



CLAS S RING



CLASS RING

EAST TEXAS UNIVERSITY

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The Lansdale Language Arts Center is haunted by the spirit of Lacey Henderson. She was killed in the late 1970s and her body hidden in a secret room in the basement of the building. Can the heroes save her restless spirit? Should they?

RANKS

This adventure is written for 4–6 Freshman or Sophomore characters, though it is easy to scale it up or down for your particular gaming group. It is highly recommended for at least one character to have the Ritualism skill. Because *Class Ring* relies heavily on investigation, the Dean may need to adapt parts of the adventure for characters with a Weird Edge. The Dean knows best how to balance player fun with the needs of the adventure.

PLAY NOTES

To get started, print or make copies of all player handouts and become familiar with the contents of this adventure. Deans running *Class Ring* must have the *East Texas University* setting book, which includes helpful maps of Pinebox and the university as well as Setting Rules and other game play options mentioned in this adventure. The team should know each other before this adventure, and preferably have been in situations demanding their teamwork.

SETTING MOOD

Class Ring is a classic, Hollywood style, ghostly horror adventure. Using props or

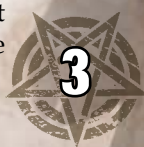
controlling the gaming environment may enhance the mood in parts of this adventure. This adventure includes player handouts to help give players clues about the haunting of the Lansdale Center. Some players enjoy lowering the lights or playing by candlelight. Others enjoy listening to spooky music played softly in the background (check out the soundtrack for *East Texas University*, “Trouble in Texas,” available from www.peginc.com). When experimenting with these ideas, make sure to get input from the players—after all, they’re part of the “cast.”

DEAN BACKGROUND

In 1977 East Texas University (known at the time as South East Texas Institute) was undergoing a physical transformation. The regents had hired Hugo Reid, a popular architect from Houston, to design and remodel the campus for the 21st century. The architect moved to Pinebox and began overseeing the remodeling of every building on campus.

Yet Reid hid a dark secret and his own motivation for coming to Pinebox. The architect held a keen fascination with the occult, up to and including vile black magic. At East Texas University he found hidden ley line power just waiting to be tapped.

Throughout campus the architect designed statues and new marble



scrollwork, incorporating many arcane Egyptian and Sumerian symbols.

His primary focus, however, was the drastic remodeling of the Language Arts building. He designed great marble floors and walls, added classic scrollwork, laid out plans for the new classrooms, and added a grand glass rotunda.

While on campus overseeing the contractor's work, Reid slowly recruited a small cult of ambitious students greedy for the tantalizing hints of arcane power he demonstrated. Lacey Henderson, a natural campus leader, was one such student. Together they performed many black rituals, some of which opened doors for creatures to cross over and wreak havoc throughout Golan County.

Luckily, there have always been heroic students at the university. A small group led by Peter Hyde, a Criminal Justice Major, traced the origin of the creatures threatening campus back to the Language Arts building. From there, the sleuths pieced together Reid and his protégé's plans to sacrifice several students in a summoning for Solas, a demonic raven spirit. They hoped to bargain with the demon to gain unearthly powers.

The heroes rushed to the building's basement and interrupted the dark ritual, but not before the first of the victims had been sacrificed. With the door to Hell as yet only partially opened the demon could not yet physically manifest. Reid offered up his protégé as a vessel instead, but the mad architect himself was thrown through his own portal into Hell right before it closed.

Meanwhile, others fought to stop Solas from manifesting his true form through the pretty young cultist. Peter lured her into Reid's ward and shot her in the head—an act of murder to prevent far worse.

As long as no one disturbed the body or the ward, the demon could not escape. Unknown to the others, Lacey's spirit—touched by such great evil—did not “move on.”

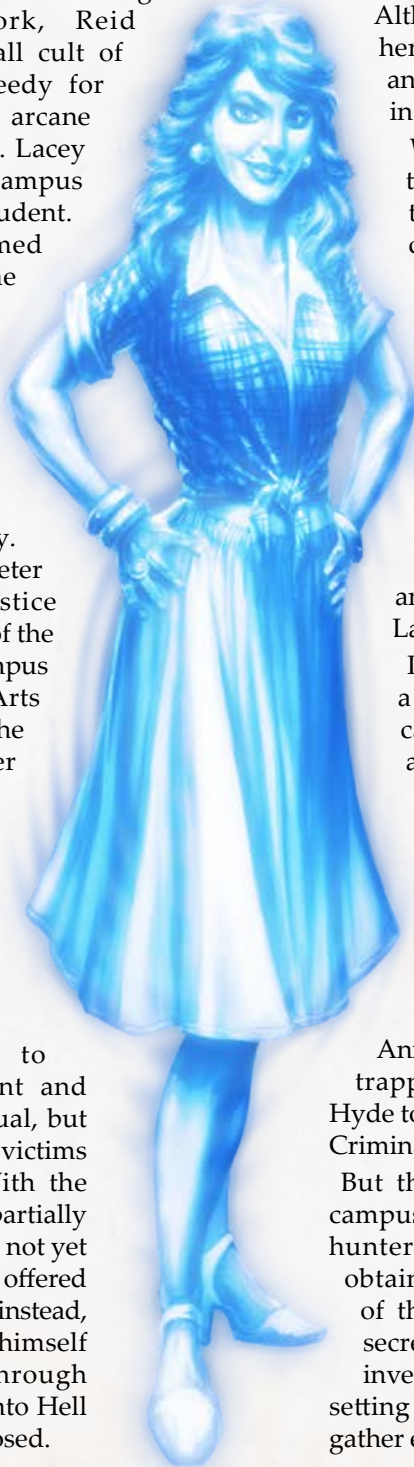
Although not limited by the ward, her spirit was bound to the body and could not escape the building in which she died.

With the terrible deed done, the campus protectors agreed to cover their tracks. They covered Lacey's body with lye and strengthened the room's already powerful wards, which Reid had placed to hold the demon until it bestowed them with power. They then spent the remainder of the weekend walling in the small room to keep the wards untouched, the demonic spirit imprisoned, and their own shameful role in Lacey's death secret.

In 2010, Peter Hyde, now a Ph.D. with a successful career out of state, learned of a sophomore student's body found in the Lansdale Language Arts basement. A hurried investigation confirmed the death was recent and demon remained trapped, but he deduced the ghost of Lacey haunted the building and occasionally killed young men.

Anxious to see the demon remain trapped and his secret safe, Dr. Hyde took a teaching position in ETU's Criminal Justice Center.

But the haunting has led to many campus rumors. A self-styled ghost hunter, Michael Landry, recently obtained a job as Chief Engineer of the Lansdale building. He has secretly been using his position to investigate the haunting, including setting up several secret cameras to gather evidence. Lacey has been toying



with him, appearing and then vanishing, in preparation to make him her next victim. Landry wants to gather real proof of the afterlife but is also afraid. It's one thing to investigate the supernatural, but it's something else to actually confront it.

Meanwhile, paranoia over the potential for his role in Lacey's death being discovered is wearing at Dr. Hyde's sanity. The professor used his position to find the student files on Lacey and destroy them, but his fear of discovery continues to grow.

SYNOPSIS

Class Ring is a short adventure with varied haunting events wrapped around an in-depth history and an ultimate showdown with the demon Solas. To assist you in understanding the "big picture," the following synopsis describes several of the encounters in this adventure as experienced by a generic group of heroes.

The synopsis is an example of how the adventure *might* develop and should be used as a guide to assist the Dean in grasping the nuances of the haunting of the Lansdale Language Arts Center. Keep in mind every group will experience and investigate the haunting differently and not all the encounters may be used in the game. This adventure is not linear and even the conclusion is dependent upon the students' actions.

CRAM SESSION

The students assemble at the Lansdale Language Arts Center for a late night study session. A few of them have heard rumors the place is haunted. One is about an entire class who died in room 212 back in 1968 and another claims a ghost is trapped within the building's walls.

After moving into the basement to their assigned study room, one of the heroes spies a pretty brunette smiling at him through the window of the door. He follows her to the Engineering room and watches her disappear into it. The group investigates and finds Lacey's class ring from 1978, several video cables, and live feeds into the computer from various pin-hole cameras. They meet Dr. Hyde, who questions them about what they are doing and what they have seen.

GHOST HUNT

The next day they investigate the history of the building and learn a few more rumors. They do not find any records of a Lacey Henderson in the college files, but they do find a picture of her in a 1977 yearbook. That night one of the heroes, still in possession of the ring, has a dream where Lacey pleads for release.

The group decides to confront Michael Landry, the Lansdale's Chief Engineer about the hidden cameras. He admits he is undertaking a secret ghost hunt and invites them to join him later that night.

They sneak into the Lansdale and hide until security has finished their walkthrough for the night, a little after midnight. The team sets up video cameras in the basement and outside of Room 212. They have several ghostly encounters, eventually leading them back to the basement and the Engineering Room. They realize there is a hidden room in the back and they tear down the sheetrock to expose a secret room. They see a body covered in lye and surrounded by arcane symbols. The group contacts the police and the body of Lacey is recovered.

CLASS IS IN SESSION

Thinking they have helped put her spirit to rest, the study group is surprised to receive an agitated phone call from Dr. Hyde. He warns all they have done is free an evil. He is terrified and asks for them to meet him.

When they arrive he explains they released a demon named Solas. They must find who Solas is possessing and lead it to a predetermined location to perform a permanent banishment ritual. Their only clue is lore on Solas claiming it has an affinity with astronomy. They discover Solas has possessed Dr. Jodi Trumble. They lead her to the location and fight off the demon long enough to complete the banishment ritual. At a crucial moment Dr. Hyde sacrifices himself to help the heroes complete Solas' banishment.





The following plot hook instills a sense of ownership in the heroes and makes the story much more personal and meaningful.

Read or summarize the following:

You have gathered at the Lansdale Language Arts Center for a late night study session. Dr. Cutter's midterm is tomorrow and he is notoriously hard on his students. Another classmate, Nora, backed out earlier. She said, "I can't go there at night. That place just freaks me out."

As you meet in the front lobby of the old marble and granite building, you can understand Nora's feelings. High ceilings, granite statuary, and poor lighting combine with the moonlight from the stained glass windows and the glass domed ceiling to make shadows seem to move and dance. It would be easy to let your imagination run away with you. It's one thing to be in this building during the day with lots of students, but in the eerie quiet the ambiance is unsettling.

The Lansdale Language Arts Center is very old and very haunted. It was built in the 1930s but remodeled in the 1970s and renamed in the early 1990s after a popular East Texas writer. Many student rumors circulate about the old building.

