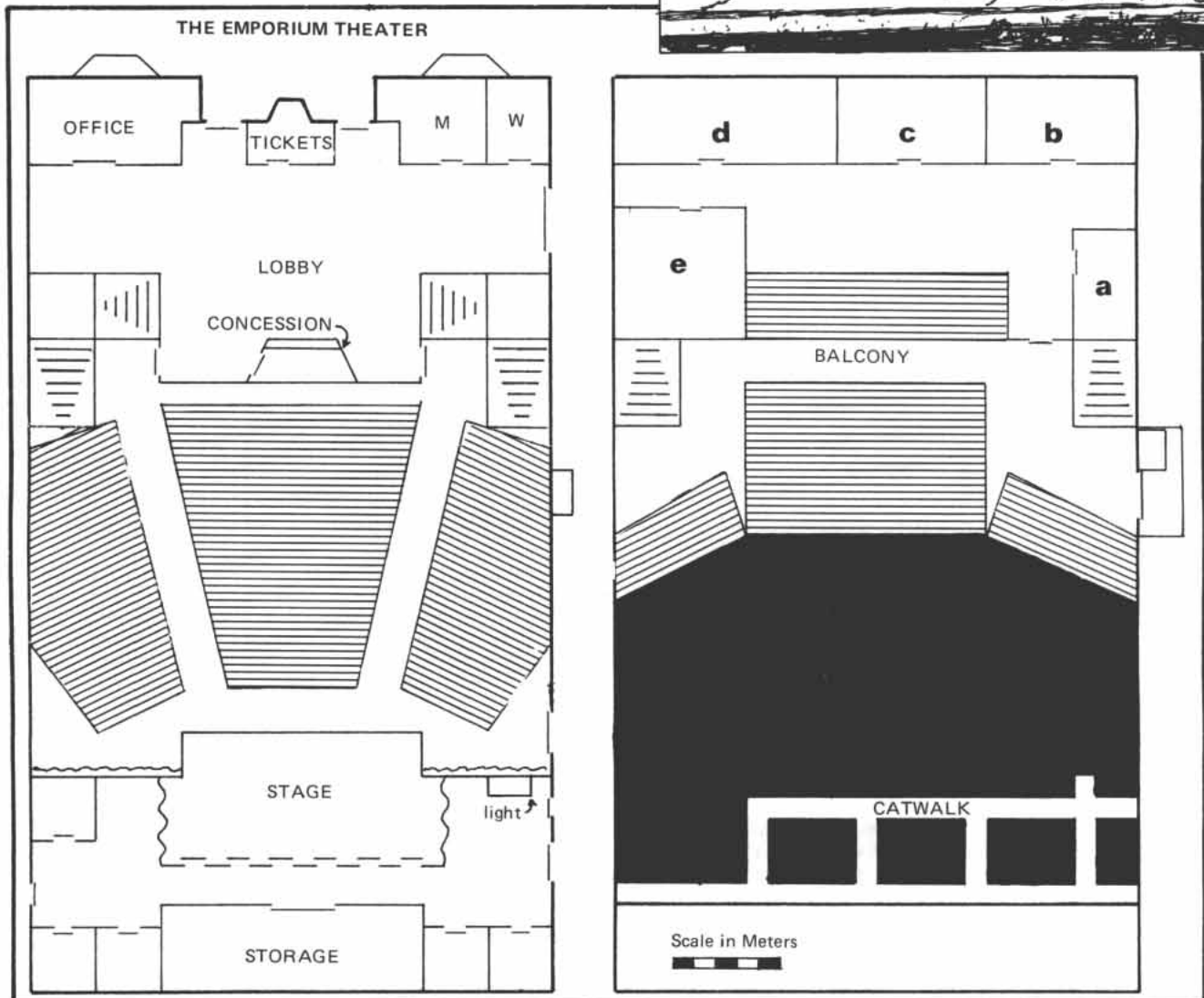
Woody: 'Right Boss!' (click)

Boggs will swear on anything the daredevils want him to that this is all he knows and it is.

The Emporium Theater

The Emporium is an abandoned vaudeville house that Cole bought when he returned to the City. He will be there for up to a week from when the daredevils are brought into the case since he is waiting for his contact to arrive in town. Once the diamond purchase is made, he will skip out to Mexico and beyond.

Parts of the upper level of the building (behind the balcony) were used at one time for illegal gambling purposes. This led to the Emporium being closed down, abandoned, and ultimately its sale to Cole.



When the daredevils arrive, Cole and his five men will be there. Two of them (Mickey and Louie) will be on the catwalk above the stage. Cole, Woody, and Freddy will be upstairs with Freddy sleeping in room C. Cole and Woody will be playing chess in room B.

Woody and Buddy have the two Thompsons.

The Emporium itself is in bad shape. Cole, at one time, had visions of reopening it but has since given up on that idea. In the lobby are posters for 'The Incredible Leonard: The World's Greatest (Living or Dead) Hypnotist!'.

The rooms behind the stage are all empty dressing rooms except for the center one which is the prop storeroom.

The rooms upstairs are:

A) Empty locked room.

B) A bedroom/'lounge'. Cole and Woody will be in here playing chess. The room contains a bed, a table, two chairs, an in-use chess set, and a fish tank.

The fish tank has been roughly welded to its metal stand which, in turn, has been bolted to the floor. Inside the tank are a large number of mean-looking fish. On the bottom of the tank is a small cloth bag tied around a large rock. On the side of the tank is a large sign that says 'Warning: Carnivorous Fish!'. The tank is merely a joke dreamed up by Cole since the fish are harmless and the bag contains only rock. Don't tell the player characters that because they are supposed to assume that the diamonds are there. Cole's thugs certainly do.

C) A bedroom. Freddy will be sound asleep (1 in 20 chance he will awaken per turn that someone is in the room).

D) A large bedroom. This room is for the remainder of the goons to sleep in.

E) Another bedroom. This is Lenny Cole's room. He stays here when not pretending to be guarding the diamonds.

All of the building's windows have been completely boarded up. There is no chance of removing the boards without making noise. They are, however, not sound proof so prowlers may listen through them.

The Patio

The Patio is a middle to low class lounge/restaurant (speakeasy, if Prohibition is still in effect) that Dotti McCoy works at. It is unconnected to this adventure in any other manner. The gamemaster may wish to drop hints that it is owned by the leader of one of the mobs involved in the Friday night gang violence.

WHAT REALLY HAPPENED: A WALKING CORPSE?

The Montique Water Diamond is indeed cursed. All who steal it or acquire it illegally are soon to die. Their ghosts are to walk the earth until the diamond is restored to its rightful owner. The thief's death is always violent and usually at the hands of his confederates in crime.

Arnold McCoy has inadvertently added a new wrinkle to the curse. He is the first thief to die with the diamond 'in' his body rather than 'on' it. He has now become a walking dead man . . . doomed to wander forever carrying the diamond. Since Arnold never knew who really owns the stone, he cannot return it as the curse prompts him to do.

He is still, however, motivated by the curse to bring 'justice' to his fellow thieves. The curse has little sympathy for the niceties of the law and will see all involved in the theft brought to heel for the crime.

Once Cole and his gang are disposed of, McCoy will begin to haunt the locations through which the diamond has passed. He will seek information which will lead him to the stone's true owner. Should he encounter the diamond's true owner, at this time Baron Otto von Heindrich, he will recognize this fact in some way and act to relieve himself of the curse.

The drive of the curse will lead McCoy to attack those who seem to thwart him in his attempts to destroy the thieves or return the stolen diamond. He will not recognize nor react to anyone he knew in life. He has essentially become a mindless, though cunning, zombie.



THE WALKING CADAVER

| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 10 | — | 50 | 18 | 10 | — | 1 | 100 |

SKILLS: Brawling (17/4); Stealth (14).

WEAPONS: It will use only its fists and brawling weapons such as chairs, tables, doors, etc.

CLOTHING: It wears the clothes stolen from the morgue attendant which will gradually become more and more tattered. The clothes cover most of the wounds which killed McCoy.

SPECIAL POWERS: Its unnatural state leaves it relatively invulnerable to harm. Treat it as wearing bullet-proof armor rated as 10(20). The curse leaves the body preserved so it will not continue to decay but all evidence of wounds will show.

The curse will 'restore' 1 point of DRT to the cadaver per day. If its DRT is reduced to zero or below, without the body being irrevocably destroyed, such as by fire, the zombie will reactivate when it has recovered half of its maximum DRT.

NOTES: The curse prevents the body from decaying, but since it took some time to reanimate the body, some decay set in. When the cadaver is very close-by, a slight odor of decaying meat will be detectable as a Hidden Thing.

Cadaver McCoy cannot speak since the Thompson bullets removed part of its jaw.

The zombie will act intelligently although singlemindedly. It will hide during the day and only move about at night when it is less conspicuous. It is not subject to panic but may withdraw from a confrontation if it meets strong resistance in order to strike again later.

It will take several nights for it to discover the hideout of Cole and the gang where they await word from underworld contacts as to where McCoy is hiding (they think he is still alive). It will then attack the building. It will work its way through the underlings on up to Cole. It will, at least early on, try to be quiet and avoid spooking its prey.

You must determine the speed with which the cadaver acts and, if things get to the later stages, the course of its actions. Try to keep things interesting for the player characters with dramatically-timed actions and sudden appearances by the zombie. Make good use of the contrast between the 'modern' attitudes of the daredevils and the very 'real' supernatural events which interweave with the prosaic, albeit mysterious, events of a diamond robbery.

We hope you will enjoy these adventures. If you do, let us know care of Fantasy Games Unlimited. If you do not enjoy them, let us know about that. We do read the letters we get and, time and energy permitting, will attempt to answer any questions you may have on either the rules or the adventures if you leave space on your letter for the answer. Please include a stamped, self-addressed envelope.

The Forgotten Manuscript

by T.A. DOWD

Ted
Nabholz



The Gamemaster should take note that this adventure contains actual supernatural events. You should try to create an appropriate air of eeriness when running the adventure, it adds to both the fun and the suspense. If you do not wish to deal with the true occult then feel free to alter whatever you see fit. Possibly Father Angell is really an insane scientist using Northview as the proving grounds for his mind-control ray, or whatever. Good luck and enjoy!

THE MISSING PAGES

The daredevils find themselves approached by a representative of a publishing firm known as Blake Publishing. The representative, a Mr. Nathan Addams, will explain that his employer, Miss April Blake (owner of Blake Publishing), would like to hire them to locate the missing pages of a manuscript that she has in her possession. Blake Publishing will pay them \$90 a day plus travel and living expenses. Mr. Addams will be unable to tell them much more except that the retrieval of the missing pages will entail a bit of travel and, as far as he knows, nothing criminal. Should the daredevils express interest in taking the case, Mr. Addams will arrange transportation to Providence Rhode Island for them to meet Miss Blake.

Once in Providence, the daredevils will be taken to see Miss Blake at the offices of Blake Publishing. They will be led through the building to the posh office of Miss Blake.

Miss Blake will greet the daredevils amiably (Hidden Thing: she seems slightly nervous). She will offer them seats and ask them if they would like some non-alcoholic beverage. If any of them would, she will send Addams to get it (he will do so with a slight grumble). She will then thank them for coming and will begin her tale.

'A few years ago, one of Blake Publishing's foremost authors, a James T. Phillips, died at his home in Massachusetts. Mr. Phillips was just finishing his latest novel when he unexpectedly passed away.'

'I myself was crushed at the news since I had counted Mr. Phillips as one of my nearest and dearest friends.'

'I traveled to Massachusetts where I, since he had no surviving kin, arranged transportation for his body for burial in Providence. Whilst there I found what I, at the time, believed to be the completed manuscript strewn amongst his papers. I sealed the house up precisely as it was when he died and returned here for the funeral.'

'Upon arriving, I placed the manuscript in a safe place, not wanting to look at it so soon after his death. There the manuscript sat, virtually forgotten.'

'A few months ago, when another of Mr. Phillips's friends, Andrew Ramsey, learned of it and he asked to see it. Upon reading the text, Mr. Ramsey declared that it was Mr. Phillips's greatest work to date. However, there were some crucial pages missing.'

'I assumed they were still at Mr. Phillips's home so I gave Ramsey a copy of the house key and sent him off to Northview, Massachusetts to retrieve the missing pages. Two weeks passed and I heard nothing from Ramsey. I contacted the place where I believed he was staying and discovered, much to my surprise, that Ramsey had never arrived there! I contacted the Northview Police and explained the problem to them. They assured me that they would look into it and get in touch with me. They called back the next day and said that, as far as they could tell, Ramsey had never arrived in Northview. This was a week and a half ago.'

'I still have not heard from Ramsey and can only assume he's vanished utterly. So I contacted you people.'

Miss Blake will be able to fill in some background information concerning Mr. Phillips and his stories. She will ask the daredevils to call Mr. Addams daily and give him a progress report. She will thank them, claim she has a pressing appointment to attend to, and tell them that if they need anything else to talk to Addams (who has just returned with the drinks).

