

The ELDRITCH INQUIRER

The Official Eldritch Tales Role-Playing Game Magazine

Issue ^{Nº}1

80,000 Eldritch
Names!

Year of 1920!

Return of the
Windwalker!

Manias!







HOWARD PHILLIPS LOVECRAFT

1890 - 1937

The Eldritch Inquirer

The Official Eldritch Tales Role-Playing Game Magazine

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ISSUE Nº1

1920

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THE YEAR OF 1920

During 1920 the world continued to experience post-war struggles as nations tried to rebuild themselves. Communism marched through Europe and Russia. The British Empire began to crack due to exorbitant war-debt and a rekindled spirit of independence growing among the Colonies. Turkey warred with European powers as it struggled from the ashes of the Ottoman Empire. The exhausted and disenchanted populace of the Weimar Republic of Germany faced food shortages, massive inflation, and political strife. Around the globe, war and political change was in the fore, but the world faced other challenges as well.

Tied to communist successes in Eastern Europe, socialist labor strikes were common in American and European cities. Established governments attempted to quell communist movements, seeing them as a direct, seditious threat to government. The general anti-communist paranoia was demonstrated in the Palmer Raids in the U. S.

"Scientific" racism continued to be an accepted theory that purported a hierarchy of races and facilitated the continued suppression of non-whites. Lynchings continued across the U. S., even as African Americans introduced the jazz and blues music that changed world culture forever.

Though rapid medical advancements were made, disease and illness continued to ravage the population. Flu epidemics hit America, Poland, and Switzerland; typhus ravaged Russia; and the bubonic plague made its reappearance in Mexico, America, and Europe.

Still, the year was one of progress, optimism, and experimentation. Flight became ever more commonplace, allowing the establishment of air mail routes. The first radio stations began operating and the first home sets were sold in stores. Scientists and explorers continued to investigate the remote places of the world. Art Deco embraced luxury and technological advancement, while the atmospheric, distorted realities of Expressionism invoked deep emotion, while both hoped to banish the Great War.

The following historical events were reported at the time and are largely drawn from the 1921 *World Almanac*. This list is meant to offer a glimpse at the headlines of 1920, to lend an air of authenticity to *Eldritch Tales* campaigns, and to spark the imagination. To maintain historical veracity, the names of persons involved were not changed; no offense is meant to those individuals or their descendants.

January

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JANUARY

1 - The United States census reported a population in excess of 100 million for the first time.

2 - Attorney General A. Mitchell Palmer continued the "Palmer Raids" against Communists and rounded up thousands of individuals in more than 30 cities in the U.S. However, by May public opinion turned against Palmer's Red Scare, largely due to the brutality of the raids; and British have heavy fighting on Indian-Afghan frontier.

3 - The Red Sox sold Babe Ruth to the Yankees for \$100,000; the last U. S. Troops quit France; and a search was made for Ambrose Small, who sold his Canadian properties, put \$1 million in a Toronto bank, and vanished.

6 - Chicago announced a 25% increase in crime in 1919, including 6,000 burglaries and 5,000 robberies.

9 - Chicago-Omaha airmail service began.

10 - The League of Nations was established, but only nine days later the U.S. voted against joining.

12 - Baltic blockade of Germany lifted; and the Italian village of Porrachia was buried by an avalanche.

13 - Londoners got "sleeping sickness."

17 - Prohibition began, one year after the ratification of the 18th Amendment. The Volstead Act provided for the Federal enforcement of Prohibition; and in Brooklyn, Connecticut, V. Lipponen killed 4 with axe, then hung himself.

21 - Atlanta, Georgia, stops the whipping of women.

23 - Flooding on the River Shannon, Ireland; and the Dutch government refused Allied demand to hand over ex-Kaiser Wilhelm.

24 - Roman Catholic Church of Paris banned the "foxtrot" and other such dances.

26 - Guglielmo Marconi, an Italian radio engineer, reported receiving undecipherable signals from the inhabitants of other planets.



- Full Moon



- New Moon

July

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FEBRUARY

1 - First commercial armored car introduced in St. Paul, Minnesota.

2 - Allies warned Hungary not to attempt a Hapsburg restoration; and Panamanian Indians killed 17 in rubber settlement.

3 - "Mossy" Enright, Chicago gunman, was assassinated; and a revolt began in Honduras.

4 - First flight from London to South Africa took off and arrived a month later.

5 - Governor Morrow, Kentucky, led a posse that prevented the lynching of Will Locket, an African American accused of assault and locked in jail.

8 - NYC paralyzed by winter storm, causing thousands of police and the mayor to shovel snow, 12 inches in Boston; and an industrial plant was burned in McKeesport, Pennsylvania, \$800,000 in damage.

13 - Andrew "Rube" Foster established the first black baseball league, the Negro National League.

15 - K. Reinmuth discovered asteroid #926 Imhilde.

17 - SS *Prospero*, marooned 8 weeks in ice, reached St. John's, Newfoundland; and communists proclaimed the Republic of Ukraine.

20 - 6.2 magnitude earthquake centered near the medieval fortress of Gori in the country of Georgia.

21 - Montgomery, Alabama, Jesse Taylor developed hydrophobia two years after being bitten by a dog, attacked several nurses, and was shot to death by officers called to subdue him.

22 - Murders in Providence, Rhode Island.

25 - North Michigan "rum rebellion" ended after a month of disturbance.

27 - Race riot in Johannesburg, South Africa, killed 4 and injured 41.

29 - At Binghamton, New York, 11-year-old Chinese-American girl sold to a Chinese man for \$200.

MARCH

3 - Service interrupted on Nanching-Kiukiang Railroad, China, after 11 committed suicide by train in only one week.

6 - Sylvanus Griswold Morley wrote the preface for *The Inscriptions at Copan*, his study of Mayan hieroglyphics published later in the year.

13 - The 1919-20 National Hockey League season ended with the Ottawa Senators winning the championship.

16 - British troops occupied Constantinople.

18 - Grand Duchess Olga, sister of the late Czar Nicholas, found living in a box car near Novotossik.

19 - Scores killed in armed clashes in Berlin and the Ebert government moved militarily against communists in Westphalia, Thuringia, Saxony, and elsewhere.

20 - Spring Equinox; and the *Superdreadnought Maryland* launched at Newport News.

22- The Aurora Borealis halted wire service in NY and elsewhere.

24 - In Chicago, Frank Piano shot and wounded his son, 17, "to save his soul."

25 - Dr. H. Cushing (Boston) and Dr. A. Lambert (NY) announced that 10 years ago, a tumor was removed from the brain of Gen. L. Wood, and he remains in sound mind; and Brown University, Providence, closed due to scarlet fever.

26 - Rev. L. W. B. Jackman, an American medical missionary filed an appeal after being found guilty of "culpable homicide" for shooting Maj. H. D. Colette at Sadlya, Assam.

27 - Ukrainians occupied Odessa.

28 - On Palm Sunday, an outbreak of 37 tornadoes swept through Indiana, Illinois, the Deep South, and beyond; and Mary Pickford and Douglass Fairbanks were wed.

31 - Gen. R.D. Simms found hanged at Asheville, North Carolina.

APRIL

4 - Japanese troops occupied Vladivostok; a blizzard gripped Illinois and Michigan; and 188 were injured in Jerusalem conflicts.

5 - Boundary dispute between Ecuador and Bolivia resolved.

14 - Major League Baseball season started.

16 - Eleven members of the Falfezu and Skadowski families found shot to death on an abandoned yacht in the mouth of the Danube with 11 million in rubles.

22 - At Cedar Creek, North Carolina, Dr. F. L. Millener and H. Gamer received no answering signals from Mars.

25 - Supreme Council placed Palestine and Mesopotamia under British Mandate; the Prince of Wales arrived in New Zealand; and "Silk Mask" Jimmy Harrigan, robber leader, killed by Chicago Police who found \$100,000 of looted goods on site.

26 - The skeleton of Ms. Carrie T. Salvage, missing since March 11, 1900, was found in the attic of a former Indianapolis hospital.

30 - May Eve (Walpurgisnacht), when witches hold their revels.

MAY

1 - Five killed in mine at Terre Haute, Indiana.

2 - Total lunar eclipse.

8 - Registered mail in NY was robbed of \$25,000.

15 - Chicago-Omaha air mail started.

16 - Joan of Arc granted sainthood.

18 - A partial solar eclipse was visible in Antarctica and parts of the southern hemisphere; the Baptist Theological Seminary, Rochester, NY, voted to allow the admission of women; and 50th anniversary of the establishment of the Metropolitan Museum of Art.

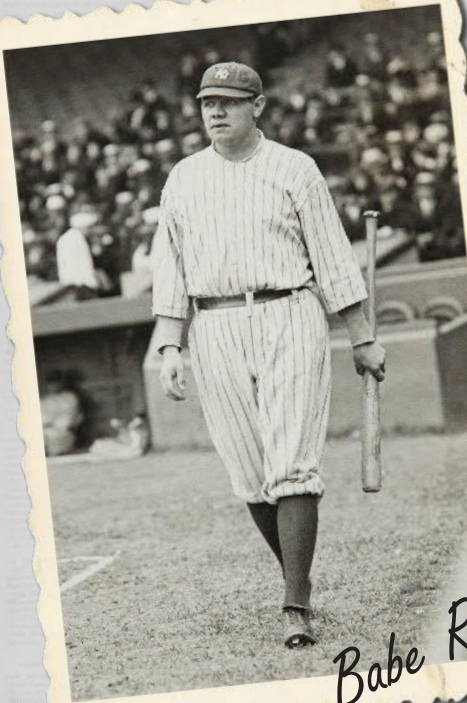
20 - Bandits shot up Delta, Ohio, and stole \$12,000 from bank.

21st - U.S. Congress passed the 19th Amendment granting women the right to vote, followed closely by the Senate, sent to states for ratification.

29 - A sudden cloudburst caused near instantaneous flooding in the town of Louth, Lincolnshire, England.

30 - Greek troops occupied Thrace.

31 - Bubonic plague verified in Vera Cruz, Mexico, and Galveston, Texas.



Babe Ruth



Suffragists Parade in NYC, 5th Ave.

JUNE

- 1 - Athens put under martial law.
 - 2 - Coal mine explosion killed six in Cokesburg, Pennsylvania.
 - 5 - Revolt began throughout southern China; and earthquake in Ferrara, Italy.
 - 7 - Galveston, TX put under martial law; and food riots in Vienna and Gratz, Austria.
 - 10 - Deadly lightning storm in Detroit.
 - 12 - Even as the Anglo-Irish War rages, Irish Republicans seized most seats throughout southern and western Ireland during local elections.
 - 13 - Anarchist activity in northern Italy paralyzes Milan railways; General Essad Pasha shot to death in Paris; deadly bomb blast at National Theatre, Havana; and cases of bubonic plague confirmed in Pensacola, FL.
 - 14 - Family killed in Shirley, WV. Bodies found with throats cut near their burning home; and 200 Japanese miners killed in an explosion on Ezo Island (Hokkaido).
 - 20 - Race riot in Chicago, two killed.
 - 21 - Summer Solstice; and strikers in Waterbury, Connecticut, riot and several were killed, martial law established.
 - 21-22 - A series of three earthquakes shook Los Angeles.
 - 23 - Deportation of communists halted by federal judge in Boston, holding that the political organization was not unlawful.
 - 25 - Lemon-sized hail reported in Wyoming.
 - 27 - Food riots in German cities; and wood alcohol whiskey killed four in Hartford, Connecticut.
 - 29 - Mrs. S. D. Brown's ashes scattered over the Statue of Liberty via airplane.
- *Late in June, after a month of peaceful protest, Shia and Sunni factions joined in armed revolt against British rule in Iraq.

JULY

- 1 - The Irish Parliament began setting up civil and criminal courts.
- 2 - An earthquake rocked Jamaica.
- 4 - The "Connaught Rangers," a British troop of Irish conscripts, mutinied in India.
- 5 - Twenty-four prisoners cut their way out of an Indianapolis prison.
- 6 - Bubonic plague confirmed in Beaumont and Port Arthur, Texas.
- 7 - Pancho Villa agreed to armistice with Mexico and recognizes Adolfo de la Huerta as president.
- 8 - Russian communists invaded Poland.
- 9 - The River Han flooded, causing destruction throughout Seoul, Korea.
- 11 - C. G. Stevens, English, died in an attempt to go over Niagara Falls in a barrel.
- 14 - The Bolivian president was unseated by revolutionaries.
- 15 - A *Lusitania* lifebelt washed up near the Race Street Wharf, Philadelphia.
- 17 - Two passenger trains collided head-on in Lostock, England, and though many were injured, miraculously only four people perished.
- 20 - Chinese rebels attacked the American ship *SS Alice Dollar* on the Yangtze River.
- 23 - Frankie Mahone killed in featherweight bout with Willie Davis.
- 25 - First successful transatlantic two-way radio broadcast was made.
- 27 - *Resolute* won America's Cup against the *Shamrock IV*; radio compass used by Navy pilots; and Roald Amundson returned from Arctic expedition to Nome, Alaska.
- 29 - New York - San Francisco air mail route opened.
- 30 - Factory fire in Philadelphia killed 8.

AUGUST

1 - The Universal Negro Improvement Association held its first international convention in New York City and adopted one of the earliest human rights documents; lynchings continued to be reported across the U.S. throughout the year.

5 - Two were killed and 4 injured during trolley strikes in Denver, Colorado; and Uruguay legalized duelling.

9 - *Sentinel* newspaper offices in California, Pennsylvania, were bombed; and British School of Archaeology opened in Jerusalem.

10 - The first blues recording by an African American female, "Crazy Blues," was performed by Mamie Smith & Her Jazz Hounds.

11 - Amityville, New York, mother killed her baby with a knife at an "angel's call."

13 - Lightning strike caused powder mill to explode in Wayne, New Jersey; and 7th Olympiad opened in Antwerp, Belgium.

14 - Bubonic plague confirmed in Paris.

15 - A. C. Hatfield killed in ambush at Matewan, WV.

16 - Ray Chapman, Cleveland shortstop, killed by pitched ball at Polo Grounds, NYC.

17 - Five-month dock strike ended in NYC; and French troops occupied Silesia.

18 - Tennessee became the 36th state to ratify the women's suffrage amendment.

19 - Poles routed the Russian Red Army; and at Polo Grounds, NYC, Babe Ruth hit his 43rd home run and a man reportedly died of excitement.

20 - Earthquakes in southern Chile.

22 - Costa Rica granted suffrage to women.

25 - First woman juror in Ohio.

26 - In the morning, after receiving and verifying the Tennessee ratification, Secretary of State Bainbridge Colby signed the 19th Amendment to the United States Constitution, granting women the right to vote across the nation.

29 - At Washington Crossing, New Jersey, young people attacked Reverend F. Kopfmann for his "devil" and "mermaid" talk.

30 - Typhoon in the Philippines.



Mamie Smith



SEPTEMBER

1 - Proclamation made at Beirut for the establishment of Lebanon as a nation.

2 - The U.S. submarine S-5, after being submerged for more than 36 hours, was raised to the surface off Cape Henlopen, Delaware. After removing the crew, the ship's two cables failed and the submarine sank permanently on the 4th.

3 - 40,000 New York City tenants notified by landlords to move by October 1.

4 - More than 300 Italian metallurgic factories in the Po River region, Italy, raised the red flag of Bolshevism and were held by workers to the end of the month.

5 - Mexican election resulted in General Alvaro Obregon winning the presidency; and at Montevideo, Uruguay, Minister of Public Works Humberto Pittamiglia wounded Julio Sosa, news editor, in a duel.

6 - Jack Dempsey won by KO against Billy Miske at Benton Harbor, Michigan; and Chincoteague, Virginia, destroyed by fire, fifty homes burned.

7 - More than 500 killed and 20,000 left homeless after an earthquake, known as the Garfagnana quake, destroyed Villa Collemandina, Italy. Further quakes plagued the region for days.

9 - 300 saloon keepers arrested in Camden, New Jersey, on 1,000 indictments.

16 - A horse-drawn cart filled with explosives detonated on Wall Street. Investigation found that it was planted by anti-capitalist Italian anarchists and caused police and federal authorities to more closely track radical political groups.

16-23 - A hurricane formed in the Gulf of Mexico and traveled north devastating Cuba, Jamaica, and Texas before making landfall near Houma, Louisiana.

17 - Printers strike ended in Manchester and Liverpool, England, no papers printed there since August 20; the American Professional Football League formed in Canton, Ohio; and the stock exchange at Genoa, Italy, struck by bombing.

20 - Race riot in Chicago instigated by a white man's murder at the hands of an African American.

23 - Autumnal Equinox; and the body of Jacob C. Denton, missing since June 2, found buried in basement of his home, skull smashed; and several killed in clashes between soldiers and Italian factory workers in Turin.

25 - Ex-president of France, Paul Deschanel, sent to sanitarium, deranged.

26 - After spending 10 years isolated on Watts Island, Chesapeake Bay, former Princeton law student Charles Hardenburg returned to civilization.

28 - Eight White Sox players indicted for throwing the 1919 World Series.

29 - The first domestic radio sets were made available in stores, a \$10 Westinghouse.