RUMORS

Allow the students to make Common Knowledge rolls to remember the following rumors, one for a success and two on a raise.

Do not tell the students if the rumors are true or false. They can investigate these later if they wish.

- *The Lansdale is haunted by more than a dozen ghosts!* TRUE. Lacey is not the only spirit who haunts the building.
- *A whole class died in Room 212 back in 1968.* FALSE. Two kids died of drug overdosing and ten others were rushed to the hospital from Room 212. Professor Kramer was the teacher and his science experiments with mind-altering substances were to blame. An investigation reveals Professor Kramer disappeared shortly thereafter and his whereabouts are unknown.
- *In 1977 a girl was killed and her body was hidden in the basement somewhere.* TRUE. Lacey was killed, her body covered in lye, and walled in a small room to hide her body during the remodeling in the summer of 1977. Later Investigation rolls identify a Junior named Lacey Henderson who disappeared that summer. The newspaper archives report an organized—but ultimately fruitless—search for her. Lacey Henderson's records are missing from the digital archives, although her picture is in the yearbook.
- *The haunting is worse in the basement at night.* TRUE. Lacey manifests and moves around the entire building, but she is strongest near her body.
- *The remodeling architect in the late 1970s was some kind of eccentric genius who put occult symbols all over the building. They say when he disappeared the cops found all sorts of witchcraft*

paraphernalia in his home. TRUE. See **Dean Background**. A successful Investigation roll reveals the architect's disappearance in 1977. When the authorities investigated Reid's home after his disappearance they found "disturbing witchcraft paraphernalia." The search quickly and quietly stopped. Projects in progress were completed by another architect, Craig Largent. Reid's remaining designs were never implemented, leaving some parts of campus never remodeled.

- *Room 212 is the most haunted.* FALSE. This rumor relates to the drug overdosing in the sixties.
- *One of the ghosts is a hot brunette with long hair and sharp blue eyes. Watch out for that one. She'll take ya to Hell!* TRUE. Lacey is slowly completing the requisite sacrifices for Solas to fully materialize. On the anniversary of her death and a few other special nights of the year (All Hallow's Eve, Samhain's Day) she is at her most powerful and can manifest. She has seduced and killed six young men over the years. Her victim's bodies are always discovered in the basement. No cause of death has ever been determined.

- *A cult used to meet in the basement of the building.* TRUE. This rumor refers to Reid's followers.
- *A ghost is trapped in the building. She has unfinished business and can't move on to the other side.* TRUE. Lacey's body was surrounded by glyphs of warding to prevent Solas from escaping. She cannot "cross over" until the demon is free.

After sharing any rumors, allow each student to make a Spirit roll. The one with the lowest roll receives **Handout #1: Dean's Note** (See **Handouts**) and has gotten Lacey's attention as a potential future victim or dupe to release her spirit.

STUDY HALL

Once everyone is assembled read the following:

The elevators are turned off for the night, so you make your way to the stairs and go down into the basement. Stepping out of the stairwell, you immediately notice the basement is extremely cold, as if the air conditioner thermostat has been cranked down way too far.

A long, wide hallway lit by recessed lighting stretches in front of you. Every thirty feet you see doors to either side, which open into small classrooms or study rooms.



You enter Room B12, a study room you reserved the day before. You click on the lights and see a large round table surrounded by comfy, padded chairs. Along the back wall is a sofa and two recliners. The lighting in here is much better, though it is still cold enough to bring slight shivers. Time to study.

If the students decide to find the thermostat, they have to go into the engineering room at the far end of the hallway. See **Engineering Room** below.

Once the students settle in and begin studying, Lacey attempts to get their attention. Allow each to make a Spirit roll. Remember, anyone with the Psychic Sensitive Edge gains a +2 to this roll as does the student who saw her two weeks ago. The person with the highest roll sees a co-ed with crystal blue eyes and dark hair looking through the small window of the door to the study room. When their eyes meet, she smiles coyly and turns away. If someone goes to speak to her, by the time the student reaches the door he just sees her turning a corner down the main hallway. If pursued, she leads him to the Engineering room and literally disappears through the door. Realizing she is a ghost calls for a Fear -2 check. See **Engineering Room**.

If the students do not take the bait, allow them a Notice roll at -2 to spot one of the hidden cameras. The Dean may also generate a High Strangeness (see *East Texas University*) event to get them interested in investigating the Lansdale haunting.

BEHIND THE SCENES

The walled off room hiding Lacey's body lies beyond the Engineering room. The closer the heroes get to that location, the stronger her presence can be felt.

DEAN'S CHECKLIST: DID YOU...

- Have the heroes make Common Knowledge rolls and share rumors with the students?
 - Have them make a Spirit roll and share
- Handout #1: Dean's Note?**
- Allow a student to see Lacey's ghost?
 - Describe the ghost floating into the Engineering Room and call for the Fear check with -2 penalty?
 - Allow Notice rolls at -2 to spot a hidden camera?

ENGINEERING ROOM

The door is locked and requires a Lockpicking roll at -1 to open inconspicuously, or they could attempt to bust through. The door has a Toughness of 10. The doorjamb is weak from years of sudden temperature drops, reducing the normal lock Toughness for breaking into the room from 8 down to 5.

As they open the door, they hear something scraping on the floor. It is a lady's ETU class ring. It has a ruby stone with the words "Class of 78" and "Psyche" emblazoned in raised letters. The inside of the ring is etched with the name "Lacey Henderson." The ring has been dropped here for the heroes to find by Lacey in an act of ghostly appointment.

The large room (30×50 feet) is full of pipes, wires, air conditioning, and heating equipment. A Notice roll reveals video cable running the length of the room from various points. All connect to a receiver, which is connected to a computer. On a raise they also notice a pin-hole camera aimed at the door.

Finally, no Notice roll is required to spot a stack of magazines near the computer. They look like the kind of magazines Jackson Green or Professor MacLanahan would read, bearing titles such as *American Ghost Hunter*, *Ghost Hunting Journal*, and *Journal of American Paranormal Research*.

The heating, cooling, and video surveillance systems are all computer controlled. The computer requires a password to open (RAVENS01). Luckily Michael Landry often has dirty hands from checking on equipment. A successful Notice roll reveals some keys obviously more stained than the others: A, V, N, E, R, O, S, I, Shift, and Enter. Otherwise, a student with a background in hacking may attempt to hack into the system with an appropriate computer-based Knowledge skill or may use Investigation but at -2.

Once beyond the password, they find a system for monitoring and controlling building temperature as well as a separate system for managing the secret video feeds. Michael has hidden five tiny cameras. One is in this room focused on the front door, as if to monitor those entering and exiting. The second is in the lobby facing the front doors. The third is focused on the hallway in front of Room 212, while the fourth is inside Room 212. The last camera is on the basement

hallway. The students, if they have the right equipment, can download the video files to watch later or they may wipe the memory to keep their break-in a secret.

Lacey's ghost disappeared into this room but is now no longer visible. Anyone with an EMF meter sees abnormally high electromagnetic fields. Another Investigation roll or a successful Common Knowledge (-2) roll reveals the name of the building's chief engineer as Michael Landry.

BEHIND THE SCENES

Michael Landry, a campus engineer, has been responsible for the Lansdale building for the past two months during which he has already experienced several ghostly occurrences. He has secretly installed hidden cameras to document the supernatural signs. While he has gathered some evidence, usually his equipment fails at just the wrong moment.

In his research he learned about the deaths of the six male students and knows the rumor about Lacey's disappearance. He deduced her body is hidden somewhere in the building, though he is afraid he'll lose his job if he starts tearing down walls or hammering through cement floors looking for it.

DEAN'S CHECKLIST: DID YOU...

- Have the students get into the engineering room?
- Have them find Lacey's ring?
- Let the students Notice the computer key smudges and video wires?
- Give the students a chance to hack the computer system?

MEETING PROFESSOR HYDE

On the night of the study session, Professor Hyde is also in the building. He is attempting to keep an eye on Lacey's ghost and prevent her from claiming another victim. He knows of Michael Landry's sudden interest, but is unaware of the hidden cameras.

As the students wrap up for the night and come down the hallway, Dr. Hyde moves into the shadows near a restroom. As they prepare to exit the building, allow the heroes to make Notice rolls versus Dr. Hyde's Stealth. If they see him he steps out of the shadows and asks "What are y'all doing in here this late at

night?" If they do not see him, he listens in on their conversation.

Any Criminal Justice majors recognize him as a professor in their department. He'll listen to anything the students want to tell him. If they reveal the cameras, he asks them to show him where they are. The next day, Dr. Hyde has the engineer transferred to another building and privately threatens to expose his secret cameras if Landry doesn't comply.

This is not a hostile encounter and Dr. Hyde does not reveal anything he knows about Lacey or the hauntings. However, he gets defensive if questioned on why he is in the Lansdale building since it hosts no criminal justice classes.

Once they part ways, allow Spirit rolls. The highest sees the ghost of Lacey manifest at the far end of the hall. She appears to be watching Dr. Hyde with anger. Her fists are clenched and her teeth are bared in a grimace of hatred. If anyone else turns to look at her, she disappears. If this is brought to Dr. Hyde's attention, he asks several pointed questions: "What did she look like? What was she doing? Have you seen her before?"

After this encounter, he is anxious to continue his search of the building and tells the students they should leave. If they refuse to go he threatens to call campus security. Even if the students are helpful, Dr. Hyde is not ready to reveal his secret.

BEHIND THE SCENES

See **Dean Background** for Dr. Hyde's terrible secret. While most of his friends finally graduated and went on to various careers, Peter attended the University of Georgia and earned his Doctorate in Criminal Justice and Police Science. He served with the FBI for more than three decades and following the attack on 9/11 he served on several presidential commissions. In 2010 Dr. Hyde returned to ETU as a Criminal Justice professor, doing his best to control the haunting and prevent any further deaths.

DEAN'S CHECKLIST: DID YOU...

- Have the students meet Dr. Hyde?
- Have the professor question the students?
- Describe the appearance of Lacey's ghost?





There are several ways the students may proceed to discover more information regarding the haunting of the Lansdale. They may attempt to gather information through Investigation and Streetwise rolls. They may interview or confront Michael Landry or Dr. Peter Hyde. They may even ask Jackson Green or GlenMac (mentors in *ETU: Degrees of Horror*). Each option is detailed below.