Addams will tell them there is a place in Northview where they could stay called Aunt Sophie's. It's a boarding house. He will also give them directions to Northview and directions from Northview to Mr. Phillips's home in the surrounding hills. He will then give them \$500 advance towards transportation and living expenses. They will be given their salary once they either find the missing pages or it becomes evident that they will be unable to find them.

NORTHVIEW

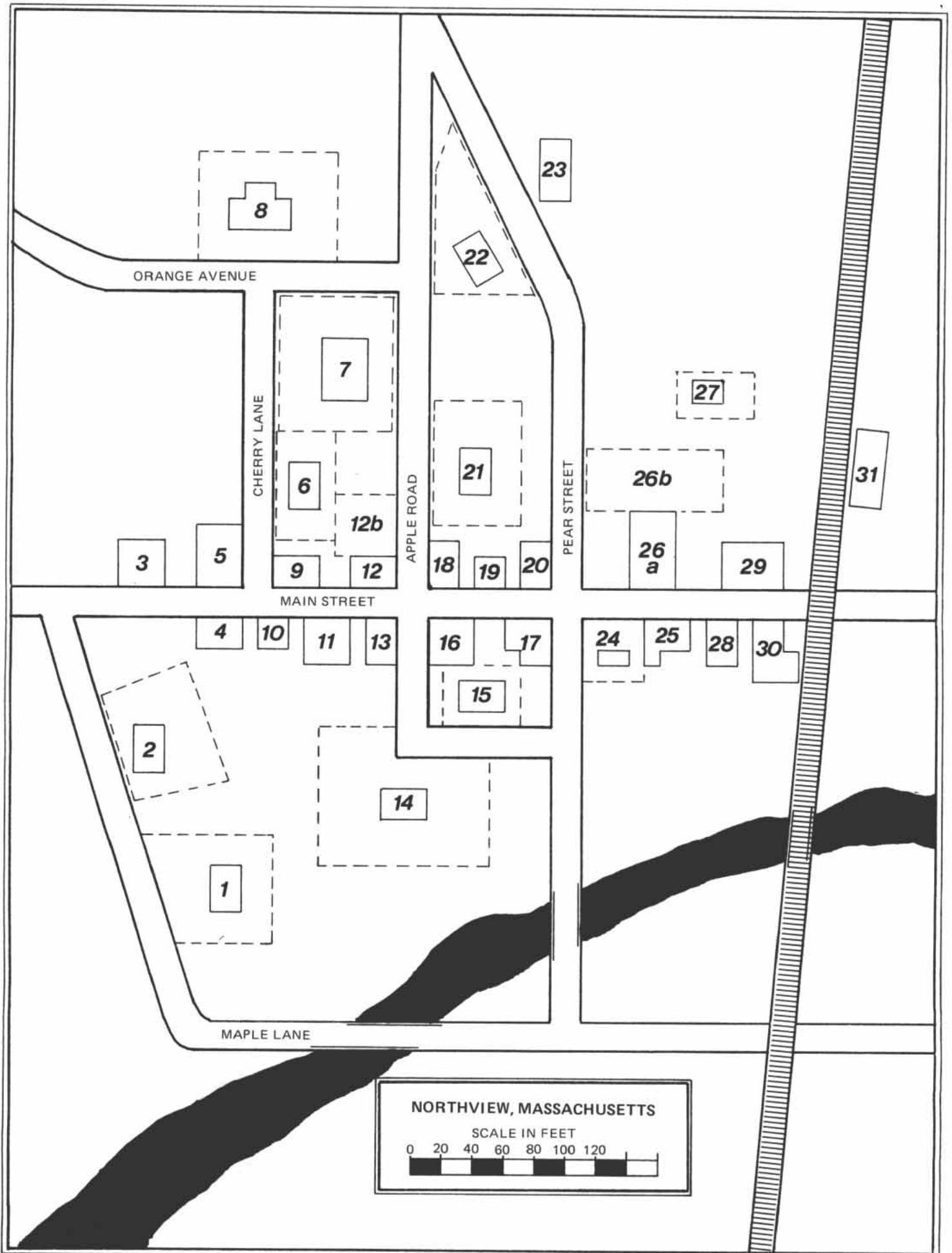
Northview Massachusetts, located about 72 km West-Northwest of Boston, appears as the stereotypical small town. Nestled in amongst the surrounding lush hills, it generates an aura of tranquility. A player character's Danger Sense will kick in once he enters the town, but he will be unable to determine the source of the danger.

Founded in the late seventeenth century by a group of Roman Catholics seeking a haven to practice their beliefs, it has remained a wholly Roman Catholic community. There is a small bank, a hardware store, and a variety of other small businesses to be found in the town.

All residents of Northview and the surrounding countryside should be treated as Average Rabble NPCs unless stated otherwise.

1. Private Home: Amos Green, banker
2. Private Home: William Cabot, owner of General Store
3. General Store
4. Post Office
5. Bank (mainly handles loans)
6. Private Home: Ben Ownes, Tractor and Seed Store owner
7. Private Home: Doctor Carter (home and office)
8. Aunt Sophie's Boarding House
9. Small Diner (grill)
10. Barber Shop
11. Hardware Store
- 12a. Tractor and Seed Store
- 12b. Tractor Lot
13. Real Estate/Lawyer/Income Tax
14. Private Home: Jacob Green, Mayor of Northview
15. Private Home: Sheriff Baker
16. Furniture Store
17. Police Station
18. Carpenter
19. Blacksmith
20. Store (burnt down)
21. Private Home: Sean O'Leary, blacksmith
22. Private Home: Mary Burns, schoolteacher
23. School House
24. Gas/Service Station
25. Newspaper Office
- 26a. St. Anne's Church
- 26b. Cemetary
27. Private Home: Harry Webb
28. Locksmith
29. Library
30. Funeral Home
31. Train Station

The remainder of the population of Northview lives in the residential section north of town. A few of the stores in town have apartments above them.



JAMES THOMAS PHILLIPS

Phillips was born just after the turn of the century in Boston Massachusetts where his parents made their home. He led a moderately normal childhood except for his extreme fascination with the occult and 'things that go bump in the night.' His one other driving passion was motorcycles. Phillips was frequently seen, during his teenage years, riding about the countryside on his motorcycle. His great love for these machines carried on until his death.

It was in high school that he first began writing horror/occult stories. At the age of fifteen, he sold his first short story to a magazine called 'Incredible Horror Stories.' Phillips continued writing up until his death. His most recent works were published in book form by Blake Publishing of Providence Rhode Island.

The majority of Phillips's stories are known for their horrifying glimpses of things and places too incredible to exist. He explained his source for these images as his overactive, slightly warped imagination. To his closest friends he admitted that most of his creations came from nightmares he had experienced. Throughout his writing career, Phillips found that certain places stimulated his nightmares more than others. It was by pure chance that he happened upon Northview during one of his countryside excursions. Phillips found that here he was able to write what he called his 'most profound and horrifying' works. To make use of this he bought a house near Northview. Six years later he was found dead in that house. He was thirty-six years old.

The true source of Phillips's 'nightmares' rested in the fact that he was partially psychic. His nightmares were visions of places and things that actually existed . . . elsewhere. Fortunately for Phillips and his readers, he never had a clear recollection of exactly what he had seen in his dreams. Taking what he remembered and blending it with the stuff of his imagination, he was able to create quite horrifying visions.

A week before his death, Phillips discovered that there was indeed something foul occurring in Northview. Unfortunately for him, he spoke to the wrong people about it. He soon realized that someone or something was watching his house. Finally understanding what the nightmares really meant, he hid those parts of his most recent manuscript that seemed, to him, to be the closest to what was going on. Shortly thereafter, he was captured by his enemies and killed.

A Player Character has to make an Occult Studies roll in order to have heard of James T. Phillips and his works before the adventure begins.

CAST OF CHARACTERS

April Blake

April Blake is the pretty, well-to-do owner of Blake Publishing (formerly Providence House). Her polite manner to the daredevils covers her nervousness over the whole manuscript matter.

One week after Ramsey went to Northview, she received a phone call from someone she later realized could have been Ramsey. At the time she thought it was a crank call. The call came late at night around 2:00 AM. When she picked up the phone, a man, in a distorted voice (due to a bad connection) began to scream: 'Oh Thank God! You've got to help me! I found out what they're doing here! Oh Dear Lord . . . You wouldn't believe it! It's incredible! (crashing noise) What was that?! Oh no!! They found me! Sweet Jesus Save me!! . . .' At that point the line went dead. The fact that it may



have been Ramsey will bother her but she will not mention it unless informed that something is indeed going on in Northview. At which point she will spill everything she knows, including the fact that Phillips fooled around with some black magic just to see if it actually worked. It didn't work (for him).

If it becomes necessary, treat Miss Blake as Average Rabble.

Nathan Addams

Nathan Addams is Miss Blake's lawyer and business advisor, although she sometimes treats him as if he were hired help. Addams is an ex-adventurer who sorely misses those more exciting days. If he is informed that something strange is occurring in Northview, he will drop everything and high-tail it up there, ready for action.

| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 22 | 27 | 20 | 24 | 20 | 19 | 3 | 43 |



SKILLS: Pistol (20); Brawling (20/5); Rifle (15); Autofire (14); Fencing (12/3); Acrobat (12); Running (14); Driver (18); Stealth (16); Forensic Science (16); Law (20); Finance (19); Interrogation (20); Occult Studies (15); Euro/American Culture (18); Business Sub-Culture (19); First Aid (13); Advanced Medical (10).

WEAPONS: Colt M1911A1 with two extra clips.

CLOTHING: At work - business suit; in action - leather clothing (AV 3).

SPECIAL POWERS: Cat Ability. Combative Talent Power.

NOTES: When in a business suit, Addams appears as your run-of-the-mill lawyer type. However, once decked out in his leathers, it is obvious he is more than that. He appears to be in his early forties (he's really 53) and stands about six feet tall with an average build for that size.

Andrew Ramsey

Ramsey had the misfortune to fall into something he was not ready to deal with. His well earned reputation as Mr. Clean-Cut left him ill prepared for those few days in Northview. Once he arrived he made no secret that he was there to visit the old Phillips place. The wrong people overheard and Ramsey was set up to be killed. When the attempt occurred, Ramsey was at Phillips's house looking for the missing pages. He was having very little luck. Quite suddenly strange half-man creatures attacked him. He had been on his college fencing team, and with luck and a few rapid strokes of an epee grabbed from the living room wall, he was able to dispatch his attackers. When the horror of what had just occurred sunk in, he lost control of himself and ran screaming off into the night. He ran for many hours until at last he came to Northview itself. Regaining control of himself, he made his way to Aunt Sophie's and placed a phone call to April Blake. In the midst of the call, more of the half-men caught up with him. He was disconnected.



Sheriff Calvin Baker

Sheriff Baker is the result of a family of police officers. He spent many years on the New York City Police Department until his eventual forced retirement. There are rumors of corruption (all true). He moved to Northview where he was elected Sheriff, a position he has held since 1925. Sheriff Baker will follow Father Angell's orders without hesitation. If he becomes even slightly suspicious of the daredevils, he will immediately consult Father Angell. Baker stands about 5'10" and is beginning to show signs of a bulge near his belt.



| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 11 | 13 | 12 | 10 | 13 | 15 | 2 | 27 |

SKILLS: Rifle (13); Pistol (12); Brawling (8/2); Driver (12); Interrogation (7); First Aid (8); Forensic Science (12); Criminal Sub-Culture (4); Law Enforcement Sub-Culture (6).

WEAPONS: S&W Police .38 Special with 12 rounds in his belt; Rem. Model 11 Police Shotgun with an additional six shells (kept at the station or in his car unless trouble is expected).

CLOTHING: Police uniform (AV 1), he also has a bullet-proof vest, but does not constantly wear it.

NOTES: The Northview Police Department owns one squad car (treat as Chrysler Imperial). Sheriff Baker has two deputies, Phil and Mo (treat as Average NPCs outfitted as Sheriff Baker minus the bullet proof vest).

Father Peter Angell

Father Angell appears, for all intents and purposes, to be a fairly young clergyman of the Roman Catholic Church. In actuality, he is nearly two hundred and thirty years old.

Angell is the nephew of the founder of Northview, Father James Angell. Shortly after Angell (Peter) took over his uncle's duties as Pastor of St. Anne's, the Entity realized that it had finally located the one human being through which it would be able to execute its long range plans. Bending Angell totally and utterly to its will, it began to train him for the future. Through the many following years the Entity built Angell up to the shape he is in today. Many years ago Angell's will melted under the influence of the Entity and he became its absolute pawn; devoid of self-guidance and utterly controlled by the Thing in the Hills.

