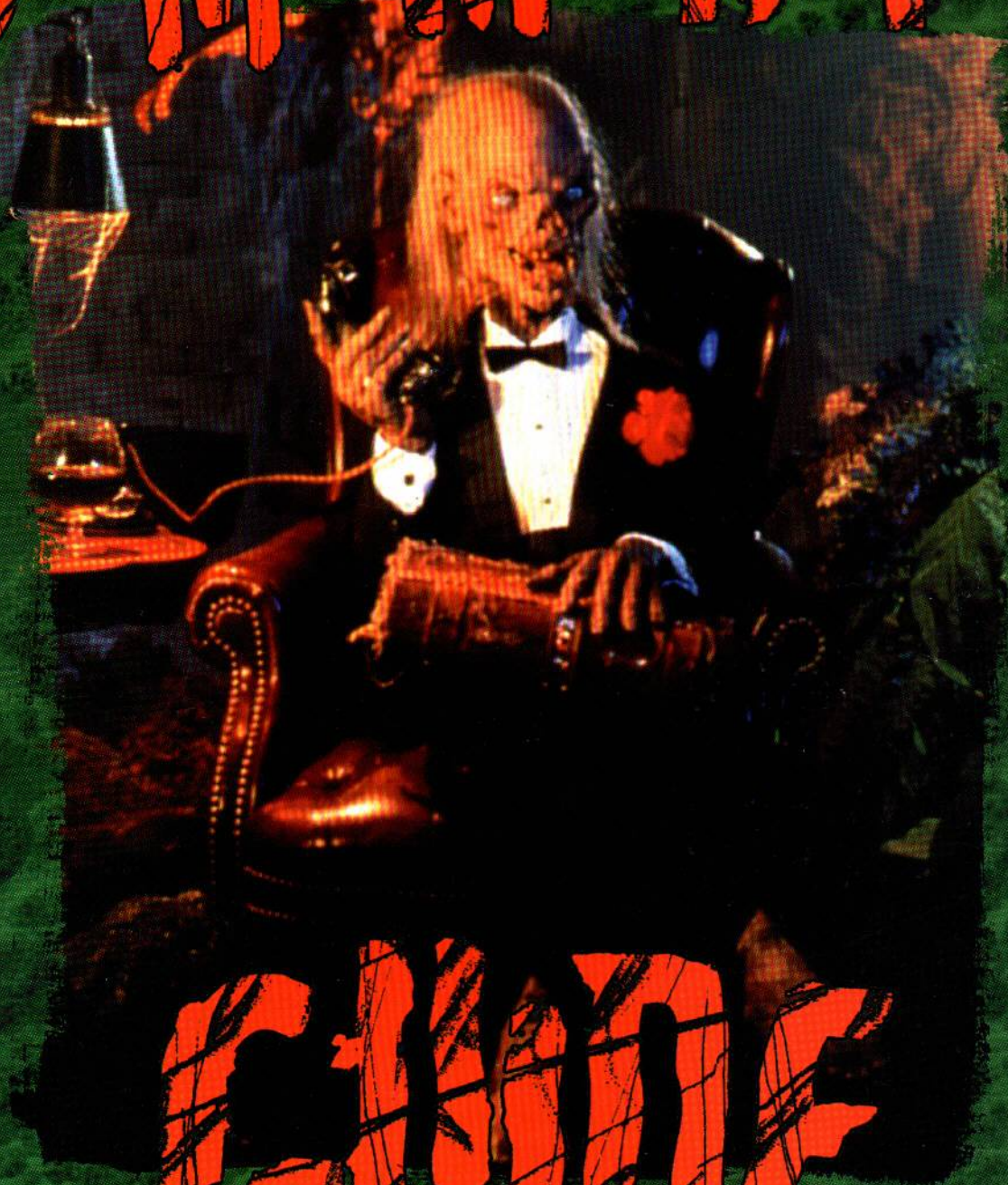


GAME MONSTER



GOOD

THE WORLD OF
TALES
FROM THE
CRYPT

THE WORLD OF
**TALES
FROM THE
CRYPT**

GAMEMONSTER GUIDE

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CAMPBELL'S

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Illustration by Tom O'Neill

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THE SHELL GAME

Greetings, kiddies! Not feeling quite yourself these days? Almost as if the spirit is willing but the body is ... someone else's? Hehehehe! Then you've come to the right Crypt!

The characters detailed below can be used as player character templates, gamemaster characters to populate your adventures, or shell characters (see *The World of Tales From The Crypt*). If you are using them as shells, remember that the player characters inherit only their physical attribute values — no other attributes and no skills.

THE CHARACTERS

LILLY ROSE

Age: 25

Occupation: In-home care worker

Lilly is the kind of woman every mother wants her son to bring home — and then some. She's tall and willowy, and her long blonde hair and ice-blue eyes turn plenty of heads. She's got no shortage of dates on a Saturday night. Never seems to get too close to any one fella, though. Keeps to herself most of the time. She is a devoted personal nurse, traveling to the homes of her patients, mostly elderly invalids and people struck with muscular diseases. Lilly prefers long, ruffly, romantic dresses and wears very little jewelry — except for a gold chain with an unusual spider pendant. She's unmarried, lives alone, has a large shepherd named Max, and drives a sporty red number.

Lilly comes from a long line of strong women. Men in her family tend to disappear quickly, leaving the women to care for their kids alone. Her mom lives in Vestron, a small town upstate, and her brother left home at 18 and hasn't been heard from since. Lilly moved out of Vestron after she graduated from nursing school and headed for a backwater, where she thought her services would be most needed.

What the Cryptkeeper Knows: Little did Vestron know what kind of services Lilly provided a few years back. Seems that she had a lover back then, but he got a little out of hand one night and wanted more than she was willing to give. So she grabbed a cleaver and stabbed him — messy, messy. Even got a little blood in her mouth ... and it turned out she liked the taste.

So now she prowls little rural towns, usually in disguise, visiting grubby dives and picking up men. If they're nice, she only cuts them a little here and there, just for a taste. If they're not nice, she takes it anyway ... and takes it all.

LILLY ROSE

AGILITY 9

Dodge 10, melee combat 12, stealth 11, unarmed combat 10

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

First aid 12, perception 10

MIND 9

Medicine 12

CONFIDENCE 9

Con 12, intimidation 11, streetwise 11, willpower 11

CHARISMA 9

Charm 13, disguise 11

Life Points: 4

Equipment: Knife, damage value STR+4

Note: Lilly is essentially addicted to blood. A character who is in her body for more than a couple of days will begin to feel that addiction as well, as it is now as much physical as psychological. The longer her shell is occupied, the stronger will grow the urge.

(Lilly Rose (D6): AGILITY 3D: Dodge 3D+1, melee combat 4D, stealth 3D+2, unarmed combat 3D+1 DEXTERITY 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2: First aid 4D, perception 3D+1 MIND 3D: Medicine 4D CONFIDENCE 3D: Con 4D, intimidation 3D+2, streetwise 3D+2, willpower 3D+2 CHARISMA 3D: Charm 4D+1, disguise 3D+2. Fate Points: 4. Equipment: Knife, damage value STR+1D+1.)

EDNA WOODHOUSE

Age: Somewhere over 60

Occupation: Grandmother and biker

Edna was straddling Harleys before Brando made it cool — and she's still going strong. She's a short, round dynamo of a woman with short-cropped, bright red hair and a mischievous twinkle in her green eyes. She's loud, obnoxious, rude, and would do anything for anyone. Her house — a tiny, clean bungalow at the edge of town — is always filled with her biker buddies, hanging out, drinking beer, and working on their machines in the barn out back.

Edna dresses exclusively in biker chic: tight pants, revealing tops, lots of inexpensive jewelry, and the ever-present black leather jacket. Surprisingly, these clothes make her look years younger, and most people think she's 20 years younger than she really is. She sports three tattoos: a rose on her left breast, a dolphin on her right shoulder, and a Celtic knotwork band around her right ankle.

Edna's between husbands right now, since mate #3 died last year in an unfortunate bathtub accident. She tends to draw in younger men, usually biker types with pot bellies and tattoos that say "Mom." She's not seeing anyone right now, but she's always ready when that special someone comes along.