HITTING THE BOOKS

A successful internet search (Investigation roll) reveals one of the following on a success and both on a raise:

1. **Handout #2: History of the Lansdale.**
2. **Handout #3: Jackson's Article** regarding Hugo Reid and his occult.

SHAKING THE BUSHES

The students may decide to ask around campus and see if they can learn anything new about the Lansdale haunting. A successful Streetwise roll allows the students to learn **one** of the following or two with a raise:

- A cult used to meet in the basement of the Lansdale back in the 1970s.
- The ghost is a student named Lacey Henderson who disappeared in the late 1970s. She was murdered there by a cultist, although her body was never found. Some say it may still be hidden somewhere in the building.

- Dr. Hyde is trying to get the building locked down and closed after hours.
- The deaths of several young men were the result of being scared to death.
- Jackson Green once wrote an article for the school paper on the Lansdale haunting. See **Handout #3: Jackson's Article.**
- Lecture Hall B is rarely used as the electronics in there always seem to go haywire. Some think a ghost is behind it.

THE RING

The study group may decide to investigate the name "Lacey Henderson" after finding the ring. With thirty minutes time at the library, the students easily find a 1977 yearbook, where Lacey is listed as the Vice President of the Psyche Club. Her striking good looks made her a popular student to be photographed, as she is found on five different pages in the yearbook. With a successful Notice roll (-2), the students see a man wearing bell bottom pants and a paisley shirt in the background of one picture. He seems to be intently staring at Lacey. An Investigation roll confirms the man is Reid, and his appearance matches the man in the dream (see below).

On a raise or if the students specifically look for, they find Peter Hyde pictured as a pimply young sophomore with braces. He is only listed as a student.

A digital archive project scanned student records through 1975, but Dr. Hyde deleted references pertaining to Lacey. If the heroes access and search the system they soon discover no official record of her attending the university.

Whoever keeps the ring begins having dreams of Lacey. (See **Handout #4: Dreams of Lacey**).

DEAN'S CHECKLIST: DID YOU...

- Have the team find the yearbook?
- Allow the heroes to learn of Lacey's missing official university records?
- Provide **Handout #4: Dreams of Lacey** to whomever has possession of the ring?

CONFRONTING MICHAEL LANDRY

The study group may decide to confront or investigate Michael Landry. He begins by denying any knowledge of the cameras or haunting. If they mention having seen a ghost and make a successful Persuasion roll, he quickly changes his story and hopes to make the students his allies. His excitement at finding a genuine haunting has slowly turned to fear at the realization of being totally alone and vulnerable should he attempt to confront the spirit. In fact for the past two weeks Landry has avoided the building at night, despite the urge to investigate the haunting.

Upon a successful Persuasion roll, Landry tells the students everything he knows:

- The ghost haunting the Lansdale building is the spirit of a beautiful brunette, whom he has seen several times in the basement.
- He knows about Lacey and Reid's simultaneous disappearance and deduces the architect killed her and hid the body somewhere in the building.

- He has files on the six dead male students. While law enforcement never discovered their cause of deaths, Landry theorizes (nervously if a female is present) if a living person makes love to a ghost they wither and die. He is wrong, but it is a common paranormal belief. The truth is they were literally scared to death by Lacey.

- He has a few video clips of the ghost and shows them to the study group. Most consist of Lacey's shade moving about and fading into walls. One shows her sitting on a bench in a 2nd floor hallway. She appears to be crying, then she turns to the camera, stares into it, and slowly fades away.

Finally, he asks the students to help him with a thorough ghost hunting investigation of the Lansdale building. He feels braver at the thought of having backup and confidently insists together they can solve the mystery of Lacey's death.

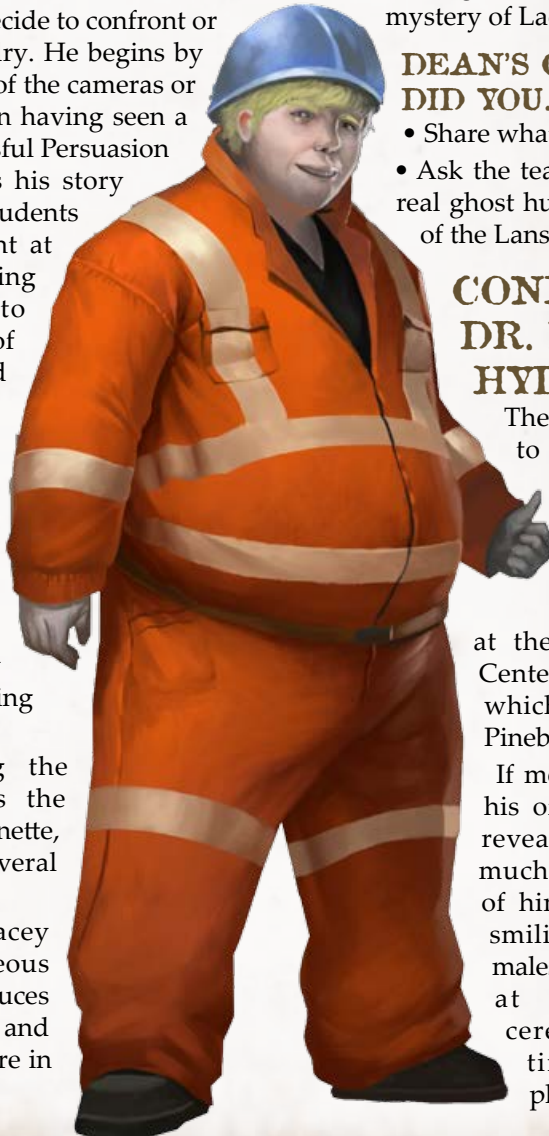
DEAN'S CHECKLIST: DID YOU...

- Share what Landry knows?
- Ask the team to join him in a real ghost hunting investigation of the Lansdale building?

CONFRONTING DR. PETER HYDE

The team may decide to locate Dr. Hyde and question him about the Lansdale. They can find him either in his office at the Criminal Justice Center or at his condo, which is listed in the Pinebox white pages.

If meeting Dr. Hyde in his office, a Notice roll reveals a picture of a much younger version of him with four other smiling students—two males and two females—at a graduation ceremony. A tiny brass plate screwed



to the frame is dated 1979. Several plaques, awards, and documents on his wall show his Doctorate from the University of Georgia, a presidential citation, and a plaque stating "In appreciation of two years of outstanding volunteer service as President of the Board of Security for East Texas University." A Notice roll (-2) reveals a few books about the occult mixed among those dealing with criminal justice and police procedures.

If the students meet the professor in his condo, he leads them to a cozy library office. A successful Notice roll reveals a few books about the occult mixed among bestselling criminal procedure novels. His condo is clean and orderly, the picture of a life devoted to academics and not family.

Dr. Hyde recognizes the students from the Lansdale and begins as Uncooperative but pleasantly distant—he maintains a professor's helpful air while not giving them any information. He requires a Persuasion roll at -2 or good roleplaying to improve to Neutral. If asked about the haunting of the Lansdale, he tells them they shouldn't listen to rumors, especially about ghosts and spooks. However, a successful Notice roll (-2) reveals his nervousness at the question.

If asked specifically about Hugo Reid or Lacey Henderson, he frowns and shakes his head, "No, I don't know either of them. Who are they?" He plays dumb and asks just enough questions to the characters to seem interested. He does not reveal his secret and has kept it so long it takes a Notice roll (-6) to detect any deception. He cuts the interview short by stating he has to leave for an important meeting.

Should the heroes confront him about being a classmate of Lacey's and insist he knows more, he instantly becomes Hostile. He asks them to leave and threatens to call the police. He is becoming more and more fearful of his role in Lacey's death coming to light.

DEAN'S CHECKLIST:

DID YOU...

- Have him laugh off the idea of a haunting?
- Have him deny any knowledge of Lacey or Reid?
- Allow Notice rolls to detect the professor's nervousness?
- Allow heroes to Notice the occult books in his collection?

CONTACTING JACKSON GREEN OR PROFESSOR GLEN MACLANAHAN

If playing *Degrees of Horror*, the study group already knows Jackson. If this adventure is being played as Freshman rank then he is available. If playing from sophomore to senior year then they know to contact Professor Glen MacLanahan instead.

Either ally provides the same basic answers:

- No one has ever seen or heard from Hugo Reid since 1977. Jackson tried to locate him, but everything he tried was a dead end. The architect simply vanished without a trace.
- They have never heard the name of Lacey Henderson, but the legend of the haunting of the Lansdale has been around since the 1960s. Not long ago Professor GlenMac asked for permission to investigate the Lansdale after hours, but was refused for "security reasons." Dr. Hyde, who serves as president of the Campus Security Review Board, issued the refusal.
- If they have not discovered Jackson's article, it is shared with them now. (**Handout #3: Jackson's Article**)
- While neither Jackson or GlenMac will participate in an investigation of the Lansdale, they willingly provide ghost hunting equipment if asked. These include: motion detectors connected to digital cameras, 2 electronic voice recorders, 1 hand held video camera with light attachment, 2 digital cameras, and 2 electronic thermometers. Of course they warn the students not to mention Jackson or GlenMac if they are caught. In fact, they loan their personal equipment so it cannot be traced back as university inventory.

DEAN'S CHECKLIST:

DID YOU...

- Have him discuss Hugo Reid's job and disappearance?
- Have him explain the Campus Security Review Board would not issue permission for a formal spirit investigation? And mention Dr. Hyde was the one who refused permission?
- Shared Jackson's article?
- Offer the team personal investigation gear?



The heroes can book a study room in the Lansdale during open hours, but the easiest way to gain after hours access is to team up with Michael Landry. He has building keys and recommends doing an investigation after the building closes at midnight. He offers to get everyone inside without arising suspicion from campus security. Then they should have approximately four or five hours to investigate the building. Landry also has elevator keys if the group does not want to use the stairwells.

There are several ways to go about conducting a paranormal investigation of the building. Take time to explain the three floors and the basement area. Allow the students to set up any cameras or other ghost hunting gear they may possess.

The Lansdale is haunted by the spirit of Lacey Henderson and several other ghosts. The 2nd floor is haunted by the spirits of the students who died due to drug experimentation in the 1960s and Reid's earlier victims wander the halls at night searching for a way to escape. This should make for an exciting night of ghost hunting.

This part of the adventure is divided into floors to make it easier for the Dean to administer the game. Timed events occurring during the investigation are marked as such.

EXTERIOR

This large granite building is trimmed with white shuttered windows and a large white staircase flanked by statues of a male and female student each holding books. A tall, beautiful glass rotunda crowns the three story building. Four white pillars run from ground to the ceiling, though they are decorative only. Delicate scrollwork runs throughout the white concrete façade and rims the base of the statues. The large double doors lead from the front staircase into the front lobby of the building.