Father Angell stands an imposing 6'5" (Size 1) and weighs around 100-105 kg. He appears to be about 45 years of age and in perfect health. He shows virtually no signs of age except for some slight graying of his otherwise midnight-black hair.



| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 30 | 36 | 30 | 29 | 25 | 26 | 4 | 59 |

SKILLS: Brawling (20/5); Sword (19/5); Pistol (18); Acrobat (17); Running (18); Driver (12); Horsemanship (16); Interrogation (17); Latin (16); Occult Studies (8); Rhetoric (18).

WEAPONS: Ceremonial Sword (WDM = 1.7), Derringer (see below) kept in pocket at all times.

CLOTHING: Traditional priestly garb (i.e. black suit with white collar) for AV of 1.

SPECIAL POWERS: Heightened Attribute Use (Will); Spirit Power, Charismatic Talent (12) Ability, Charismatic and Communicative Talent (10) Powers.

NOTES: Father Angell will attempt to keep up the facade of being a 'simple parish priest' for as long as possible. Hence, he will use the derringer if threatened and explain it off as 'having been suspicious' of the daredevils.

DERRINGER:

| BBL | Action | Mag. | Caliber | BDG | DUR | Weight |
|------|--------|--------|-----------|-----|-----|--------|
| snub | SA | Break2 | .22 short | 2 | 1 | .4 |

Due to its nature it costs an extra Action to bring the next shot into line with the hammer (the barrel must be rotated manually). Ideally, the derringer is best used at Point Blank range.

Harry Webb

Harry Webb is Father Angell's handyman around the church. He is usually found on the church grounds doing odd jobs, but he will occasionally be seen running errands for the good Father.

Harry stands a massive 6'7" (Size 1) and weighs an equally massive 120 kgs. (all of it pure muscle).

| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 7 | 17 | 31 | 13 | 10 | 25 | 2 | 49 |



SKILLS: Pistol (12); Rifle (13); Brawling (16/4); Jumping (13); Hunting (16); Tracking (14); Carpenter (14); Electrician (12).

WEAPONS: None carried normally. He does own a Remington Mod. 30 (.32 Rem.) with an additional 12 rounds.

CLOTHING: Work Clothes (AV 2).

NOTES: Webb is extremely devoted to Father Angell even without the Entity's influence. If he believes the daredevils are at any time coming close to discovering Angell's arrangements (note that the player characters may be well beyond the discovery point when Webb becomes suspicious), he will watch the player characters and wait until they are off exploring the countryside (possibly, he will lure them there himself, though this requires an Attribute Saving Throw on his part). Once they are out there, he will ambush them with rifle fire. It is recommended that you have Webb get off one shot, miss with it and then run away. It is also recommended that the daredevils not catch him. This will lead the investigators to some very interesting theories concerning what is going on.

When Angell hears about what happened (and he will), he will be angry with Webb but will realize that he was only trying to be protective. He will then notify Sheriff Baker of what happened so the officer will know what transpired in case the daredevils notify the police about the shooting. Should the player characters not come forward about the shooting incident, he (Angell) will tell Aunt Sophie (if they are staying at Aunt Sophie's; if not, he will tell someone who meets the daredevils frequently) to casually mention the fact that there were some hunters in the woods. It is Angell's intention to throw the daredevils off the track, although it will probably do just the opposite.

Doctor Andrew Carter

Doctor Carter is a short man standing about 5'3" and weighing a pudgy 70 kg. This combined with his thinning red hair and spectacles creates a slightly comical look. Looks can be and frequently are deceiving. Carter is a man of little humor and an even shorter fuse. He is quick to anger and slow to forgive.

Carter was born in New York late in 1875. His parents were divorced when he was a child which led to quite a traumatic childhood. Escaping his background, (thanks to an inheritance) he entered medical school. Once out of medical school, he entered practice with his uncle in Northview. Carter took over the practice completely when his uncle died in 1912.

It was Carter who signed Phillips's death certificate. In fact, on the night Phillips was captured, he was taken to Phillips's home and told by Father Angell to dispose of Phillips, making the death appear to be from natural causes. The doctor injected an air bubble into Phillips's bloodstream. Phillips was then taken back to his study where he was propped up and left to be found. Father Angell had Webb repair damage that had been done to the house as a result of the capture.



| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 14 | 12 | 9 | 14 | 11 | 17 | 2 | 28 |

SKILLS: Pistol (9); Driver (10); Chemistry (13); Advanced Medical (13); First Aid (12); Pathology (8); Academic Sub-Culture (12).

WEAPONS: A Colt New Service (.44 Colt) usually kept in top drawer of his office desk with six spare rounds.

CLOTHING: He always appears well dressed: suit, vest, and tie (Armor Value 2).

NOTES: Though he dislikes taking orders, Carter will do whatever Father Angell instructs him to do.

'Aunt' Sophie Walker

Sophie Walker is the owner and proprietor of Aunt Sophie's Boarding House. She is the stereotypical matronly grandmother type and plays it to the hilt. She has had no children of her own and she treats all of her guests as if they were her offspring. She is an excellent cook and keeps the boarding house in tip-top shape with some occasional help from Harry Webb.



| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 11 | 8 | 9 | 13 | 8 | 12 | 2 | 21 |

SKILLS: Brawling (5/1); Stealth (3).

WEAPONS: None (possibly frying pan [WDM = 1.3, s]).

CLOTHING: Dress and apron (Armor Value 1).

NOTES: Possibly Aunt Sophie's one true weakness is that she is an incurable snoop. In fact, if the daredevils group together in one room she will probably be found listening at the door, although she will claim she was 'just passing by in the hallway'. There is of course the chance she will not be detected listening at the door (Stealth BCS of 3, remember!). If she overhears anything that implies the daredevils are beginning to grow suspicious of what is going on in Northview, she may tell Father Angell. If she does become suspicious, Aunt Sophie must make a Will Attribute Saving Throw to 'force' herself to tell on her 'adopted children'.

Johnny Christianson

Little Johnny is the character the Gamemaster may introduce if he feels the adventure needs a little push. Johnny lives on a farm near the Phillips house. He would frequently come to visit the 'queer city man' (this is the 1930's remember) who showed him his motorcycles and told him stories of far-away places that Johnny could visit if he concentrated real hard. Ever since Phillips died, the boy has been in and out of the house virtually at will by means of the small alcove window on the second floor of Phillips's house. If the daredevils have Phillips's dog Sam with them when they meet Johnny, the boy will be more than happy to tell them anything they wish to know as long as they feed Sam.

What Johnny can tell them is quite astounding. If questioned properly and asked directly about Phillips's death, he will be able to tell them:

"Bout two days 'fore Mr. Phillips died I saws Doc Carter an' mean ol' Harry Webb visit 'im, Mr. Phillips I'se mean. T'was dark but I think I saws the Priest theres too. They'se stayed a bit, then left all together. I didn't gets to see Mr. Phillips that night cause it was gettin' dark and it looked like it was about to begin rainin' so I'se headed home.

'Pa kept me at home helpin' him for the next couple a days so's I didn't get to see Mr. Phillips 'fore I hears he's dead.'

If questioned further he will be able to tell the daredevils that:

a) he is sure he saw the Priest and Webb come first and go into the house and

b) Doc Carter came a short while later (after Harry Webb went off in the car and got him).

If specifically asked if he saw anything 'strange' that night (implying unnatural things), Johnny will hesitate and then say:

'I thinks there was them Weird Things about. Thou' I can'ts be sure. Pa says they lives in the hills, but Mr. Phillips he say they ain't nothin but supa . . . super . . . ('Superstition?' an alert daredevil prompts.) yea, that's it, super . . . whatever. I'se tried to tell im but he would just laf.'

Johnny knows virtually nothing else about what is going on in Northview except that every once in a while his mother and father go off to prayer meetings and he's not yet allowed to go.

| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 7 | 13 | 12 | 15 | 15 | 14 | 3 | 27 |



SKILLS: Brawling (7/2); Climbing (13); Jumping (10); Mimicry (birds only) (12); Stealth (5); English Language (5).

CLOTHING: Jacket, shirt, pants, and shoes (Armor Value 1).

NOTES: Johnny gets into Phillips's house by climbing onto the roof, walking to the alcove window, opening it with a stick, and climbing onto the little ledge (leaving the window open until he leaves). Once inside, he climbs to the small ledge that runs along the stairs and then jumps to the floor.

If Johnny is asked about Ramsey's belongings strewn about the house, he will tell them that he knows nothing about them since he hasn't been to the house in almost three weeks.

Sam (the dog)

Phillips acquired Sam when he was in college. The dog was a gift to him from a friend (April Blake). After Phillips's death, Sam was found to be missing. Actually, when Angell came to confront Phillips, Sam tried to protect his master and Angell had the Weird Things chase Sam off into the night. Johnny obviously did not see this. Sam wandered about the hills, avoiding Weird Things, while searching for his master. He would return to the house every once in a while to scratch at the side door in case Phillips should have come home. Through a combination of miracles and luck of meeting up with Johnny just when he was on the verge of freezing and starving to death, Sam managed to survive. During this time he has developed an acute sensitivity for the presence of Weird Things (treat as Perception 16 with regard to Weird Things).

When the daredevils encounter him scratching at the side door, he will be in dire need of both food and a bath. He will, however, put these off until he has had a chance to search the house for his master. Sam will become extremely anxious around the blood spots in the dining room as these spots reek (to the dog) of Weird Things. If the daredevils have failed to find (and even if they have not) the secret door in the workroom, Sam will scratch at it trying to get down into the secret room to see if Phillips is there.

| Perc | Coor | Hlh | DFT | DRT | Movement | CDA |
|--------|------|-----|--------|-----|----------|-----|
| 13(16) | 10 | 7 | 20 | 15 | 3/10/25 | 1 |
| AV | Size | Fer | Attack | BCS | Damage | |
| 0 | 0 | 3 | bite | 11 | 1d6 + 1 | |

IMPORTANT PLACES

PHILLIPS'S HOME

Phillips's home appears to be in relatively good condition for its years of neglect. The windows leading into rooms 9 and 16 are broken, although the window to room 9 has been boarded up. All of the doors are locked and padlocked, but the daredevils will have been given all the keys. The garage door is also barred from the inside. The wooden front porch will collapse under more than 300 pounds of weight. It requires a Deftness Attribute Saving Throw to dodge away and avoid 1d6 of subdual damage.

Map Key:

First Floor

1) Garage: The garage contains the following: one motorcycle (stripped for parts), DUR (-1); one motorcycle in perfect condition DUR 2 (must be serviced due to years of non use); a welding kit; the heavy tool part of a Mechanics Shop; and a make-shift saw-horse table. A heavy layer of dust covers everything. The doors leading to rooms 2 and 5 are both locked.

2) Living Room: Upon entering the living room, the daredevils will be immediately able to tell that things are not as they should be; furniture disarrayed, a small table knocked over, and a fireplace poker lying on the opposite side of the room from the fireplace. The dust that covers most of the house has been slightly disturbed here. There is evidence of someone having sat down in one of the chairs as well as the fact that a small oil lamp has been moved from its position (as evidenced by the dustless circle in the center of one of the upright tables).

Hidden Things: There had once been two crossed swords hanging above the mantle piece; there is now only one. The daredevils will also find, behind the sofa, a jacket. In the jacket pocket will be a wallet: Andrew Ramsey's.

3) Dining Room: The dining room appears to be in perfect condition except for the dust and cobwebs.

Hidden Thing: A small pool of dried blood under the window facing the side of the house. A Forensic Science roll is needed to ascertain it is indeed blood.

Neither of the doors leading into this room are locked.

4) Study: The door leading into the study will be slightly ajar. Inside the room the daredevils will find a study looking much like a study should; a desk, bookshelves, a Franklin stove, and a window looking out to the yard. This is the room in which Phillips was found dead. Were it not for the dust and cobwebs, the daredevils would have reason to believe the owner had only recently left. There are papers strewn about the desk. A few of the papers have a large brown stain on them (coffee), an empty mug (with sediment from some brown liquid at the bottom) is also on the desk, and dead center on the desk

is an aged copy of 'The Pied Piper of Hamelin'. An appropriate sized space can be found for this volume on the bookshelves. The shelves themselves contain a wide variety of books and subject matters, from weird fantasy to travel commentaries. Should the daredevils search the desk they may find the object hidden there (this is a Hidden Thing): a small key wrapped in paper. It is taped to the under side of one of the drawers. The paper has written on it the word 'chest'.

5) Workroom: This is the workroom in which Phillips tinkered with the motorcycle engines. There are numerous mechanic's tools of various shapes and sizes laying about the place.

Hidden Thing: a small trap door concealed under a wood pile situated in the inner corner near the door. This door leads to the Secret Room.

6) Pantry: This room was obviously used to store perishable foods, it hasn't done too well over the years. The moment some light enters the room or a loud noise, such as the door being wrenched open (it is unlocked), a few rats will be seen scurrying for cover. Various forms of rancid food can be found here, as well as some mouldy dog food. In the far corner is an unconcealed trap door leading to a very small basement. The basement itself is only 10 feet by 10 feet and contains only a small pile of wood. There is nothing hidden here.