What the Cryptkeeper Knows: About 20 years ago, Edna visited a tiny, out-of-the-way tattoo artist in Ireland who gave her the Celtic design on her ankle. When she returned home, she noticed that she didn't seem to be aging as fast as she had been. When she searched out the mysterious tattoo artist who did the work, he'd disappeared into the moors. She doesn't think too much about it anymore, but she has noticed lately that the men she dates — even the youngest of them — seem drained of energy whenever they're with her. Funny, because she feels invigorated and young after a romp in the hay with them.

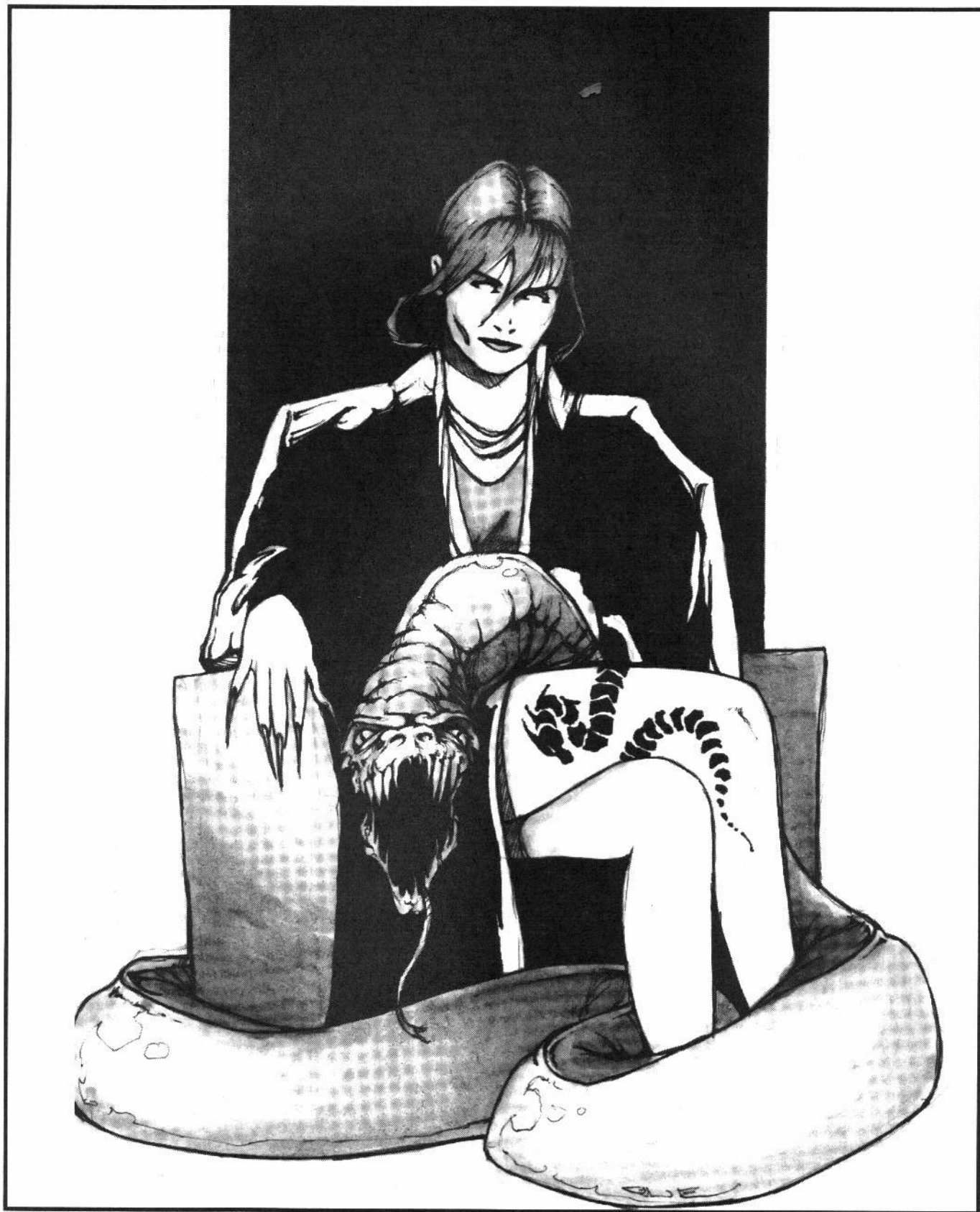


Illustration by Tom O'Neill

EDNA WOODHOUSE

AGILITY 7

DEXTERITY 8

Vehicle piloting: motorcycle 11

ENDURANCE 8

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

Perception 10

MIND 8

CONFIDENCE 8

Intimidation 11, streetwise 10, survival: urban 10, willpower 10

CHARISMA 8

Charm 10, persuasion 10, taunt 10

Life Points: 6

Equipment: Motorcycle, speed 170 mph, pass. 2, TOU 14, maneuver +2; biker leathers

(Edna Woodhouse (D6): **AGILITY 2D+1 DEXTERITY 2D+2:** Vehicle piloting: motorcycle 3D+2 **ENDURANCE 2D+2 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 2D+2:** Perception 3D+1 **MIND 2D+2 CONFIDENCE 2D+2:** Intimidation 3D+2, streetwise 3D+1, survival: urban 3D+1, willpower 3D+1 **CHARISMA 2D+2:** Charm 3D+1, persuasion 3D+1, taunt 3D+1. **Fate Points: 6. Equipment:** Motorcycle, speed 170 mph, pass. 2, TOU 4D+2)

BILL WALLACE

Age: 28

Occupation: Writer

No one thinks "tidy" when they think of Bill. He's crumpled, rumpled, and always sports yesterday's beard and yesterday's lunch on his face. He and his wife Lisa, a nurse, and their three kids live in a large, rundown farmhouse on 10 acres in the country, where they raise a few scrawny chickens and a goat or two out back.

Bill's been a writer for almost ten years, but only recently sold his first book—a coming of age novel set in the Civil War era. He spends his days hunched over an outdated computer, sweating out each word and sentence. Scattered around him are piles of papers, open books stuck with yellow Post-Its™ for reference, last week's coffee mug with a black ring around the sides, and boxes of unpublished manuscripts gathering dust on the floor. Most of the time his family leaves him alone and he does the same, only coming out for meals and to sleep. Last time he made it to dinner his youngest kid asked who he was.

What the Cryptkeeper Knows: Bill has trouble with characters in his books. Seems that whatever happens to his characters also happens to people he knows. If two characters fall in love, two of his friends suddenly announce their engagement. If he makes a character die, he can bet that he'll soon be going to a funeral. Worse, he's discovering that he can choose what happens to whom—and the temptation to experiment is getting a little too strong ...

BILL WALLACE

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 9

Perception 11

MIND 9

Artist: writer 12, scholar: Civil War 13

CONFIDENCE 8

Willpower 9

CHARISMA 6**Life Points:** 4

Note: Bill has been "blessed" with the ability to make the things he writes come true. Each time he writes of a major event happening to a character, he needs to make a *willpower* roll against a difficulty of 11, while thinking of who he wants to see the incident happen to in real life. If he's successful, the event will take place within one week.

What's the catch? None so far ... but wait a little bit. At some point, the sorcery that is causing this to happen may decide to "take over" writing the book. Bill may find chapters done that he doesn't recall writing (but are certainly in his style). And if he objects, the things he writes about may start happening to *him*!

(Bill Wallace (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D:** Perception 3D+2 **MIND 3D:** Artist: writer 4D, scholar: Civil War 4D+1 **CONFIDENCE 2D+2:** Willpower 3D **CHARISMA 2D. Fate Points:** 4.)

ANDREW BILLINGSLEY**Age:** 41**Occupation:** Microbiologist/researcher


Andrew is the consummate scientist. He spends his days hunched over a microscope, working on a 20-year long experiment to observe the effects of fungi chemical secretions on amoebas. When he finally unglues himself from his petri dishes, he goes home to a sparsely furnished, cracker-box apartment with a perpetual layer of dust and nothing but condiments in the fridge.