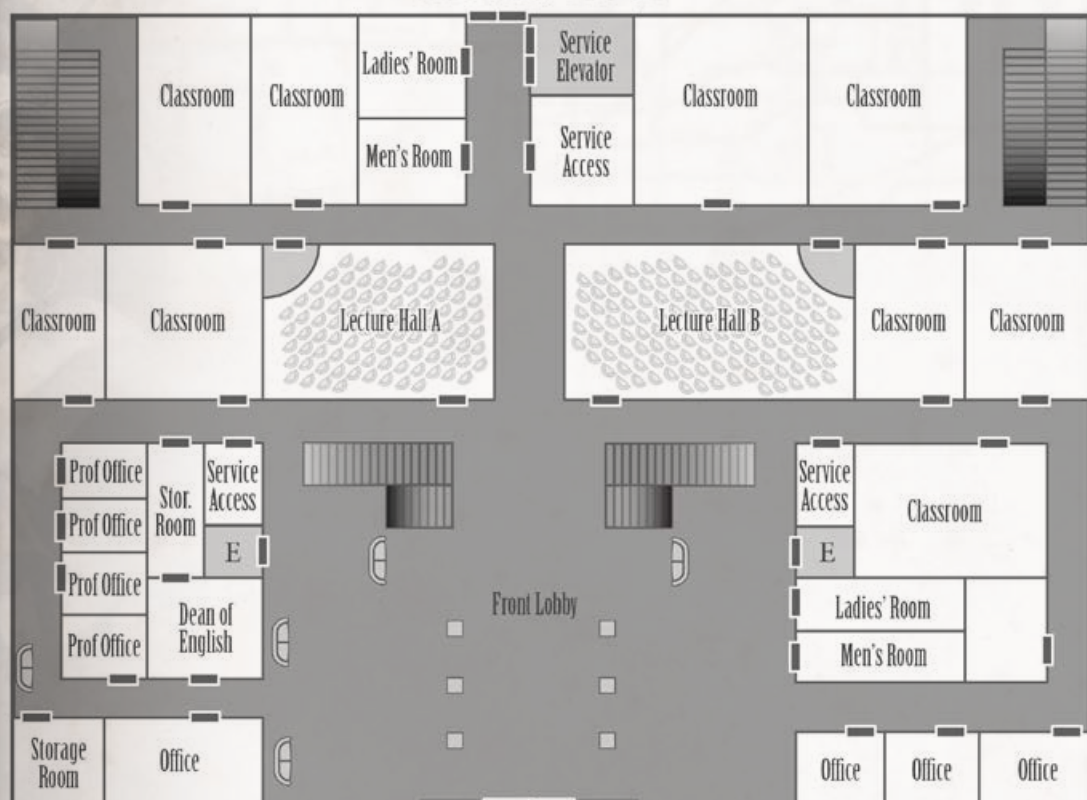
Reid's occult designs are heavily prevalent throughout the scrollwork. Anyone taking time to study it notices intricate carvings with both Egyptian hieroglyphs and Sumerian cuneiform symbols. Anyone who can read these ancient writings decipher the following types of messages:

- Sacrifices for power
- Bringing eternal night
- Prices must be paid
- Rituals of death lead to dark powers extreme
- The days of the Convergence shall see the darkness rise

GROUND FLOOR

Lacey is the most energetic ghost on this floor, along with a few ghosts of the male students she's skilled over the years.

Ground Floor



FRONT LOBBY

This huge room is designed as a university showpiece. The ceiling three levels above is a glass rotunda. There are six statues, three on each of the side walls. The statues are of various famous local people from history and each has a stone base where the person's story is detailed. Two huge windows rise from the front, flanking the double doors all the way up to the ceiling. In the back of the room two marble staircases lead up to the 2nd floor. Their fronts are covered by large frescoes of woodland scenes of early Pinebox. The main hall to the rear of the building runs between the entrances to the staircases. There is an elevator on both side walls.

At night the glassed rotunda and large windows combine to cast eerie shadows seeming to move and twist across the granite floor. The statues are as follows:

1. Howard O'Brian: Early East Texas Wildcatter. He saved the university with a large donation and set the course for the growth of the college.
2. James Patterson: ETU President Patterson brought renewal and energy to the university when he

became President in 1987. He served for ten years until his death in 1997. (This statue was recently added to honor him).

3. William Greystone: Founder of Golan County, Texas, and an original empresario granted land by Mexico.
4. Anne Tyler: First female president of the college when it was an all-women's college.
5. Captain Edmund Dale: Texas Ranger and hero of both the Mexican and Civil War.
6. Mary Blackstone: The famous dark poet of the 1920s. Her books of poetry include "The Beast Comes Around," "Attachments," and "Light Flees the Darkness." Her most famous line, "The craven tentacles of cruel intent reached and attached, bringing death as life," became a running joke/phrase to describe ETU's sports teams of the era. She is posed holding an open book in her left hand.

Allow anyone examining the statues to make a Notice roll with a -2 penalty. Success reveals the page of the book being held by

the statue of Mary Blackstone is written in Latin and is actually the Ritual of Exorcismus Daemonis. See **Ritual of Exorcismus Daemonis** at the back of this book. If the students have been told by Dr. Hyde where to look for the ritual, no roll is necessary.

Anyone taking a rubbing of this transfers the ritual onto the paper. Using the ritual requires Knowledge (Latin), or it may be translated and handwritten with the Dean's approval.

The frescoes along the back walls are carved into the marble. They include scenes of early settlement in the tall pine trees. A successful Notice roll after studying the frescoes reveals a strange creature (for a description, see the skunk ape in *East Texas University*) stalking the settlers from behind a large tree, and another showing a demonic raven standing over the bodies of several dead Native Americans.

OFFICES

Various professional offices and the Dean of English's office along with a conference room and storage room. There is no activity here and the offices are fairly nondescript. Students may get a sneak peek at their exam scores in Cutter's office, but that's about it.

RESTROOMS, STORAGE ROOM, AND MORE PROFESSOR OFFICES

As above, these are generally what you would expect and there are no hauntings currently taking place herein.

CLASSROOMS/ RESTROOMS/ SERVICE ELEVATOR

These typical classrooms hold 40+ students. Rooms are furnished with student desks, a central white board, a few erasable markers, a ceiling projector, and speakers. The restrooms are ordinary and unexceptional. The lecture halls are large with a raised dais in a central corner with projection screen. The seating is auditorium style and consists of more than 80 seats for students at long curving desks.

LECTURE HALL B

The door opens to reveal a large lecture hall. You instantly feel the temperature here dropping. The room holds enough long, curved desks to accommodate more than 80 students in auditorium seating. In the far corner is a raised dais/stage with a lecture stand and a large projector screen. As you get closer to the stage,

the temperature drops to be fifty degrees colder than the rest of the building, and your breath frosts the air.

As this room is directly over the hidden room of the basement below, Lacey often manifests here. This hall is rarely used because the projector's bulb often bursts during class, the lights flicker and go out, and some of the more sensitive students refuse to attend any class held herein.

Once the study group enters this room the doors shut behind them and the projector suddenly comes to life.

Images flash on the projector screen. They appear to be random pictures of students in the 1970s based on their clothing and hair styles. One of the images is a young brunette with big blue eyes and a pretty smile. Now the images become a flickering video as the girl slowly turns to the camera, her face filling the entire screen. She smiles at you, and then her smile fades and a look of terror and sadness grows. She then mouths silently "Help me" and then your name.

The projector shuts off with a bang as the bulb explodes. Each hero sees her mouth their individual names. For instance, Johnny would see, "Help me, Johnny." Suzie would see "Help me, Suzie," and so on.

After the projector event, the back door of the room near the dais—usually locked—suddenly swings open.

Any pictures taken in this room reveals a strange misty light seeming to move around the room and peer over other student's shoulders.

Should the students attempt an EVP session or have an electronic recorder on them, they hear "Help me. Please, help me."

CLASSROOM HAUNTING

As you pass by this room you hear the distinct voices of several people chanting in some unknown language. Their voices have a rhythmic quality and whatever it is they are saying sends shivers through your entire body.

This room (the Dean may choose any classroom on this floor) is where Reid's group held many rituals and some of their evil still lingers within. When entered the chanting stops immediately, but a Notice roll reveals the distinct smell of burning candles, though no evidence of such is seen. However, anyone entering this room should make a Spirit roll. If successful, they feel they

are being watched. They are. Several of the captured spirits are here. They are angry and building in power as the night goes on.

An EVP session here captures the following:

Male voice: “Get out!”

Male voice 2: “You can’t escape!”

Female voice: “You’re all gonna die!”

The female voice belongs to Lacey, as heard by the men she has slain. A Notice check with a –4 penalty discovers the sweet brunette said this... but it should not be certain. It could just be that this EVP sounds similar to any other EVPs of her voice.

Timed Encounter: When 1 a.m. arrives, the spirits have built up enough energy use their Spirit Storm ability and release their anger by throwing desks, chairs, books, and anything else available to them. They attack anyone who enters this room at the time. Remember to ask your players for Fear checks at this time.

Anyone in this room during the ghostly attack must make an Agility roll (–2) to jump out of the room as the door swings back and forth wildly. If failed, he is hit by the door taking 2d6 damage. Every round they stay in the room the ghosts use Spirit Storm to do 2d6 damage. The spirits overlap in their area affected but each student only suffers one damage roll from the ability per round. This only lasts for six rounds, but the damage is plainly visible as desks are turned upside down and thrown through the room.

- **Slain Student Ghosts (3):** Use the ghost from *East Texas University*, adding the Scent and Spirit Storm ghostly Special Abilities

SERVICE ELEVATOR

As you approach this elevator, the elevator button light clicks on as if pressed, and the doors open, inviting you in.

The service elevator should not work without use of the master key. There is no one inside and no key is visible.

If the students enter, the door shuts and the elevator starts going down, apparently to the basement. Instead, it continues to seemingly gain speed, leaving the heroes with a distinct feeling as if free falling into some bottomless pit. Allow Vigor rolls at –1 or the hero suffers one level of Fatigue as nausea from vertigo.

This manifestation is made scarier when the lights flicker off and on

and the elevator comes off its tracks with a loud screech of scraping metal and violent shaking. This calls for a Fear roll at –2.