7) Storeroom: This room is effectively a broom closet. There is absolutely nothing of interest here except maybe a few rats and some spiders.

8) Kitchen: This room is the generic country kitchen. A large variety of decayed food fills the cupboards and there is a coffee pot on the stove. There is an overturned dog dish in the middle of the floor (no food; the rats have seen to that). Nothing else of interest will be found here.

9) Bedroom: This room appears to have been, at one time, a servant's quarters, although it would seem Phillips kept this room sealed and empty (the door leading in is locked).

10) Bedroom: This room is identical (although smaller) to room number 9. This room also has a locked door.

11) Bathroom: Gads!! Indoor plumbing in the country! What luxury! Other than that, nothing special will be found here.

Second Floor

12) Bathroom: Yes, once again, indoor plumbing! This room is otherwise normal and uninteresting.

13) Master Bedroom: This room was obviously Phillips's room. Moth-eaten and rat-gnawed clothes can still be found in the closet and dresser. The bed has an enormous rat nest in it and the rats may not take kindly to anyone disturbing them. Nothing out of the ordinary will be found here except that one of the nighttables seems to have been recently disturbed. As with all the other rooms, a heavy layer of dust lays on everything, including the ransacked nightstand.

14) Bedroom: This appears to have been an unused bedroom, although there is furniture present. Nothing of import will be found here and the door is locked.

15) Bedroom: As for the description of room 14.

16) Bedroom: This room appears to be very similar to room 14, except that this room has seen the effects of weather (due to a broken window) as well as time. The room contains no hidden things.

When the daredevils climb the stairs to the second floor they will find a bloodied epee at the very top of the stairs. There will also be blood around it on the floor. Once again, a Forensic Science BCS must be made to determine that it is indeed blood.



A) This is a small window that leads out onto the roof. When the daredevils arrive, one of them may (assuming they are looking the house over) notice a Hidden Thing: the window is slightly ajar. If they did not notice it when they were outside, one of them may notice it when they are at the top of the stairs (check again). If they inspect the window (visually or physically), they will notice that the dust around the window on the ledge has been heavily disturbed as if someone had been using the window to gain entry to the house. The dust on the small ledge that runs along the stairs also shows similar evidence of being disturbed. If one of the daredevils goes out on the roof to check the small window, he/she will find evidence of something sharp having been used to pry the window open. A Perception roll will also tell the investigator that the scratches seem to have been made over a period of time; i.e. some recent and other not. The window itself swings open easily to the touch.

B) This is a small door in the ceiling that leads to a small attic storage area. When the door is pulled open a folding stairway will rapidly cascade down from it, forcing the opener to make a Dexterity Attribute Saving Throw to avoid being knocked on the head (1 point of subdual damage for being so knocked). In the storage space the daredevils will find a steamer (footlocker-style) trunk. It can not be opened in the small storage space and must be brought down from there.

Once they get it down, the daredevils will find that it is locked (remember the key hidden in the study?). Once they manage to get it open (one way or another), they will find inside:

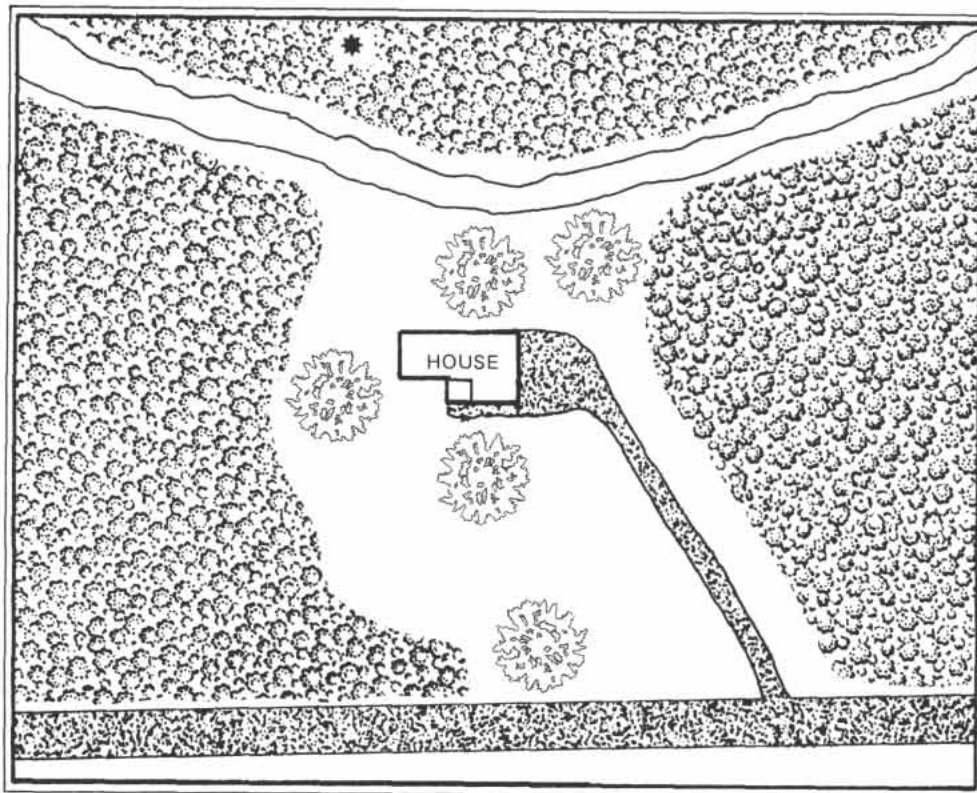
- A photo-album depicting mainly children and their parents (Phillips and his family). Inscriptions on the back will be typical for such family photographs.
- A large envelope inside of which will be found three copies of the June/July 1918 issue of 'Incredible Horror Stories' (containing Phillips's first published story, 'The Ghost of Red Hill').
- A flattened brown felt hat.

If the daredevils search the chest for secret compartments (a Hidden Thing roll), they may find that it does indeed have a false bottom. After prying it up, they will uncover a couple of hastily inserted manuscript pages (Eureka!). There is nothing else hidden in the trunk.

If the daredevils are in Phillips's house at night (chances are they



will be since it takes some time to search a house), they may have the misfortune to be discovered by a group of Weird Things (the half-man, Entity-created creatures). There will be a 75% chance that a group of them will pass the house. Their numbers will be equal to the number of Player Characters present minus one. They will investigate the house and, being not too bright, attack the daredevils. If the creatures win, their victims will be carried back to the caverns for food use. If the daredevils win, the Entity will be aware that they have encountered its servants and now know too much.



EXTERIOR OF PHILLIPS'S HOME (NORTHVIEW, MASS.)

SCALE IN FEET



★ Tunnel Exit

Woods

Paved Surface

THE SECRET ROOM

Should the daredevils lower themselves into the Secret Room or shine a light into it, they will see that the room is empty. It contains a table, a writing desk, a bookshelf, a cabinet (locked), and two chairs. The table has nothing on it except for a lot of dust, a condition shared by everything else in this room. On the desk the daredevils will find a writing pad. If they check for impressions on the paper left from writing on the piece above it, they will find some. They will be able to read the impressions by utilizing the tried and true method of lightly rubbing a pencil across the paper. There will be two things on the pad:

- ... tell the priest ...
- ... daemon vivus ... (literally Latin for 'demon alive')

The daredevils can make of this what they wish. The scribbles have no bearing on any of the events transpiring. They were future storyline notes.

On the bookshelf the daredevils will find a large number of books dealing with witchcraft and black magic. There are also a few books dealing with white magic and sympathetic magic. None of these books contain any spells that work (unless you wish to supply your Player Characters with working magic). The locked cabinet contains a few candles (white, red, and black), a human skull, some herbs (some of which have since been declared illegal), and various other paraphernalia.

It should be fairly obvious that this room contains the remnants of Phillips's attempts at black magic. If the daredevils search the room they may find a Hidden Thing: a concealed door. If one of the daredevils can get a hold on the stone work (a Deftness Attribute Saving Throw), they will be able to open the door. It swings in. Once the door is opened, the daredevils will be hit by a gust of stale, damp air. The door opens into an earthen passageway that leads off as far as they can see. If one of the daredevils checks the ground inside the passageway and makes either a Perception roll or a Tracking BCS (at -4), he will detect tracks that lead from, and to, the secret door.

If the daredevils decide to find out where the passageway leads, they will have to deal with the secret door closing behind them. They can use a chair to keep the door from slamming if they want. Otherwise it will slam shut with a boom, extinguishing any torches or candles that they are carrying. If they try to reopen the door from this side, they will be able to open it.

The passageway is about five to six feet wide, six feet high, and about 280 feet long.

The entire passage will be damp, dusty, and smelly. About half way through (although they will not know it) the tunnel will dip a little. The ground will suddenly become very muddy and water will drip from the ceiling (they are passing under the stream). Shortly after passing through the mud, the daredevils will encounter a large number of rats. If the Entity is not yet aware the daredevils are snooping, these will be normal rats that will scatter when the Player Characters approach. However, if The Entity is aware of them, then the rats should be treated as the Rat Pack described below:

The Rat Pack

The rats used here look exactly like normal rats except that upon close inspection their eyes will be seen to be completely bloodshot (creating a red-eyed appearance in light).

| Perc | Coor | HLH | DFT | DRT | Movement | CDA |
|------|------|-----|--------|-----|----------|-----|
| 9 | 8 | 8 | 12 | 2 | 2/6/12 | 4 |
| AV | Size | Fer | Attack | BCS | Damage | |
| 0 | -1 | 4 | bite | 2 | special | |

NOTES: The pack consists of thirty rats that will not scatter for any reason. Each and every rat must be killed individually.

It is recommended that the following system be used to determine how much damage the rats do to a target. Roll to hit (with the number needed being 2 BCS points per rat). Determine the Effect Number (assuming the attack was successful). The Effect Number is the number of points of Lethal damage the rats do to that target. The maximum number of rats that may attack in one group is ten (BCS 20).

Each daredevil bitten (this means damage actually taken) has a chance of contracting rabies. The bitten character must make a Health Attribute Saving Throw. If the save is failed, he has contracted rabies. The players should not be informed that their characters have a chance of contracting rabies. The Gamemaster should perform all calculations in secret and record who has contracted the disease and how long it will take for the disease to become evident (see rulebook).

Should the daredevils be foolish enough to use firearms on the rats they may cause a cave-in. The chance of a cave-in is equal to the BDG of the ammo used divided by two (BDG/2). The percentage chance is cumulative with respect to the number of bullets fired from one gun. Each firer should have his chance calculated separately. Should a cave-in occur, the severity can be calculated by rolling 1d100. To this die roll add the percentage cave-in chance. Cross reference this number on the Non-Player Character Reaction Table to determine a Value Number. Compare the Value Number with the chart below:

| Value Number | Damage (subdual) |
|--------------|------------------|
| -6 | .1d6 |
| -4 | .1d10 |
| -2 | .2d6 |
| -1 | .2d10 |
| +0 | .3d10 |
| +1 | .4d10 |
| +2 | .5d10 |
| +4 | .6d10 |
| +6 | .8d10 |

If damage taken times three exceeds the character's weight (in kgs.), then he is buried. The victim will have enough air for 2d10 turns. After the air has run out, the character will be able to hold his breath for a number of turns equal to a Health Group Effect die roll. Once this is up, the victim has to make a Will Critical Saving Throw every turn to remain conscious. If the daredevil loses consciousness, death will occur in 1d6 minutes (for each minute the PC is unconscious subtract four points from Wit and Will as permanent losses due to lack of oxygen to the brain, if the victim is rescued).

Should a PC wish to dig himself or a companion out, the attempt should be treated as a Task. The Task Value is equal to the number of points of dirt that buried the PC. The Task Period is equal to one Detailed Turn (12 seconds). The character doing the digging should roll 1d20 vs his Deftness with a 1 being a Critical Success and a 20 being a Critical Failure. The Effect Number of the Deftness roll divided by 5 (round down) should be added to the character's Strength Group to determine the Strength Group Effect Die to be rolled. The result of the Strength Group Effect Die roll is the number of Task Points accumulated that turn. A rifle butt is considered an average tool, a shovel as a very good tool, and a rock as a poor tool (if that). You may have to determine into what category certain other 'tools' fall as they are suggested.