Andy is tall, pasty white, and thin. His red hair and scraggly beard are streaked with gray, and he wears wire-rimmed glasses that slip off at the most inopportune moment. Under his dingy grey lab coats (washed one too many times with the colored clothes), he sports faded and rumpled khakis, wrinkled t-shirts, and ancient brown loafers that were the height of fashion in 1977. He lives alone, never married, and has given up hope that the woman of his dreams will come walking through the lab doors. A few years ago there was someone ... but she left him for a research-grant writer who had lots of money and time to spend on her. He's never really gotten over it, and his anger has been stewing ever since.

What the Cryptkeeper Knows: Recently, Andrew stumbled on a combination of chemicals that seemed to create a carnivorous frenzy among the amoebas. He tested his concoction by feeding these chemicals to two stray dogs. In less than a minute there was nothing left but bones, blood, and fur. Andrew hasn't done any more experiments ... yet. But he recently took a vial of the vile concoction home "for security reasons."

ANDREW BILLINGSLEY**AGILITY 7****DEXTERITY 8****ENDURANCE 7****STRENGTH 7****TOUGHNESS 8****INTELLECT 11**

Computer ops 13, deduction 13, perception 14, science: microbiology 15



MIND 11
CONFIDENCE 8
Willpower 10
CHARISMA 7
Life Points: 3

(Andrew Billingsly (D6): **AGILITY 2D+1 DEXTERITY 2D+2 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D+2**: Computer ops 4D+1, deduction 4D+1, perception 4D+2, science: microbiology 5D **MIND 3D+2 CONFIDENCE 2D+2**: Willpower 3D+1 **CHARISMA 2D+1**. Fate Points: 3.)

MARJORY ROBESON

Age: Undetermined

Occupation: Professor of African Studies

Back in the '60s, when every American kid wanted to be a Peace Corps volunteer, Marjory became one. Her experiences in Togo, Africa, encouraged her to become Ph.D. in African studies, with an emphasis on religious rituals. She is a brilliant researcher, highly respected in her field, and takes numerous research trips to Togo.

Marjory lives in an unassuming old house on an unassuming old street. She is petite, with short, dark brown hair and luminous brown eyes. She dresses almost exclusively in African-inspired clothing — brightly colored ankle-length skirts, billowy blouses, and sandals. Her house is filled with African art and sculpture, some of which spills out onto the yard and causes much consternation among the neighbors. Large statues of African warriors guard her porch, and inside almost every wall is covered with masks, fabric, baskets, carvings, and beadwork. When she isn't teaching classes at the local university, she can be found poring over the latest books and journals on African religions.

What the Cryptkeeper Knows: When Marjory was a Peace Corps volunteer, an old woman gave her an amulet — a carving of a bird with outstretched wings — that Marjory wears constantly. Along with the amulet came a story: the bird was the earthly representation of the soul, and the amulet would enable Marjory's soul to fly into the body of anyone she chose. Marjory doesn't believe the old legends, but lately she's had strange dreams. In them she becomes other people, or rather, she seems to be inside other people, experiencing all they experience but not controlling their actions. More unusual still, the people she dreams of "inhabiting" are usually people she doesn't like.

MARJORY ROBESON

AGILITY 8

Climbing 9, dodge 9

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

Deduction 13, perception 14, teaching: African studies 15

MIND 11

Scholar: African religion 16

CONFIDENCE 10

Survival: desert 11, survival: jungle 11, willpower 12

CHARISMA 9

Charm 11, persuasion 10

Life Points: 6

Note: The amulet allows Marjory to perform astral projection and possession, although at this point she cannot control the actions of those she possesses. This may be because she is using the amulet unconsciously — still, some part of her realizes its power, for she is going into the bodies of enemies. Were she to start using it consciously (a *willpower* total of 10), she would be able to assume control of those she possessed. She would need a second *willpower* total to return to her own body — failure would mean she would be trapped in the host form. Due to the amount of emotional energy it entails, only one such roll is allowed per hour.

(**Marjory Robeson (D6):** AGILITY 2D+2: Climbing 3D, dodge 3D DEXTERITY 2D+2 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 3D: Deduction 4D+1, perception 4D+2, teaching: African studies 5D MIND 3D+2: Scholar: African religion 5D+1 CONFIDENCE 3D+1: Survival: desert 3D+2, survival: jungle 3D+2, willpower 4D CHARISMA 3D: Charm 3D+2, persuasion 3D+1. **Fate Points:** 6.)

TERRY "TIGER" WESTON

Age: 29

Occupation: Animal expert, conservationist, and lecturer

Terry is part of a large family that runs Weston Wildlife reserve, a wilderness sanctuary for abandoned wild animals. He, his parents, and his five brothers and sisters rescue abused animals, give homes to retired circus animals, and travel the country spreading their conservation message. Their specialty is big cats, and the reserve is home to over 20 lions, tigers, cheetahs, leopards, and other exotic cats. Terry holds a masters' degree in wildlife management and has written a book, *Cats in Peril*. He is the most zealous of his family in protecting the animals. Terry is in demand as a speaker all over the world, and he recently completed a successful book-signing tour.

Terry looks like he stepped out of a Banana Republic catalog: tall, tanned, with grey-green eyes and a shock of blond hair that seems perfect even when its wind-blown and matted. He's got a body-builder's physique and works out hard at the local gym to keep it. He dresses mainly in loose fitting camp shirts, khaki pants or shorts, and top-of-the-line hiking boots with socks. He drives a Range Rover and is the only family member who lives on the reserve, in a small corrugated tin building adjacent to the tiger enclosure.

Lately Terry has been spending less time with his family and a lot more time with the big cats, particularly a large female Siberian tiger named Sira. Terry rescued Sira two years ago from a ritzy Las Vegas couple who thought it was "cute" to have a white tiger cub — until the cub grew to be 500 pounds of playful

destruction. Anytime Terry goes out, Sira is with him. His family has noticed his sudden reclusiveness, but chalks it up to the stress of the tour and his wish to relax for awhile.

What the Cryptkeeper Knows: While Terry was on tour, he picked up a tiger skin from a U.S. Customs agent who'd confiscated it entering the country. He bought it to use in his lectures, but something made him take it home. One chilly evening he fell asleep on the couch, wrapped in the tiger skin. Next thing he knew he was outside, stalking prey, feeling new muscles rippling beneath his fur. When he awoke he assumed he'd had a strange dream, but he discovered that the dream returned whenever he wrapped himself in the skin. This has now become a daily ritual, as he and Sira have become mates.

TERRY "TIGER" WESTON

AGILITY 8/10

Climbing 9/11, maneuver 10/12, running 9/12, stealth 10/14, unarmed combat 9/12

DEXTERITY 8/7

Fire combat 9/—, vehicle piloting: wheeled 10/—

ENDURANCE 9/10

STRENGTH 10/12

TOUGHNESS 10/11

INTELLECT 8/6

Deduction 10/—, first aid 11/—, perception 9/11, tracking 10/12

MIND 8/6

Scholar: animal behavior 12/—

CONFIDENCE 9/7

Intimidation 11/13, willpower 11

CHARISMA 9/7

Charm 11/—, persuasion 11/—

Life Points: 5

Note: The numbers after the slashes are standard for Weston in tiger form, while the prior number relates to his human form. The magic inherent in the tiger skin is making it possible for Weston to shapeshift, but it is his unconscious desire to be one with the tigers that is actually making it happen. *Willpower* totals of 9 are required for Weston to shift. Note that his attribute points and skill adds are equal in both forms, though distributed differently.