LITERATURE OF 1920

Burroughs, Edgar R. - *Tarzan the Untamed*

Conrad, Joseph - *The Rescue*

Eliot, T. S. - *Poems*

Fitzgerald, F. Scott - *Flappers and Philosophers*
- *This Side of Paradise*

Lewis, Sinclair - *Main Street*

Lindsay, David - *Voyage to Arcturus*

Lovecraft, H. P. - "The Statement of Randolph Carter" (*The Vagrant*, May)

- "The Doom that Came to Sarnath" (*The Scot*, June)

- "The Cats of Ulthar" (*Tryout*, November)

- "Nyarlathotep" (*The United Amateur*, dated November, but not published until January 1921)

- "Polaris" (*The Philosopher*, December)

- "The Street" (*Wolverine*, December)

Merritt, Abraham - *The Metal Monster*
(serialized in *Argosy* August-September)

Pound, Ezra - *Hugh Selwyn Mauberley*

OCTOBER

1 - Storm hit Tokyo, killing 44 and wrecking ships.

2 - Seventy vehicles of the US Army that left Washington D.C. on June 14th arrived in San Diego.

8 - Hungary ordered the expulsion of Jews who arrived in the country after 1914.

9 - Train wreck near Paris killed 40.

10 - Prince of Wales returned to England after trip through Panama Canal, to Australia, and back.

12 - Cleveland won World Series over Brooklyn; Poland and Russia signed preliminary peace agreement; several killed in the renewed Hatfield feud in Kentucky; and ground broken for the Holland vehicular tunnel, connecting NYC and New Jersey under the Hudson.

14 - Peace agreement reached between Finland and Russia; and an incendiary burned St. Francis Xavier Roman Catholic Church, Newark, New Jersey.

15 - Chinese Consortium signed in New York City by representatives of the United States, Great Britain, Japan, and France.

23 - Body of ex-Major F. M. Scanland, originally of Youngstown, Ohio, was found with a broken skull near Alexandria, Virginia; and Andrew Carnegie estate appraised at \$23,247,161.

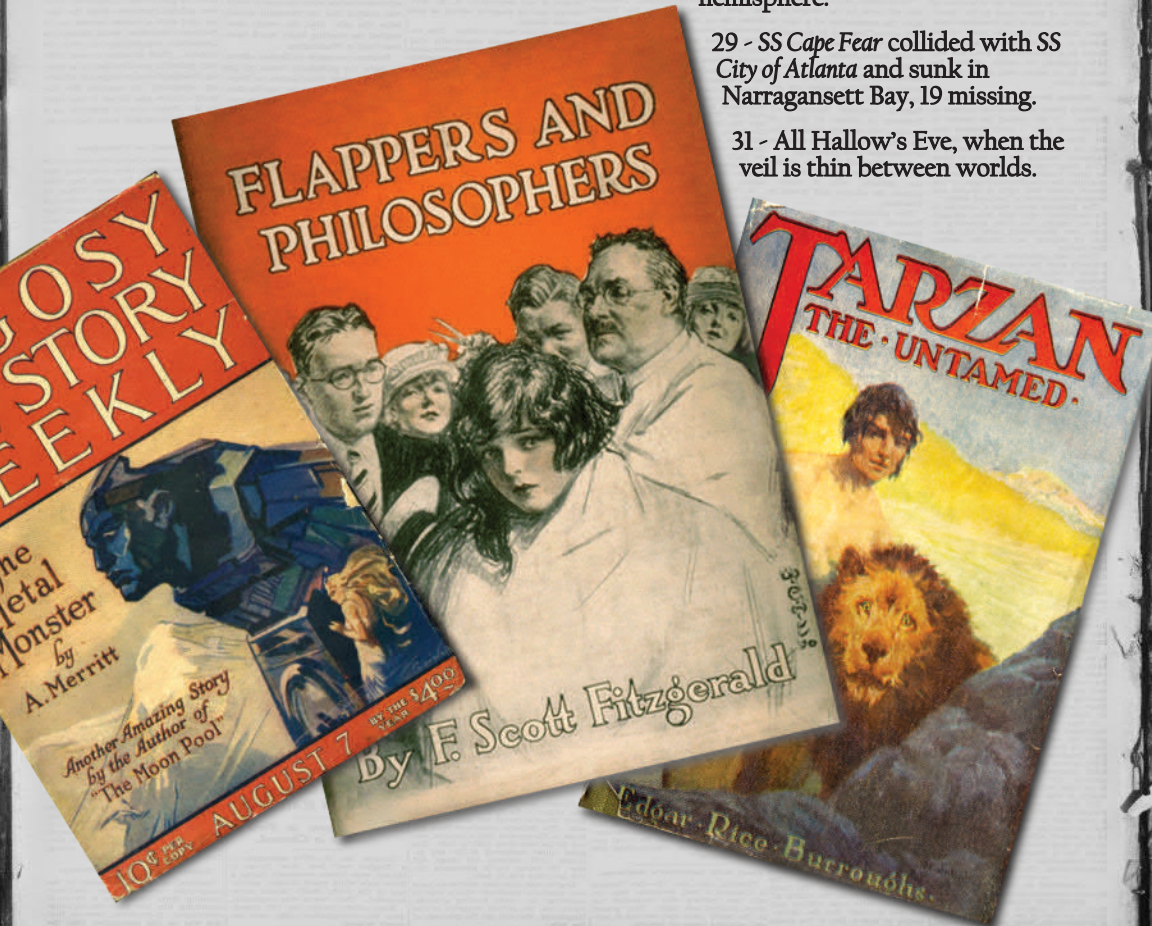
25 - King Alexander of Greece died in Athens of a monkey bite; and Nova Scotia, Manitoba, Alberta, and Saskatchewan voted "dry."

26 - Italian troops occupied Trieste.

27 - Total lunar eclipse in the eastern hemisphere.

29 - SS *Cape Fear* collided with SS *City of Atlanta* and sunk in Narragansett Bay, 19 missing.

31 - All Hallow's Eve, when the veil is thin between worlds.



NOVEMBER

1 - In NYC, betting on Harding at 10-1 odds.

2 - For the first time, women are allowed to vote for the U.S. president; Warren G. Harding, Republican, soundly defeated James M. Cox, Democrat, by taking 60.2% of votes; KDKA (Pittsburgh) and WWJ (Detroit) broadcast live election news; gunfire erupted when two African American men tried to vote in Ocoee, FL, several residents killed by the following day; and most of Scotland's cities and towns voted "wet."

5 - G. Carpenter and J. Dempsey signed on to bout with \$500,000 purse.

8 - Supreme Court ruled that private liquor in storage could be moved by owners.

10 - A partial solar eclipse was visible in the North Atlantic; and Chicago Chief of Police John Garrity forced to resign.

11 - British Commons passed Irish Home Rule bill; and Armistice Day commemorated in U.S.

13 - Boy robbers got \$5 million from railway mail car near Omaha, Nebraska.

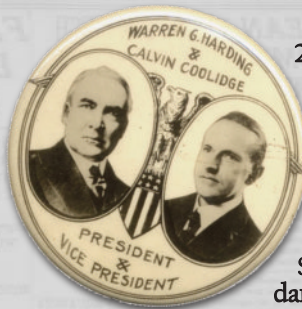
14 - *The World* and the *St. Louis Dispatch* sent to each other a photograph, by wire, in 8 minutes.

15 - The League of Nations held its first meeting at Geneva with 41 nations represented; and the Metropolitan Opera season began in NYC.

16 - Fire in Kentucky mine trapped 16.

18 - Fifteen woodsmen drowned in Chesuncook Lake, Maine; 780 persons diagnosed with typhoid in Salem, Ohio; and 2,000 students at Tokyo debate: "Will Japan fight the United States?"

19 - Thieves raid offices of members of the House of Representatives, Capitol, Washington D. C.



20 - U.S. Marines on trial in Haiti, charged with the slaughter of natives; and the New Orleans waterfront burned causing \$2 million in damage.

21 - In what became known as "Bloody Sunday," violent conflict in Dublin caused many deaths and led to a seven-month escalation in the Anglo-Irish War; and in Bologna, Italy, Mussolini's squad began attacks against socialists.

23 - Footpads killed a man in Central Park, NYC; and the top of Mont Blanc, Alps, collapsed and caused an avalanche into Italy.

25 - Mob of Irish sympathizers attacked the Union Club, 5th Ave., NYC, for displaying the Union Jack; and WTAW, Texas, broadcast the first play-by-play football event.



FILMS OF 1920

Bleak House (UK, Jan. 15)

The Cabinet of Dr. Caligari (Germany, Feb. 26)

Dr. Jekyll and Mr. Hyde (USA, March 28)

Treasure Island (USA, April 4)

The Flapper (USA, May 20)

The Son of Tarzan
(USA, serialized June 1920 - Jan. 1921)

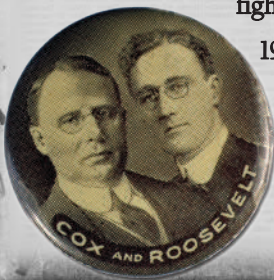
Algol (Germany, Sept. 3)

Way Down East (USA, Sept. 3)

Something to Think About
(USA, Oct. 17, top grossing)

The Golem (Germany, Oct. 29)

The Mark of Zorro (USA, Nov. 28)



DECEMBER

2 - Carmine Lizenzlata convicted of manslaughter in New York for bottling wood alcohol and selling it as liquor, poisoned many.

7 - President Wilson sent his farewell letter to Congress; at Tuffey, Montana, a posse burned to death a homesteader who wounded several individuals.

8 - Communists caused \$4 million in damages within 6 weeks at Uniontown, Pennsylvania.

13 - Ed "Strangler" Lewis won the world wrestling championship by defeating Joe Stecher after 1 hour, 41 minutes and 56 seconds; the Red Giant Betelgeuse, was the first to have its diameter determined by means of the Mount Wilson Observatory lens; and in Geneva, the League of Nations adopted a plan to set up an international court of justice.

14 - Jack Dempsey won by KO over Bill Brennan at Madison Square Garden; and an annual report showed a marked increase over 1919 in immigration into the States with 633,371 entering the country. Less than 12,000 were denied entry, 2,762 were ordered to depart on warrants and of those only 469 were classed as criminals or Anarchists. President Wilson said that during the year 519,003 individuals took their first steps towards citizenship.

16 - A massive earthquake in Haiyuan, China, killed as many as 235,000 individuals; and less-severe quakes plagued Argentina.

18 - Dr. E. A. Rumley, ex-publisher of the *Evening Mail*, and others were convicted of conspiring to conceal the German ownership of the paper.

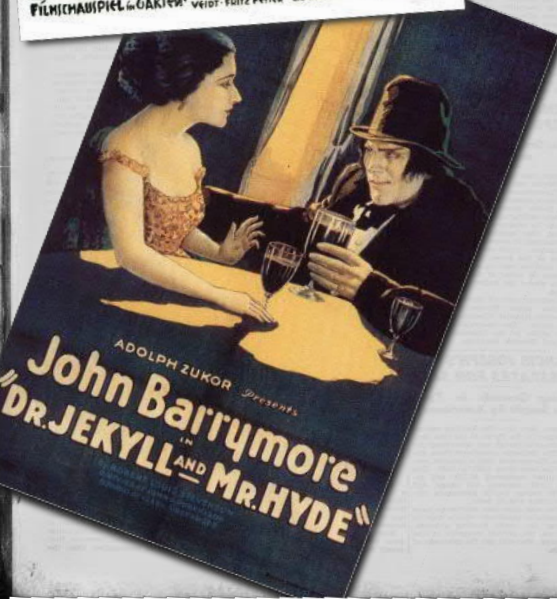
20 - Plymouth Rock split while being moved to its new location at Plymouth, Mass.

21 - Winter Solstice.

22 - Hundreds were killed in Japan due to the eruption of Mount Asama.

23 - The Vatican warned Catholics against the YMCA; and Ireland divided into two parts, each with its own Parliament.

30 - Ho Chi Minh helped establish the Communist Party of France while a student in that country.



MANIAS EXPANDED

The psyches of intrepid Mythos investigators are forever assaulted by mind-breaking terror and referees can never have enough insanities to inflict upon them. This article presents sixty manias, compulsions, and obsessions to expand the number of **permanent insanities** to plague player characters. For the purposes of this article, these will all be referred to as “**manias**.”

Readers will likely recognize that “mania” is a possible result on the **Random Insanities** table on page 87 of the *Eldritch Tales* rulebook and the manias presented here may simply replace that outcome. When a “Mania” result is rolled on the Random Insanities table, simply roll here a second time to determine a specific mania as a result. These manias then become passive hindrances, hindering the character at inopportune times. Alternatively, these specific manias may be used in conjunction with the standard “Mania” result, focusing the period of hyperactivity into a particular obsession or compulsion.

MANIAS (1-2)

1d20	Mania	Description
1	Ablutomania	Compulsion to wash oneself
2	Achluomania	Excessive infatuation with darkness
3	Acromaniaheights	Obsession with high places
4	Aichmomania	Obsession for sharp objects
5	Ailuromania	Uncontrolled enthusiasm for cats
6	Algomania	Irrational obsession with pain
7	Automania	Obsessive need for solitude
8	Bibliokleptomania	Compulsion to steal books
9	Bibliomania	Obsession with books and reading
10	Cacodemomania	Irrational belief that one is possessed by an evil spirit
11	Cheimatomania	Irregular passion for cold temperatures and cold things
12	Coimetromania	Obsession with cemeteries
13	Coloromania	Obsession with a specific color
14	Coulromania	Unusual obsession with clowns
15	Countermania	Obsession to be frightened
16	Dacnomania	Abnormal fascination with killing
17	Dermatillomania	Compulsion to pick one's skin
18	Dikemania	Obsession for justice
19	Ecdemomania	Compulsion to wander
20	Entomomania	Excessive passion for insects

The result may be randomly determined by rolling 1d6, then 1d20 on the indicated table, or the referee may simply choose a result based on the situation. For example, if a character gains a mania after encountering a tentacled monster or witnessing a comrade's intestines spill out, perhaps *linonomania* (obsession with string) might be an interesting selection. Similarly, a character who gains a mania due to the effects caused by reading a Mythos tome may acquire *bibliomania* or *bibliokleptomania*.

Like **phobias** (ET p. 88), these manias offer an excellent alternative to the more debilitating psychological illnesses that many players feel uncomfortable role-playing.

As referee, never force a player to "game" mental illness. These are serious, real-life problems for far too many people and it is always better to find a better option. So, when a player is troubled by the prospect, they may be agreeable to simply having a phobia or one of these manias imposed upon their character.

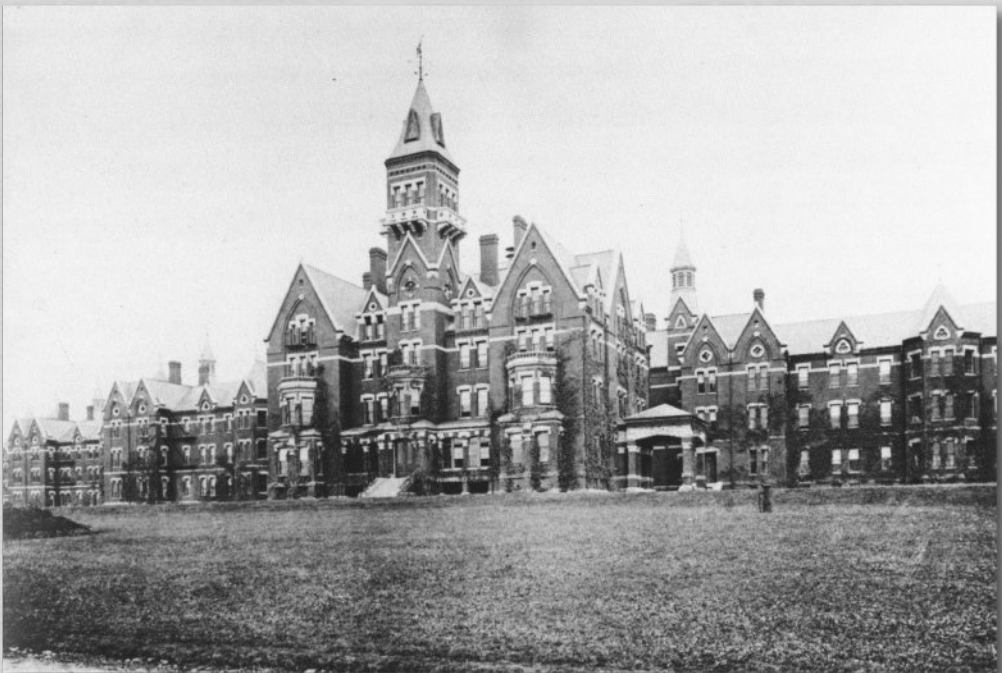
Remember, the idea of this game is to have fun in an imagined world, not to remind players of the very real issues they or their loved ones may experience.