Next, the center of the elevator floor sizzles and cracks to allow hellish light to shine through. The students hear screams of horror as the cracks grow and a perfect circle of about 3 feet diameter burns away to reveal a pit of Hell. The temperature immediately spikes to stifling heat. A hand reaches up and claws at the rim as if to climb into the elevator.

“Help Me! Save me!” he yells. Anyone willing to look into the pit sees Reid. His skin is severely burnt and slides off to reveal the meat underneath. This requires another Fear roll at –4. “Help Me!” Reid demands, stretching his other skeletal hand through the hole.

The vision continues until someone reaches out to take his hand, at which point the whole illusion vanishes. The heroes find themselves standing in front of the service elevator as if they never entered it in the first place.

Once the scene ends, the elevator button lights up and the doors open. The students are met with the stench of burning flesh. However, if they reenter the elevator, nothing further happens.

BEHIND THE SCENES

During the fight against the university’s heroes, Reid was shoved through the rift of his own creation and into Hell. This is part of Reid’s eternal punishment, to *almost escape*. In 1977 the basement was missing most of the walls and the service elevator had yet to be installed. The deep hole where it would go made a perfect pit for his ritual to open the hellish portal to summon the demonic entity.

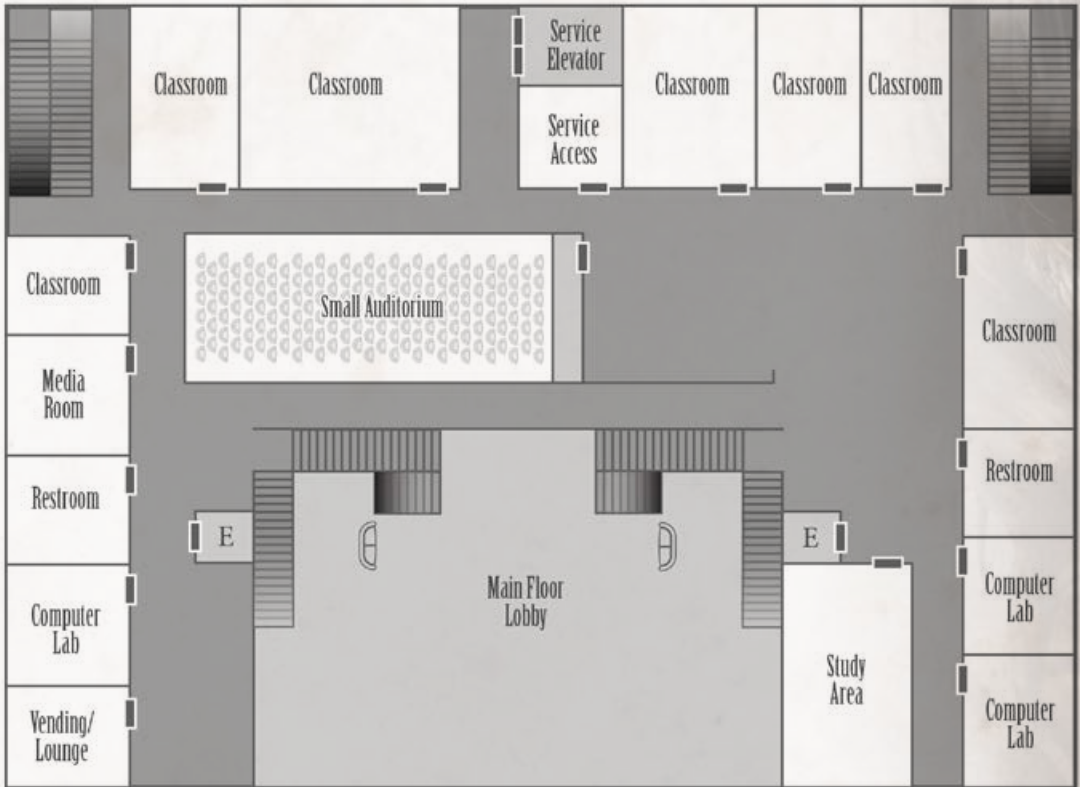
For whatever reason works best for the Dean’s story—ley lines, a thinning of the veil between this world and Hell—this is not an illusion caused by Lacey or Solas, but those tormenting Reid.

STAIRWELL TO BASEMENT

All stairwells lead to the basement, but one is Lacey’s favorite.

Timed Encounter: Early in the investigation anyone in this particular stairwell smells a strong perfume with the scent of jasmine. It is very pronounced and is only found near this stairwell. After midnight cameras or video feeds show a misty haze filling the area. After 1 a.m. Lacey manifests. She is crying

2nd Floor



and beckons anyone in the area to follow her down the stairwell to the basement. However, as the students enter the stairwell the haze manifests to the naked eye, making it very dangerous in the limited visibility. The haze acts as pitch darkness (−4) and any attempt to walk up or down the stairwell requires an Agility roll at −4 to avoid tumbling to the bottom of the stairs taking 2d6 damage. Should the heroes decide to leave the stairwell and not go down, they hear her say “Help me, please.” Then silence. The haze dissipates after an hour.

Of course the students may take one of the other stairwells to the basement and nothing impedes them.

DEAN'S CHECKLIST: DID YOU...

- Give the heroes a chance to Notice the ritual on the statue? (If they don't get it now they can get it from Dr. Hyde later.)
- Allow the team to take video, pictures, or E.V.P.s?

- Describe the voices in the haunted classroom, and allow the team to be attacked if they are there after 1 a.m.?
- Scare the crap out of them with the Service Elevator haunting?
- Describe the mist in the stairwell after 1 a.m. and beckon them into the trap to get them moving toward the basement?

2ND FLOOR

CLASSROOMS, COMPUTER LABS, STUDY AREA, SMALL AUDITORIUM

The second floor contains several computer labs and other classrooms. Most are typical with desks, computers, etc. A small auditorium with a stage is also found on this floor. The two most interesting areas for a ghost hunt include a student rest area which overlooks the main floor lobby and is separated by a short concrete wall.

Room 212 is also on the floor (whichever classroom fits the Dean's story best).

STUDENT STUDY AREA

This large seating area is full of plush, comfy chairs and small round ottomans. It has a break area against the back wall with a few small round café-style tables and chairs near several Coke (that's Texan for any kind of soda) and candy machines. It should be very cozy but students rarely make use of it for long due to occasional High Strangeness—especially when here by oneself or after hours.

Use the High Strangeness table found in *East Texas University* and choose or generate an event whenever a hero is alone in this room.

ROOM 212

This is the infamous classroom in which two students died after taking mind-altering drugs in 1968. These spirits remain and haunt this room. Anyone entering this room feels a presence here and the sensation of being watched. Any pictures taken in this room fail to develop or develop what looks to be like fleshly lumps everywhere.

An EVP session here reveals more bizarre behavior.

Male voice: "The walls, the walls are crying."

2nd Male voice: "I gotta get outta here! I gotta go home...<crying>"

Timed Event: If entered after 1 a.m. any heroes begin to experience the room in 1968 through the eyes of the dead students. The walls are melting into blobs of flesh, the sounds of screaming, sobbing, and maniacal laughter resonate, and the other students take on demonic visages. These "demonic people" attack heroes in the room, causing what seems like real wounds. Should a hero become Incapacitated in the room, the last thing they see are two men wearing surgical masks and wearing long rubber gloves. This is all merely a bad vision, so feel free to pummel the heck out of the heroes.

If a target tries to resist the effect, a successful opposed Spirit roll ends the illusion immediately. After Incapacitation, the target wakes in 10 minutes fully restored, or if the target leaves Room 212 the illusion fades in 1d6 minutes (and the target is restored).

- **Drugged Student Ghosts (2):** Use the ghost from *East Texas University*, with the addition of the Haunting Grounds and Illusion ghostly Special abilities.

DEAN'S CHECKLIST:

DID YOU...

- Generate or choose a High Strangeness event in the Student Study Area?
- Allow the team to investigate room 212? Record E.V.P.s? After 1 a.m. allow the "trip-possession" to occur?

3RD FLOOR

CLASSES, OFFICES, LARGE AUDITORIUM

There is very little activity on this floor. It is filled with common classrooms, graduate student offices, a workroom, and the large auditorium. The Main Floor Lobby can be seen from all sides of the main stairwell. The overlook consists of a four-foot high concrete wall to keep people from accidentally falling. The glass rotunda ceiling allows moonlight to shine down on the main floor and in the open areas in front of the large auditorium. The auditorium contains over 300 seats and a large stage fills the opposite wall, complete with great, long deep blue curtains and drapes.

ATTACK ON THE OVERLOOK

Anyone in the area after midnight hears someone calling for help from the Main Floor Lobby below. Once anyone moves to the partition wall to look, two angry spirits of young men manifest and attempt to wrestle and then throw one of the heroes over the rail.

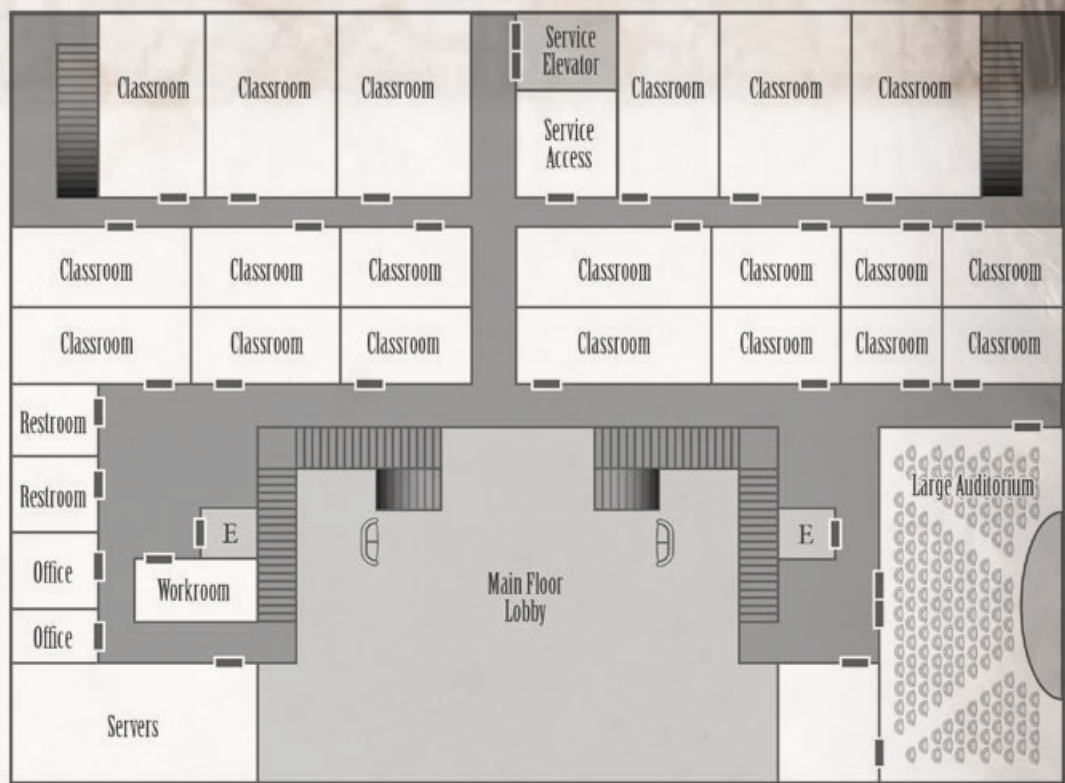
Spectral hands come out of the wall and attempt to Grapple the legs of the heroes. The spirits use Gang Up and Wild Attack to Grapple the hero.