Natural Tools (in tiger form): Claws, damage value STR+3/15; fangs, damage value STR+5/17; fur, armor value TOU+6/17

(Terry "Tiger" Weston (D6): **AGILITY 2D+2/3D+1:** Climbing 3D/3D+2, maneuver 3D+1/4D, running 3D/4D, stealth 3D+1/4D+2, unarmed combat 3D/4D **DEXTERITY 2D+2/2D+1:** Fire combat 3D/—, vehicle piloting: wheeled 3D+1/— **ENDURANCE 3D/3D+1** **STRENGTH 3D+1/4D** **TOUGHNESS 3D+1/3D+2** **INTELLECT 2D+2/2D:** Deduction 3D+1/—, first aid 3D+2/—, perception 3D/3D+2, tracking 3D+1/4D **MIND 2D+2/2D:** Scholar: animal behavior 4D/— **CONFIDENCE 3D/2D+1:** Intimidation 3D+2/4D+1, willpower 3D+2 **CHARISMA 3D/2D+1:** Charm 3D+2/—, persuasion 3D+2/—. **Fate Points: 6.)**

GARRY BANCROFT

Age: 31

Occupation: Artist and graphics designer

Male pattern-baldness hit Garry pretty hard in his early 20s — so hard that now he is completely bald. His childhood shyness intensified as his head got shinier, and now he barely speaks to anyone at the advertising firm where he works. But his art speaks for itself. He designs ad pages and logos for companies

around the country, and his work has appeared in *Newsweek*, *Time*, *USA Today*, and numerous publications. Garry spends his days in front of a state-of-the-art computer system, talking as little as possible. No one bothers him. Rumors abound about his personal life and most people are a little scared of him.

When Garry looks in the mirror he loathes what he sees: a bald, paunchy young man with heavy glasses and no life. He lives in a tiny efficiency apartment near the office, and when he's not working on some gotta-have-it-yesterday deadline project he's at home, surfing the Internet and drawing comic book art for a variety of erotic adult-only publications. He's a big fan of the chat rooms and spends hours talking to other disembodied souls around the country. His artwork is dark, disturbing images of sex, bondage, and bestiality.

What the Cryptkeeper Knows: A few weeks ago Garry began a computer relationship with a woman he knows only as "darklady." They chat almost constantly, "go private" at least twice a day, and have even begun calling one another on the phone. Her musky voice inspired a new character in his comics: the Dark Lady, a dominatrix who has total control over her subjects. On a whim, he drew the Dark Lady and sent it to darklady via e-mail as a gift. Oddly, a few days later he found the image returned — but redrawn, showing the powerful Dark Lady strangling a man. That night the local news reported that Brother Billy, an outspoken conservative radio talk-show host, had been mysteriously strangled. Since then Garry has had three more drawings returned, all showing graphic details of grisly murder. Two of them — the stabbing death of the pastor of a radical conservative church and the drowning of a woman affiliated with the extremist militia group The Way — have come true. Garry has convinced himself that it's just a coincidence, but he's waiting for that third murder to happen: a beheading, just like in the last e-mail from darklady.

GARRY BANCROFT

AGILITY 7

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 10

MIND 9

Artist: illustrator 13

CONFIDENCE 8

Willpower 9

CHARISMA 7

Life Points: 3

Equipment: Computer; artist's supplies

(Garry Bancroft (D6): **AGILITY 2D+1 DEXTERITY 2D+2 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2:** Perception 3D+1 **MIND 3D:** Artist: illustrator 4D+1 **CONFIDENCE 2D+2:** Willpower 3D **CHARISMA 2D+1.** Fate Points: 4.)

JACK "THE PUZZLE MAN" CANFIELD

Age: 34

Occupation: Puzzle creator

Jack has the world's best job: creating puzzles for a multi-million dollar puzzle and game company. He got his start in the proofreading department of Can You Do It? Inc, fact-checking the crosswords. Now he's the head of the corporation's New Development division. Jack's specialties are brain teasers and maze

puzzles. Even though he's the boss, he still has creative control over the products. He usually can be found in his office, busily scribbling down puzzle ideas behind stacks of puzzle books, CD ROMs, and boxes of games sent to him by aspiring puzzlemaker-wannabes. Not only is Jack a consummate puzzler, he also happens to be brilliant — a member of Mensa as well as a number of intellectual think tanks around the country.

Jack is a friendly, approachable guy. Tall, gangly, with brown hair, a carefully trimmed goatee, and stylish wire-rimmed glasses, Jack isn't your average nerd. He dresses in the latest trendy fashions, drives a new Jeep, and can be seen in the most happening nightclubs with a myriad of beautiful women (never the same one twice). He hates working with women, although he will if forced to. He almost quit when a woman was hired as VP of Consumer Products (the division of Can You Do It? that includes New Development) but was convinced (with a hefty pay increase and that new Jeep) to stay. He's been placated for the moment, but he goes out of his way to avoid dealing with his new boss. This hasn't been too much of a problem yet, but everyone knows that it's only a matter of time before something blows.

What the Cryptkeeper Knows: About three years ago Jack got a manuscript in the mail full of amazing, fun, creative puzzles from an unknown somewhere in the Midwest. Never one to let a good opportunity pass, he promptly sent her a polite rejection letter and proceeded to steal every one of her ideas. The book went on to be the company's first crossover hit, making the *Times* best seller list and winning all sorts of Mensa and Puzzle USA awards. As a result of the book's success, Jack was promoted to his current position. A woman, whose name was never released to the public, tried to sue. Fortunately for Jack and Can You Do It? he hadn't made any copies of his puzzles, so the suit was thrown out of court.

For the last few months Jack has received a plain black envelope with no return address. Inside each envelope is a puzzle — each more creative and challenging than the last. Oddly, though, the solutions to the puzzles have been single words. It wasn't until the last puzzle — in which the answer spelled "kill you" — that he began to get nervous. So far he's gotten three puzzles, and the answers have been "Tuesday," "kill you," and "revenge." He's starting to get nervous, and Tuesdays are especially bad. Folks around the office have noticed that he's getting awfully paranoid, but no one is really sure why.

JACK "THE PUZZLE MAN" CANFIELD

AGILITY 8

Running 9, swimming 9

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 11

Computer ops 12, deduction 16, perception 16

MIND 11

CONFIDENCE 10

Con 12, willpower 12

CHARISMA 10

Charm 12, persuasion 11

Life Points: 4

(Jack "The Puzzle Man" Canfield: **AGILITY 2D+2:** Running 3D, swimming 3D **DEXTERITY 2D+2** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 3D+2:** Computer ops 4D, deduction 5D+1,