MANIAS (3-4)

1d20	Mania	Description
1	Eremiomania	Irrational compulsion for stillness
2	Geliomania	Compulsion to laugh
3	Goetomania	Obsession with witches and witchcraft
4	Graphomania	Obsession with writing
5	Helminthomania	Obsession with worms
6	Hematomania	Abnormal fascination with blood
7	Hoplomania	Unusual obsession with firearms
8	Ichthyomania	Obsession with fish
9	Iconomania	Obsession with icons, images, portraits
10	Idolomania	Abnormal obsession with an idol(s)
11	Infomania	Irrational need to accumulate information
12	Keraunomania	Obsession with thunder and lightning
13	Kleptomania	Compulsion to steal
14	Linonomania	Obsession with string
15	Monomania	Abnormal fixation on a single thought or idea
16	Mythomania	Excessive lying and exaggeration
17	Necromania	Obsession with death and the dead
18	Notomania	Compulsion to record information
19	Nyctomania	Obsession with the night and darkness
20	Onomatomania	Compulsion to repeat certain words

MANIAS (5-6)

Id20	Mania	Description
1	Onychotillomania	Compulsion to pick one's fingernails
2	Personomania	Irrational compulsion to wear masks
3	Phasmomania	Excessive fascination with ghosts
4	Photomania	Obsessive desire for light/the sun
5	Plutomania	Obsessive drive to acquire wealth
6	Pyromania	Obsession with fire and starting fires
7	Rhinotillexomania	Compulsion for nose-picking
8	Scribbleomania	Obsession with doodling
9	Scomania	Obsession with shadows
10	Selenomania	Abnormal attraction to the moon
11	Somnomania	Obsession with sleep and dreams
12	Technomania	Obsession with new technology
13	Thalassomania	Obsession with the sea and oceans
14	Thanatomania	Irrational belief that one is cursed or fated to die
15	Titillomania	Compulsion to scratch oneself
16	Trichotillomania	Compulsion for pulling out one's hair
17	Xanthomania	Abnormal obsession with the color yellow
18	Xenomania	Obsession with foreign things & people
19	Xylomania	Obsession with forests
20	Zoomania	Obsession with animals



Danvers State Insane Asylum, Danvers, Massachusetts

AMERICA GOES DRY!

Washington, Jan. 16 - Beginning at 12:01 AM tomorrow no liquor, beer, wine, or other spirit may be produced in the United States. Ownership of private distillery is strictly prohibited, though homes will not be searched nor private stores confiscated. "Homes" proven to be places of public retreat will be closed. Feds expect some amount of bootlegging and will enforce Prohibition laws thoroughly.

Distilleries and breweries have already begun to alter their businesses into new, legal directions.

Miskatonic Professor Replaced

Arkham, Aug. 4th - Miskatonic University has announced that a new Professor of Egyptology has been hired to replace Dr. F. Ehrenreich. Only a few weeks before the start of the Fall semester, Dr. Brian Campbell, formerly of Columbia, will replace Ehrenreich, who left under unusual circumstances earlier this year.

REDS IN ESSEX

Essex, Mar. 17 - Federal agents have uncovered a group of Communist agitators in Essex thanks to local shipbuilders who reported the activity. Six Reds arrested.

MISKATONIC DEFEATS HARVARD!

Arkham, May 24 - Our own Miskatonic Octopod Swimmers upset Harvard in Saturday's swim match, largely due to the excellent swimming of Ned Greely, Innsmouth, who took first-place in every 50, 100, and 220-yard event. Though Harvard coach, John Halworth, proclaimed Greely's unusual stroke "unfit and impermissible" in Olympic-style matches, no ruling was made against the Miskatonic swimmer. Both schools are actively promoting the adoption of a nationwide collegiate swim program.

Local Antiques Store Burgled

Salem, July 9th - Lewis & Moore Antiquities, a well-known dealer of rare books, antiques and esoterica, was found burgled sometime last night. George Lewis, owner, reported closing business at 6 o'clock on the evening of the 8th and returning in the morning to find the rear entrance broken open. Though Lewis continues to check his inventory, he has confirmed that a few typical pieces of African origin are missing, as well as a particularly obscure French manuscript of Medieval origin. Police are investigating.

Missing Curator Found

Boston, Sept. 27 - Jonathan C. Prescott, a businessman and once Head Curator at the Boston Museum of Natural Science, as been located in Great Swamp, Rhode Island. At the time of his disappearance four years ago, Prescott was serving as a public official and was last seen walking home after a town hall meeting.

Doctors have reported that Prescott is suffering from a nervous disorder causing acute dementia and delusion. As such, Prescott has not been able to explain his whereabouts for the intervening years and is being cared for by a team of medical professionals.

Readers will remember that Prescott was one of more than a dozen individuals who went missing from the Bay Village and nearby areas over a three-month period in 1915, an event that remains unexplained. Police remain hopeful that Prescott regains his faculties and will be able to offer information about the other missing persons.

80,000 ELDRITCH NAMES

Contained within these lists are 200 surnames, 200 male names, and 200 female names, which combine for a possible 80,000 unique character names. Though most of these names are "Anglo-American" in origin, the lists include many of the most common African-American names of the 1920s, as well as a number of distinctly cultural names. These are suitable for any period characters, but further lists will be made available in the future, each tailored to specific nationalities.

SURNAME (1-3)	
1d100	Name
1	Abbott
2	Akeley
3	Albini
4	Allen
5	Andersen
6	Angell
7	Avery
8	Barker
9	Barnes
10	Bender
11	Billington
12	Bingham
13	Blackthorne
14	Blaine
15	Blake
16	Brown
17	Buckley
18	Burke
19	Byrne
20	Caine

SURNAME (1-3)	
1d100	Name
21	Campbell
22	Carter
23	Chalmers
24	Chapman
25	Childress
26	Chistensen
27	Cochran
28	Cohen
29	Cole
30	Conrad
31	Cooper
32	Corso
33	Crawford
34	Crowe
35	Curwen
36	D'Angelo
37	Danforth
38	Davenport
39	Davis
40	Dawes
41	Delapore
42	Dorward
43	Doyle
44	Drake
45	Dumont
46	Durante
47	Dyer
48	Eckart
49	Elliot
50	Ellwyn
51	Emerson
52	Emsworth
53	Fallworth
54	Farnsworth
55	Faulkner
56	Fisher
57	Fisk
58	Fowler
59	Franklin
60	Gardner

SURNAME (1-3)	
1d100	Name
61	Garrett
62	Gaspari
63	Gedney
64	Gilman
65	Green
66	Greer
67	Grey
68	Griswold
69	Gruber
70	Hammond
71	Harper
72	Harris
73	Harte
74	Hawkins
75	Herrington
76	Hicks
77	Hill
78	Hobbs
79	Hodges
80	Holmes
81	Hull
82	Hunt
83	Innes
84	Irving
85	Ives
86	Jackson
87	Jacobson
88	James
89	Jefferson
90	Jenkins
91	Jones
92	Kendricks
93	Kline
94	Knight
95	Lake
96	Larsen
97	Lewis
98	Lindstrand
99	Lowery
100	Lowthrop

SURNAME (4-6)

1d100	Name
1	Mallory
2	Malone
3	Marshall
4	Mason
5	Mathias
6	Maxwell
7	Meacham
8	Merriweather
9	Miller
10	Moore
11	Mortimer
12	Mullen
13	Murdock
14	Murray
15	Myers
16	Neville
17	Newman
18	Nichols
19	Norris
20	Northrup
21	O'Connor
22	O'Hara
23	O'Rourke
24	Olmstead
25	Olsen
26	Orne
27	Overby
28	Page
29	Peabody
30	Peasley
31	Pedersen
32	Phillips
33	Pickman
34	Pines
35	Plunkett
36	Poole
37	Potter
38	Pritchett
39	Prynne
40	Queen

SURNAME (4-6)

1d100	Name
41	Quigley
42	Quincy
43	Quinn
44	Randall
45	Rathburn
46	Ravenwood
47	Reid
48	Reynolds
49	Roberts
50	Reeve
51	Romano
52	Roth
53	Russo
54	Sawyer
55	Schafer
56	Schiller
57	Seward
58	Sharp
59	Smith
60	Stafford
61	Starkweather
62	Stein
63	Stevens
64	Stokes
65	Sullivan
66	Sutton
67	Taggart
68	Talbot
69	Taylor
70	Thayer
71	Thomas
72	Tibbets
73	Timmons
74	Turner
75	Tuttle
76	Underwood
77	Upton
78	Vaughan
79	Vessey
80	Waite



For each type of name roll 1d6 to determine which table to consult (divided "1-3" and "4-6"), then roll 1d100 to determine the specific name.



Surnames

SURNAME (4-6)

1d100	Name
81	Walden
82	Walker
83	Walmsley
84	Wells
85	West
86	Whateley
87	Whitehouse
88	Williams
89	Willows
90	Wilmarth
91	Wingate
92	Wolfe
93	Woods
94	Wright
95	Xavier
96	Yeoman
97	York
98	Young
99	Zane
100	Zeiler

MALE (1-3)	
1d100	Name
1	Aaron
2	Abel
3	Abner
4	Abraham
5	Albert
6	Alexander
7	Alfred
8	Allen
9	Ambrose
10	Andrew
11	Archibald
12	Arthur
13	August
14	Balthazar
15	Barnabas
16	Bartholomew
17	Barton
18	Basil
19	Benedict
20	Benjamin

MALE (1-3)	
1d100	Name
21	Brian
22	Bruce
23	Bufford
24	Burton
25	Byron
26	Caesar
27	Caspar
28	Cecil
29	Charles
30	Christopher
31	Clarence
32	Clark
33	Clifford
34	Clyde
35	Colin
36	Connor
37	Cornelius
38	Cyrus
39	Daniel
40	David
41	Deagan
42	Dennis
43	Derrick
44	Desmond
45	Dexter
46	Dorian
47	Dwight
48	Ebenezer
49	Edgar
50	Edward
51	Eli
52	Elijah
53	Elmer
54	Emerson
55	Emmett
56	Enoch
57	Ephraim
58	Erasmus
59	Ernest
60	Ethan

MALE (1-3)	
1d100	Name
61	Eugene
62	Everett
63	Ewatt
64	Ezekiel
65	Felix
66	Ferris
67	Forrest
68	Francis
69	Franklin
70	Frederick
71	Gabriel
72	George
73	Gideon
74	Gilbert
75	Giles
76	Giuseppe
77	Gordon
78	Graham
79	Grant
80	Gregory
81	Harold
82	Harrison
83	Hector
84	Henry
85	Herbert
86	Hermann
87	Hiram
88	Homer
89	Hudson
90	Hugh
91	Humphrey
92	Ichabod
93	Ike
94	Ira
95	Isaac
96	Ishmael
97	Jackson
98	Jacob
99	James
100	Jason



MALE (4-6)	
1d100	Name
1	Jedediah
2	Jeffrey
3	Jethro
4	John
5	Jonah
6	Jonathan
7	Joseph
8	Jules
9	Justin
10	Karl
11	Keith
12	Kenneth
13	Kent
14	Kirk
15	Kurt
16	Kyle
17	Langston
18	Leonard
19	Lester
20	Levi
21	Lewis
22	Lionel
23	Lloyd
24	Logan
25	Lorenzo
26	Lucas
27	Martin
28	Marvin
29	Matthew
30	Maurice
31	Maxwell
32	Melvin
33	Michael
34	Miles
35	Morris
36	Moses
37	Nathan
38	Nathaniel
39	Neil
40	Nicholas

MALE (4-6)	
1d100	Name
41	Norman
42	Obadiah
43	Obed
44	Oliver
45	Orson
46	Orville
47	Oscar
48	Otis
49	Owen
50	Patrick
51	Paul
52	Peter
53	Pierce
54	Phillip
55	Preston
56	Quentin
57	Quincey
58	Ralph
59	Randolph
60	Raymond
61	Reginald
62	Richard
63	Robert
64	Roger
65	Roman
66	Russell
67	Samson
68	Samuel
69	Saul
70	Scott
71	Sebastian
72	Silas
73	Simon
74	Solomon
75	Steven
76	Terrence
77	Thaddeus
78	Theodore
79	Timothy
80	Tyler

MALE (4-6)	
1d100	Name
81	Valerian
82	Victor
83	Vincent
84	Wade
85	Walter
86	Warren
87	Warwick
88	Wayne
89	Wendall
90	Wentworth
91	Wesley
92	Wilbur
93	William
94	Wingate
95	Winston
96	Wilson
97	Zacharias
98	Zachary
99	Zadok
100	Zebulon



FEMALE (1-3)	
1d100	Name
1	Abigail
2	Ada
3	Adeline
4	Agatha
5	Agnes
6	Alabama
7	Alessia
8	Alice
9	Althea
10	Anita
11	Anna
12	Annette
13	Arianna
14	Asenath
15	Atlanta
16	Beatrice
17	Becky
18	Bernadette
19	Bernice
20	Betty
21	Blanche
22	Bonnie
23	Bridget
24	Camilla
25	Candace
26	Carla
27	Carmella
28	Carmen
29	Carol
30	Carolyn
31	Charlene
32	Charlotte
33	Chloe
34	Christine
35	Claudia
36	Constance
37	Cora
38	Cosette
39	Cynthia
40	Darcy

FEMALE (1-3)	
1d100	Name
41	Darla
42	Deborah
43	Delilah
44	Diana
45	Dinah
46	Dolly
47	Dolores
48	Donna
49	Dora
50	Elaine
51	Elinor
52	Elizabeth
53	Ellen
54	Emily
55	Emma
56	Estella
57	Esther
58	Ethel
59	Eunice
60	Eveline
61	Ezra
62	Faith
63	Fannie
64	Faye
65	Flavia
66	Florence
67	Fancesca
68	Francine
69	Francis
70	Genevieve
71	Geraldine
72	Gina
73	Gladys
74	Gloria
75	Grace
76	Gwen
77	Hannah
78	Harriet
79	Hazel
80	Helena

FEMALE (1-3)	
1d100	Name
81	Henrietta
82	Hilda
83	Holly
84	Hope
85	Ida
86	Ingrid
87	Iona
88	Irene
89	Iris
90	Isabel
91	Jane
92	Janelle
93	Janet
94	Janice
95	Jasmine
96	Jennifer
97	Jezebel
98	Joan
99	Joanna
100	Judith



FEMALE (4-6)

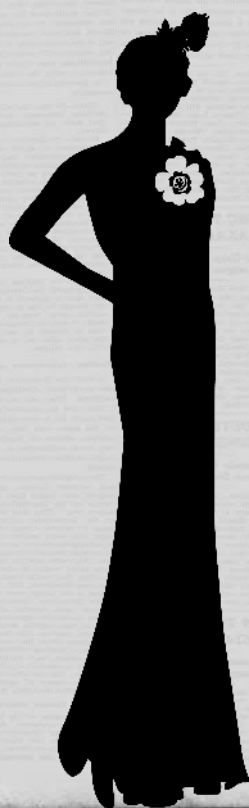
1d100	Name
1	Julia
2	Justine
3	Kara
4	Karen
5	Katherine
6	Keziah
7	Kimberly
8	Laura
9	Leanne
10	Leigh
11	Lily
12	Linda
13	Liza
14	Lois
15	Lorene
16	Lorraine
17	Louise
18	Lucille
19	Lucinda
20	Lucretia

FEMALE (4-6)

1d100	Name
21	Lucy
22	Lydia
23	Mabel
24	Madeline
25	Margaret
26	Marilyn
27	Marian
28	Marjorie
29	Martha
30	Mary
31	Maude
32	Maureen
33	May
34	Matilda
35	Megan
36	Melinda
37	Mercy
38	Millicent
39	Mina
40	Miriam
41	Molly
42	Myrtle
43	Nadine
44	Nancy
45	Naomi
46	Natasha
47	Nora
48	Octavia
49	Olive
50	Olivia
51	Ophelia
52	Patricia
53	Patsy
54	Paulette
55	Pearl
56	Phoebe
57	Phyllis
58	Pricilla
59	Rachelle
60	Rebecca

FEMALE (4-6)

1d100	Name
61	Rita
62	Roberta
63	Rose
64	Rosemary
65	Roxanne
66	Ruth
67	Salome
68	Samantha
69	Savannah
70	Scarlett
71	Selene
72	Serena
73	Shelley
74	Sofia
75	Stella
76	Sue
77	Summer
78	Susanna
79	Sybil
80	Sylvia
81	Tabitha
82	Tess
83	Thelma
84	Theresa
85	Ursula
86	Valerie
87	Velma
88	Vera
89	Victoria
90	Viola
91	Violet
92	Virginia
93	Vivienne
94	Wanda
95	Wilma
96	Winifred
97	Wysteria
98	Yvonne
99	Zephaniah
100	Zoe



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SHIP FEARED LOST

Newburyport, Nov. 20 - The mail and transit ship, **DELILAH**, has failed to appear in port and is feared lost. The **DELILAH** left Beverly Harbor bound for Newburyport at 8:35 on the morning of the 10th, and was sighted by the keepers of Annisquam light at about 10:40, at which time the ship signaled "all clear" and began its north-by-northwest run to Newburyport. According to keeper, a sudden snow squall arose shortly afterwards and concealed the ship.

The ship has not been sighted since and is feared lost. Search parties have been dispatched to Plum Island and surrounding areas. Anyone with information should report directly to their local police.