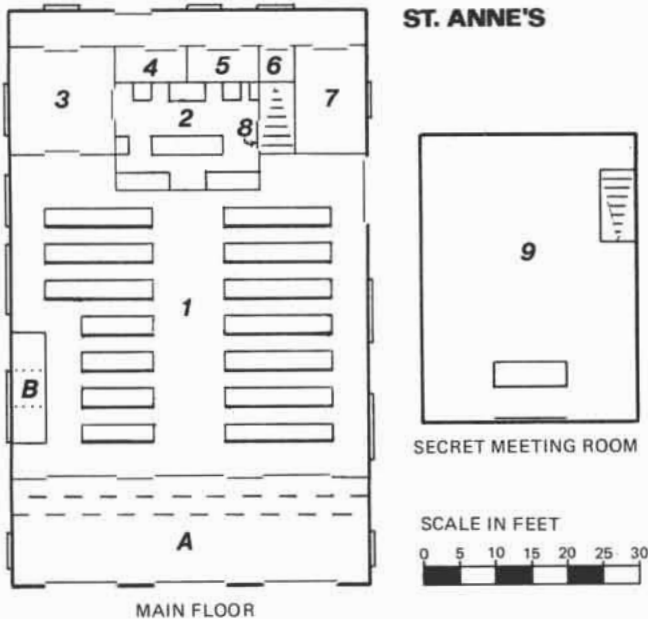
When the daredevils finally reach the end of the tunnel, they will find a trap door in the ceiling. The trap door leads to the forest on the side of the stream away from Phillips's house (see map).



ST. ANNE'S CHURCH

St. Anne's appears as you would expect a rural 1930's church to look: old masonry, stunning stained glass windows, and a connecting graveyard. The church itself is described below. The graveyard is a traditional cemetery with simple stone markers and the occasional fancy headstone.

Should one of the daredevils find nothing better to do and wander around the cemetery looking at headstones, a Perception roll should be made. A successful Perception Test will find the character noticing that there seem to be no recent bodies here. The most recent year of death listed on a headstone is 1921, over a decade ago! If Father Angell is questioned about this he will simply say that the town decided to open another town cemetery at that time and that burials no longer take place in the church cemetery. If Harry Webb is asked he will simply say, 'I dunno,' and will then tell Father Angell that the daredevils have been snooping.



Map Key:

A) Foyer: Plain church entranceway marked by nothing out of the ordinary. A set of simple stone steps lead up to the church proper.

B) Confessional: Typical wooden structure with three compartments. The middle compartment holds the priest who is hearing the confessions. The other two (each on opposite sides of the priest) hold the penitents (those who are confessing their sins). Each compartment is separated from the adjacent one by a one foot by one foot screen. Attached to the screen is a wooden sliding door that the priest opens when taking the confession of the person in that compartment and then closes when hearing the confession of the person in the other compartment (at which point he opens the sliding door into that other compartment).

1) Pews: This section contains the pews for seating the parishioners. There are hymnals scattered amongst them.

2) Altar: This is the altar from which Father Angell says mass. There is a pulpit, a few chairs, the Tabernacle (where the Sacrament is kept, in this case the Host is definitely not consecrated), the stone (marble) altar, and a secret door (of course this is a Hidden Thing to be found if the daredevils are searching the altar). Should one of the daredevils take notice, the candle next to the Tabernacle is not lit. A lit Tabernacle candle signifies that the Sacrament is present in the Tabernacle. It is recommended that this fact be a Hidden Thing recognizable only by daredevils familiar with Roman Catholic religion. The secret door leads to room 8.

3) Sacristy: In this room vestments (for various holy occasions), some candles, towels, and robes, as well as a few Bibles will be found. The door leading from the Sacristy to the rear hall is usually kept locked, but there is a 35% chance that Harry Webb forgot to lock it last time he came through.

4) Storeroom: In this storage room a few chairs, some broken pews, a couple of large pieces of wood, and some bricks will be found. There is nothing else of interest here.

5) Storeroom: Inside this room will be found a mop, a broom, various cleaning fluids, a few buckets, some paint, and a step ladder.

On a rack hanging on the rear wall will be found a rake, a shovel, and a set of pruning shears.

6) Bathroom: Self explanatory.

7) Bedroom: This is Father Angell's personal bedroom. The door is always kept locked. The room itself contains a bed, a writing desk, and some shelves. The shelves contain many works of fiction (nothing out of the ordinary), some reference books (an atlas, encyclopedia, etc.) and nestled behind some books on the top shelf (a Perception roll at +2 to the number needed is required to notice the books laying in the shadows) are some unusual volumes. These books are definitely not on a man-of-the-cloth's suggested reading list. They include 'Rites of Satanic Worship', 'The Facts Behind the New England Witch Trials' and a book written in Latin. Should one of the daredevils read Latin, it will translate to 'Demons of the Night': an ancient (1432) European treatise on various forms of demons. Should one of the daredevils foolishly attempt one of the summonings in the book, it is up to the Gamemaster to determine whether or not they work. Hidden Thing: concealed within the night table alongside the bed is an ornate silver dagger, incised upon it a number of hideous demonic visages.

8) Secret Room: This room contains a staircase that leads down to room 9. The secret door can be opened from this side once closed.

9) Meeting Room: This large room seems to have been used as a meeting room of some sort. There are a few chairs scattered about the room and there is a large wooden table located at one end of the room. The table seems to be normal enough except that there are some gouge marks near the center of it. Behind the table is a slate board (blackboard) that has recently been cleaned. Nothing else can be found in this room. Note that neither this room nor the stairs show any appreciable buildup of dust or cobwebs.

AUNT SOPHIE'S BOARDING HOUSE

Aunt Sophie's has an aura of hominess about it. You walk in the front door and are immediately greeted by the pleasant aroma of freshly baked bread or pastry. The entire place is clean and neat. All rooms cost \$3 per night (\$19 a week, \$75 a month). Breakfast is served promptly at 8 AM, lunch at noon, and dinner at 6 PM. Lights out at precisely 10:00 PM (lest Aunt Sophie come knockin'!).

Map Key:

First Floor:

1) Reception/Lounge: This area doubles as both the reception area for new arrivals (hence the 'front desk') as well as the sitting area for residents. There are numerous couches and chairs of all shapes and sizes scattered about the room. The fireplace is kept ablaze twenty-four hours a day (in fact, each day Aunt Sophie assigns one of her guests the job of making sure there is enough firewood alongside to insure it stays lit). Every morning promptly at 9:15 AM the Northview Daily Register is delivered with the newsboy selling as many copies as he can by 9:25 AM when he leaves (Aunt Sophie shoos him). There is a telephone switchboard at the desk that is set up only for one phone (i.e. it is no longer used as the town switchboard) and Aunt Sophie must be called in order to get it operational. Of course, one of the daredevils could try to make the hook-ups himself, in which case it would be at the Gamemaster's discretion to decide whether or not he succeeded. Don't forget, Aunt Sophie could very well walk in on the middle of the call.

When a new arrival shows up seeking a room (assuming there are enough rooms), he must sign his name into the register. Should one of the daredevils decide to take note of the previous name(s) in the register, he should be informed that he is beginning a new page. However, a Perception roll will tell the looker that it appears that a page has been removed from the register just before the page he is signing. Should he continue to look and turn to the previous intact page, he will recognize none of the names on the page.

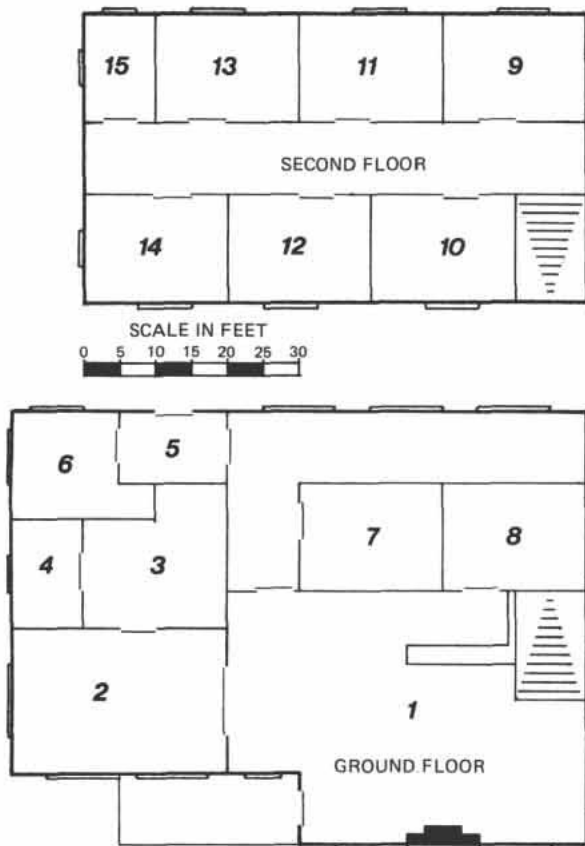
2) Dining Room: It is in this room that all meals are served. There are a few separate tables here if the boarders wish to eat separately. Aunt Sophie will, of course, want to know why they are being so unsociable.

3) Kitchen: This is the room in which Aunt Sophie does most of her marvelous cooking. Everything a well equipped rural kitchen needs can be found here in one form or another. The food that comes out of here is so good a few of the residents of Northview are known to drop by right around supper time.

4) Storeroom/Pantry: The food that is used in the kitchen is stored in this room. There is nothing else of interest here.

5) Rear Porch: This is simply a small room that leads to the rear door. When one of the various personalities of Northview wishes to enter Aunt Sophie's unnoticed, they will enter by the rear entrance. If this occurs, Aunt Sophie will go and 'nonchalantly' close the Dining

Aunt Sophie's



Room doors. If it is not dinner time (or other meal time), visitors will probably not attempt a sneak entrance, unless, of course, everyone is supposed to be in bed.

6) Generator Room: This room contains a gasoline-powered generator. There is a 'switchboard' used to turn off the electricity to unused rooms.

7) Bedroom: This is presently an unused guest room. The door is locked and the electricity is turned off.

8) Bedroom: This is Aunt Sophie's bedroom. As can be expected, it is outfitted in a slightly outdated motif. Sophie herself does not use electricity, although the room is wired (it is not currently powered).

Second Floor:

9) Bedroom: Guest room. Comes complete with bed, dresser, closet, and night table. The room is wired for electricity although it may not be powered if not occupied.

10) Bedroom: Guest Room. See room 9.

11) Bedroom: Guest Room. See room 9.

12) Bedroom: Guest Room. See room 9. Should the daredevils search this room, particularly the closet, they may find a Hidden Thing: a small piece of paper that has fallen between the molding and the wall at the rear of the closet. On the paper is a number that appears to be a telephone number. If Addams is with them, he will immediately know that it is April Blake's phone number. If he is not there, one of the daredevils will have to make a Perception Critical Saving Throw to have noticed the phone number in her office. Of course, if one of them has some way of having this knowledge without having had to notice the phone while in Blake's office, no roll is necessary. Note that it is not the same phone number as that given to the daredevils for use in contacting Addams.

13) Bedroom: Guest Room. See room 9.

14) Bedroom: Guest Room. See room 9.

15) Closet: This small closet is being used as a linen closet.

As evidenced by the fact that Aunt Sophie's has no bathrooms, any boarders feeling the urge (so to speak) must make the long trek out to the outhouse. If one does make the trek, there is a 20% chance the rear door will lock behind him, locking him out. What happens then is left up to the nastiness of the Gamemaster and the ingenuity of the player since all other doors and windows will be locked and Aunt Sophie herself sleeps with cotton in her ears.

SERVANTS OF THE ENTITY (WEIRD THINGS)

Creature (Type 1)

| Perc. | Coor | HLH | DFT | DRT | Movement | CDA |
|-------|------|-----|---------|-------------|-------------|-----|
| 12 | 13 | 9 | 17 | (2d10 + 10) | 5/9/20 | 3 |
| AV | Size | Fer | Attack | BCS | Damage | |
| 3 | 0 | 2 | 2 claws | 12 | 2d6 + 1 (L) | |

These bizarre creatures are slightly smaller than a man in height, although their arms appear to be of the proper length for that of a normal-sized man. They stand upright (more or less) on a pair of legs double jointed at the knee. They range in color from gray to brown. They are wingless (though they should not be so described to the PCs as the characters have no reason to believe it should be otherwise). Their heads are vaguely humanoid but their eyes are far from man-like. Instead of normal pupils their's are similar to those of a cat except that the creatures' pupils are horizontal instead of vertical. Their legs are extremely muscular and end in a four toed foot. The hands are three fingered and the elbows are also double jointed.

Creature (Type 2)

| Perc. | Coor | HLH | DFT | DRT | Movement | CDA |
|-------|------|-----|--------------|-----------|-----------------|---------|
| 12 | 10 | 9 | 21 | 2d10 + 10 | 2/4/5 (7/13/30) | 3 |
| AV | Size | Fer | Attack | BCS | Damage | Freq. |
| 3 | 1 | 2 | 2 claws wing | 12 10 | 2d6(L)/ 1d6(S) | 1-4 5-6 |

These creatures are very similar to Type 1 (above) except for a few areas: These are winged, they have smaller and weaker legs, and they have a highly developed upper body with hugely muscular arms.

NOTE: Type 2 creatures usually carry Type 1 creatures around, so that any group of creatures will normally contain an equal number of Type 1 and Type 2 creatures



Due to their altered physiological makeup, any Subdual Damage that they receive should be treated as Lethal Damage. In other words, each creature will only be able to take its Damage Resistance Total in any form of damage before it dies.