Illustration by Tom O'Neill

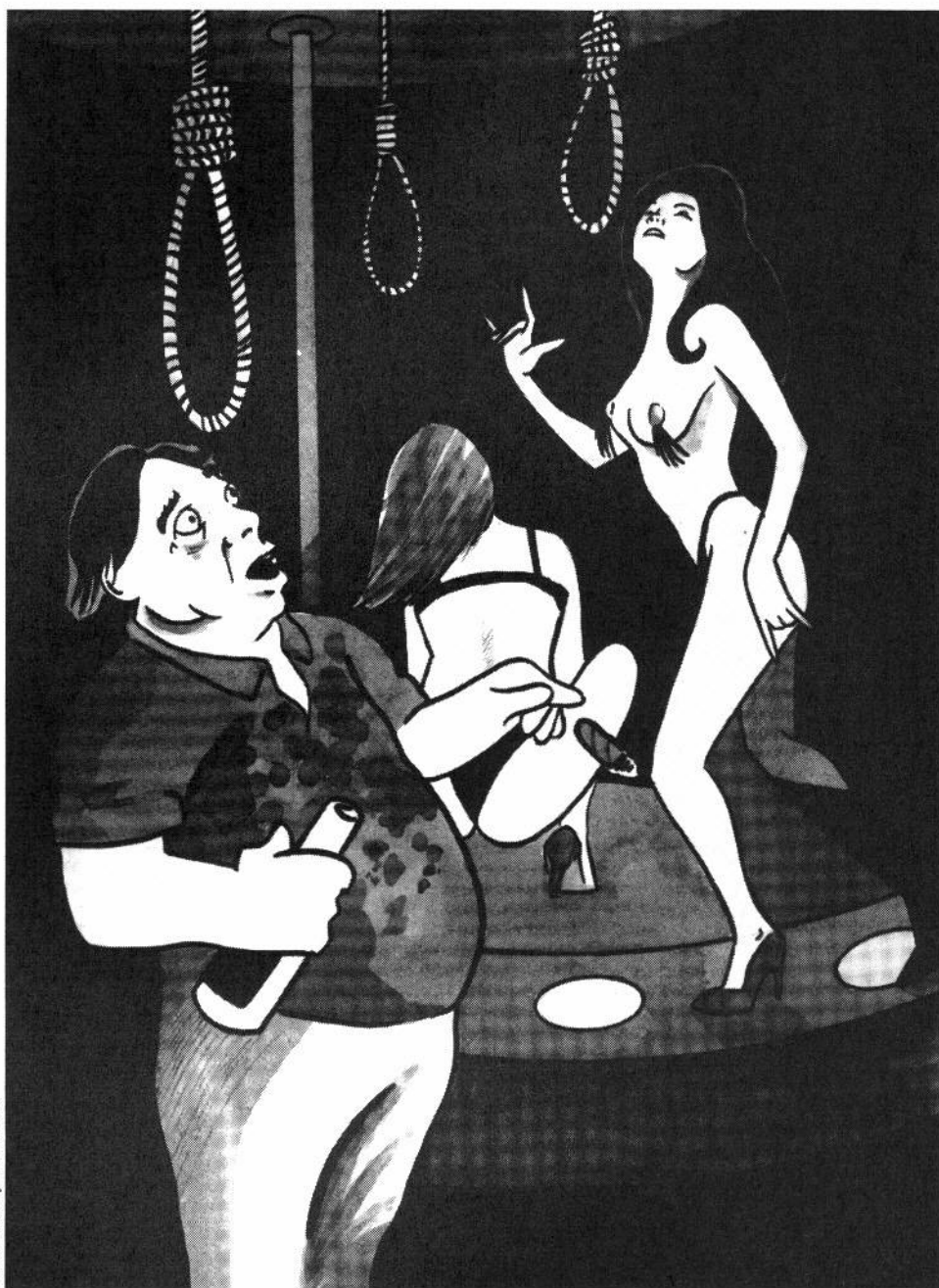


Illustration by Tim Bobko

perception 5D+1 MIND 3D+2 CONFIDENCE 3D+1: Con 4D, willpower 4D
CHARISMA 3D+1: Charm 4D, persuasion 3D+2. Fate Points: 4.)

JOE GREEN

Age: 43

Occupation: Dairy farmer

Joe owns Dairy Delight farms, which has been in his family for over 100 years. Dairy Delight grew from a small farm in the mid 1800s to a chain of milk-producing dynamos scattered throughout the eastern Pennsylvania hills. Dairy Delights supplies most of the local milk and contracts out to the biggest ice cream

maker in the US — Bob and Johnny's Gourmet Ice Cream.

With all his money, though, Joe is, well, just a regular joe. He still runs the original Dairy Delight farm. He and his wife Agnes live in the old farmhouse his great grandfather built in 1838. They raised their five kids — three boys and two girls — in that house and watched all but the youngest son leave home to start families of their own. Joe was the first farmer in the region to create a retirement pasture for old cows past their milk-producing prime. Joe is a good, steady man, who doesn't talk much. He's always wearing overalls, a faded flannel shirt, and farm boots encrusted with mud and manure. So what does he do with all that money? He makes sure he has everything to make his cattle healthy and comfortable, he invests in land, and each year he and Agnes splurge for a vacation to Hawaii.

What the Cryptkeeper Knows: Joe is pinning his hopes for an heir onto Cory, his youngest son. Cory is now in his last year of college, working toward a master's degree in agribusiness. Joe has been instilling his love for the animals and respect for the land into Cory, who's been a willing student.

Cory and a friend (a chemistry major) discovered and developed a serum that increases milk production in dairy cattle. The one tiny side effect of the serum is that, in a small percentage of animals, it causes a reaction that permanently poisons the milk — making it deadly. But there's no way of detecting which cow's milk has been affected until after it happens. Cory, deciding that the risk of killing customers is outweighed by the potential increase in revenue, is preparing to inject his father's entire herd with the serum. Joe remains unaware.

JOE GREEN

AGILITY 9

Melee combat 11, unarmed combat 11

DEXTERITY 9

Fire combat 10

ENDURANCE 9

STRENGTH 9

Lifting 10

TOUGHNESS 10

INTELLECT 9

MIND 9

Business 12, scholar: dairy farming techniques 13

CONFIDENCE 8

Intimidation 10, willpower 10

CHARISMA 8

Charm 9

Life Points: 6



Illustration by Tim Bobko

(Joe Green (D6): **AGILITY 3D**: Melee combat 3D+2, unarmed combat 3D+2
DEXTERITY 3D: Fire combat 3D+1 **ENDURANCE 3D** **STRENGTH 3D**:
Lifting 3D+1 **TOUGHNESS 3D+1** **INTELLECT 3D** **MIND 3D**: Business 4D,
scholar: dairy farming techniques 4D+1 **CONFIDENCE 2D+2**: Intimidation
3D+1, willpower 3D+1 **CHARISMA 2D+2**: Charm 3D. **Fate Points**: 6.)

JASMINE OGAMI AND TEIGE O'NEIL

Age: 27, 26

Occupation: Artists

Jasmine, along with her husband Teige, own and operate a tiny storefront in the run down, artists-in-every-loft part of town. They sell her jewelry and Teige's carved gargoyles and dragons. She and Teige escaped to the country from New York City a few years ago, hoping to make a living selling their work at local fairs and craft shows while still having time to focus on their art. For the most part, they've succeeded. Business is decent, living expenses are low, and they've managed to carve out a life for themselves among the small expatriate art community in town.

They even look like former NYC artists. Jasmine is a tiny Asian woman with waist length black hair and piercing black eyes that never miss a thing. She usually wears her hair in a long thick braid down her back, sometimes twined with strands of seed pearls or gold beads. She wears vintage dresses from the '30s and '40s, usually delicate filmy things that flow as she walks. Teige is a tall round-eyed Irish-American with long red hair, green eyes, and a smattering of freckles across his nose. He, too, likes vintage and used clothing, preferring loud Hawaiian shirts and baggy pants with sandals.

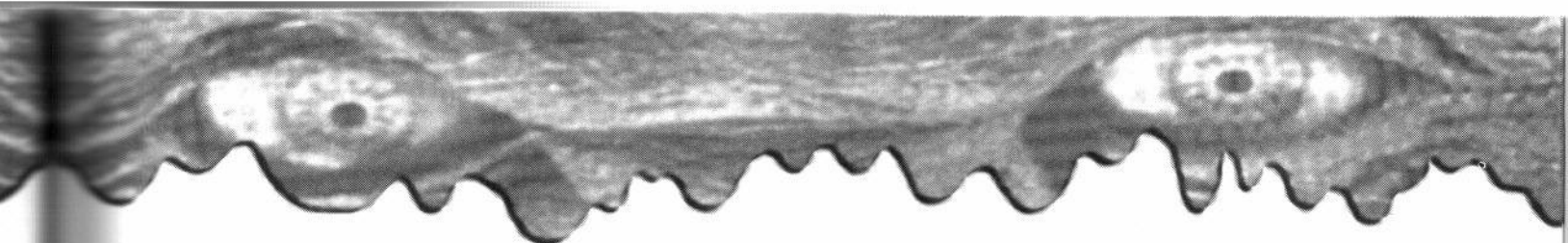
Jasmine creates exquisite goddess jewelry, which is in high demand at the moment. She hand casts her silver pendants, bracelets, and earrings, handcarved wax molds. The images represent goddesses and high deities from just about every ancient religion. She has a reputation for quality work and attention to minute detail, and her pieces have started showing up on some of the most chichi members of town society. In a word, they've become trendy. Jasmine has noticed a sharp increase in requests for one particular piece: a delicate pendant of Sheila-na-gig, the Celtic goddess of fertility and power.

Teige's work is no less popular at the moment. Last year the mayor's nine-year-old daughter suddenly had a "thing" for dragons, and convinced her dad to commission a dragon fountain for their yard. Teige designed a large, playful baby dragon with its tail curled around a circular pool, spitting water at a cute baby gargoyle playing with a butterfly on a rock in the middle of the pool. The fountain was a phenomenal success, orders poured in, and suddenly Teige had to find something unstained to wear to his openings. Jasmine and Teige don't really know what to make of all this attention yet, but for the moment they're enjoying the success (and the money) and hoping it will last long enough to pay the mortgage on the store.