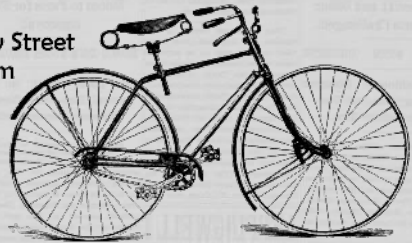
The **DELILAH** was captained by Capt. Raymond Marshall, a man well-experienced on this route, and was crewed by five hands identified as G. Merritt (first mate), R. Jones, A. Beaumont, M. Johnson, and S. Blaverhasset. The ship carried mail and other parcels. The Advertisers's condolences go out to all the families of the missing men.

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Second Cork Factory Fire

Bolton, Dec. 14 - A second fire ripped through part of the Bouville Cork Factory destroying most of one building and damaging another. Seven workers were killed in the flames and another thirty-three suffered injuries. The factory suffered a smaller fire only six weeks ago and on both occasions the conflagration seems to have started in a scrap bin. Due to the similarities of the incidents, investigators now believe that the incidents may be connected, though will not confirm if the fires were intentionally set.




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RETURN OF THE WINDWALKER



Credits

Writing: Joseph D. Salvador III

Art: Jose Real, Del Teigeler, Maciej Zagorski (The Forge Studios),
Joseph D. Salvador III, Public Domain

Cartography: Joseph D. Salvador III, Public Domain (Geological Survey map)

*In 1920, the player characters travel to upstate New Hampshire to investigate a remote archaeological site, but they soon become entangled with a degenerate family and a celebration honoring an Old One called the **Ythoggua**. The location may easily be changed to any remote northern wilderness area where Ythoggua's worship might be known.*

Author's Note: This scenario is loosely inspired by H. P. Lovecraft's *The Lurking Fear* and Algernon Blackwood's *The Wendigo*, and I encourage referees to read those stories in accompaniment with this work. The tale will draw the player characters into very dire circumstances in which the adversaries have the advantage, thus the scenario is recommended for characters of 3rd level or higher.

BACKGROUND

A horror lurks in the recently-established White Mountain National Forest of upstate New Hampshire. Tales of a "wildman" have been whispered for decades and even before the coming of the Europeans, Algonquian myths speak of a creature inhabiting the forest. During colonial times, the Dutch Van Dorp family relocated to this remote forest after the fall of New Amsterdam to the English. Though warned away from the area by local natives, the Van Dorp family established themselves on Owl's Head Mountain where they lived quite separately from others. The family prospered for a time, but when the head of the family, Cornelius, found the [Worshipping Stone](#) he became corrupted through veneration of **Ythoggua**, known to Algonquins as the **Wendigo**. Those family members who opposed him were sacrificed and the remaining members soon fell into depravity, inbreeding, and witchcraft. When more settlers moved into the region they found the Van Dorps a deplorable lot and shunned them, noting their unusual eyes - one blue and one brown - and their degenerated appearance. Still, as the decades progressed the family dwindled and was more or less forgotten.

Though a few of the younger generations did escape the family and move away to civilization, the truth of their family history was worse than their neighbors imagined. Cornelius Van Dorp had discovered a few members of a pre-human race of troglodytes, **underlurkers** who worship the cannibal god Ythoggua, and the family's degeneration was at least partly due to interbreeding with these creatures (see [page 51](#) for **underlurkers**). The descendants of those original Van Dorps invariably lose their humanity in

their later years, transforming into the furry, apish species and retreating from the light of the sun to live underground with their ancestors.

Since the time of Cornelius, the eldest Van Dorp child would become the head of the household and inherit the sorcerous traditions of the family. The current elder, [Katrina Van Dorp](#), is ancient and partly transformed. She finds it difficult to move about, even to leave her bed. She has only one child remaining, the slow-witted [Iedidiah](#), who cannot grasp the magical formulae and rituals of the family and she fears that her line will end and their eldritch traditions will fade. However, she knows of other relatives, descendants of those rare Van Dorps who left the family over the years, and Katrina has identified one such individual, [Dr. Jared Overlin](#) of Miskatonic University. She has enacted a plan to facilitate Overlin's return to the familial homestead so that he might take up the mantle of elder.

REFEREE INFORMATION

Nearly two months before the scenario begins, [Thomas Quaid](#), a local surveyor working for the federal government, stumbled upon the Worshipping Stone. He sketched it and took a rubbing of some of the "Indian writing" inscribed upon it and camped nearby when evening came. While he slept he was captured by **underlurkers** and taken to Katrina who cast a *geas* upon him. After returning home, Quaid sent the sketch and the rubbing to Dr. Overlin, as directed, even offering to guide the professor to the find.

During the following weeks, Quaid experienced unusual dreams and felt an irresistible urge to return to the Worshipping Stone, even to the point that it negated Katrina's *geas*. Instead of waiting to guide Overlin, as he was commanded, Quaid told his wife that he had more work to do to clarify his maps and returned to the site. Of course, Quaid went missing and searches turned up nothing. He is presumed dead, but in fact the Van Dorps captured Quaid and now Katrina plans to use him as the offering during the Autumnal Sacrifice rites, when the family venerates Ythoggua to usher in the winter.

SETTING

The White Mountains of New Hampshire and western Maine display a rugged landscape of barren, rocky mountaintops, deep valleys, rushing streams, boggy lowlands, and shadow-haunted forests of cedar, spruce, birch, beech, and maple. Moose, deer, black bear, coyote, and all sorts of smaller wildlife flourish in the region. During the eighteenth century farmsteads dotted the land and their ruined stone foundations and vine-encumbered walls mark where human habitation failed. Logging has been a major industry in the forest since the nineteenth century as evidenced by deforestation, overgrown logging trails, and forgotten railroad grades. In 1918, the area was established as a National Forest with the hope of drawing tourism into the region and even earlier, in 1902, the world-class Mount Washington Hotel was erected near the town of Carroll. Still, these accommodations do little to modernize the area and offer only sparks of light in the ancient darkness of the forest.



TIMELINE

The Van Dorps will perform the Autumnal Sacrifice on **September 23rd**, regardless of what the players do. If they happen to capture more sacrifices, all the better. A successful ceremony will usher in an early, long, and harsh winter for New England, but will also call forth a **Windwalker** that will terrorize the region until the Winter Solstice (December 21st).

September 1917 - A logger goes missing after presumably murdering a companion (in truth, **underlurkers** performed the act and abducted the logger who became the year's sacrifice, **Handout #8**).

Winter 1917 - A very harsh winter for the entire region with heavy snows and a biting cold. Livestock killed by animals, **Sam Roberts** saw the "**wildman**" in December (**Handout #7**).

July 29, 1920 - Quaid finds the Worshipping Stone, rests nearby, and is subjected to Katrina's *geas*.

August 1 - Quaid returns home and sends correspondence to Overlin.

August 27 - Miskatonic approves expedition.

August 31 - Quaid dupes his wife and leaves for the Worshipping Stone, arrives on Sept 2 after taking a circuitous route, but is almost immediately captured by the Van Dorps.

September 8-17 - Locals search for the missing Quaid in the area of Scar Ridge.

September 18 - PCs arrive in Lincoln.

September 23 - Autumnal Sacrifice.

INVOLVING THE PLAYERS

The player characters have been gathered together to assist Dr. Overlin's expedition and might be **Miskatonic University** employees or students, freelance archaeologists, laborers, wilderness guides, or even journalists. Overlin will freely share the information he has received from Quaid (**Handout #1: Quaid's Letter**, **Handout #2: Stone Sketch**, and **Handout #3: Stone Rubbing**).

The Miskatonic University has requested that Overlin and his companions go to upstate New Hampshire to begin an investigation of the stone before winter sets in (and before another university reaches the stone ahead of them). Other PCs may accompany this group with intentions of pursuing their own goals, such as researching "wildman" folklore, writing news articles about the investigation, or even simply sightseeing in the lonely White Mountain National Forest.

They find themselves in the town of **Lincoln** on a brisk evening of **September, 18, 1920**, after an arduous 12-hour drive from Arkham. The university has supplied the expedition with necessary equipment (listed in **Appendix I** for reference, **page 47**). Their meager accommodations in the **Lincoln House** hotel are already taken care of and they may pursue whatever course of action they like - speaking with locals, shopping, visiting the small library, etc., though they will likely seek to visit Quaid.

THE ANCESTRY OPTION

A more rewarding way to run this adventure is to have one of the players play Overlin, or get a player involved and have their existing character take Overlin's place entirely. If there is not a professor in the group, choose the PC with the highest **INT** or **WIS**. Because the scenario will have serious repercussions for their character, it is important to discuss this with the player and that they willingly agree to this option. During the scenario it will become clear that he or she is a Van Dorp descendant and doomed to become an **underlurker**.

If this option is selected, the character knows that they supposedly had family in upstate New Hampshire on their mother's side. The mother had one blue eye and one brown eye and her maiden name was Thorpe (an Anglicanization of "Dorp"). She may have died or disappeared when the PC was young, or she still lives, but her transformation has not yet begun. The player character will have **Handouts 1-3**.

Note: This scenario might be considerably shortened by ignoring the basic hook and instead having the PCs simply be locals taking part in the search for the missing Quaid when they suddenly find themselves in the scenario proper. This option would likely rely on some improvisation on the referee's part, so think about how the Van Dorps might react to the PCs arriving on scene.

(Handout #1: Quaid's Letter)

To Professor Jared Overlin, Miskatonic University

Dear Sir,

Allow me to introduce myself. My name is Thomas Quaid and I am currently engaged in the complete surveying of the White Mountains of New Hampshire and am a native of Lincoln. I am writing to inform you about an unusual discovery that I believe you will find most interesting.

During a recent excursion into the area of Owl's Head Mountain, I located a set of standing stones that seem to be previously unrecorded. See my enclosed sketch and rubbing of the unique Indian writing that marks the stones.

I will work up a map for your use and would be willing to guide you to the site if you deem it worthy of further investigation.

Sincerely,

Thomas Quaid

Thomas Quaid
138 Lost River Road, Lincoln, NH

(Handout #2: Stone Sketch)



(Handout #3: Stone Rubbing)



LINCOLN

Life in the town of Lincoln largely revolves around the lumber and paper industries and the Parker Young pulp factory exudes its sulfurous odor throughout the town. In 1907, a fire devastated much of the town and consequently many of the buildings are of recent construction. Autos are something of a rarity, with most people using horses, carriages, and bicycles for transport. Though the main street is gravel, side roads are dirt. The town boasts one hotel (the **Lincoln House**), a post office, the sheriff's office, a department store, a doctor's office, a small library, a few restaurants, and other small town amenities. The telephone switchboard is in the post office. Population is approximately 1,500. North of Lincoln are the Franconia Notch, an important pass through the White Mountains, and The Flume, a spectacular granite gorge that has drawn sightseers since it was discovered in 1808. To the immediate southwest is the village of **North Woodstock**.

Boston and Maine Railroad operates a small logging line that leads out of Lincoln and up the East Branch Pemigewasset River that might offer the PCs a fairly direct route to the area of **Owl's Head Mountain**.

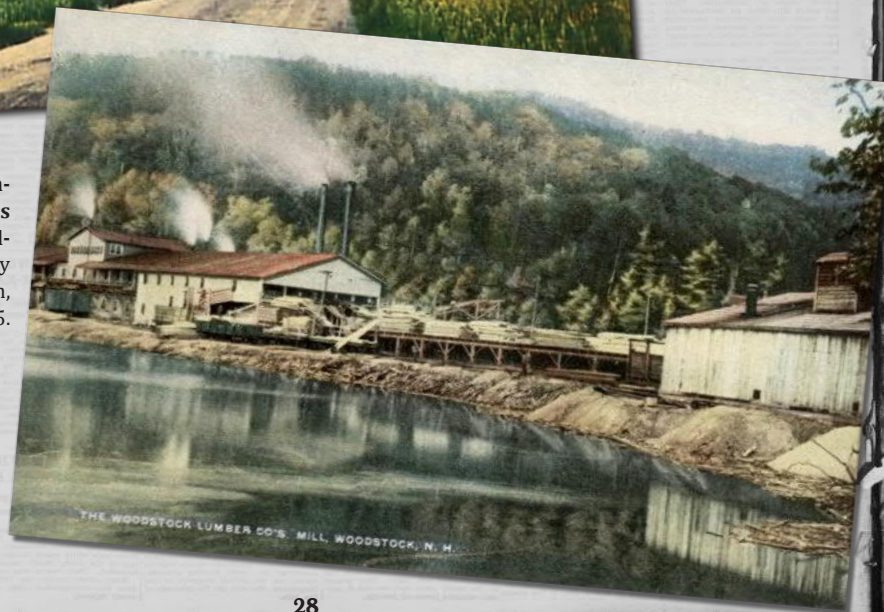
Encourage the players to explore Lincoln and gather information pertaining to their goals, particularly, they should at least visit the Quaid's house ([page 33](#)).

When they are ready to leave town, use **Map #1** ([page 35](#)).



"General View of Lincoln, N.H." by William Hallworth, circa 1915.

"Woodstock Lumber Company's Mill, N. Woodstock, N.H." by William Hallworth, circa 1915.



RUMORS AND RESEARCH

If the party spends time in Lincoln performing research or searching for rumors, reveal the information below through roleplaying. What they learn will likely depend upon the questions they ask. Call for **Intelligence (Research)**, **Charisma (Interaction)**, **Charisma (Deception)**, or other Feats as necessary.

If they inquire with the locals about "Indian stones," someone might point them to **Maddock's Cave** (see [page 37](#)), which is in fact a dead lead. However, others will describe finding stones piled in columns one to three feet high. These might be found **(1)** on the banks of Cedar Brook, **(2)** at the summit of Mount Garfield, or **(3)** at the base of an impressive tree on the ridge between Mounts Bond and Guyot.

These stacked stones might be nothing more than trail markers, but perhaps they mark the boundary of "kiwakwa land," left by the **underlurkers**...? Perhaps the player characters find examples of the stones whilst traversing the forest?

If they reveal that they are gathering folklore of any kind, some folks will offer stories about **(1)** feeling watched while hunting, hiking, or working in the wilderness, **(2)** hearing their grandparents blame the "wildman" for animals stolen from secure enclosures during harsh winters, **(3)** hearing about odd footprints found near remote streams (Black Brook, Hancock Branch, or South Branch Gale River), or **(4)** that the "wildman" stories date back to the 1800s when some loggers were assaulted by a furry ape-man. Regardless, no one has ever seen anything themselves, the stories are always second or third hand ([Handout #5: Wildman Tales](#)). Only [Sam Roberts](#) claims to have seen the "wildman" ([Handout #7: Winter Bear Attacks](#), also see [page 38](#)).

If they inquire about **Thomas Quaid**, they are met with stunned looks - everyone in town is aware that he has been missing in the forest for more than two weeks and that **Sheriff George Henry** called off the search only a day ago ([Handout #4: Quaid Missing](#) is a recent/current news article).

Otherwise, dispense those below as you see fit. They are presented in order of the easiest to learn to the most rare information.

1. The mountains are known for sudden storms and unusually strong winds, especially in late fall and winter.
2. This area was once the domain of the Abenaki, an Algonquin tribe of Native Americans.
3. Certain families of the area can trace their lineage back to either fugitive witches from Salem, or Dutch exiles from old New Amsterdam.
4. An old logging trail leads up the Franconia Branch (towards Owl's Head), but is overgrown and in disrepair since no families live out there and there is no active logging (see [Map #1](#), [page 35](#)). No heavy logging ever happened in the area.
5. Three years ago the winter was very harsh and bears were seen stealing into farmyards to take livestock ([Handout #7: Winter Bear Attacks](#) might be found in the library or relayed by locals).
6. Algonquian lore attributes the violent weather to *kiwakwa*, a relatively unknown mythological spirit said to dwell on the mountain peaks ([Handout #6: Abenaki Myth](#) might be found in the library).

Sheriff George Henry is a fictional descendant of the historical James Henry who established the original paper mills and ran Lincoln as a company town.

Referees may use him however they feel best - will he lend a helping hand or look to quiet the town down after the loss of one of their own? The department has three deputies and two autos.

Other fictional Henrys, **Samuel** and **Thomas**, run the department store and the post office, respectively, meaning that the Henry family still holds positions of wealth and influence in the town of Lincoln.

7. Nineteenth-century loggers reported encountering a "wildman" while working in the Mount Hale region. (**Handout #5: Wildman Tales**, news clippings can be found in the library, or anywhere else that suits the referee's needs.)
8. Three years ago a logger went missing in September, after he presumably murdered a coworker, and was never found (**Handout #8: Logger Murdered** can only be found in the library). If the PCs speak with Sheriff Henry and succeed at a **Charisma (Interaction or Deception) or Intelligence (Knowledge: Law)** Feat, they may gain access to **Handout 8B: Police Report**.

QUAID REMAINS MISSING

Lincoln, Sept. 18, 1920. Local surveyor, Thomas Quaid, remains missing after nearly three weeks. Yesterday, Sheriff Henry called an end to the 15-day search after finding no trace of the missing man. Though there is no suspicion of foul play, at this point Quaid will likely be presumed deceased.

Sheriff Henry confirms that though the immediate search has been called off, law officers across the state will remain alert for any information concerning the missing man.

The editor would like to express the deepest sympathies of the Lincoln Daily to Mr. Quaid's family and friends.

(Handout #4: Quaid Missing)

Lincoln, March 1847

WILD MAN IN FOREST!!