Once the hero is Grappled he is moved over the side of the wall. Allow the student an Agility check to grab the top of the partition wall.

The spirits, who are also over the side, then attempt to break the hero's grip on the wall to cause him to fall to his death. On their action, the ghosts, using a Cooperative Roll, make an opposed Strength roll against the student. If the poor student loses two consecutive rolls or the spirits win with a raise, the hero goes over the side and falls, suffering 2d6+2 falling damage (it's roughly 20 feet to the Main Lobby floor).

On his action, the hero may attempt an opposed Strength roll against the ghosts to

3rd Floor



Basement



pull himself back over the wall. Failing the roll does not count for determining if he falls. He suffers a -4 to any other action attempted while hanging from the ledge. If the student wishes, he can substitute Climbing for Strength on the rolls.

Other heroes may assist the victim and also provide Cooperative aid on the rolls. The best way to stop the spirits is to attack them with their Bane (salt). They have four rounds to accomplish the attack before their spirits are too drained and they simply disappear.

- **Disturbed Ghosts (2):** Use the ghost from *East Texas University*, adding the Haunting Grounds ghostly Special Ability.

LARGE AUDITORIUM

In the large auditorium resides the spirit of Lydia Bastrop. In 1951 Lydia found out she was pregnant. The father, her English professor, refused to acknowledge the child or help her in any way. She went to his class in this room and committed suicide.

Lydia has nothing to do with Lacey's spirit, but is simply a normal haunting. She rarely manifests, but with all the spiritual activity in the building she does tonight. Anyone

entering this auditorium needs to make Notice rolls. On a success they hear someone crying. However, no one is visible. Video reveals a small round orb of light representing Lydia's spirit. The crying continues for approximately 30 seconds, then stops.

Anyone attempting an EVP session here gains the following recordings:

"I'm sorry. I shouldn't have done it."

"Suicide is never the answer."

"I'm being punished. Forever lonely. Forever alone."

- **Crying Ghost:** Use the shade from *East Texas University*, adding the Haunting Grounds ghostly Special Ability.

DEAN'S CHECKLIST:

DID YOU...

- Use attack of the ghosts after midnight?
- Allow the team to investigate the crying ghost in the large auditorium? Record E.V.P.s?



BASEMENT

STORAGE ROOMS A–H, BOOK ROOMS A & B, STUDY ROOMS B1–B14, ENGINEERING ROOM, CLASSROOMS

The basement level is mainly filled with storage rooms full of books, boxes, unused furniture, and cleaning supplies. The Bookrooms are basically shared private libraries for the English department, though they are rarely used.

There are 14 study rooms, most of which are no longer used. However, B10, B11, and B12 are furnished with lounge chairs, tables, sofas, and recliners. These rooms may be reserved for study sessions or for various small collegiate clubs to meet, such as the Raven Society of Antiquarian Aficionados (the steampunk cosplay croup). There has been talk of renovating the basement and creating more classrooms, though some would prefer to demolish the Lansdale and start fresh.

As the students may have previously discovered, the Engineering Room is also in the basement. They do not yet know it contains the secret room hiding Lacey's body.

STORAGE ROOM B

The double doors open to reveal a huge storage closet. You see stacks and stacks of furniture, chairs, desks, random drawers, and boxes filled with old supplies, papers, and who knows what. Two small aisles lead between the stacks and provide a very claustrophobic feel to the room. The room seems well lit, but the stacks of furniture cause many odd shadows and dark areas.

Several angry spirits inhabit here. Anyone who has Danger Sense or Psychically Sensitive may make a Notice roll before entering this room to feel the heavy sense of anger within.

Once anyone enters and moves toward the middle of the room, all lights dim and then cease—including flashlights and electronic devices. They then hear furniture scratching the floor right before the spirits combine their powers to throw the furniture and boxes at the living using their Spirit Storm ghostly special ability.

In the darkness a hero may make a Notice roll (–6) and an Agility roll to avoid the

danger. If failed, the hero suffers 2d6 damage from the toppling furniture and boxes. The spirits attack as many people in the room as they can, but their power dissipates after only two rounds and the lights slowly come back on.

- **Angry Spirits (2):** See poltergeist in *East Texas University*, substituting a Spirit d6 instead of d10.

HALL OF KNOCKING

Heroes who enter this hallway should make Notice rolls to hear a persistent knocking coming from the wall shared with the secret room. It is as if someone is on the other side of the wall rapping against it. If the investigators attempt to communicate, they are only answered by the knocking. The knocking is rhythmic, rotating from one knock, two knocks, and three knocks, but not in a manner of communication. This means the knocks do not respond to any questions, but continue in the same manner.

The knocking comes from Lacey, leading the heroes to investigate the source and discover the secret room.

BOOKROOM B

This room is full of bookshelves and thousands of old books in no particular order.

These books are from various professors' private collections and have been gathered here since the 1970s renovation. A majority of the books are from the mid-20th century, although a search (Notice at –2) taking approximately ten minutes uncovers the tome of *Diario de Padre Santiago*. This book was written by Father Santiago in 1829 and bound in hand-tooled leather. This book contains many arcane references to various creatures of myth. If the reader knows Spanish, use of the book allows Investigation rolls to discover paranormal creatures' weaknesses or banes.

Any EVPs taken in this room reveal the voice of Lacey. She says, "You're so close. Come to me. Help me." Allow the team to make Spirit rolls. The highest total hears this as if spoken aloud as if coming from the Engineering Room, though no one else does.

ENGINEERING ROOM

The Engineering Room is a maze of pipes, wires, an air-conditioning plant and heater, and a central desk with a computer.



The back wall is stacked with boxes of pipes, materials, and papers.

Timed Encounter: Nothing happens in this room until after 1 a.m, at which time all the light bulbs burst and electronic devices malfunction. Flashlights brought into the room work, but dim.

Lacey begins throwing the boxes from the back wall to get the attention of anyone in the room, but she does not throw them at the heroes. She does it to reveal the back wall of the room. A Notice roll reveals the paint on the back wall is a bit of a different shade than the rest of the room.

If needed, the knocking ghost knocks from this location again, too.

SECRET ROOM

If a hero punches through the wall with something, everyone—wherever they are in the building—hears “Yes!” Lacey knows her release is imminent. Once the hole is big enough to look through, describe the scene within:

Beyond the wall lies a small room. A body, badly decomposed, but covered in lye lies in the very center of the room. The corpse lies on top of a chalk outline of a pentagram and the remains of burnt candles surround the corpse. Various runic images and lettering are also drawn in chalk.

The chalk pentagram merely needs to be broken or the body removed. Once this happens Solas (in spirit form) is free. This finally resolves Lacey’s unfinished business, which allows her to “move on.”

If the students do not release Solas then the police do so. Once the body is revealed, all haunting in the Lansdale ceases for the night.

AFTERMATH OF THE INVESTIGATION

The mystery of the death of Lacey Henderson and the haunting of the Lansdale has been solved. Of course, this is not the end of the story. It is possible the team may realize the truth and not reveal the body or disturb it. If so, Lacey haunts their dreams and occasionally appears in the corner of their vision, especially in the Lansdale building.

If the students reveal their discovery they are recognized as heroes by President James

Nelson and the story is picked up by several regional newspapers. They are asked for various interviews,

as many people want to find out how they found the body. This publicity gives the team a +2 Charisma for the rest of the adventure and +1 Charisma for the rest of the semester. Fame is fleeting, however, and eventually the notoriety of finding the body fades.

Surprisingly, President Nelson promotes Landry to Assistant Chief Engineer for the university. Landry is very happy and can be counted on as a contact for the students for the rest of their time in college.

If playing the *Degrees of Horror* plot point campaign, either Jackson Green or Professor Maclanahan investigates the runic symbols. Two days later he reveals they were some kind of wards meant to imprison a demon named Solas. Further investigation reveals Solas is a fallen angel who appears as a raven. According to lore, Solas was obsessed with the study of astronomy and power derived from the alignment of certain stars and planets.

Groups not playing *Degrees of Horror* may Investigate the symbols (–2) on their own and, if successful, discover the same information.

Three days later, one of the team members receives a phone call, starting the next section **Class is in Session.**

DEAN’S CHECKLIST: DID YOU...

- Attack anyone who entered Storage Room B?
- Allow the team to hear the knocks and investigate them in the Hall of Knocking?
- Allow them Notice rolls to find the tome of *Diario del Padre Santiago* in Bookroom B?
- Describe the electronics malfunctions in the Engineering Room and the boxes flying off the back wall? Allow the heroes to discover the body by breaking through the sheetrock to reveal the secret room beyond?
- Describe or roleplay the after effects of finding the body?
- Reveal the name of the demon, Solas, and his love for astronomy?





After three days, the team begins to understand what it is they have released from the warded cell of the secret room. Although the demon still cannot physically manifest, it is pleased to once more be loosed upon this earthly plane of existence. It desires to sow terror and death wherever it can...but first on its agenda is vengeance on Dr. Hyde. It possesses Dr. Jodi Trumble, a professor of astrophysics, and prepares to murder Dr. Peter Hyde.

THE CALL

Three days after the discovery of the body, one of the heroes checks their phone after leaving class and receives a voice mail from Dr. Hyde.

"I need to meet with you. There are...things you don't know. Things you have set loose, which makes it your responsibility to stop. Gather your friends and meet me at my home. I live in Unit 224 of the Timberland Estates on Lake Greystone. Please hurry. I may not have much time."