What the Cryptkeeper Knows:

Jasmine: The goddess Sheila-na-gig is also known as "man-breaker," for her power comes from her sex organs. Jasmine unknowingly cast the last batch of 50 Sheila pendants on Midsummer during the full moon, and these particular pendants are the ones in such demand. Lately Jasmine has had the feeling of being watched — especially when she's working in her shop late at night. Once she saw a figure in the reflection of the store window — a woman, seated on the floor with her legs outspread — but when she turned around no one was there. Jasmine just thinks she's been working too hard.

Teige: If he wasn't such a skeptic, Teige would swear that some of his carvings come to life after dark. His workshop is filled with carvings of dragons and gargoyles — commissions from wealthy patrons all over the county — in various



stages of completion. Many times he's come to his workshop in the morning to find carvings moved from where he left them or more finished than he remembered. Once a baby dragon and two gargoyles went missing for almost a week — he swore he'd packed them to be shipped — only to turn up in the alley behind the store. Lately he's heard that some of his customers, those who already have their art, have met with some vandalism in their homes, such as flower beds pulled up, windows broken, mostly minor damage. Thank goodness nothing worse has happened. Still, Teige is beginning to think that he and Jasmine need a long vacation.

JASMINE OGAMI

AGILITY 9

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 10

MIND 10

Artist: jeweler 14, scholar: ancient religions 13

CONFIDENCE 9

Willpower 11

CHARISMA 9

Charm 11, persuasion 11

Life Points: 5

Note: Unknowingly, Jasmine's work on Midsummer under the full moon has drawn down the power of the real Sheila-na-gig. The goddess now has her eyes on Jasmine ... if she looks upon the artist with favor, woe unto those who cross her; if she looks upon her with disfavor, woe unto Jasmine.

(Jasmine Ogami (D6): **AGILITY 3D DEXTERITY 2D+2 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2**: Perception 3D+1 **MIND 3D+1**: Artist: jeweler 4D+2, scholar: ancient religions 4D+1 **CONFIDENCE 3D**: Willpower 3D+2 **CHARISMA 3D**: Charm 3D+2, persuasion 3D+2. **Fate Points: 5**.)

TEIGE O'NEIL

AGILITY 9

Melee combat 10

DEXTERITY 8

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 10

MIND 9

Artist: sculptor 13, scholar: dragon lore 11

CONFIDENCE 8

Streetwise: 10

CHARISMA 8

Persuasion 10

Life Points: 5

Note: Teige's problems are directly connected to Jasmine's. Sheila-na-gig has used her powers to bring life to Teige's statues, though discreetly. For now, this is only play for her — but if she finds Teige and Jasmine wanting, the dragons will be the means of their destruction.

(Teige O'Neil (D6): AGILITY 3D: Melee combat 3D+1 DEXTERITY 2D+2
ENDURANCE 3D STRENGTH 3D TOUGHNESS 3D+1 INTELLECT 2D+2:
Perception 3D+1 MIND 3D: Artist: sculptor 4D+1, scholar: dragon lore 3D+2
CONFIDENCE 2D+2: Streetwise 3D+1 CHARISMA 2D+2: Persuasion 3D+1.
Fate Points: 5.)

CARA AND NATHAN CALLAHAN

Ages: 32 and 34, respectively

Occupation: Independent filmmakers

Cara and Nathan split their time between their old farmhouse on the outskirts of town and their tiny offices in Times Square. They met 15 years ago when Nathan cast Cara in his student film, "Smut and Sparkle," a documentary about the porn theaters in and around Times Square (he got a B). As soon as Cara was of legal age, they got married and started their own documentary production company, NC Productions.

They are typical young, funky New Yorkers. Cara, with short curly black hair and brown eyes, has a thing for hats and black lace dresses. Nathan, with his long black curls and black goatee, looks like something out of the Three Musketeers. He tends toward white pirate-type shirts and tight pants. They recently sold their co-op in Brooklyn and bought the farmhouse, and plan to slowly restore it to its former turn-of-the-century glory. It's a mess right now, though.

Back in the late '80s, just as they were getting started, the bottom dropped out of the documentary filmmaking business. Cara and Nathan found themselves almost broke, starving, and only a couple of weeks from an eviction notice. An acquaintance mentioned that he needed a cameraman and a star for his next film, and they jumped at the chance. Problem was, it was a porn flick. After some discussion, and in light of their desperation, they agreed. They discovered, to their mutual surprise, that they loved the work. Pay was great, hours were easy, and the market for porn was huge. The movie they made went on to make a cool million and convinced Cara and Nathan to change the focus of their work.

Today, NC Productions produces quality pornography for the international market. Cara rarely performs, preferring to direct. Nathan still does the principal photography for most films, occasionally moonlighting as an actor. Lately they've grown tired of city life, which is why they decided to purchase the farmhouse. Recently they've begun construction on the old barn out back, which they plan to turn into a state-of-the-art studio.

What the Cryptkeeper Knows: Their last huge moneymaking film, "Nonconsenting Adults," featured a scene in which a woman was strangled. Unknown to Cara and Nathan (who were closing on the farmhouse that week), their producer, Donny Maddock (see below), talked two actors into attacking the female lead, Shauna Storm, in her apartment the night before for a "gutsy realism" in the film. Shauna put up a huge fight, which looked great on film. Trouble was, they *really killed* her. Donny and the two guys panicked, dumped the body somewhere in Queens, and never told a soul what happened. Donny explained her disappearance to Cara and Nathan by telling them she split with her money after the film was done. They had no reason to doubt him (actresses do that all the time).

Ever since Cara and Nathan moved into the farmhouse, strange things have been happening. Doors slam, lights flicker, and objects seem to move on their own. They love the idea that they own a haunted house and happily tell all their friends to look out for their "ghost." But late at night they hear screams from the attic. Last week Cara saw a naked woman, bleeding, holding her neck and walking down the upstairs hall. Cara has been jerked awake almost every night by the feeling of being choked. And a woman who looks uncannily like Shauna Storm has moved into a cottage down the road from their farm.



Illustration by Tim Bobko

CARA CALLAHAN

AGILITY 9

Maneuver 11

DEXTERITY 8

ENDURANCE 9

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

MIND 9

Artist: actress 10, artist: director 11

CONFIDENCE 10

Intimidation 11, streetwise 12, willpower 12

CHARISMA 10

Charm 12, persuasion 11, taunt 11

Life Points: 6

(Cara Callahan (D6): **AGILITY 3D: Maneuver 3D+2 DEXTERITY 2D+2 ENDURANCE 3D STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2 MIND 3D: Artist: actress 3D+1, artist: director 3D+2 CONFIDENCE 3D+1: Intimidation 3D+2, streetwise 4D, willpower 4D CHARISMA 3D+1: Charm 4D, persuasion 3D+2, taunt 3D+2. Fate Points: 6.)**

NATHAN CALLAHAN

AGILITY 9

Maneuver 10, unarmed combat 10

DEXTERITY 9

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 9

MIND 7

Artist: actor 9, artist: photographer 10

CONFIDENCE 8

Streetwise 10

CHARISMA 9

Life Points: 4

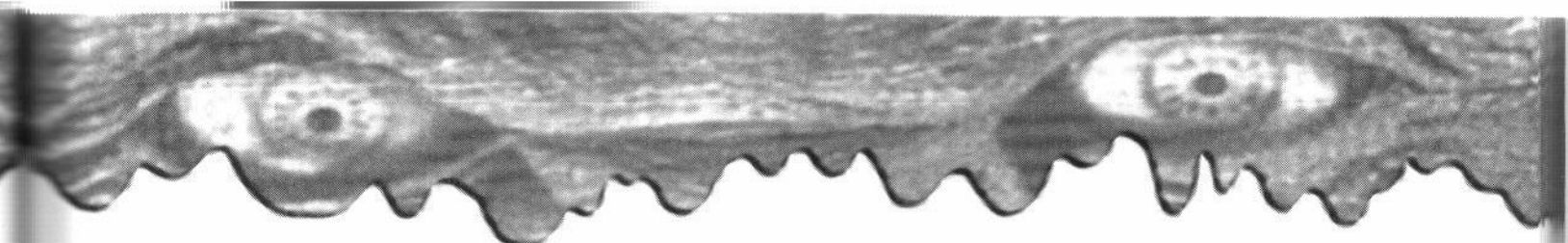
(Nathan Callahan (D6): **AGILITY 3D: Maneuver 3D+1, unarmed combat 3D+1 DEXTERITY 3D ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2: Perception 3D MIND 2D+1: Artist: actor 3D, artist: photographer 3D+1 CONFIDENCE 2D+2: Streetwise 3D+1 CHARISMA 3D. Fate Points: 4.)**