Two loggers reported that during the night their camp on Little River was assaulted by a shadowy form. The men were awoken by the sounds of movement outside of their tent and, thinking it an animal, they stepped out to scare it off. However, they were surprised to see a hairy, man-like form running off into the forest. They soon heard growls and howls from the surrounding darkness which did not let up until nearly dawn. Once the sun rose, the loggers made a hasty retreat from their camp and say they won't return without arms.

(Handout #5: Wildman Tales)

MISSING MAN FOUND

Lincoln, September, 1861

A trapper, James Rodgers, after being missing for nearly three weeks has been found wandering along the road north of the Notch nearly delirious and very confused.

Doctors say that Rodgers is suffering from minor injuries, malnutrition, and exhaustion, but has seemingly recovered his wits.

However, he has recounted a truly outlandish tale of captivity deep in the forest. Rodgers believes he was abducted by a family of "hairy wildmen" who kept him in a cave, fed him raw meat, and cared for him in their own bestial way as if he were one of their children. He further claims to have seen two adult males, a fe-

male matron, and two hairy babes, and this family took him deep into caves. Rodgers cannot recall how he made his escape.

Of course, this tale has caused doctors to question the man's sanity and he remains in their professional care.

Bilingham Farm Burned

The farmstead of Jeremiah and Margaret Bilingham was set alight during the storm last night, presumably due to lightning striking a nearby tree. None were injured, though some animals were lost and there was extensive damage to the house and barn.

(Handout #6: Abenaki Myth)

Stories from the Abenaki & Huron Indians
(published 1782)

The area east of what we know as Franconia Ridge was once shunned by the Abenaki who believed that it was the territory of the *kiwakwa*, a mythological creature that roamed the area and abducted Abenaki. The *kiwakwa* was said to have once been an evil man and because of his evil he changed into a cannibalistic giant with a heart of ice and the power to bring on the winter. Another origin for the creature is that it is a child of Wendigo and acts as that demon's herald.

One story passed down by generations of Abenaki is that of "Keme the Hunter," related below.

"Despite his young age, Keme was a great warrior and famed throughout the tribes. One day while hunting with his brother, Keme wounded a mighty deer and tracked it to the edge of the forbidden lands of the *kiwakwa*. Though his brother warned against further pursuit, Keme refused to lose the deer, and in his pride Keme thought that he would easily defeat the *kiwakwa* should he meet it. Keme's brother said that trespassing into the *kiwakwa* lands is forbidden and that the *kiwakwa* could not be defeated because it is a mighty spirit. Still Keme persisted and followed the deer alone. That night his brother was startled awake by Keme's agonized screams echoing from the mountain above him, as if they came from the sky. The brother fled and Keme was never seen again. Still, they say one can still hear Keme's terrified calls for help echoing through valleys near *kiwakwa* land."

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(Handout #7: Winter Bear Attacks)

BEARS TAKE LIVESTOCK

Lincoln, December 1917. The area has been trending to have one of the worst winters in recent memory and the heavy snows seem to be driving bears out of the forest and into the local farmsteads. Over the past week, a number of farmers have reported livestock killed in their stocks and barns broken into. Though clean tracks have yet to be found, due to snows, local hunter, Brett Barrett, speculates that only bears could be responsible. Still, others have rekindled the old "wildman" legends and one man, Samuel Rogers, says he "seen that wildman take my old dog like a coyote takes a hen."

(Handout #8: Logger Murdered)

LOGGER MURDERED!!

Lincoln, September, 1917. On Friday, Parker Young Co. reported a grisly discovery at a logging camp near Black Brook. According to the company statement, two loggers were left there on Wednesday while two others of their team returned to town for supplies. They were unable to return on Thursday due to the persistent thunderstorms, but upon their Friday return, the men were met by the corpse of their coworker, Harry Armstrong. The second man, identified as Jason Burkett, remains missing and is presumably Armstrong's murderer. No motive for the murder has been identified and coworkers say that the two men were friends.

Lincoln Sheriff's Department

Incident Report

Use typewriter or
ball point pen!

Date of Incident

17 | 09 | 21

YR / MO / DAY

Incident No.

CR34-1917-106

Offender Name & Address

Jason R. Burkett (Logger)

Parker Young Comp. Development Hous ing, Building 3

Report Made By

Sheriff G. Henry

Arresting Officer

N/a

Witnesses and Other Individuals Involved

Harry Armstrong (victim, dec.)

Will Avery & Bob Jenkins (loggers)

Details of Incident

Location of Crime Black Brook Logging Camp

Contacted by Parker Young site manager T. Durant concerning the presumed murder of a logger at a camp on Black Brook. Responded with Deputies Brown and North to scene.

Corpse of a man identified as Harry Armstrong found hanging out of open cabin window, decapitated. Head was not found at the scene. Victim identified by tattoo mark on L. Arm.

Durant stated that Avery & Jenkins found this scene and left it undisturbed. Reported inc. immediately.

Camp horse killed, partially eaten by bears or other animals. Parker-Young could not identify any missing equipment, or other property.

Victim: Armstrong's pockets revealed \$7.38, pocket knife, lighter, cigarettes. Not wearing shoes. No sign of struggle inside cabin. Cards on table. Murder weapon could not be found on scene. Doctor states that injuries appear jagged, as if done by dull blade or chopping motion.

Offense(s) Charged

Pending

Further Notes / Investigation

Contacted State Police and organized a manhunt for Burkett. After more than two weeks of active manhunt in the immediate area, no trace of suspect, nor the victim's head, was found.

As of November 15 1917 Burkett remains at large and wanted.

Dec 3, 17, located Burkett's family in Vermont. Local Police report today that they interviewed family, who offered no information about Burkett. Seemed surprised to hear that he was wanted for questioning and did not know that he was missing. No sign of Burkett found on their property.

VISITING THE QUAIDS

Assuming that the PCs seek out **Thomas Quaid** (his address is on [Handout #3](#)), his house is easy to find and located not far outside of town. The property is a small farm with a few chickens and cows, though it is not truly in operation. Possibly unknown to the players, Quaid has been missing for more than two weeks, but his wife **Sally Quaid** will greet them at her door. She lives with her 10-year-old son, **Thaddeus**. Sally can report that Thomas wanted to revisit Scar Ridge to put finishing touches on the map of the area. Sally dropped Thomas at Russell Pond and was to pick him up at the same place three days later. However, he failed to return on the agreed day and she notified Sheriff Henry. Search parties failed to find him after two weeks scouring the mountains; he is presumed dead and she is incredibly saddened.

Sally knows that her husband conversed with Professor Overlin about the stones and will be willing to allow access to his study, if she is treated respectfully. If asked (**Charisma (Interaction or Deception)** Feats may be necessary), she will reluctantly reveal:

- That Thomas was acting strangely and having troubled sleep, though he did not describe his dreams.
- She found Thomas at 1 o'clock in the morning outside and staring towards the mountains (actually towards Owl's Head if she is asked to point the direction).
- That she has a terrible feeling about this and feels something is all wrong. Thomas knew the mountains well and was an experienced woodsman. He would not simply get lost and had all of his necessary equipment.

Quaid intentionally misled his wife. Due to the *geas*, he could not reveal that he was returning to Owl's Head, thus he told his wife he was going to Scar Ridge via the Russell Pond trail. In truth, he took a circuitous route from Russell Pond back to Owl's Head and wasn't sure if he would return.

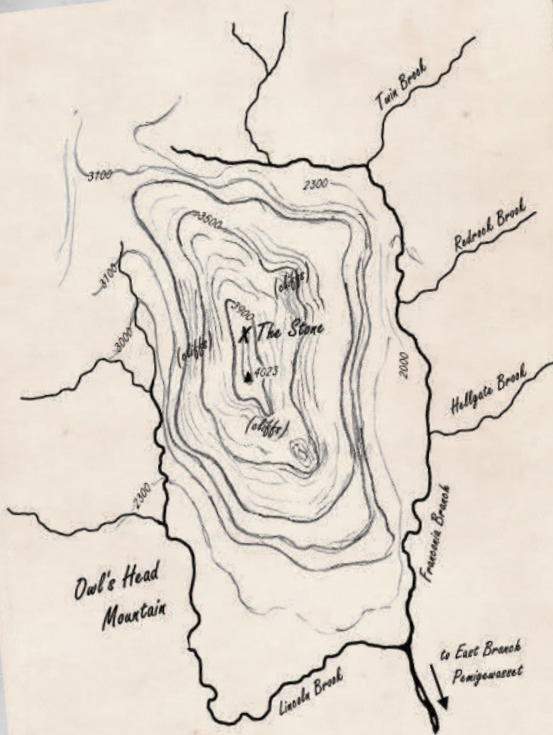
Thomas's study is a small room with a tidy bookshelf and a desk. A large window allows in plenty of light.

The shelf contains atlases, and books on surveying, cartography, New England history, and a few concern Native American tribes. If the players did not find [Handout #6: Abenaki Myth](#) at the library, Quaid has the book *Stories from the Abenaki & Huron Indians* checked out and it is lying on the shelf.

On the desk are stacked papers, drawing implements, and a noticeable folder containing a rough sketch of the Worshipping Stone's location ([Handout #9: Rough Map](#)) as well as some rough drafts of the same. Any character specifically searching the desk thoroughly may make a **Wisdom (Perception)** Feat (or specifically empty the drawers) to find [Handout #10: Quaid's Journal](#), a worn, brown-leather diary, stuffed in the back of a drawer.

A small portion of his surveying equipment is in a satchel in the corner of the room. In the satchel is a strange, striated black stone, only two inches long, chipped away from the Worshipping Stone. A successful **Intelligence (Natural Science)** Feat will deduce that it is some form of gneiss, though its type and origin are a mystery.





(Handout #9: Rough Map)

NEXT STEPS

The players are free to approach the remainder of the scenario in any manner they choose. Most likely, they will proceed to the site of the **Worshipping Stone** (see [page 44](#)). They may attempt to search for Quaid, but he remains in captivity at the Van Dorp homestead until the ceremony. Similarly, if they heard of **Maddock's Cave** they may explore that site (see [page 37](#)), or seek out **Sam Roberts** if they learned of his "wildman" sighting (see [page 38](#)).

Depending on the PC's actions and the timing of the ceremony, the scenario could play out in unforeseen ways. It is most important to remember Katrina's motivations and the methods that she has at her disposal to achieve her goals.

NOTE: Also, if at any time during the scenario Overlin reaches his **Maximum Insanity**, he accepts his fate and joins the Van Dorps. His actions are up to the referee, but he will actively seek to complete the [Autumnal Sacrifice](#) with or without

Katrina's leadership.

(Quaid's Journal begins in 1916 and has only a handful of mundane entries between that time and August of 1920. The following three entries are of interest.)

8/3/20 Returned from surveying two days ago. It seems like Thad grows every time I'm away for just a day or two! Last night I dreamt of the forest, I was flying above it, circling... Owl's Head I think. I felt as if I were not alone, someone was there, guiding me? But I couldn't see who it was.

8/11/20 Another dream. I was at the stores and a woman was speaking to me. She was young and lovely with haunting eyes. I felt as if I would do anything for her. When I awoke, Sarah was rousing me and I was surprised to be standing outside in the night.

The sky was clear and beautiful and cold...

(Handout #10: Quaid's Journal)

8/27/20 I'm thinking of the stone all the time now. If it were only my dreams, I could dismiss it. But now... I don't know. I can't focus. My work lies unfinished...

I find myself staring towards Owl's Head. It is as if the stone has some kind of hold over me. Drawing me.

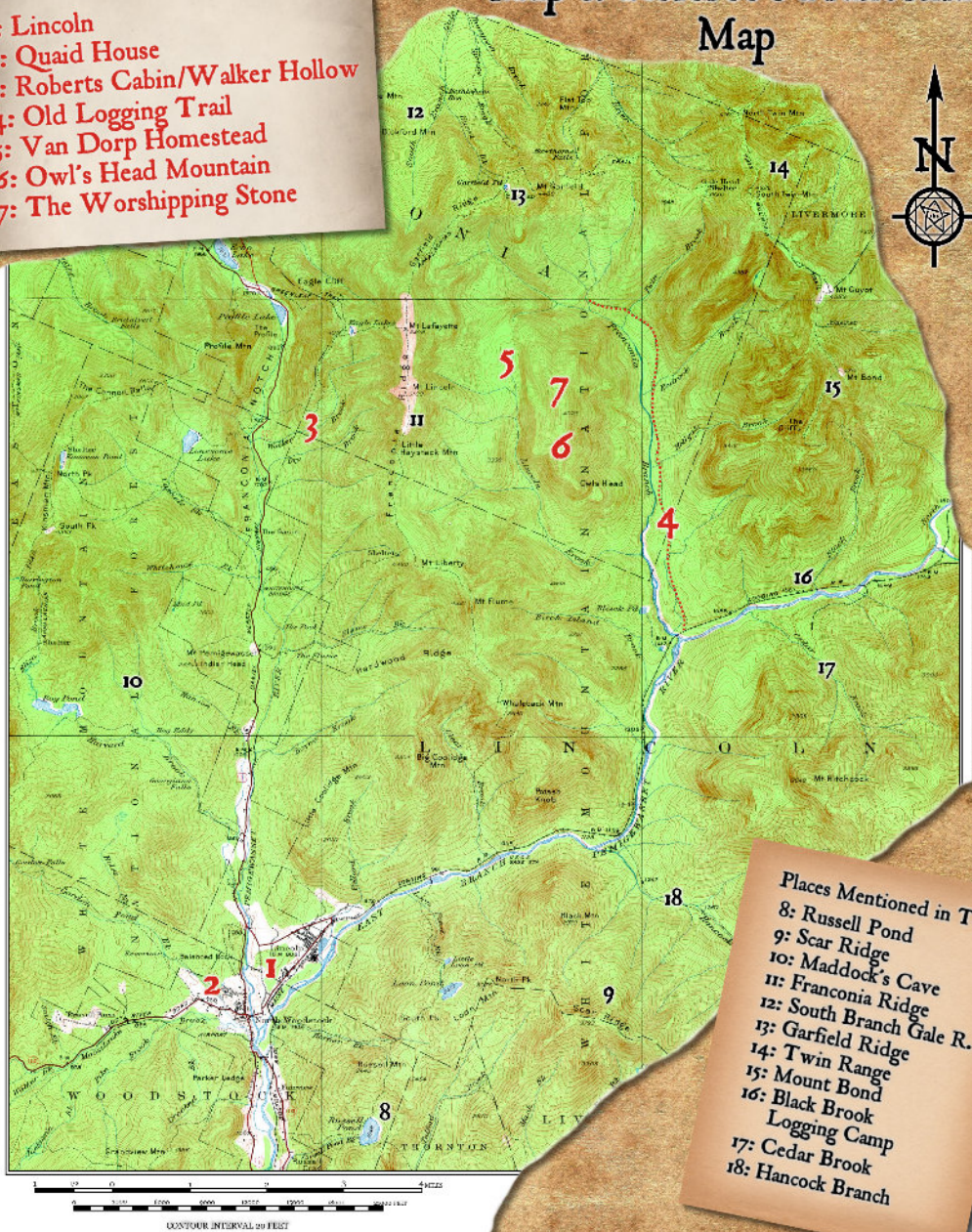
Can I resist any longer?

I must go back...

Important Locations

- 1: Lincoln
- 2: Quaid House
- 3: Roberts Cabin/Walker Hollow
- 4: Old Logging Trail
- 5: Van Dorp Homestead
- 6: Owl's Head Mountain
- 7: The Worshipping Stone

Map 1: Referee's Franconia Map



- Places Mentioned in Text
- 8: Russell Pond
 - 9: Scar Ridge
 - 10: Maddock's Cave
 - 11: Franconia Ridge
 - 12: South Branch Gale R.
 - 13: Garfield Ridge
 - 14: Twin Range
 - 15: Mount Bond
 - 16: Black Brook Logging Camp
 - 17: Cedar Brook
 - 18: Hancock Branch

This map has been customized from an original USGS Topographic Map that is in the Public Domain. The full original map image courtesy of the [University of New Hampshire Library Digital Collections](http://docs.unh.edu/nhtopos/Franconia.htm) and can be found here (in four sections):

<http://docs.unh.edu/nhtopos/Franconia.htm>

RANDOM ENCOUNTERS

Though “random encounters” are not necessary for the success of this scenario, many referees my find that they will prove useful with increasing the tension as the PC party explores the forests around the Worshipping Stone. To this goal, these “encounters” are not combat-oriented like in many other games. Instead, they are *experiences, findings, and feelings* that might offer additional clues, put the characters on edge, keep the players guessing and make them wary.

For randomized encounters, **roll 1d6** for every **3 hours spent** within the area of Owl’s Head Mountain, with a result of “1” indicating that an encounter occurs. **Roll 2d8** and consult the following table to determine the encounter. Otherwise, simply choose opportune times for encounters to occur and pick the entry that best fits the situation.

Each encounter should be used only once.