BEHIND THE SCENES

Dr. Hyde realizes the situation he is in. He expects Solas to come for him, partly out of revenge and partly to cover his tracks. The professor has been hiding in his condo, afraid to leave, afraid to do much of anything. He tried contacting the surviving original gang, but they are scattered across the country and afraid to face the demon again. Luckily, he has gathered lots of information on Solas and

believes he can banish him. He needs help performing the ritual, which is where the students come in.

THE MEETING

When the team is prepared, they can easily find Dr. Hyde's condo. If they visited here before, it looks very different now.

The door opens and reveals a very disheveled, unshaven, Dr. Hyde. He reeks of alcohol and is wearing a stained t-shirt and blue jeans. "Please, come in. Quickly."

He leads the students into his living room.

The living room is piled with books, letters, notebooks, and dirty laundry. He straightens the couch so everyone may sit, then kneels before a coffee table full of books. He opens an ancient tome and reveals it to you. The pages show an antique woodcut illustration of a half human, half raven demon dancing among the stars. "That...that is our enemy. The one you released. The one that will soon kill me and then you."

Of course the general way of conversation should have the team asking why. Dr. Hyde explains as much as he knows from the **Dean Background** at the beginning of the book. He then goes on to explain the information below.

"We eventually graduated and each went on with our lives. Well, most of us. Tommy stuck around, started drinking, and six years later drove his car into a tree. Most of the rumors on campus close to the truth come from his drunken ramblings."

"The rest of us left Pinebox as soon as we could and the further away we got, the less the dreams of that night haunted us. Still, despite everything I accomplished, I knew Solas was waiting. Waiting for the day it would be free. See, the summoning brought more than just its spirit. Now that it's free of the wards it can literally and physically manifest here. I'm not sure we could destroy him, even if we try.

"Our best chance is to get it to a location and attempt to banish it back to Hell. But I cannot do it alone. I need you to help me."



Dr. Hyde explains he knows how to modify the Ritual of Exorcismus Daemonis to permanently send Solas back to Hell. He has spent years studying Solas and all the lore on it. If the students did not find the ritual, he tells them about the statue and how to get a copy.

There are a few problems however. He tells them the ritual requires a freshly severed human finger as a component. He offers his own pinky. "It's a small price to pay for my part in all this."

Next he explains they must find where Solas is and lead it to wherever they decide to perform the ritual. He realizes he could be used as bait, but they need to discover who Solas' current victim is. The only real clue they have is Solas' affinity for astronomy.

Dr. Hyde suggests the team search for Solas among astronomers at the university. He warns them to be very careful as it is a very dangerous adversary.

The professor is open to performing the Ritual anywhere the team thinks would be best to do so. They could even return to the basement of the Lansdale if they wish, as Landry would be more than willing to assist them if necessary.

DEAN'S CHECKLIST: DID YOU...

- Tell the story of the original battle in the 1970s?
- Explain Dr. Hyde has studied Solas and thinks he knows how to modify the Ritual of Exorcismus Daemonis to permanently send Solas back to Hell?
- Explain they must discover who Solas now possesses and get it to the chosen place of the Ritual at the proper time?
- Choose a place to perform the Ritual?

DR. JODI TRUMBLE

Obviously, Solas chose someone in a position of authority who studies astronomy. It chose Dr. Jodi Trumble, Professor of Astrophysics. Any student who happens to be majoring in Astronomy or a similar science knows Dr. Trumble. She is known as "Dr. Tremble" due to the fear she puts into slacker students. She rarely smiles, wears her mousy brown hair in a tight bun, and is very no-nonsense in everything she does. She even speaks in a flat monotone. She spends much of

her extra time in the small observatory near Indian Mounds State Park.

Should the students attend her class or observe her now, she is very different. She wears her hair down, smiles, and seems to thoroughly enjoy life. This has freaked out some of her students, so a Streetwise roll reveals the change if the team questions students in the Astronomy Department.

If the team can swipe any of Dr. Trumble's recent notes they discover the papers are all written in Latin. A murder of ravens can be found just outside her office window, and there is a distinctly sweet-sour smell of sulfur any place she goes.

The team needs to be extremely careful if they follow her for long, as Solas knows them. If it feels threatened, it attacks without remorse. It is willing to destroy Dr. Trumble's body if necessary. If the team does successfully track her, they follow her into the Criminal Justice Center and to Dr. Hyde's office. When she leaves, she has several of his personal effects such as reading glasses, a coffee mug, and a picture of him fishing in Florida. Solas is planning on using these items to magically locate Dr. Hyde, and then to kill him.

DEAN'S CHECKLIST: DID YOU...

- Allow Streetwise rolls to discover the change in Dr. Jodi Trumble's behavior?
- Allow the students to follow her?
- Allow her the chance to Notice the heroes and respond appropriately?

PREPPING THE RITUAL

Once the team discovers the truth about Dr. Trumble they need to prepare the Ritual, which takes 40 minutes. They also need to decide where to do it and how to make certain Dr. Trumble is there at the appropriate time.

There are many ways they can do this. Solas is looking for Dr. Hyde and within 24 hours will be there to kill him. However, it is a very simple thing to get Dr. Trumble to come to the team. They can do this

with a phone call, or a challenge of some sort. Solas is smart and understands it is probably a trap, but is so arrogantly sure it can deal with the mortals that it is willing to face them head on.

FINAL SHOWDOWN

When the time is near and the Ritual has been prepared, roll a d6. On a 1-4 Dr. Trumble arrives 1d6 rounds early. This means someone needs to slow her down for the final seconds of Gathering Power. This is very dangerous, as Solas manifests its raven form and attacks anyone who stands between it and Dr. Hyde. On a 5-6, Dr.

Trumble arrives at the best time and the dramatic task begins.

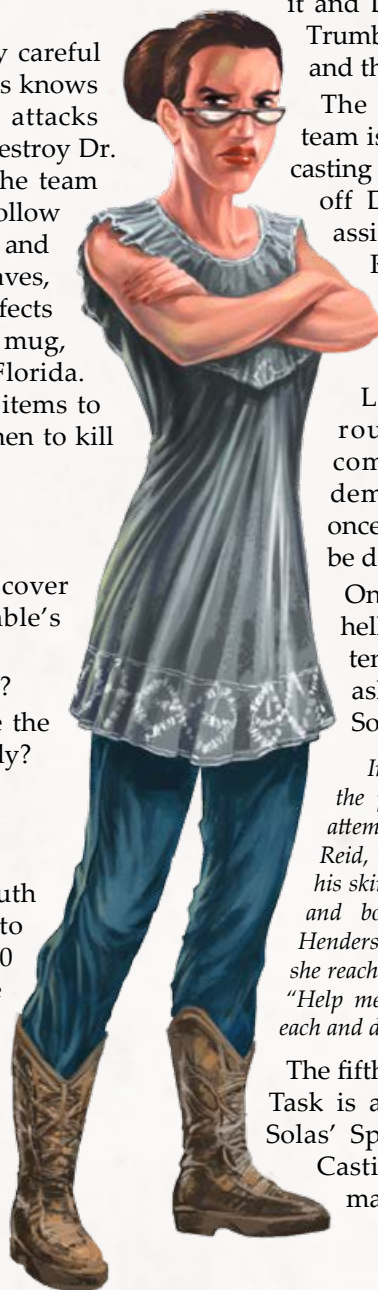
The real problem for the team is deciding who assists in casting the Ritual and who fights off Dr. Trumble. The more assistants the better for the Ritual, but leaving fewer to protect Dr. Hyde and the Ritual from disruption.

Luckily it takes three rounds for Solas to completely take on his demonic raven form, but once he does the fight could be deadly.

On the fourth success, a hellish pit opens nearby and tentacles of brimstone and ash blindly reach out for Solas.

Intense heat radiates from the pit into Hell. Two spirits attempt to rise out. One is Hugo Reid, trying to claw his way out, his skin melting off of his muscles and bone. The other is Lacey Henderson, whose hair is aflame as she reaches from the pit and screams "Help me!" Tentacles wrap around each and drag them back down.

The fifth success of the Dramatic Task is an opposed roll against Solas' Spirit die of d12. With a Casting Modifier of -4, this may be very difficult.



If the heroes win the opposed roll, read the following.

Tentacles of ash and brimstone wrap around Solas and drag it downward, ripping the spirit from Trumble's body. Its squawking scream of "Noooooooo" fades as it is quickly sucked into the pit. Its voice lingers after the body is gone. A second later the pit closes as if it had never existed. It is finally over.

If the roll fails, all is not yet lost. The gate to Hell remains open another round before closing. If the students continue chanting then the demon must win another Spirit versus Ritualism roll to resist being drawn in.

Dr. Hyde looks at the yawning portal to Hell and yells, "Keep at it! There's still time to set things straight."

He looks into the eye of the hero leading the Ritual, gives a nod of thanks, and throws himself at Solas in an attempt to grapple them both directly into the pit. This willing sacrifice provides a +4 circumstantial bonus for the heroes.

If the heroes win the opposed roll on the second round, Dr. Hyde and Solas are both drawn in. If they win the with a Raise, the

professor avoids the tentacles as Solas is drawn in.

If the heroes fail to banish to banish Solas after two rounds, their only recourse is to subdue the demon and start the ritual from scratch. Anyone want to give up their pinky finger?

DEAN'S CHECKLIST: DID YOU...

- Allow the team to complete the Ritual preparation?
- Give Solas a chance to arrive early to the party?
- Have Solas transform into its true demonic raven form?
- Allow the team to complete the Dramatic Task at a -4 Casting Modifier, while others try to fight off the demon?
- If the demon wins the first opposed roll, have Dr. Hyde sacrifice himself to give the heroes a +4 bonus to consign the demon to Hell permanently?





MICHAEL LANDRY

Michael has always been very good with his hands and repair. He has had some technical school training, but most of what he does comes naturally. He is always tinkering with something and he has a difficult time slowing his mind down enough to communicate effectively with most people. He does, however, believe the Lansdale is haunted and wants to prove it by gathering information.

Michael is obese, has a quick smile and shining blue eyes. He is friendly, but awkward around ladies. He is usually wearing some kind of coveralls and is usually greasy and dirty from his work.

"It's true you know. The Lansdale. It is haunted."

"Maybe it would be best if we didn't share this with too many people. Not until we have the proof we need. I mean, I like my job and want to keep it a while."

"Wow. Didn't see that coming!"