DONNY MADDOX

Age: 38

Occupation: Independent film director and small businessman

Donny met Cara and Nathan a few years ago, when they just got started in the film business and were looking for a partner to direct some of their B-list films. Donny's always been a B-list kind of guy: slightly smarmy, with slicked-back thinning hair, a too-dark tan, shirts unbuttoned to reveal a slightly flabby chest, and large gold rings on every finger. He got his start in Los Angeles as an actor in adult films, then switched to directing when AIDS hit. He eventually moved to NYC and started an adult mail order business, selling sex toys and kinky



international videos. The mail-order business rakes in the money, and Donny is thinking of expanding it to include clothing and lingerie and opening a retail store in SoHo.

Donny owns an overdesigned condo on the Upper West Side, but he rarely spends time there. When he's not directing or producing, he's usually traveling for his business, going to conventions and shows around the world. Lately he's been traveling even more, as if he's afraid to sit still.

What the Cryptkeeper Knows: If Cara and Nathan think they have a ghost, Donny's certain he's got a demon. Everywhere he goes he sees Shauna's dead face — in Cairo cabs, in the London Tube, on the street, in the lavish hotel rooms he prefers when he travels. He's convinced that his guilt and fear makes him see her everywhere. His imagination is so bad that he even feels her climbing in bed with him at night (they were lovers at one time, which is how he got her into the film). He hasn't slept in weeks. He's stepped up his drug use, which he'd pretty much given up years ago. But even that escape doesn't seem to help.

DONNY MADDOX

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

Perception 10

MIND 8

Artist: actor 9, artist: director 9, business 10

CONFIDENCE 8

Con 9

CHARISMA 7

Persuasion 8

Life Points: 3

(Donny Maddox (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 2D+2:** Perception 3D+1 **MIND 2D+2:** Artist: actor 3D, artist: director 3D, business 3D+1 **CONFIDENCE 2D+2:** Con 3D **CHARISMA 2D+1:** Persuasion 2D+2. **Fate Points: 3.**)

ADAM ANDERSON

Age: 25

Occupation: Salesman

Adam has one of the coolest jobs on the planet: he's the head salesperson for Raptor sporting goods. Raptor specializes in hip accessories for the trendy mountain biker/hiker/skateboarder, such as wild T-shirts, head bands, shoes, clothing, and a line of bikes and boards that have become the hot gotta-have items this season. Adam travels around the country, selling Raptor merchandise to specialty sports shops and setting up booths at sporting events. He's the epitome of hip: extremely tall and thin, with angular features and sinewy muscles. He wears his long blond hair loose, giving him a rock-star look, and his dark brown eyes make any female between the ages of five and fifty swoon. Since he does most of his traveling in the Southwest, he usually wears baggy shorts, tight-fitting tank tops, and Teva-type hiking sandals with socks. He's gorgeous, he's smart — and he knows it.

No one knows too much about his past, but everyone agrees it seems a pretty standard one. Middle class family, uneventful childhood, state university,

bummed around Europe after graduation, the usual. He rarely talks about his life before he came to Raptor, almost as if he's ashamed of being so, well, average.

What the Cryptkeeper Knows: Adam's childhood was not exactly as average as he lets on. When he was five, he deliberately set fire to his family's house, killing the family dog and destroying everything they had. When the police asked him why, all he could say was that he wanted to see "their" faces in the flames. It wasn't until a year later, after he'd torched the kindergarten building and a gas station, that they had him committed. "They" went with him to the institution and weren't at all happy about it. When Adam got his release papers ten years later, he was convinced that "they" were gone for good — exorcised by an army of doctors and enough drugs to stock a pharmacy. Today, the drugs keep "them" away — or so Adam thinks. The voices in his head recently started penetrating the drug-induced fog, and he's already started one fire (remember Yosemite last summer?). He's just waiting to see what they tell him to do next.

ADAM ANDERSON

AGILITY 10

Climbing 11, long jumping 12, maneuver 12, running 13, stealth 12, swimming 12, unarmed combat 11, unarmed parry 11

DEXTERITY 9

Vehicle piloting: wheeled 11

ENDURANCE 10

STRENGTH 10

TOUGHNESS 11

INTELLECT 8

Perception 9

MIND 8

CONFIDENCE 9

Streetwise 10, willpower 10

CHARISMA 10

Charm 12, persuasion 12

Life Points: 6

Note: Adam should be considered to have the "Quirk (CIII) Pyromania" and the "Quirk (CIII) Schizophrenia" Compensations.

(Adam Anderson (D6): **AGILITY 3D+1:** Climbing 3D+2, long jumping 4D, maneuver 4D, running 4D+1, stealth 4D, swimming 4D, unarmed combat 3D+2, unarmed parry 3D+2 **DEXTERITY 3D:** Vehicle piloting: wheeled 3D+2 **ENDURANCE 3D+1** **STRENGTH 3D+1** **TOUGHNESS 3D+2** **INTELLECT 2D+2:** Perception 3D **MIND 2D+2** **CONFIDENCE 3D:** Streetwise 3D+1, willpower 3D+1 **CHARISMA 3D+1:** Charm 4D, persuasion 4D. **Fate Points:** 6.)

VINCE "DIRTYBOY" GRAHAM

Age: 31

Occupation: Undetermined

Meanness comes natural to Vince. He's the kind of guy everyone wants to be friends with just so he doesn't get hacked off at you. A big, fat, hairy guy with matted brown hair and a dirty beard, Vince spends most of his time at Spiffys, a local biker bar and known drug emporium. He has no visible means of financial support, so the rumors run rampant: drug dealer, pimp, hit man — if it's illegal and lucrative, Vince is supposed to be doing it. Fact is, the rumors are true. "Freelancing" is what Vince likes to call it, and nobody has the guts to ask him to his face exactly what he's up to.

Vince is the kind of guy who'd kick a chained dog just to hear it yelp. He drives

a rusted GTO that's filled with empty beer cans, dirty underwear, and the remains of a dozen drive-through meals. He's got a wife and a couple of runny-nosed kids in a trailer park on the edge of town, but the only time he goes there is to get a change of clothes and sleep off the last three-day drunk. He makes sure they have enough money for food, which he feels is the limit to his responsibility. The rest of his time he spends with whatever aging biker chick he manages to pick up in Spiffys.

What the Cryptkeeper Knows: Lately Vince has been living on the income from an armed robbery he pulled last week. He held up a small (but very trendy) Jamaican grocery of a couple thousand dollars. While he was at it, he "accidentally" blew off the owner's wife's arm when she tried to call the police. Vince didn't know it, but the owner wasn't just another immigrant — he's the high priest of a powerful Voodoo cult. Ever since that job, Vince has been having piercing headaches, and parts of his body suddenly cramp up with an excruciating, concentrated pain. He's getting worried that he might be coming down with something, especially since he's starting to hallucinate. Just yesterday he could have sworn he saw a dead and bloody rooster in the front seat of his car. He's almost decided that he needs to go to a doctor — whenever these damn headaches clear up enough so's he can see to drive.