RANDOM ENCOUNTERS		
2d8	Encounter	Description
2	Mangled Corpse	The party comes into a small clearing, completely spattered in blood. At the center of the clearing is the torn, mutilated corpse of a bear, clearly chewed apart. The underbrush is flattened.
3-4	Cloudburst	A sudden cloudburst causes pouring rain and lightning for 10+2d6 minutes.
5-6	Knocking	The sound of loud knocking, as if wood is stacking upon wood, comes from a distance. It is heard, almost in answer, from a different direction 1d6 minutes later.
7-8	Eyes Upon Us...	One or more characters notice that the forest has fallen silent. No birds sing, no insects buzz. There is a sudden feeling of being watched that passes after a few moments.
9-10	Stacked Stones	The party comes upon a 2-foot tall stack of flat river stones. A close inspection reveals scratch marks on some of the rocks.
11-12	Startled Deer	The party hears the sound of a large animal crashing through the undergrowth and a deer springs forth directly towards them. Its eyes reveal that it is panicked and terrified, but it quickly veers around the PCs.
13-14	Stench	A repulsive musky, animal odor wafts to the party. The scent might be followed, but no source can be located. The scent might be recognized as the same in the basement of the Van Dorp house (if the party has been there).
15	Sudden Wind	A harsh, biting wind arise, seemingly coming from higher on the mountain, blasting the area and causing trees to bend and branches to crack for 1d6 minutes.
16	Creeping Close...	The sound of something large can be heard moving stealthily in the nearby forest. Nothing can be seen and nothing is found if the party attempts to find the animal, though the “Stench” above may be scented.

MOTIVATIONS AND METHODS

Katrina has two objectives. Of lesser importance is to complete the [Autumnal Sacrifice](#). More importantly, she needs to make Overlin the new head of the Van Dorp house, so that the family persists and the rituals can continue well into the future. To accomplish these goals she considers everyone, including Jedidiah, to be expendable. If all else fails, she will use *magic jar* to take control of Overlin (thus putting her own body in stasis and halting her transformation) and find a way to continue the line. She has at most twelve months until her transformation is complete. Katrina has a number of tools at her disposal to accomplish her goals which should be used as you see fit. Remember that **September 23rd** is the ritual and the deadline for Quaid's life. Due to the open nature of this scenario, be prepared to improvise and react to the player's choices.

TRUTH: She will explain the family history and duties to Overlin, stressing the blessings bestowed upon the family because of their veneration of Ythoggua. She will place Overlin's future squarely in the continuance of a tradition older even than the Van Dorps and the Abenaki, one that ensures the old ways are remembered and the Old Gods are appeased. Ythoggua is an ancient deity, known to the Abenaki as the Wendigo and by other names elsewhere. She will prove the truth of her words at the **Autumnal Sacrifice**.

SORCERY: Once the PCs enter the area of Owl's Head, Katrina will use *dream message* to communicate with Overlin, sending him messages about his mother and his birthright (which he will simply consider as strange dreams until he meets Katrina). She might use *charm person* or *geas* on Overlin, if necessary, to make him amenable to assuming his role. She might similarly use *charm person* to ally with other PCs. She could use *control weather* to call up harsh weather to slow the PC's progress, force them into a certain area, or to keep them from escaping. Still, there should be taken not to overwhelm the PCs unnecessarily.

FAMILIAR: Katrina can employ her familiar, **Mabel** ([page 49](#)), as a spy, to deliver messages, administer potions, and can cast spells through it, possibly catching lone and unaware characters with *charm person*, *geas*, or another spell.

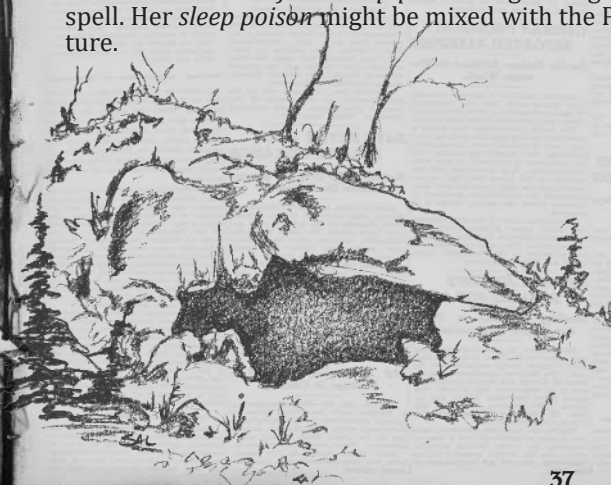
JEDEDIAH: Jedediah protects his mother with his life and will do as she commands. She can assume control of Jedediah via her *magic jar* spell at will (the vessel is permanently enchanted and allows her to return to her own body without ending the spell) ([page 49](#)).

UNDERLURKERS: As the head of the family, Katrina can command the [underlurkers](#) to follow the PCs, attack them, or capture them. Perhaps they could be used to herd the PCs in the direction of the house or the Worshipping Stone. They can also cause the ground to collapse by digging below. Katrina can summon **2d6 underlurkers** to her house at any given time. They arrive in 1d6 rounds.

POTIONS: Her *friendship potion* might be given to a PC in place of a *charm person* spell. Her *sleep poison* might be mixed with the PCs food or drink to facilitate their capture.

MADDOCK'S CAVE

Player characters may hear that Maddock's Cave is known for Indian stones or writing, but it is in fact a dead lead. Though placed on [Map #1](#), feel free to move it anywhere convenient. The "cave" is actually a stony outcropping that creates a broad rock shelter and though it was likely used by early peoples, nothing useful to the investigation can be found here. It will take at least six hours to travel there, investigate, and get back to Lincoln.



FINDING SAM ROBERTS

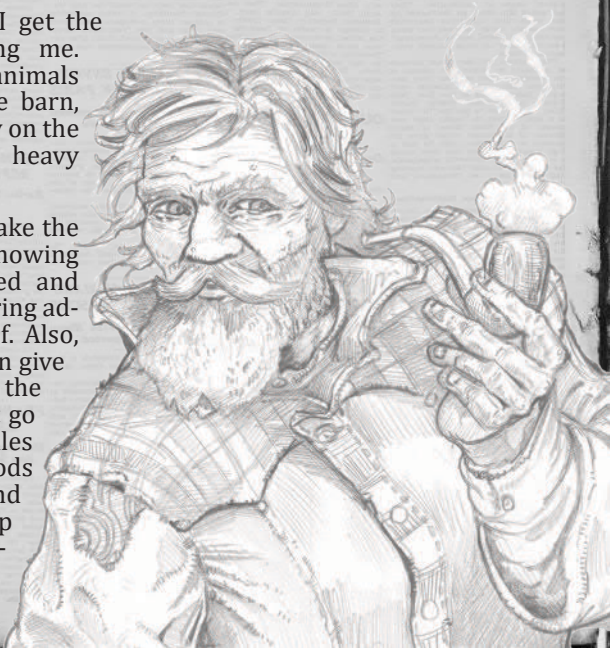
Anyone who finds [Handout #7: Winter Bear Attacks](#) will likely note the name of **Sam Roberts** and possibly seek him out for inquiry. The PCs may learn of Sam's whereabouts from the sheriff, or another townsperson, who can relay that Sam lives in a run-down camp in **Walker Hollow**, above the Franconia Notch (see [Map #1](#)), and makes a living by selling furs, lumbering, and doing odd jobs. They say he's "touched."

Sam's rustic three-room cabin sits at the end of a rugged, wooded trail that requires the PCs to travel on foot. He's a wiry, white-bearded, mountain man with a realistic common sense, a fiery attitude, and a love of pipe tobacco. Sam is in his seventies with unkempt white hair, gnarled working hands, and worn-out clothing. Outside the cabin is a small barn, an outhouse, a wood pile, and a corn-liquor still. Sam doesn't know, or care, that alcohol production is illegal. Stretched animal skins, mostly raccoon, hang from the side of the barn, in preparation for sale.

Sam is protective of his homestead and suspicious of strangers, but reasonably good-natured and very willing to share his "wildman" story (see sidebar). However, he fears the "wildmen" and regularly looks over his shoulder when he tells the tale. Sam relates his tale:

- "Back in the blizzard of '17 there was all sorts of animals gone missing. Or kilt in their pens - all clawed and ate up. Then one night, December the 18th if I recollect, I let old Biter out to do his business and no sooner than he was out the door, he took off like a shot, yappin' to Kingdom Come!"
- "Well, I hollered after him, but he weren't coming back and when I heard the poor old boy howlin' and whinin' I figured there's a bear out there. So, I took up old Bess and went out after him. But, what I saw behind the wood pile weren't a bear like nobody'd never seen."
- "When I shined the lantern back there, whatever it was musta been 10 foot tall, standin' like a man, and it had Biter in its mouth. Just hanging there. Things is hazy after that, but I remember seeing them eyes shinin'. And there was other ones around, smaller... like youngins."
- "Next thing I know is I come to in the house. Bess was empty, so I musta fired out all the shells. I figure that musta scared 'em off. Weren't no bodies, no tracks due to the snow fallin'. Never seen Biter again. Poor old mutt."
- "Anyways, ever since then I get the feeling they been watching me. Sometimes I hear the animals making a ruckus out in the barn, but I don't go out. It's usually on the darkest nights. No moon, heavy rain."

Allow time to pass. Sam will take the characters all around his property showing them where his experiences occurred and retell certain parts, possibly remembering additional details or questioning himself. Also, Sam knows the mountains well and can give the party advice on how to get into the area of Owl's Head, though he doesn't go there. He might relate confused tales about how the "natives held them woods sacred" because it was a burial ground haunted by spirits. Sam will offer up some venison stew, coffee, and moon-shine, and before long dusk is falling.



ATTACKED IN THE NIGHT!

Noting that night's coming on, Sam will invite the PCs to stay in his cabin or make their camp outside. Either way, a heavy rain starts falling by midnight and the **underlurkers** come, ordered by Katrina to kill Sam. Ideally, the PCs are awoken by a clap of thunder (which immediately scares off the **underlurkers**). The shadowy, hunched form of Sam is leaning out of one of his windows and he is unresponsive. When he is checked, PCs find that, on what remains of his head, no face or throat remains. It has clearly been chewed off. This should prompt an **Insanity Saving Throw**.

Additionally, the **underlurkers** have mined below the cabin so that it will collapse into the earth and be destroyed. However, they are not to injure Overlin, so if he is present the building will not fall until he is safely out of the place. Anyone caught inside will need to succeed at a **Dexterity Saving Throw** to scramble out safely. Otherwise, they will take **1d6 damage** and need assistance out of the rubble.

Similarly, the **underlurkers** are not after the PCs at this point and will not reveal themselves, unless you need to speed up the timeline and find it expedient to have the **underlurkers** abduct them. Otherwise, the incident may go unexplained for now.

Any PCs who have read **Handout #8B: Police Report** will likely note the similarity between Sam's demise and that of the logger, Harry Armstrong. This realization should prompt another **Insanity Saving Throw**.

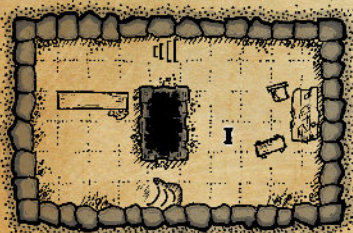
Ground Floor



Second Floor



Basement



Map #2

The Van Dorp House

1 square = 3 feet

THE VAN DORP HOMESTEAD

The Van Dorp's house is of squared-log construction with a wide porch and gambrel roof, and it's care has clearly been ignored for quite some time. Vines creep up the walls, the paint that has not chipped away is faded to a dull brown creating dark splotches on the sun-baked grey of exposed wood. The smell of a wood fire is perceptible to anyone approaching the house and a wisp of smoke creeps out of an ancient stone chimney. The statistics for **Katrina** and **Jedediah Van Dorp** are located in **Appendix II** ([page 49-50](#)).

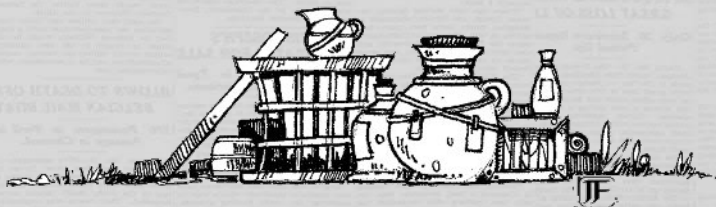
THE VAN DORP HOUSE (MAP #2)

The referee will need to determine how the PCs arrival will proceed - are the Van Dorps home? How do they greet the characters? Will the party have a small amount of time to investigate the house before Jedediah arrives? Due to the fluid nature of the scenario, this encounter may follow any number of possible paths. It is most important to remember Katrina's [Methods and Motivations](#) and play the scene according to the directions the players take.

BASEMENT (1)

A sandy, stone floor and low ceiling give this damp, single room basement a cave-like feel. Walls are stacked stones and four rough-cut logs serve as support pillars. The scent of mildew is tinged with an animal muskiness that imparts a sense of age and peril.

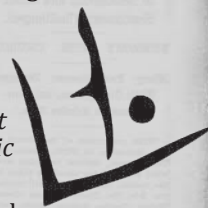
- At the center of the basement is a massive column of heavy stone block that supports the fireplace above. The floor is dirty, but close inspection reveals that it is actually cut from the natural bedrock.
- Near the stairs from the kitchen is a wooden shelf stocked with canned beets, potatoes, and beans, as well as some type of pickled meat.
- A newer, brown canvas backpack is hanging from the backside of the shelf. This belonged to Quaid and along with basic hiking equipment, contains a sketchbook, writing tools, hand-drawn survey maps which can be matched to the examples of Quaid's handwriting and art that the characters have seen.
- Along the eastern wall a rotted table, chair, and bench are accompanied by fragments of glass bottles and moldy paper. This area was once a laboratory for sorcery, but it was abandoned. A successful **Intelligence (Knowledge: Occult)** and a thorough search of the area may reveal hints to this purpose - a broken clay vessel is burned on the bottom, some of the glass shards fit together to form a strange beaker, a mostly intact bowl has a faint hint of sulfur.
- At the southern wall, a set of stone stairs are carved from the bedrock and descend into a dark tunnel. Inspecting the stairs will reveal deep scratches on the stone and on the nearby wall (claw marks left by **underlurkers**). The stairs descend to a long earthen tunnel that leads to a labyrinth of caves and warrens populated by the **underlurkers**. Any PCs that venture that far will likely be captured or killed but the caves do eventually lead to exits at the Worshipping Stone.



FIRST FLOOR

FRONT ROOM (2): A square, unkempt living area, sports a run-down wooden sofa, a rocking chair, a low table, a small shelf, and a large, double-sided **stone fireplace**. The room is lit by oil lamps. Adorning the walls are an impressive set of moose antlers, a **faded painting**, and four framed **woodblock prints** (seemingly torn from a book). An **old book** lies atop the table. The wooden walls are drafty but the fire is kept high. All is cluttered with old newspapers, discarded clothing, musty blankets, and dirty dishes. Close inspection of this room and the mentioned objects will reveal the following clues:

- **Anyone looking at the fireplace** will see that the keystone, below the mantle, is engraved with a strange sigil, an eldritch symbol related to Ythoggua (right). It is also on the Worshipping Stone. The stone will radiate as magical under the scrutiny of a *detect magic* spell, as it acts as a permanent receptacle for Katrina's *magic jar* spell.
- **The old book** is in fact **Handout #11: Van Dorp Diary** which contains a partial family history, a few antique photos, as well as a hand-drawn family tree. Most importantly, the tree and the text will reveal Overlin's lineage as a Van Dorp descendant (or that of a PC, if Overlin has been replaced by using the **Ancestry Option** on [page 25](#)). This revelation will cause Overlin to gain **1d6+1 Insanity** with no Saving Throw allowed. Other characters should make a typical **Insanity Save**.
- **The faded painting** depicts an old man dressed in the clothing of a Dutch trader, circa 17th century. He is holding a piece of paper and in the background is a forest scene with a hint of strange stone formations. A unique ring can be seen on his other hand and is engraved with a "D" superimposed over another sigil (the same as on the keystone). Inscriptions on the paper are illegible but clearly not of the common alphabet. This is Cornelius Van Dorp, the progenitor of the Van Dorp line in America who became corrupted by the power of the Worshipping Stone.
- **The four woodblock prints** are torn from a 17th-century manuscript and depict (from a Puritain's point of view) rites of torture and cannibalism perpetrated by Abenaki during wartime. One in particular shows a group of natives wearing hairy bear-skin suits and cavorting around a victim bound to tall stump (possibly in imitation of the **underlurkers** themselves).
 - A **Wisdom (Perception)** Feat allows a character to notice that the frames are worn at the edges as if they are regularly handled. If Jedediah is present, he'll mention how he likes looking at them and talks about how "them Indians practiced all kinds of habits that would make a Christian squirm. Look how they's pullin' out this fella's innards! Makes me wonder what kinda horrible things he musta done to git fixed like that. And this one! Look! They's stewin' up a couple fellas in that burlin' pot like they's fixing supper! Kinda makes a man wonder a bit..." He eyes the pictures and chuckles.
 - After he says this, Jedediah should offer a meal and go to the kitchen. If any player finds this particularly creepy and roleplays accordingly, have them make an **Insanity Saving Throw**.
- Anyone investigating the shelf finds that is filled with junk and nick-nacks, including old newspapers, a defaced bible, empty jars, hunting trophies (feathers, skulls, antlers), playing cards, sewing tools, a whetstone, etc. A **Wisdom (Perception)** Feat allows a player to find **1d6 shotgun shells**, or perhaps another useful item.