Once the creature is dead (0 DRT), it will begin to rapidly decay. Decay will take place at a rate equal to 1 DRT point per ten minutes. Therefore a creature with an initial DRT of 20 will take (20 x 10) 200 minutes or three hours and twenty minutes to decay. During this time the body will slowly decompose and liquify, leaving behind an odor not unlike that of burnt rubber. This stench will quickly get into clothing and just about anything else. The smell will last for an additional three hours.

Once the decomposition is complete, there will be absolutely nothing left of the creature. Any samples taken from the creature will decompose in a matter of minutes.

Please take note that if the creature, or samples from it, are placed within an airtight container the gases released by the decay will build up. This accumulation, if not checked before decay reaches the half-way point, will force the container to explode. In most cases the top of the container will be blown off. There is also the chance, based on the type of container being used, that it will explode. If this should be the case, the resulting explosion will have a Blast of one point for every point of DRT that has decomposed. The Frag for the explosion will be based directly on the container being used. To determine the Frag, divide the Barrier Factor of the container material by 10. Note that the Blast developed may not be enough to destroy the container. You can determine this by comparing the Blast to the Barrier Factor of the container material. Once the halfway point of decay has been reached, the container will begin to buckle and expand outward (making a great deal of noise in the process). When the Blast is enough to penetrate the Barrier Factor the container will explode.

Option: Transformation:

At the Gamemaster's option the creatures described above can have one additional feature: when they strike someone or something with their claws, they have a chance of infecting their target with a special virus. When the target (living only) is struck, the target must make a Health Attribute Saving Throw or become infected. The virus is not cumulative, i.e. once a target fails his saving throw there is no need to continue to check again as the target can only be infected once. There are no effects at this point (and it is recommended that the Gamemaster make the Health Attribute Saving Throws rolls in secret so as not to give the daredevils any hints as to what is going on).

However, should the daredevils later get to the Cavern System to confront the Entity in person, it will become important as to whether or not a character was infected. Once the character enters the Cavern System, he will become a little woozy. This will soon pass (it is the virus becoming active). Once the daredevils enter the Entity Chamber itself, the fun begins. Since they are now in its presence they will have to begin making Will Attribute Saving Throws rolls to see if they are able to act. In other words, if the character makes his Will Attribute Saving Throw he will be able to take an action normally (with certain restrictions — see Cavern System). Should the character fail the saving throw, he will be unable to move, and will stand rooted to the spot. The character who succeeds with his roll will have no physical problems. The characters that fail to resist the influence will discover that they are beginning to undergo a horrid change. How fast the transformation to Weird Thing takes place depends upon the character. Find the Effect Number (obviously negative) of the Will Attribute Saving Throw, drop the negative sign, and then halve the now positive number. This number should be subtracted from the character's Current Will (round fractions up). New saving throw values should be calculated for the new Will score. Once the character's Will score drops to zero, he has completely been changed into a Weird Thing. The Gamemaster should base the amount of physical change taking place per saving throw failure on the amount of Will lost. If the Entity is destroyed before the character's Will reaches zero, the physical change will reverse itself and the character will return to normal. However, if the physical change is complete (Will = 0), the transformed body will also die when the Entity is destroyed.

Please note that all Will rolls are made on the character's phase and if the roll is made the PC may act as normal. No Special Powers aid in defending against the virus. Of course, the Gamemaster may wish to allow variation on this last stricture.

THE CAVERN SYSTEM

The Cavern System that conceals the Entity is located deep in the hills surrounding Northview. Should the daredevils wander through the hills, whether it be near town, Aunt Sophie's, or Phillips's house, they will have a chance of discovering the Cavern System opening. For every hour that they wander, they have a cumulative chance equal to 10%. This does not carry over from one day to the next. While this may not seem too accurate for finding something hidden in the woods, the Gamemaster must remember that although the characters have not been in town long enough for the Entity to begin influencing them, they are aware of this calling in the deepest recesses of their minds and are unconsciously moving towards it (very slowly though). Also note that for the duration of the daredevils' stay in town or in the neighboring countryside, they will be troubled by inexplicable restless nights.

Once the investigators locate the entrance (it will resemble a hole in the side of a small hill) what comes next depends precisely when the characters go in. The number of Weird Things in the Cavern System will be based on the number killed by the daredevils, and the time of day or night.

The Entity will be unaware of the daredevils' presence until they enter the Cavern System itself, at which point it will recall any Weird Things not in the Cavern System at that time and it will send any Weird Things already present against the daredevils.

Map Key:

- 1) Small Cavern: A small featureless cavern. Some evidence of small dead animals (skeleton pieces, debris, etc.) are present.
- 2) Cavern: A moderately large open cavern. As with all the other caverns, there is not enough room for the Type 2 creatures to get airborne so they will be held back to protect the Entity.
- 3) Cavern: This cavern is used to store the bodies that will be used as food for the creatures. Any characters taken to the caverns for food use will be placed in here. Once placed in the room, a strange fungus will begin to grow on them, slowly converting their bodies to 'edible' food. If the character placed here is not removed in less than an hour, there will be no way to revive him (assuming he was alive when brought to the cavern in the first place).
- 4) Cavern: This cavern is used as the sleeping/eating area for the Weird Things. There seem to be stone 'perches' for the winged types to sit upon while the non-winged creatures simply sit on the floor.
- 5) Cavern: This small cavern contains a hot steam jet (which accounts for the hot, humid atmosphere down here year round).
- 6) Entity Chamber: The room itself seems to have been carved from glowing translucent limestone. In the center of the cavern is The Entity. Physically it resembles a pulsing green glowing mass of gelatine half imbedded in the rock. It is immobile and immune to all control-related Special Powers. For the purposes of Perception, assume it has a Wit of 50 (Perc = 17).

Once the daredevils enter the Chamber the Entity will immediately exert mental force on them in an attempt to stop them. In game terms, once the characters enter the chamber they must begin making Will Attribute Saving Throws in order to force themselves forward against each such mental onslaught. If the Will saving throw is made (it should be rolled on each action) a character may operate normally except that his nervous system will be under so much pressure that he will be unable to utilize a missile weapon of any sort. If he tries, he will probably strike his own companions. If the Will saving throw fails, one of two things may happen.

- the victim will begin to change into a Weird Thing (assuming that option is being used). See Option: Transformation for details.
- the victim will be rooted to the spot, unable to take an action of any sort.

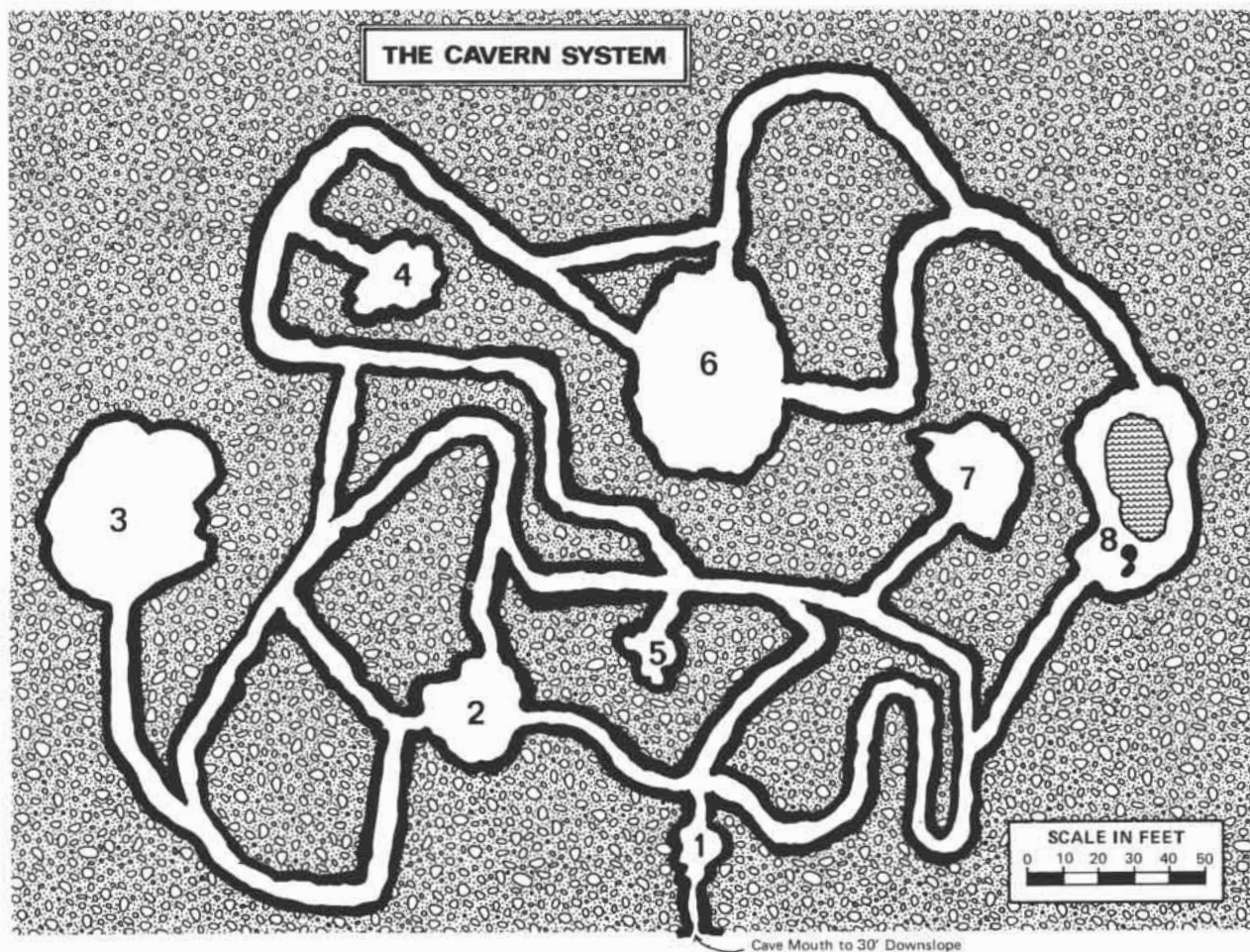
Spirit Power may be used to increase the character's Will, assuming he has an action available with which to institute it.

If any of the characters are completely transformed into Weird Things, they will be ordered to attack the remaining characters. At this point the victim comes under Gamemaster control.

Should any of the characters reach the Entity they will be able to attack it physically (it cannot attack them physically). It has the following stats:

| DRT | CDA | Fer | AV |
|-----|-----|-----|----|
| 12 | 0 | 0 | 3 |

After the above totals have been exceeded, the Entity will be dead and all controlled beings (Weird Things, Father Angell, etc.) will die. The town will be released from the Entity's hold at this time also.



Any Weird Things (Type 2) that remain to defend the Entity will do so in the hallways outside the Entity Chamber (attempting to out-flank the daredevils).

There are a total of 24 Weird Things (twelve of each type) presently under the Entity's command. Subtract from the above total the number of Weird Things already slain by the daredevils before they entered the Cavern System. During the day, all of the remaining Weird Things will be found in the caverns. At night half of the number of winged creatures will be out hunting and scouting with an appropriate number of non-winged creatures in tow. Those creatures caught outside at night at the time of a daredevil strike will probably not make it back to the caverns in time to be of any help to the Entity.

The Gamemaster should distribute the creatures throughout the caverns as he sees fit.

7) Cavern: As for Cavern 4.

8) Cavern: This large cavern contains a huge steaming underground lake. There is nothing else of interest in the cavern or the lake.

There is no illumination within the caverns (except for the Entity Chamber) since the creatures (both types) have full night vision.

Any creatures that are gone from the caverns during the night will return about twenty minutes before sunrise. This information is presented should the daredevils raid the caverns at around this time.

THE ENTITY

The being known within these pages as 'the Entity' has existed since before the Age of Man. Sealed within the Earth by its enemies, it remained dormant for millions of years. Then man came, and the violence he brought with him gradually brought the Entity back to awareness. It quickly realized that these things called men could be the instruments of its return. It began exerting its influence on a nearby colony of men. Slowly, so as not to attract attention to its existence, it began to influence them. Gradually they all fell beneath its incredible will. Knowing that if it wanted to return to power fully it would have to escape its cavernous prison, it began manipulating one man to be its host body. Diverting a major portion of the energy available to it in its weakened state, it utterly took control of this one man: Father Peter Angell.

It kept Angell alive for over two hundred years as it built up his body to withstand the incredible energy that would exist within his

body once the Entity possessed it. It waited and planned for the time when all would be ready for its rebirth. That time will come ten days after the daredevils arrive in Northview.

When that day comes, all the town residents and people from the neighboring hills will be summoned from their sleep to converge on the cavern. Should the daredevils be in town when this occurs, they will certainly see enormous groups of people heading out into the hills. If any of the townsfolk are stopped, they will appear to be sleep-walking with the daredevils unable to awaken them. The sleepwalkers will head straight to the caverns, oblivious to what goes on around them.