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Investigation d6, Knowledge (Engineering) d6, Notice d8, Repair d8, Shooting d4

Hindrances: Bad Eyes (Minor), Curious (Major), Obese (Minor)

Edges: McGyver

Charisma: —; **Pace:** 5; **Parry:** 4; **Toughness:** 6

Possessions: Toolbox full of tools.



DR. PETER HYDE

Peter always had the heart of a hero. When he began at the university in the late 1970s he did not believe in the paranormal, but soon learned it was all too real. He met other friends and together they protected the school environs for several years.

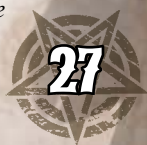
After stopping Reid and Lacey, Peter graduated and went on to earn a doctorate from the University of Georgia, where he became a professor of Criminal Justice and Police Science. He served with the F.B.I. (Federal Bureau of Investigation) and worked with Homeland Defense following the attack on the United States on 9-11. In 2010 he returned to Pinebox and has been serving as a Professor of Criminal Justice ever since. He has been keeping a close eye on the haunting of the Lansdale and fears someone will discover the body.

Peter stands over six feet tall and weighs approximately 210 pounds. His hair is thinning, but still dark. He has a sharp nose and hawk's eyes. He is a man who always seems to be in control.

"We did what we had to do. I'd do it again, if I had to."

"I didn't want to kill Lacey, but the demon was already in her. Had to be done."

"Some of us never overcome the nightmares."



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d8, Intimidation d8, Investigation d8, Knowledge (Criminal Justice) d10, Notice d8, Shooting d8, Stealth d4, Streetwise d6

Hindrances: Cautious (Minor), Code of Honor (Major), Loyal (Minor)

Edges: Alertness, Elan, Command

Charisma: —; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Possessions: .45 Colt with ammunition, 12 gauge pump action shotgun with ammo, condo, Honda Civic



LACEY HENDERSON (GHOST)

Lacey Henderson was always interested in the dark arts. As a teenager she was engrossed in reading everything paranormal she could find and practiced witchcraft. When she met Reid, she found a lover and a mentor. She desired power over anything else and participated in several horrific and sacrificial rituals.

She was possessed by the demon Solas and in the final battle of her life, she failed. Ultimately she was shot in the head and her body hidden in the basement of the Lansdale.

In death she was rooted to the building holding her body, and over the years her madness grew. She would occasionally seduce a young man and lure him to the basement, hope he would find the room hiding her remains. Disappointed again and again, she killed some with her ritual dagger.

Her only true desire is to cause pain to the living and to escape the prison holding her. Unfortunately for her, the only thing awaiting her upon her day of freedom is Hell.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength —, Vigor d8

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 3

Special Abilities

- **Apport:** Lacey can cause a number of small objects to appear out of thin air. She often drops her class ring and has been known to recover it as well.

- **Cold Spot:** Lacey may reduce the temperature within a Small Burst Template by 5 degrees Fahrenheit times her Spirit die type.

- **Drain Electricity:** She can drain the electrical capacity of a battery or

batteries in a device. She may reduce or stop the electrical current in a room.

- **Fear (-2):** Lacey appears as a beautiful young coed, though she may also manifest with part of her skull gone from a bullet hole or she may take on her true appearance of a decomposing body with a shock of wild black hair.

- **Ghost:** May only be harmed by magical attacks, can pass through physical matter; affects the physical world using Spirit for Strength; causes Fear; immune to Fear and Intimidation; invisible; slow Regeneration; salt may block or harm.

- **Illusion:** Lacey can entirely transform the surroundings of her domain via illusion. Due to the possession of the demon Solas, her illusions are not tied only to her death.

- **Phantom Weapon:** Lacey manifests with a ritual dagger (2d6). Its spectral form requires only a Touch attack to hit (+2) and leaves no obvious wounds.

- **Resolution:** Lacey fades when her body is discovered.



SOLAS (DEMON)

Solas is a major demon and a lieutenant of Hell's Third Circle.

It was known by the ancient Babylonians and worshiped as a god. It taught them the science of Astronomy and was said to take on the guise of a giant half human, half raven. It is intelligent, but prefers to destroy enemies in a great bloodletting of anger and revenge. Like all demons, it desires nothing more than to be fully manifested on the Earth to cause havoc and see to its hellish desires.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Astronomy) d12+2, Notice d10, Stealth d10, Taunt d10

Pace: 6; **Parry:** 7; **Toughness:** 7

Special Abilities

- **Demon:** Bane (Holy Items); Immune to poison and disease; +2 to recover from being Shaken; half-damage from nonmagical attacks; suffers +1d6 from pure iron weapons; Shaken or Fatigue by Holy Water.

- **Fast Regeneration:** Every success and raise on a Vigor roll heals one wound. Solas also gains a +2 to recover from being Shaken (+4 total).

- **Reaver:** When Solas manifests, its sword Reaver (Str+d8 AP2) appears as well. The sword grants Solas the Improved Sweep Edge when using it. Devout characters gain +2 to Soak its unholy damage.

- **Sweep:** Solas may attack all adjacent targets at -2.

- **True Form:** Solas may manifest in its true form (half raven, half human). This takes 3 rounds and transforms the vessel it is currently possessing. Parry is reduced by 2 while transforming and it may

not attack, but may move at half Pace. Its Strength increases to d12 and Size +2 (Toughness 9) on the third round, reduce by one on the second round if needed. Solas gains talons (Str+d6). Seeing the transformation causes a Fear check at -4.

- **Weakness (Holy Cold Iron):** Solas takes additional damage from pure iron weapons like other demons but it can regenerate the damage unless the iron is also blessed or holy.



HANDOUT #1 DEAN'S NOTE

You were here two weeks ago and saw a brunette with long flowing hair and crystal blue eyes looking at you from around a corner near Cutter's classroom. When you went to catch up to her, no one was there.

HANDOUT #2 HISTORY OF THE LANSDALE

The Lansdale building was originally named Eustice Hall when it was built in 1932. The building has housed many classes and departments through the years. In the late 1960s it was known as the "Psyche" building by the Ravens student body, since it housed the Psychology department.

A young Psychology professor named Dr. James Kramer was very popular with the student body and experimented with various mind-altering substances. In April of 1968, two students died of complications from the drugs in Room 212. The experiments were immediately discontinued and Dr. Kramer disappeared shortly thereafter.

By the mid-1970s the building was crumbling and in dire need of repair or replacement. University President Lawler hired a Houston architect named Hugo Reid to oversee the campus renovation plans of not just the Lansdale, but the entire campus.

Mr. Reid introduced many designs throughout the campus and used many arcane—some said occult—symbols. This caused quite a backlash in the Bible Belt of East Texas, but by November 1977 Mr. Reid had disappeared. The renovation was completed by Largent Enterprises in early 1980.

Since the early 1980s several students have been found dead in the building's basement. Police investigations revealed no evidence of foul play and claimed the young men appeared to have died of drug or alcohol overdoses.

In 1991, Eustice Hall was renamed the Lansdale Language Arts Center for a local East Texas writer. Today, the Lansdale is one of the oldest buildings on campus and one of the only ones built with granite floors and marble pillars.

The Cult of Reid

By Jackson Green

The 1970s were a difficult time for America. The U.S. had lost the Vietnam War and was suffering from double digit inflation. Many Americans turned to disco, drugs, and alcohol to escape their problems. Others turned to the occult, seeking power and prosperity through bizarre ritualism and ancient incantations.

One such cult leader was Hugo Reid. Reid was raised in New Orleans where he learned about Voodoo and black magic. He attended the University of Florida and became an architect of some renown, having designed the Plaxico Building in New York and the First Texans Federal Bank building in Houston. In 1976 he entered into a contract with the university to redesign the entire campus, a major multi-million dollar project.

Reid enjoyed the use of marble in his larger than life designs. However, by the summer of 1977 it was obvious he had added many other elements to his designs which had not been approved by the Board of Regents. Many of the statues and marble inlay throughout the campus contained various occult symbols. It was rumored he led a coven of witches and warlocks who were immersed in bizarre and rituals dating back to ancient Sumeria and Egypt.

A movement developed to remove Reid from the project but in the fall

of 1977 he disappeared and has never been heard from since. He left over a quarter of a million dollars in the bank, an ex-wife, two children, and a home in Pinebox rumored to have been filled with occult paraphernalia.

What happened to him is also speculation and rumor. Some say he was a victim of a failed summoning ritual, while others believe he and his cult were defeated by someone who was willing to stand up to the evil he represented.

Interestingly, at least three students disappeared at the same time. Were they his victims or did they all share the same mysterious fate? No sign of them has ever been discovered, though some students claim their ghosts still haunt the old Lansdale building. Perhaps the truth will never be known, but it definitely makes for a great Halloween tale.

HANDOUT #4: DREAMS OF LACEY

That night your senses are troubled. You feel great unease; a sense of being watched pervades your bedroom. It takes a couple of hours to finally drift off to sleep. Your dreams are of the pretty brunette whose spirit is trapped in the Lansdale. Her eyes haunt you, calling to you, beseeching you to help her.

Then you are her. You are in the basement of the Lansdale. There are construction supplies and tools everywhere, lots of plastic sheeting has been hung and the entire room is filled with the dust of scraping, cleanser, and drywall.

A ritual is being performed. A man with green eyes, perhaps in his mid-thirties and dressed in bell bottom pants and a paisley shirt, raises a knife, dripping in blood from a young man whose throat has been slit. They are coming for you next. Your heart pounds and you try to flee, but you are bound and can't move. Evil pervades and you realize the time of your death is upon you. There is nothing you can do to prevent it.

You turn and scream in time to see the pistol's barrel buck from the shot, and everything goes black.

You wake up screaming, overcome with a horrible headache from the bullet of your dreams. Lacey wanted you to see her death. Your heart races, your body is covered in sweat, and you suffer with a migraine like you have never felt before. You have to do something. How can you help her?

EXORCISMUS DAEMONIS

Gathering Power: 40 minutes

Casting Modifier: -4

Ritual Range: 2 × Smarts

Duration: 3

Trappings: Chanting

Components: 12 lit candles, a chicken's foot, a raven's feather, an iron nail from a church, a recently severed human finger.

This ritual is based on the *banish* power in *East Texas University*, but crafted specifically to affect Solas.

Once the Dramatic Task for the Ritual is successful, a portal to Hell opens and attempts to draw in Solas. Each round Solas remains within the Ritual's range, it must make an opposed roll against the final roll for Dramatic Task's 5th success or be drawn through the pit back to Hell. The portal closes once Solas is drawn in or after three rounds, whichever occurs first. The only way the demon can return is if someone summons it, as Reid and Henderson did.