*Of course, this scene is inspired by
H.P.L.'s "The Picture in the House"!*

KITCHEN (3): The kitchen sports two large rough-hewn wood tables and a standing wash basin. Cooking is done in the massive double-sided fireplace. The scent of filth and spoiled meat hangs in the air. Dirty plates and pans are scattered everywhere. Still, there are plenty of apples, potatoes, carrots, and dried meat stacked on a shelf, as well as an unusual "mountain tea" available for brewing.

REAR ENTRY (4): This area has a muddy floor, and a large stack of firewood haphazardly piled in the corner. A wood axe, hatchet, and heavy gloves sit on a rough log bench, muddy boots rest on the floor, while a wool vest and a bear-hide coat hang on wall hooks. Anyone inspecting the **wood axe** will note that it is stamped "Property of Parker Young, Co."

SECOND FLOOR

The ceiling of the loft-like second floor matches the angled gable of the roof line, making the ceiling height drop from 8 feet at the central peak to only 4 feet at the walls.

MAMA'S BEDROOM (5): A room to the right of the stairs serves as Katrina's bedroom. During this stage of her metamorphosis, she is almost bedridden and likely here when the party arrives. The room holds a shoddy bed, nightstand with an oil lamp and thick candle, a chamber pot, cedar chest, and a chest of drawers. The room smells of body odor and something like sickness. Clothing and used linens cover the floor. Two massive, but mostly harmless, Maine Coon cats stand guard atop the dresser. **Mabel** lurks in the room, perhaps under the bed or under the blankets, but will remain hidden unless she is called upon.

JEDIDIAH'S BEDROOM (6): A small, dark room with a bed too small for Jedidiah. An oil lamp rests on a side table, while the room also sports a rack of hanging clothing and a small table. Upon the table is a dusty, leather-bound tome (the **Van Dorp spellbook**, see **Appendix III, page 53**), a few sheets covered in a nearly-illegible, childish scrawl, and a few jars and vials. A successful **Intelligence (Writing)** Feat allows a character to decipher the handwriting as incomplete notes concerning some sort of recipes (these are Jedidiah's attempts at understanding sorcery). A character may identify the substances in the containers as occult paraphernalia with an **Intelligence (Knowledge: Occult or Physical Science)** Feat.

*(The first half of this family diary is in antiquated and largely illegible Dutch, it would take some months to decipher it. Though there are large gaps, the entries in question reveal the Van Dorp origins, as related in the **BACKGROUND** section. The latter portions of the book are in legible English, and the relevant entries are below.)*

1830, April... Maarten left the family for Massachusetts and will be missed until the time of his return. Our relationship may have been troubled, but I know that he wouldn't forget our traditions and he will bring new blood into the family.

1832, November 1, I am the proud father of another beautiful girl, Katrina will be her name, after her grandmother.

1846, Seems that Maarten spent some years in Dunwich, where he fathered a boy to a lineage clan. He's now settled in Arkham under the name "Thorpe" and married a girl named Irene. He'll have to return once the change begins, but he should have plenty of time for raising young ones.

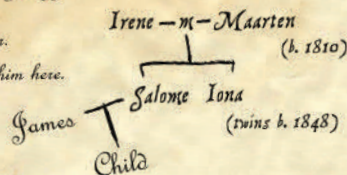
1871, Received a message from Maarten. Says it's about time for him to return. Has sired two daughters Salome and Iona.

1915, The ritual has failed for several years now. Perhaps the Old One has turned its back to us. Or, perhaps it slumbers. I have not been able to determine this. The family grows small and I have begun to seek out our estranged relatives. The children of Elise are tainted, and Jakob, the fool, was sterile. Perhaps Maarten's brood can be found.

October 1917, the first proper offering for many years! The ritual was greatly successful! Ythogqua appeared to us like in the days of our ancestors and the Windwalker took our sacrifice. Ja! Ja! Ythogqua!

May, 1918... I have found a successor.

It will be a simple matter to draw him here.



BARN

A dilapidated, dirt-floored barn houses three animal stalls - one for a malnourished mule, a second for a family of hogs which regularly run wild, and one empty. Above these, a loft stores hay bales and barrels of corn. Various farm tools and gardening implements can be found scattered around the barn or hanging from the rafters - saws, shovels, hoes, a pitchfork, a pick, rope, chains, etc. Everything is rusted and antiquated.

- Anyone investigating the empty animal stall will note that there is a rope and pulley set up in the rafters above it and that the floor is covered in dirty straw and bloody rags. Further inspection and a successful **Wisdom (Perception)** Feat reveals that the floor debris conceals a trapdoor.
- The trapdoor is locked with a simple wooden lever, but it is thick and swollen, requiring a **Strength** Feat to lift (or use of the rope and pulley).
- Below the trapdoor is a 10-foot deep, stone-walled oubliette wherein lies a weakened and insane **Thomas Quaid** ([page 52](#)). The Van Dorps will not let Quaid, nor anyone liberating him, leave here alive. Only Overlin would be granted leniency for this blasphemy.

OWL'S HEAD MOUNTAIN

The player characters will almost certainly seek the "Indian stones" described by Quaid and proceed to their location as shown on his rough map ([Handout #9](#)). Owl's Head is surrounded by a horseshoe of higher summits - the Franconia Ridge in the west, Garfield Ridge in the north, and the Twin Range to the east - making a southern approach from the East Branch Pemigewasset most likely. However, the circumstances of their arrival and the events following may vary depending upon the timing of their ascension of the mountain.

- The direction of their travel should be taken into account. Extremely steep cliffs surround most of the mountain, with the easiest climb available situated in the northwest.
- If they arrive close to September 23rd, the night of the sacrifice, Katrina may command the **underlurkers** to set upon the PCs, to capture one or more of them, perhaps by stealth.
- If they locate the stones well before the 23rd, they would have plenty of time to investigate the site. If they stay too long, Katrina will act to bring Overlin under her influence. If they leave before the 23rd, she may summon a storm or use the **underlurkers** to herd the PCs toward her homestead.
- If they stumble upon the Van Dorp's cabin before ascending Owl's Head, Katrina and Jedediah will be accommodating and even offer to guide the party up the mountain. This would be an interesting situation, allowing the PCs to investigate the cabin, while also offering Katrina time to influence Overlin. Otherwise, they could come upon the house after investigating the stones.
- While exploring the forest, employ **Strength/Dexterity (Athletics)** Feats for climbing and balancing, **Wisdom (Survival)** Feats for navigation and tracking, and other Feats as necessary.

ASCENDING THE MOUNTAIN

There are no trails leading through the difficult terrain of Owl's Head Mountain, only a 1,500 foot ascension, from the Franconia Branch to the 4,025 foot summit, faces the characters. The lower slopes exhibit towering pines whose tips reach for the sky and

whose boughs envelope travelers in an untimely dusk. Loose rocks and steep climbs are a constant concern. No sign of deer or other game is in evidence and even the birds seem to only whisper their songs. As one ascends, they will find that the upper slopes display an unwholesome landscape, marked by wind-scarred trees, and curious mounds and hummocks dot the area, becoming all the more common as one nears the Worshipping Stone.

THE WORSHIPPING STONE

High atop Owl's Head Mountain, approximately 200 yards north of the peak, is an unusual depression - a cavity in the earth, some 60 yards wide and 40 feet in depth. The rugged slopes leading down into this basin are covered in stones and thick laurel, slowing travel to one-half normal (ascension from within the basin is even slower) and the gloomy pines persist. Imposing rock outcroppings jut from the slopes and many of these conceal small caves, burrows dug by the **underlurkers**, that can be found if the outcroppings are searched, but are very hard to spot otherwise due to ground cover.

The caves exude a moldy, charnel odor and a successful **Wisdom (Perception)** Feat will note broken and gnawed bones in the debris around the entrances.

The floor of the depression is relatively flat, though more of the mounds and hummocks are present. At the center of the area is the **Worshipping Stone**, a squat, moss-covered black stone that stands about seven and a half feet in height and five feet wide. Flanking this main standing stone are three smaller stones of typical granite and a large, table-like slab of the same black gneiss as the Worshipping Stone. All of the stones are carved with unusual designs, shapes, and sigils. Some avenues of investigation follow:

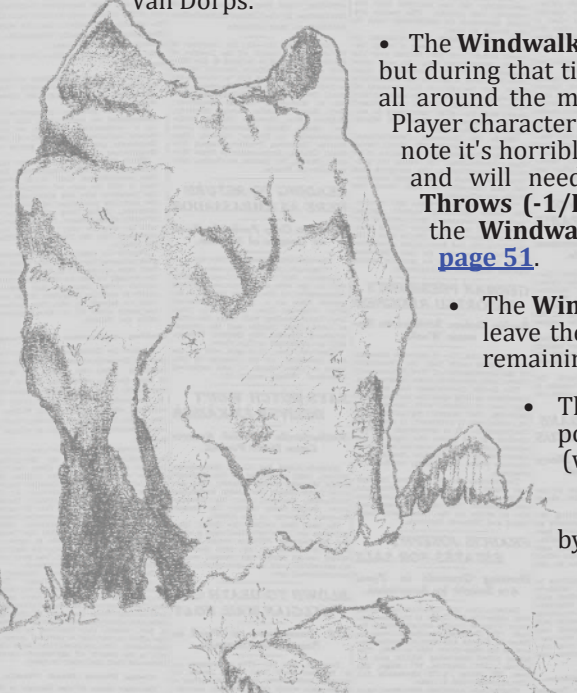
- **Intelligence (Physical Science)** allows a character to notice that the five stones are arranged according to the points of the *magnetic compass*, with the Worshipping Stone at the center, the three granite stone to east, west, and south, and the flat slab to the north.
- A successful **Intelligence (Natural Science)** Feat will deduce that the main stone and slab are both some form of gneiss, though its type and origin are a mystery.
- The sigils are unlike any known to typical archaeology, however a successful **Intelligence (Social Science)** Feat reveals that at least some of the other designs and shapes are likely of Native American origin, and have a similarity to shapes carved on stones found in northern Labrador.
- A successful **Intelligence (Knowledge: Occult)** will suggest that certain symbols on the stones bear an uncanny resemblance to those found in the shamanic traditions of Finland and northern Russia.
- Any character with at least 2 points of **Mythos Lore** may attempt an **Intelligence (Knowledge: Occult)** to guess that the sigils are very possibly an example of the ancient, near-mythical **Aklo** language mentioned in the *De Vermis Mysteriis*.

These **Mounds & Hummocks** average 3-5 feet in height and less than 10 feet in length, though all are roughly round or oval in shape and covered in debris and undergrowth. None are fresh. They are reminiscent of burial mounds, but in fact they are the result of the **underlurkers'** subterranean digging. PCs digging into the mounds may very well find themselves falling into the creatures' underground warrens.

THE AUTUMNAL SACRIFICE

On the night of September 23rd, the Van Dorps (accompanied by **underlurkers** if necessary) will bring Quaid and any other captives to the Worshipping Stone. Katrina may find it necessary to turn Overlin here, in which case she will describe to him the favor of Ythoggua and that it will bless this land with the presence of the **Windwalker**. Katrina will lead the ritual by creating a bonfire and performing an hour of chants leading up to the culmination during the witching hour.

- **3d6 underlurkers** will quietly creep from their burrows to witness the sacrifice.
- Quaid will be placed upon the sacrificial slab and marked with Aklo sigils cut into his flesh. He is not killed outright, though other captives may be killed and cannibalized.
- As the ritual progresses the temperature will drop noticeably and massive thunderheads will fill the sky.
- As Katrina's liturgy reaches its climax, a flash of red lightning tears through the sky, causing the **underlurkers** to cower. Any player succeeding at a **Wisdom (Perception)** Feat will catch a glimpse of a towering, emaciated, man-like shadow illumed above the trees, and will be forced to attempt an **Insanity Saving Throw (+0/Half/1d4)**. Again, Overlin automatically fails this Save as something in his inhuman lineage recognizes the **shadow of Ythoggua**.
- A blast of freezing wind pummels the hilltop, causing the bonfire to scatter burning brands and tree limbs to snap. Snow begins falling heavily, obscuring vision.
- Screams are heard from the sky and Quaid is gone from the slab. He has been taken by the spirit of Ythoggua and will transform into the **Windwalker**. He is doomed.
- Most of the **underlurkers** flee to the caves, only **1d6** remain with the Van Dorps.



- The **Windwalker** arrives within **1d6** rounds, but during that time Quaid's screaming travels all around the mountaintop as if he is flying. Player characters seeing the **Windwalker** will note it's horrible facial resemblance to Quaid and will need to make **Insanity Saving Throws (-1/Half/1d6)**. Find statistics for the **Windwalker** in **Appendix II** on [page 51](#).

- The **Windwalker** will make a kill then leave the area to begin the hunt. The remaining **underlurkers** will follow.
- The Van Dorps (and Overlin possibly) will flee into the caves (which lead back to the homestead) leaving any remaining PCs to be hunted by the **Windwalker**.



RESOLUTION

Depending on what occurs during the scenario the surviving PCs may flee the forest. If Overlin lives, and knows his true heritage, he will take up a "study of the region" and move to Lincoln, where he will marry a local lady and father many children. He may even be under the tutelage of Katrina Van Dorp, if she survived.

If the PCs escaped with the **Van Dorp Spellbook** they may find it a useful source of knowledge, but Overlin/ the Van Dorps/ or even the **underlurkers** would likely come to retrieve it. Similarly, the veneration of Ythoggua is not isolated to Owl's Head Mountain and cultists from other places may seek to claim the book or even the holy site of the Worshipping Stone.

Award experience to the surviving player characters according to the normal rules, with the following bonuses:

- **200 XP** is granted to player characters who complete and survive the scenario.
- **300 XP** if the Autumnal Sacrifice was stopped.
- **100 XP** if Overlin survives and remains sane and he becomes a new **Academic Contact** for each surviving PC.
- **50 XP** If Overlin's lineage was discovered.
- **50 XP** if Quaid was rescued and **100 XP** if he survives.
- Any character who saw an **underlurker** or evidence of Katrina's transformation gains **1 Mythos Lore**.
- Any character who saw the **Windwalker** and/or **the shadow of Ythoggua** gains **2 Mythos Lore**.

APPENDIX I: MISKATONIC EQUIPAGE

The Miskatonic University has supplied each PC (and each NPC taking part in the expedition) with the following equipment:

- | | |
|---------------------|-----------------|
| • Backpack | • First Aid Kit |
| • Flashlight, Large | • Mess kit |
| • Sleeping bag | • Matches |
| • Rations (10 days) | |
| • Canteen | |

The expedition also has:

- One pick-up truck
- One tent per 2 individuals
- Two shovels
- Set of small archaeological tools
- Two hatchets
- One wood axe
- Two 50-foot coils of rope
- Cooking pot
- Kerosene heater
- Compass



APPENDIX II: ADVERSARIES & ALLIES

PROFESSOR JARED OVERLIN

3rd-level Socialite (Professor of Archaeology)

AC: 9 [10]

HD: 2 (8 hp)

Attacks: Walking stick +1, Fist +1

Special: Influence Others (per the Socialite class)

Save: 14 (+2 vs. mind-control & deception)

Move: 12

Current Insanity: 0

Maximum Insanity: 10

Level/XP: 2/30

STR: 10, **DEX:** 10, **CON:** 10, **INT:** 13, **WIS:** 10, **CHR:** 15

Class Skills: Deception, Interaction, Knowledge (Etiquette), Knowledge (Mythology)

Occupational Specialties: Research, Writing, Knowledge (History), Social Science

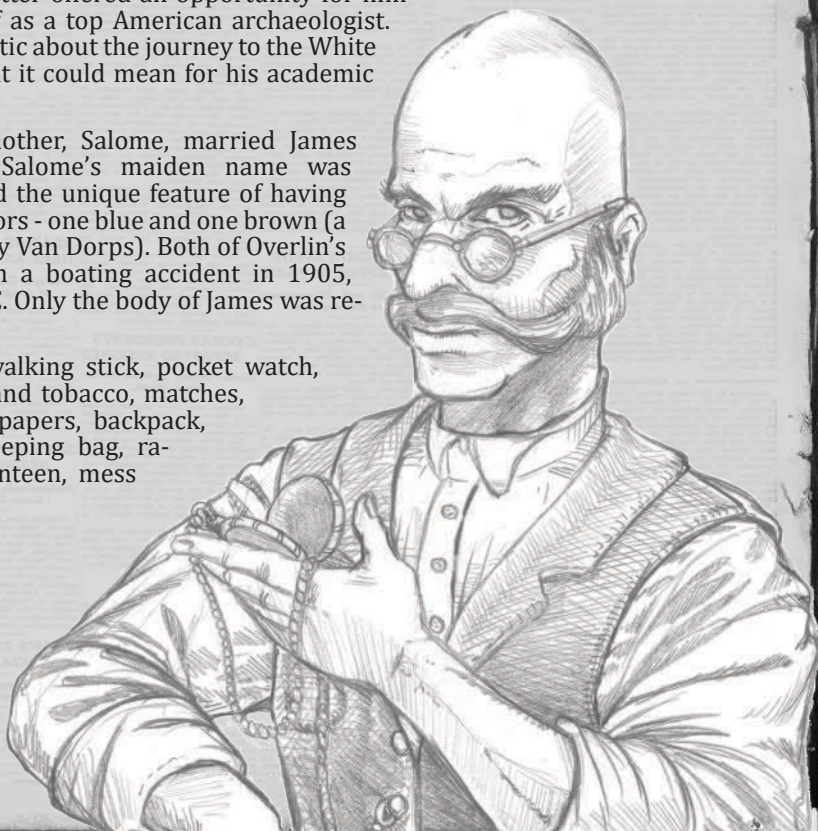
Dr. Overlin was born in 1871 in Arkham, Mass., to a working class family. However, an early interest in history led to a prosperous educational experience that led him eventually to Columbia University in New York City. After some years there, Overlin succeeded at his long-time goal of gaining a professorship at Miskatonic, where he has been for ten years.