At the caverns, the remaining creatures (Weird Things) will be waiting in the Entity Chamber. The sleepwalkers will also go to the Entity Chamber where they will pack themselves in and amongst the Weird Things. Once all of the sleepwalkers are present, Father Angell will enter the room. If the daredevils are hiding among the sleepwalkers, Angell may detect them (with a successful Perception roll, of course). Whether or not he detects them, he will begin the ritual, hoping that the daredevils continue watching until it is too late. He will address the crowd:

'Brothers and Sisters! The hour is at hand for our deliverance! He is ready to be reborn and we shall be his instruments of rebirth! (The sleepwalkers will no longer seem to be asleep but will be listening to Angell intently.) Prepare yourselves Brothers and Sisters for that moment. (Angell will pause and the gelatinous mass will pulse silently.)

The time is nigh friends! Release your souls to him so he may be reborn!'

One by one, those gathered will begin to fall over. As each falls the gelatinous mass will pulse the brighter. If the daredevils are present, the Entity will exert its mental pressure on them (see the description of the Entity Chamber). Angell will stand aside while the townsfolk's life energies are absorbed by the Entity. It will take ninety seconds (7½ turns) for the life force absorptions to take place. During this time Angell will remain motionless staring at the Entity. Once the 7½ turns have passed, the Entity, having absorbed enough energy, will transfer its consciousness to Angell. The transfer will take half of a turn (six seconds). During this period, both Angell and the Entity will be totally defenseless. The daredevils will get one action each to save the world.

If they fail to kill either Angell or the Entity before the next turn begins, it's all over. The transfer will be complete and the Entity will be free. The Gamemaster should have the daredevils roll a Will Critical Saving Throw to see if they live long enough to experience any pain or realize that they are about to die. At this point it is up to each individual Gamemaster to determine what will happen next.

FINISHING THE ADVENTURE

If the daredevils succeed in killing either Angell or the Entity, they will be victorious. With a horrible screech, Angell's body, the gelatinous mass in the center of the room, and the bodies of the Weird Things (who also collapsed during the ritual; every little bit helps) will all turn to dust. The bodies of the townsfolk who released their souls will appear to be corpses that have been dead for a few years. Allow the daredevils a few moments for all of this to sink in, then inform them that the whole place has begun shaking and is about to cave in! (They should have no problems getting out of the caverns before it all collapses.)

It is recommended that once the adventure is completed the daredevils should be given a subtle hint to skip town. However it is resolved, the State Police (not to mention the Federal Government) will have some questions the daredevils may not want to answer, especially if the rebirth ceremony takes place and a large number of Northview residents vanish!

INVESTIGATIONS INTO PHILLIPS

During the course of the adventure the daredevils involved will probably decide to do some investigating into Phillips and the circumstances surrounding his death. The major sources the daredevils will be likely to tap have been listed below, although the player characters (being player characters) may come up with an angle not dealt with. If this should occur, the Gamemaster should play it by ear and decide what kind of information might be gained from such sources.

- **Police Report:** The daredevils will be able to learn absolutely nothing by going to the Northview Police. In fact, Sheriff Baker will probably warn them not to poke their noses where they don't belong! (Baker will certainly tell Angell that the daredevils have been snooping.)
- **Local Newspaper:** The daredevils will be able to find some pieces of information at the Daily Herald. The information obtainable here is: A, C
- **Boston Newspaper(s):** Here the daredevils will be able to learn the following information: A, B, D, G
- **April Blake:** If the daredevils question Miss Blake they will be able to find out: A, B, D, F, H, I
- **Background:** Should the daredevils check on Phillips's background in Boston they will come across Phillips's acquaintance with a certain Joseph Pickman.
Pickman is a reclusive artist who has lived on Phillips's old block since before anyone in the neighborhood can remember. Nobody is sure just how old Pickman is (and the daredevils will be unable to find out). He appears to be in his late eighties to early nineties. Should they decide to visit Pickman they will be greeted by a very old, white haired, well dressed gentleman. He will (to the daredevils) appear to be completely sane. Pickman will gladly talk

about Phillips. Scattered about Pickman's home are hundreds of paintings on various subjects, though regardless of subject they all seem to have an inexplicable repulsive quality.

Once the daredevils have been at Pickman's home long enough for them to get the information available, there will come a knock on the front door. Pickman will answer it and escort in an incredibly pretty young woman (she is Pickman's model). He will introduce her simply as 'Ginger' and then apologize to the daredevils, explaining that they must leave as he now has some painting to do.

Information available: H, E, J

- **County Seat:** The information available at the County Records Office is: A, B, D, K
- **Archdiocese of Boston:** By checking at the records office of the Roman Catholic Archdiocese of Boston the daredevils will be able to determine: K, L, M
At your discretion there is a chance that the Archdiocese will get involved if the daredevils can offer proof as to the goings on in Northview.

INFORMATION:

- A) Phillips was found dead on May sixth at 9:00 AM by his housekeeper, Mrs. Mabel Frost. He was found seated upright at his desk inside his locked study.
- B) The Coroner's Report (filed by Doctor Carter) states that the cause of death was 'Natural Causes' and that he had probably been dead since May fourth (two days before the body was found).
- C) Phillips is buried in Boston.
- D) Phillips is buried in Providence, Rhode Island.
- E) 'He sure was a strange boy. Always had that look about him that he knew something no one else did.'
- F) Phillips dived into black magic as well as the other forms of magic.
- G) Mabel Frost died in a mental hospital a year ago.
- H) Phillips was born and raised in Boston. He had a great love for motorcycles and writing as a child and teenager.
- I) Phillips believed that his best stories came from his nightmares.
- J) As a child, Phillips was fascinated by the occult and 'things that go bump in the night'.
- K) There are no birth or death records on file for a Peter Angell.
- L) According to the Archdiocese of Boston, St. Anne's Church in Northview closed down in 1838. At that time it was led by one Father Peter Angell who died while on his way to Boston for reassignment.
- M) Father Angell was killed in 1838 when the carriage he was in plunged off a bridge. His body was never recovered.

You may wish to add other bits of information (or to take some away) to those given. Just be sure that there is a way for each source to have the information given or available there.

Remember that the information listed for a specific information source is all the information that is available at that location. The daredevils will have to ask the right questions or search in the proper files in order to find some of it. They should not be given all the information available simply because they dropped by that location.

THE MISSING PAGES

maybe Add dialogue???

I gazed down at that hideous perversion of life that lay before me in the ^{everything} rock. It was this monstrosity that had caused it all, the killings... ~~the~~ ^{creatures} ~~the~~. It was this that created those horrid ~~monsters~~ ^{creatures} that roamed the hill, and it lay before me ~~helpless~~ ^{helpless}. A being of so much power that it could enslave an entire planet yet unable to defend itself physically. Without a thought I raised the axe high above my head and brought it down on the pulsing mass. ~~The~~ The axe ~~stopped~~ ^{stopped} inches short... it had me!

I listened intently to their ravings. Surely the others were mad but I knew Fisher to be as sane as I. As they spoke I began to realize that they spoke the truth! My blood ~~boiled~~^{froze} as the implications of what they said began to sink in. If what they spoke of were true mankind was finished. They spoke of the "Power" in the hills rising up and ruling the Earth once again. Once again! I very nearly passed out from the connections I was beginning to ~~make~~ make. Dearest God that thing can't be allowed to awaken! Fisher and the others began debating about going to the cavern tonight to check on things. This cavern they were speaking of must be the one where the thing was sleeping. ~~With~~ With a start I realized that the cavern must be connected to that foul smelling hole in the ground I had seen yesterday! My attention was suddenly diverted back to Fisher as he stated that they could not ~~make~~ make it to the caverns and ~~back~~ back in time for the midnight ritual. Being the fool ~~that~~ that I am I decided to wait and follow them to the ritual.

I kept telling myself that there was no reason to be afraid, after all it was only the wind. My assurances did nothing to quell the cold touch of fear seeping through my body. Deciding to fight back I ~~got~~ moved from my place of security next to the fire and began to walk about the house. I entered each room with the air of a man expecting Death himself to be waiting, but when I stuck my lamp in his visage was nowhere to be seen. I began lighting as many candles and oil lamps as I could find. Soon the whole house was ablaze with flickering light. It did nothing to alleviate my fears and if it did anything at all it served to... What? ~~Am I~~ A noise!

I rushed to the rear of the house and gazed out into the yard. The moonlight glancing off the newly fallen snow turned the usually bland yard into a Christmas card. The mood quickly ~~passed~~ passed when I saw the marks in the snow at the forests edge. They could have been animal tracks but at that distance I could not tell. With my eyes I traced the, yes I was sure of it now, tracks ~~making~~ as they headed across the yard and towards the shed. Gods! The shed look is hanging broken! No wait, maybe I had left it ~~open~~ unlocked. Yes that was it. The tracks were probably that of some poor lost dog.

Grabbing my coat on my way to the pantry I made myself ready to investigate. ~~XXX~~ Putting on some boots and taking an electric lantern from the closet I unlocked the rear door. After a moments hesitation I went to my study and gently removed my father's shotgun from its rack. I carefully loaded it and went back to the door.

It must have been the coldest winter in Massachusetts in twenty years. The driving wind most certainly did not help. As I stepped outside I noticed that the dog tracks came right up to the ~~at~~ door. The poor thing must have been crying at the door and I Did not hear him over the wind.

The loose snow crunched lightly underfoot as I made my way over to the shed. I could hear some slight banging coming from the ~~shed~~ the dog was probably ~~searching~~ searching for food. The only thing he ~~could~~ find in there worth eating is a frozen rat or two. Without the slightest hesitation I pulled the door open and shined the light in. My God! ~~My~~ What in hell is that thing? Whatever it was screamed in fright and backed away from the light, its hands reaching up and covering its face. Before I realized what I was doing I had the shotgun level with it. It leapt... I fired. It exploded in a spray of ooze and gore and slammed into the rear wall of the shed. With a mucousy gurgle it dropped down onto the floor twitching violently.

Amazed that I had controlled my nausea up till now I staggered back to the house. I fell inot the house dropping both myself and the shotgun onto the kitchen floor. My mind reeled at the thought of that horrid creature. It could not have been human. Though it stood nearly as tall as a ~~man~~^{small} its appearance gave it away. That putrid gray skin, its overlong arms, its ~~misshapen~~ misshapen human-like head, and its yellow eyes all screamed that it was not ~~a~~ a man. Thank God I had killed it... hadn't I?

Possible
rewrite?

The Case of Miss Brookmeyer's Murderer

BY KENNETH CAMPBELL

This *Daredevils* adventure is a short excursion into an area where things are not always what they seem. So what else is new? It will require careful role playing on the part of the Gamemaster to convey the subtleties and carry the action. You should read the whole adventure carefully to have a clear idea of all the relationships involved.

OPENING SCENE

The adventure kicks in with the visit of Miss Nicki Brookmeyer. In need of help, she has turned to the players. She is sure that someone is going to kill her. She does not know who he might be nor why he wants her dead!

Miss Brookmeyer has a somewhat peculiar appearance. She has a plain, pale face and could be anywhere from 25 to 35 years old. Her clothes are immaculate, but terribly out-of-date. They were last in fashion around 1922 and they smell of mothballs. Undeniably, she comes from a rich background.

It all started, she explains, three days ago (June 5). That morn she awoke and found this letter had been slid under the door. It was in an unmarked, white envelope.

THE LETTER

Darling Miss Nicki
The end draws nigh
Vengeance is mine
Life is forfeit.

Check each day the Times Personals.

She did check the personals and found the most alarming entry in the June sixth edition:

N.B.
Darling Miss Nicki: 3 days left.

Not wanting to believe the worst, she tried to believe it was a foolish prank, even when the next day's personals held this:

N.B.
The end draws nigh: 2 days left.

But when she read today's personals (June seventh), her fears overtook her:

N.B.
Vengeance is mine: 1 day left.

She has to be honest with herself, she will confess to the daredevils. Somebody is going to attempt to murder her, she knows it! But, she doesn't know why! For the last few days she has had the feeling she was being followed. That is why she quit her job at NBC Radio yesterday and also why she has moved out of the house her father left her and is staying at a hotel. She beseeches the players for help. Pay will be \$30 a day, plus expenses, with a \$200 bonus: \$100 now, \$100 when the killer is captured.

Miss Brookmeyer will stress the urgency of the matter, but will not respond very well to questions directed at her. She will eventually tell which hotel she is now staying at (Mandy Hotel, 127 Everday Rd., room 1009), but will not say where her house is. 'That is not important. It holds no relevance. I never have any callers to there, so the killer has never been there.' She admits to having no enemies (or friends) and no surviving family. When her father died in 1925, she was left the house and approximately forty-five thousand dollars.

If pressed too hard, she will take her leave. 'I am paying you good money to find my killer. Earn it. Find that person.' She exits.

THE COURSE OF THE ADVENTURE

Undoubtedly players will conclude that something is amiss here. Large pieces of this puzzle are missing.