Overlin is 49 years old with a balding head and an out-of-fashion mutton chop mustache. He is not a large man, standing only 5 feet 8 inches, but that has never affected his stature among the erudite thinkers in the field of archaeology. Still, he has never made a unique discovery of note and feels that the arrival of Quaid's letter offered an opportunity for him to establish himself as a top American archaeologist. He is very enthusiastic about the journey to the White Mountains and what it could mean for his academic future.

Overlin's mother, Salome, married James Overlin in 1866. Salome's maiden name was Thorpe and she had the unique feature of having eyes of different colors - one blue and one brown (a trait shared by many Van Dorps). Both of Overlin's parents perished in a boating accident in 1905, while he was in NYC. Only the body of James was recovered.

Equipment: Oak walking stick, pocket watch, pocket knife, pipe and tobacco, matches, wallet, Miskatonic papers, backpack, large flashlight, sleeping bag, rations (10 days), canteen, mess kit, and binoculars.

Perhaps Salome survived, or even faked her death, only to escape back to the familial homestead to undergo her transformation?



KATRINA VAN DORP (DEVOLVING WITCH)

AC: 7 [12]

HD: 3 (13 hp)

Attacks: Cane or knife +3 melee

Special: Spells, Familiar, Alchemy

Save: 16

Insanity: +0/Half/1d4

(only for seeing her true inhumanity, Overlin takes double this amount)

Move: 9 (she uses a cane)

Morale: 4

Level/XP: 5/240

STR: 7, **DEX:** 7, **CON:** 10, **INT:** 17, **WIS:** 15, **CHR:** 12

Katrina is very old and typically confined to bed, due to her metamorphosis, though when necessary she walks with a cane. She is short and squat, with scraggly grey hair, broad shoulders and a hunched posture. Her legs and back are extremely hairy, as she has partially devolved into an **underlurker**, though she keeps these areas covered with clothing and blankets (if encountered walking about, an astute character may note that she wears heavy wool socks on her feet that cover her thick legs). Katrina has the distinctive Van Dorp eyes - one blue and one brown.

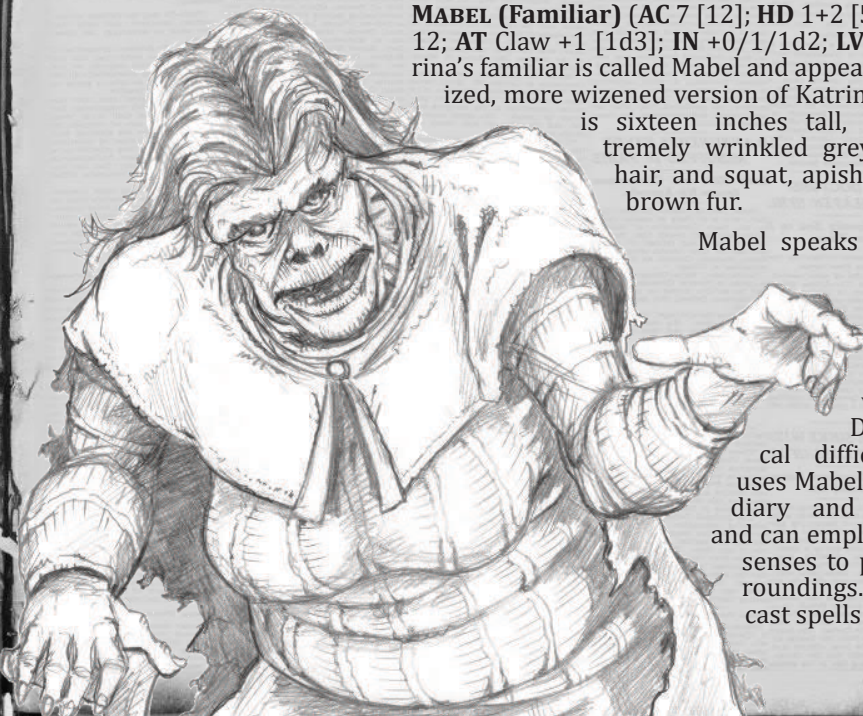
She has a *friendship potion* (as the *charm person* spell) and a vial of *sleep poison* (which causes the imbiber to fall into a deep sleep for 1d8 hours) in her bedroom.

Katrina has two goals - complete the equinox ritual and make Overlin the new head of the Van Dorp house. See her **Motivations and Methods** ([page 37](#)) for more information.

Spells: She can cast *charm person*, *confusion*, *control weather*, *divine weather*, *dream message*, *geas*, *initiate familiar*, *magic jar*, *rot*, and *speak with dead*. She has *magic jar* permanently cast to allow her to take control of Jedediah's body at will. The "jar" for this spell is the keystone on the Van Dorp fireplace. Though she is very strong in sorcery, Katrina should use her spells sparingly and only when necessary to achieve her goals.

MABEL (Familiar) (AC 7 [12]; HD 1+2 [5 hp]; SV 18; MV 12; AT Claw +1 [1d3]; IN +0/1/1d2; LV/XP 1/15): Katrina's familiar is called Mabel and appears as a miniaturized, more wizened version of Katrina herself. Mabel is sixteen inches tall, nude, with extremely wrinkled grey skin, scraggly hair, and squat, apish legs covered in brown fur.

Mabel speaks English, Dutch, Abenaki, and Enochian, and typically lingers around Katrina wherever she is. Due to her physical difficulties, Katrina uses Mabel as her intermediary and representative, and can employ the familiar's senses to perceive its surroundings. She can also cast spells through Mabel.



JEDEDIAH VAN DORP

AC: 6 [13] (heavy jacket)

HD: 3+3 (14 hp)

Attacks: Hatchet, Axe, or Knife +3 melee and +1 damage; or double-barreled shotgun +1 ranged

Special: Attacks 1 HD creatures thrice per round (as **Combatant**)

Save: 16

Move: 12

Morale: 3

Level/XP: 3/80

STR: 17, **DEX:** 10, **CON:** 16, **INT:** 6, **WIS:** 8, **CHR:** 7

Jedediah is a brawny brute, some six and a half feet tall, typically garbed in filthy duck cloth pants and a plaid Woolrich coat. He is slow-witted and speaks with a thick accent. Jedediah is entirely devoted to his mother and "carries her" (via Katrina's *magic jar* spell) most willingly. He takes care of the house, cuts firewood, hunts game, prepares the food, and otherwise does as his mother asks. Jedediah has failed to grasp the familial sorcery and seeks only to make up for this failure by service to his mother.

He always has a large **knife** on his belt, but also has easy access to a **hatchet**, **axe**, and a **double-barreled shotgun**.



UNDERLURKER

Updated from page 166 of *Eldritch Tales: Lovecraftian White Box Role-Playing*

AC: 7 [12] (heavy clothes) **HD:** 1 (5 hp)

Attacks: Bite +1 (1d6-1) or Claw +1 (1d6)

Special: Light Sensitivity, Darkvision

Save: 18

Morale: 4

Move: 12

Insanity: +0/ 0/ 1d2

Level/XP: 1/15

Cannibalistic man-eaters that dwell in underground cave which they dig with their mole-like claws, underlurkers fear daylight and might be scared off by a flash of lightning. **Darkvision** allows them to see in total darkness, but their **light sensitivity** imposes a -1 penalty to all die rolls when in bright light.

In this scenario, the underlurkers are a degenerate, pre-human species, that have survived by mating with humans. The offspring of such unions (and many of the descendants) are cursed to devolve into underlurkers themselves. The carnivorous creatures average around 5-feet in height, have a hunched posture, and appear as filthy, grey-furred gorillas, with long, thick claws. Many have one blue eye and one brown.

THE WINDWALKER

AC: 4 [15]

HD: 6 (28 hp)

Attacks: Two claws +6 (1d6)

Special: Devour, Immunity, Keen Senses, Leap

Save: 13

Move: 16 (fly 16)

Insanity: -1/Half/1d6 (Overlin takes double this amount)

Morale: 3

Level/XP: 7/600

The Windwalker is a manifestation of Ythoggua, a savage, cannibalistic spirit that possesses, transforms, and destroys a sacrificial victim. The resulting creature is consumed by an insatiable hunger for raw flesh, by a destructive rage, and by a need to hunt prey.

The Windwalker is a 9-foot tall horror, with a shaggy mane, branch-like antlers, and a bony, emaciated body mounted atop spindly, wolfish legs. The creature's face retains an unsettling resemblance to the person that the spirit possessed, though twisted out of normal proportion and marked by a wide maw of needle-like teeth. Though it has no wings, the Windwalker can **fly** as if running upon the wind.

The Windwalker possesses **keen senses** that grant the creature excellent night vision and an exceptional sense of smell that allows it to **track prey** by scent with a roll of 3 or higher on a d6. Also, the Windwalker can only be surprised on a roll of 1. The monster is **immune** to cold and cold-based attacks. The Windwalker can **leap** 30 feet in a single bound. Finally, when both of its claw attacks strike a single target, the Windwalker will **devour** the victim by making a bite attack that does 1d6+1 damage.

Once manifested, the Windwalker will stalk the north bringing ice, wind, and freezing temperatures wherever it roams. When on the hunt, it is accompanied by **1d6+1 underlurkers** who follow the Windwalker like dogs follow a huntsman. The Windwalker will hunt until it is killed or until the winter solstice, whichever comes first. In either case, the Wendigo spirit leaves the victim, leaving behind only an emaciated, starved, and broken corpse.

THOMAS QUAID

Deranged Human

AC: 9 [10]

HD: 2 (6 hp)

Attacks: Pummel +0

Save: 17

Move: 12

Current Insanity: 8

Maximum Insanity: 10

Level/XP: 1/15

STR: 13, **DEX:** 12, **CON:** 10, **INT:** 11, **WIS:** 10, **CHR:** 10

After spending weeks trapped in a damp, stone oubliette, Quaid is in a terrible state physically - disheveled, ill, and weak, he is down to only 130 pounds due to the malnutrition incurred from his captivity. Worse, his mind is largely snapped after the terrible things he has seen. He mumbles, drools, screams horrifically, weeps uncontrollably, and sometimes falls catatonic. If he is rescued ([page 43](#)), the PCs will have a struggle to get him safely out of the forest.

SAM ROBERTS

Human Mountain Man

AC: 7 [12] (heavy clothes)

HD: 2 (7 hp)

Attacks: Pummel +2, Shotgun (pump) +2

Save: 17

Move: 12

Current Insanity: 5

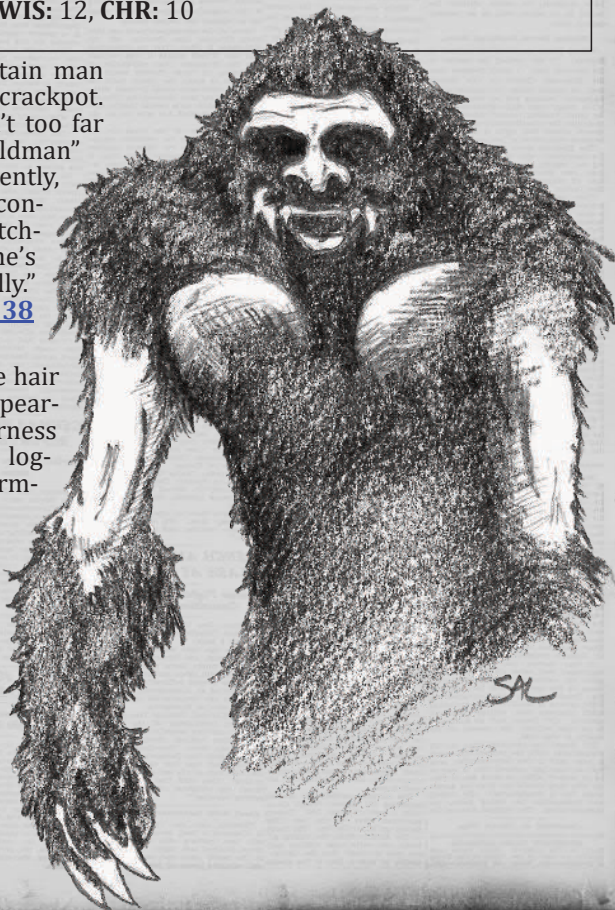
Maximum Insanity: 12

Level/XP: 2/30

STR: 11, **DEX:** 12, **CON:** 10, **INT:** 9, **WIS:** 12, **CHR:** 10

Sam Roberts is a feisty old mountain man that Lincolmites say is a drunk crackpot. While partly true, Sam usually isn't too far from a jug of moonshine, his "wildman" stories aren't all hogwash. Consequently, he has become paranoid and is convinced that the "wildmans" are watching him and following him, and he's sure they're "gonna git him 'ventually." See [Finding Sam Roberts](#) on [page 38](#) for more information.

He is lean and wiry with white hair and a completely disheveled appearance. Sam is at home in the wilderness and makes his living by trapping, logging and doing odd jobs for local farmers.



APPENDIX III: THE VAN DORP SPELLBOOK

The **Van Dorp Spellbook** is a large, heavy tome with a blackened leather cover and a metal hinged spine. The interior is filled with thick, parchment-like pages, each inscribed with spidery handwriting, strange sigils, and disturbing diagrams. Much of the book is in Dutch, though many notes and additions are in English. Aside from the spells listed below, the spellbook contains the liturgy and rituals necessary for the **Autumnal Sacrifice**, and though Katrina does not need it with her during the ceremony, she will likely take it. It may contain the secret to banish the **Windwalker** as well. It is considered a **Mythos Tome** in games terms and follows the same rules.

- **Reading Period:** 3 days
- **Feat Penalty:** +0
- **Special:** Mixed Dutch and English; Requires three successful reading periods
- **Benefits:** Gain 1d3 **Mythos Lore**, and access to the spells below
- **Failure:** Gain 1 Insanity, Saving Throw negates.

The **Van Dorp Spellbook** contains the following **spells**: *charm person, confusion, control weather, detect magic, divine weather, dream message, geas, initiate familiar, magic jar, rot, speak with dead, and ward.*

APPENDIX IV: EXPANDING THE SCENARIO

Many referees may be interested in expanding this scenario to draw it out and offer a more involved experience. Though there are certainly innumerable ways to accomplish this, only two possibilities are offered here and they may be used individually or together.

CANNIBAL CULT OF YTHOGGUA

With this expansion, the scenario becomes even more difficult for the player characters to handle and is only recommended for characters of higher level, pulp-style games, or particularly large groups. In this variant, members of the Lincoln community are in league with the Van Dorps and actively worship Ythoggua on certain holy days. They believe that sacrifices made to the Old One grant them favor and that eating sacrificial flesh grants them health and power.

As a long-established family, the **Henrys** (including the Sheriff) make good candidates as cultists, however be mindful about how this affects the scenario. It would be likely that Sheriff Henry covered up the disappearances (Quaid & Burkett) and probably more. The players may be stone-walled in their investigation. **Sam Roberts** suspects that townsfolk know more than they let on. The Van Dorps would have foreknowledge about the PCs movements and intentions. With these difficulties in mind, be certain to identify possible allies for the PCs in town - particularly one or more deputies, loggers (who are often victims), or even Parker-Young management.

RIVAL ARCHAEOLOGISTS

Dartmouth University, N.H., learned of the archaeological site, perhaps via a leak from someone involved with the Miskatonic expedition, and has sent its own expert team to find the stones ahead of Overlin. This group is led by **Dr. Argyle Quimby** with whom Overlin has a long-standing, but friendly, rivalry. Still Quimby and his team are not violent, or even necessarily law breakers, and are not harshly antagonistic. At worst, perhaps a student on his team, seeking to impress his professors, attempts to steal the rough map (**Handout #9**) from the PCs or listen into their conversations.

More importantly, the rival team will become known to the PCs and can be used as valuable plot devices as the referee sees fit. They might go missing, be killed, come under the influence of Katrina's sorcery, and might even become the PC's staunch allies in their efforts to stop the Autumnal Sacrifice and escape the forest domain of the Van Dorps.



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TO LOYAL TEST PUTS DR. GRANT FROM AN ALLIANCE WITH REPUBLICANS SCENT TRICK

Dr. Grant's recent visit to the United States has been a source of much interest and discussion. His visit was not without its significance, and it is now being tested by the public. The test is to see if he is really a loyal citizen, or if he is merely a trickster. The Republicans are scenting a trick, and they are trying to put Dr. Grant to a test. The test is to see if he is really a loyal citizen, or if he is merely a trickster.

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Bryan Certain of Ratification

Bryan Certain of Ratification

Bryan Certain of Ratification

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