If they go to the Times in an attempt to get information on the person who placed those personals, they will find an arrogant little clerk. He is completely disinterested and will provide no assistance, unless a bribe is made. Recovering from his shock ('Bribe? Me? A clerk? . . . How much?') he will gladly help. By looking up that day's registrations, he will find they were made by an Edwin Kestler. The money and messages were wired in. The final entry is in the June 8 edition, reading:

N.B.
And life is forfeit: sleep, sleep, my darling.

With so little connection with the outside world, Miss Brookmeyer appears indeed mysterious so that very few leads can be drawn. However, if the players do not begin investigating Miss Brookmeyer herself, then the worst will happen. She will be found dead on the eighth of June, in the upstairs bedroom of her house. An overdose of barbituates will have killed her. Her fear of the killer drove her to commit suicide.

Assuming the players look for Miss Brookmeyer, they will have trouble finding her. She always seems to be out of her hotel room. Players will not only find this frustrating, but baffling. Where could she be? When the Gamemaster deems the time has come, this information can be provided (make sure the player characters hang around the Mandy Hotel enough).

Allow them to meet a cabbie who picked Miss Brookmeyer up in front of the Hotel. It is a regular stop for him. He can remember her. Why? He took her to some house on Reelshire Boulevard, one way. She left a \$3.20 tip.

An investigator who is seriously following this case will find his office broken into and messed up. On the wall is a note, suspended by a knife.

THE NOTE ON THE WALL

you should not interfere
with what must be done.
she must die
she will die.
and so will you if
you do not forget her.
she is forfeit.
i will not let any other
man have her.

THE ROOM AT THE MANDY HOTEL

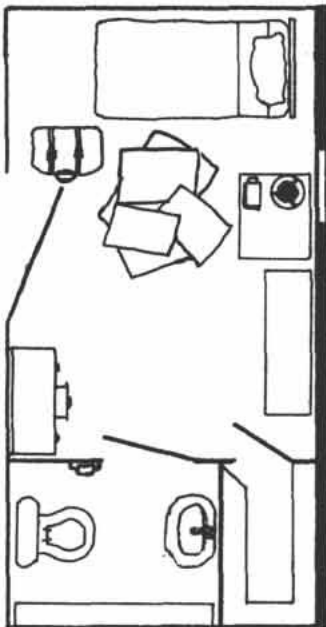
Miss Brookmeyer is staying in room 1009 of this four-story structure. The hotel is unimpressive, but it has managed to survive the depression so far. The decor is quaint; the management is quiet and amiable. They aim to please.

Room 1009 is just as commonplace. Nothing striking will be found in here, except one small item. On the nightstand is a recent romantic novel. Being used as a bookmark is an opened envelope. The postmark is from an area not far from here. It is addressed to:

Miss Nicki Brookmeyer
256 Reelshire Blvd.
New York, N.Y.

Inside the envelope is a letter. It is a typewritten page, well-worn from excessive readings and tear drops have obviously marked the page. The contents of the letter are very romantic and poetic. The writer is apologizing for having had to stay away for so long, but, alas he must. The recipient must be strong, she must be brave, and some day, soon, he shall return. When he comes back to his one true love, they will live the rest of their lives in happiness. It is signed (not a signature, just type) 'Love, Yours, Edwin.'

Most striking, though, is that, like the note slipped under Miss Nicki's door, each time the letter 'i' appears it is not centered.



Bed neatly made, buckled suitcase (full of twenties fashions) beside it, a nightstand with book and lamp upon it and a newspaper scattered on the floor in front of it (all turned to the personal columns), armoire and a vanity. Closet is for linen.

THE HOUSE ON REELSHIRE BOULEVARD

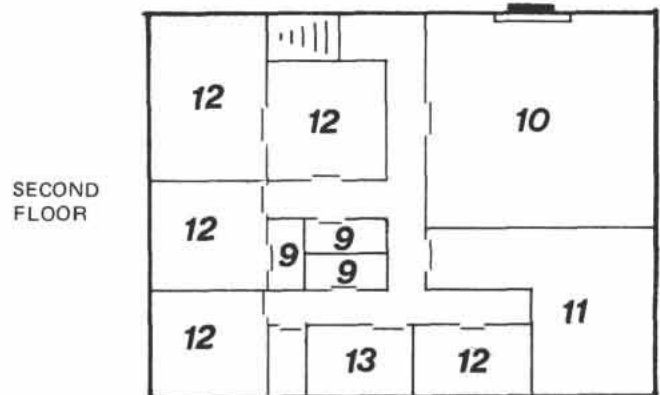
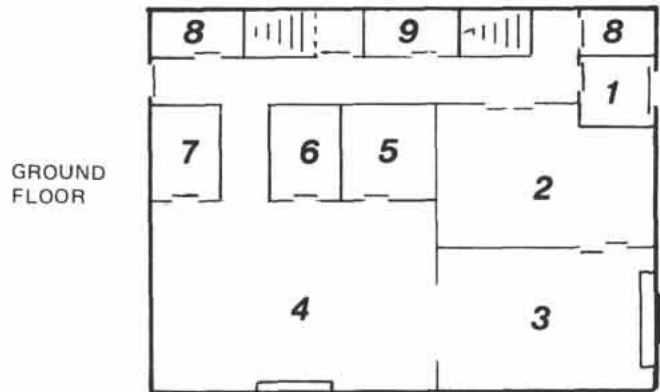
Architecturally speaking, the house belongs to the early nineteenth century. Ominous enough in its own right, it is made more so by its overgrown lawn and trellises. A gardener has not been here since the owner's father died.

Major Nigel Hewitt was in the process of up-dating the place when he died. Thus, while there are light switches, there is no electricity and candles may be found all about. The kitchen belongs to the era of 1910. Deborah Louise has not had the place fixed-up since her father's death, preferring to stay closed-up inside.

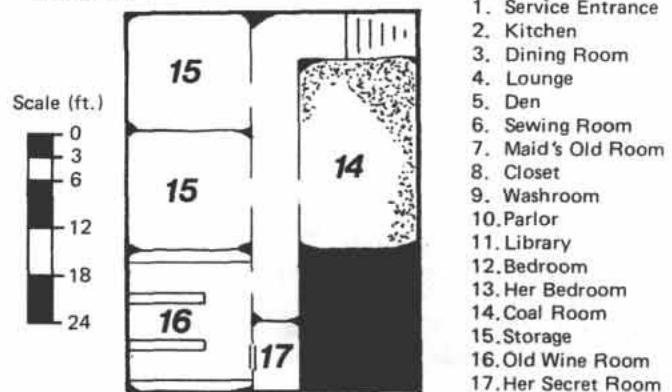
She keeps all window shutters closed and the curtains drawn except for a little attic window. Behind that window the attic is empty except for a rocking chair and a table, upon which rests a candle and a picture of Major Hewitt. These sit by the window which provides an excellent view of the street in front of the house.

The second floor holds the bedrooms. Her room is easily identifiable as the others, while neatly made, don't appear to have been used in years. It is cluttered with romantic fiction books and stored clothes. The front lounge is mammoth, the walls covered with Major Hewitt's war and hunting momentos. A large portrait of the major hangs above every fireplace. The dining room has two full place settings, one at each end of the table. The lady has never had people over, but she has lately been in the habit of setting two places. The kitchen is neat, although some bad food is in the ice box. Broken plates litter the floor, left by Deborah Louise in a frustrated rage.

The basement is gloomy, damp and eerie. Spiritualists would feel powerful vibrations, very malign. Cobwebs are in all corners and rats scamper about.



BASEMENT



The daredevils may wish to enter into the house. The front door lock has a complexity rating of 3, the back door a 4 (rusty from lack of use). The house is the perfect place for the climactic scene in this investigation. When the player characters show up, at the house a second time, it might go as below.

After searching the house again if they have been there, the only difference to be found is in the basement. If they do not go down of their own accord a sudden noise can be used to attract them.

There is a door in the wall where there never was one before! Peering inside they see a small room. In it, there is a cot, table, paper, fountain pen, picture of Deborah Louise when she was only sixteen, and an old typewriter. (Yes, the 'i' on the machine types off center). When a daredevil is trying the machine, a dark clad figure in full formal dinner dress (male) will lunge at his back, wielding a very large and terribly sharp bread knife. A struggle will ensue revealing this person to be Nicki Brookmeyer in a crazed and frenzied state.



SKILLS: Knife (9); Pistol (5).

WEAPONS: Colt Police Positive .32, in her handbag (she carries this only because she is afraid of her killer).

CLOTHING: Generally she dresses in high-quality garb belonging to the early twenties, but the conservative side of that, not the wild flapper look. It gives her something of an eccentric appearance (Armor Value 1).

Jack Parkins

Mr. Parkins is fortyish and very conservative. He is the Personnel Manager of NBC Radio. Player characters inquiring about employees here will likely be directed to him. He is curt and brisk, almost blunt, 'Time is money, good sir/madam.'

When questioned about a Miss Nicki Brookmeyer, he will draw a complete blank and conclude that no such person has ever worked here. He will become angry if pushed on the point.

However, if asked if anyone has quit in the last few days, he will recall someone: a Deborah Louise Hewitt. 'Yes! That is who you mean, not Brookmeyer! And she did not quit, she was fired. Terrible girl. Very disruptive. Totally unreliable. Done something wrong, has she? I knew as much.' He will go on, if properly questioned, to say that he couldn't stand her and her aristocratic snobishness. When he heard about the silly stories she was spreading about someone wanting to kill her, well, that was the last straw. Other than this he knows nothing. She worked for Mrs. Sperry in Accounting.

Estelle Sperry

A kindly, gray-haired old woman, Estelle Sperry is more than willing to be of assistance. Yes, she remembers Deborah Louise very well. She had hired her. Perhaps she was a bit peculiar, but her accounting skills were fine and something about the child touched her. For all her 'airs' she was very frail and naive. Mrs. Sperry figures Deborah Louise has a difficult life, 'But she never talked about herself. Just her father, oh she did love her father . . . there was one time I remember, though, I was sitting in the cafeteria with her . . . she became very distant and dreamy looking, so I thought it was her boyfriend. She made him sound like a dashing prince . . . but I gathered that he wasn't around now . . . she missed him terribly . . .'

CAST OF CHARACTERS

Miss Nicki Brookmeyer

Miss Brookmeyer should be presented as sincere for, indeed, she is. She believes that someone is trying to kill her, and someone most certainly is: herself. A deep-seated schizophrenia has begun to manifest itself over the last year or so. She is not aware of it. She is, however, aware of blackout spells, vertigo, mysterious cash withdrawals from her account, as well as other odd things. But she would never speak of them to anyone.

Miss Nicki Brookmeyer is actually Deborah Louise Hewitt, born June 1, 1908, to Nigel and Violette Hewitt, both from England. She was an only child and her mother died when she was nine years old. Her father brought 'old money' from England with him to America in 1906. A good businessman, he was a very stern and cruel parent.

After he died, though, Deborah Louise found there was nothing in her life. Her father had kept her quite sheltered. Her sole purpose had been in caring for the old man, which she did with obsessive devotion. Thus, when he died on June 3rd, 1925, she began to turn in upon herself. Already a weak personality, the trauma shattered her.

Since then, she has mainly stayed alone in the house he had left her. This has aided in her personality disintegration. She does occasionally, however, attempt to go out to find a job and rejoin society. She has had several over the years, but she invariably gets fired due to her bizarre, unstable behavior.

| WT | WL | STR | DFT | SPD | HLH | CDA | DRT |
|----|----|-----|-----|-----|-----|-----|-----|
| 14 | 6 | 12 | 20 | 12 | 8 | 2 | 17 |





DAREDEVIL

Adventures™

IN THIS ISSUE:

THE BODY VANISHES

by

T.A. Dowd & R.N. Charrette

THE FORGOTTEN MANUSCRIPT

by

T.A. Dowd

THE CASE OF MISS BROOKMEYER'S MURDERER

by

Kenneth Campbell

DAREDEVIL ADVENTURES is a play aid for use with the **DARE—DEVILS™** role playing game. It is not a complete game but rather a collection of plots and characters to help a gamemaster take his players along on action-packed adventures.

from *The Body Vanishes*

The tires squealed their harsh protest as the car sped along the docks. Its driver gave a quick glance behind him and cursed silently as the pair of bright lights rounded the corner after him. He brought the car through another tight turn and desperately fought to keep it from sliding off the pier and into the icy waters of Big City Harbor.

With a thunderous crack the windshield splintered as a slug flew through it. He glanced over his shoulder in time to see the other car begin to rapidly make up ground. Wiping his forehead, he let up on the gas pedal, pressed down on the clutch, and shifted the car into a higher gear. The warehouses rushed past him like a continuous wall. Suddenly his vision clouded and an image of an unknown gray haired man glared at him. He shook his head, rubbed his eyes and noticed a blur out of the corner of his eye. A car . . . a man leaning out . . . a gun . . . flashes . . . he felt the cold embrace of the harbor.