VINCE "DIRTYBOY" GRAHAM

AGILITY 9

Dodge 10, melee combat 11, unarmed combat 13

DEXTERITY 9

Fire combat 13

ENDURANCE 9

STRENGTH 10

TOUGHNESS 11

INTELLECT 7

MIND 7

CONFIDENCE 9

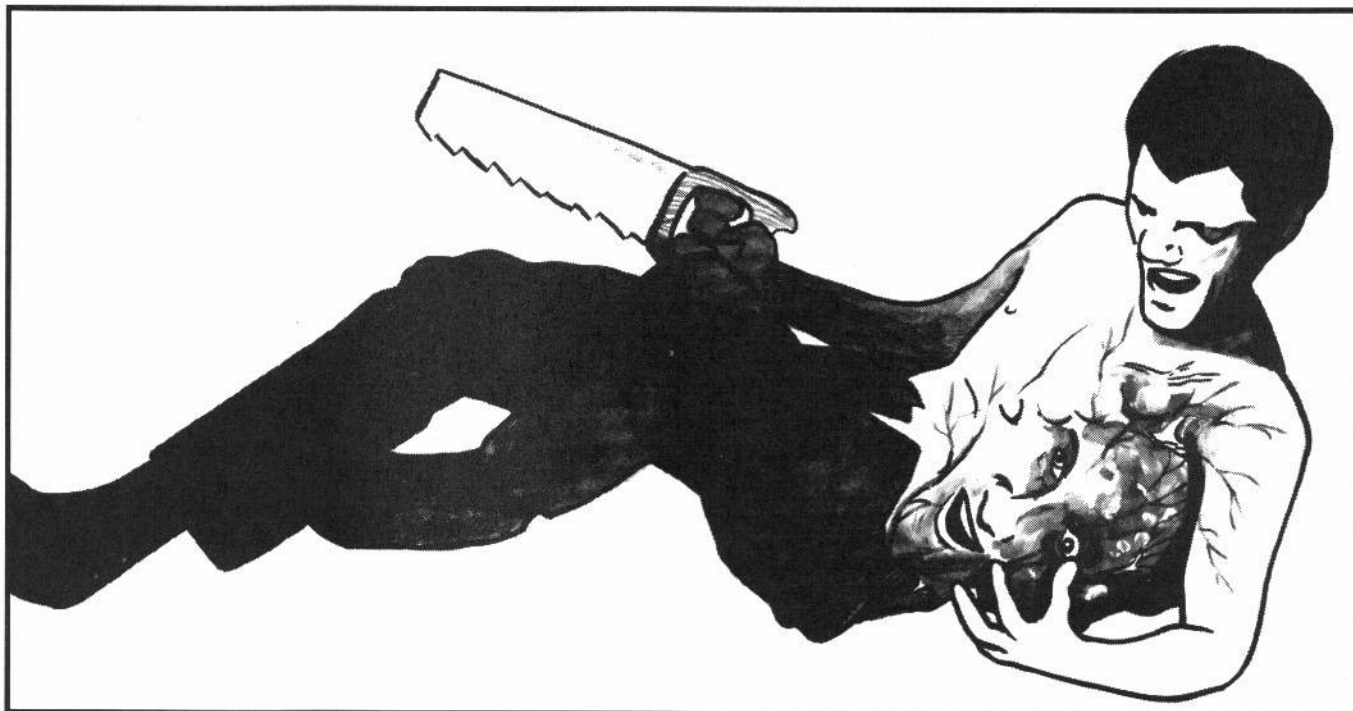


Illustration by Tim Bobko

Con 12, intimidation 14, streetwise 13, willpower 11

CHARISMA 7

Persuasion 9

Life Points: 4

Equipment: Pistol, damage value 17, ammo 6, 3-10/15/40

(Vince "Dirtyboy" Graham (D6): **AGILITY 3D:** Dodge 3D+1, melee combat 3D+2, unarmed combat 4D+1 **DEXTERITY 3D:** Fire combat 4D+1 **ENDURANCE 3D STRENGTH 3D+1 TOUGHNESS 3D+2 INTELLECT 2D+1 MIND 2D+1 CONFIDENCE 3D:** Con 4D, intimidation 4D+2, streetwise 4D+1, willpower 3D+2 **CHARISMA 2D+1:** Persuasion 3D. **Fate Points: 4 Equipment:** Pistol, damage value 4D, ammo 6.)

LUKE ENGLETON

Age: 24

Occupation: Student

Luke's parents knew he was special when he translated a French storybook at age three. He went to high school at age 10, college at 14, and by the time he was 18 he had a degree in physics and a serious case of burnout. His accelerated academic track demolished any chance he had at a normal life, and he rebelled at 19 by getting a job as a construction worker and dating a local girl, a waitress at the diner he and his buddies hung out in. He was so happy to be getting laid that he wasn't too careful, and the girl — with no aspirations beyond a good husband and a nice double-wide — smelled a gravy train in his polite demeanor and obvious smarts. Anyway, she got pregnant. When Luke woke up and realized what he'd done, he made like a banana and split before you could say "lamaze."

Today he's back in school, going for his PhD in physics and looking at a long and financially secure career in academia. He looks the part of a serious collegiate: tall, slightly pudgy, with unruly black hair, brown eyes, and wire-rimmed glasses. He favors the 1980s preppy look: pastel button-down oxfords, khaki pants or shorts, and loafers without socks. He handles school better now, too, since for the first time in his life the other students are his own age. He's known as a nice, polite boy, who is devoted to his studies and who's sacrificed a love life in the name of science.

What the Cryptkeeper Knows: When Luke found out his lady love was pregnant, he panicked more than he let on. She was bugging him to get married, he felt trapped, and one night he took her ex-husband's shotgun and blew her head off. Then he *really* panicked and dumped her body in a bauxite quarry in the next county. He thought his troubles were over — after all, no one even noticed she was gone — until the day he saw her on campus. She looked bad, all grey and bloated, but it was her. Or was it?

LUKE ENGLETON

AGILITY 8

Dodge 10

DEXTERITY 8

Fire combat 10

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 11

Perception 14, science: physics 14

MIND 12

Language: French 15

CONFIDENCE 9

Willpower 10
CHARISMA 9
Charm 11
Life Points: 4

(**Luke Engleton (D6): AGILITY 2D+2:** Dodge 3D+1 **DEXTERITY 2D+2:** Fire combat 3D+1 **ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 3D+2:** Perception 4D+2, science: physics 4D+2 **MIND 4D:** Language: French 5D **CONFIDENCE 3D:** Willpower 3D+1 **CHARISMA 3D:** Charm 3D+2. **Fate Points: 4.**)

JIM DICKSON

Age: 32

Occupation: Computer technician

Jim's the All American guy. He's been a college football star, a first-rate Navy captain, a member of the Navy SEALs, and is now a devoted husband and father of two. After he left the military he went back to school and got a degree in computers, then landed a great job as an overnight manager, computer division, with a national communications company. He spends his days puttering around his three-bedroom suburban home and sleeping, his nights working, and his weekends with his kids. Life just doesn't get any better for the Jims of the world.

He looks like the perfect dad: beefy and strong, with salt-and pepper hair, green eyes, and a playful demeanor that's great with children. He drives a foreign four-door hatchback (perfect for families) and loves to surprise the kids with trips to the park and the zoo. His wife Anna, a pediatric physician, rarely goes along on these outings, since her hours are irregular and she never knows when she'll be called to the hospital. He's gotten used to her absence, so much so that he doesn't even notice it when she's not around.

What the Cryptkeeper Knows: Jim and Anna have serious problems and are at the edge of a divorce. Jim's trying to hang on as long as he can for the kids, but the constant fighting and the lack of sex is taking their toll. In his pain, Jim has turned to his religion — Satanism — for comfort. Until now he's just dabbled in the occult, but lately he's been spending more time with his books, candles, cards, and spells. He's even had a vision: a demon appeared to him one night and assured him things would be fine. All he had to do was obey the cards. Trouble is, the cards keep saying things like "blood" and "sacrifice." Jim's waiting for the next signal, but he's almost afraid of what it might be.

JIM DICKSON

AGILITY 10

Climbing 12, dodge 13, maneuver 12, melee combat 12, melee parry 13, running 11, stealth 14, unarmed combat 13, unarmed parry 12

DEXTERITY 11

Fire combat 13, heavy weapons 13

ENDURANCE 10

STRENGTH 10

TOUGHNESS 11

INTELLECT 9

Computer ops 13, divination: cartomancy 11, perception 14, science: computers 12, tracking 11

MIND 9

Scholar: the occult 12

CONFIDENCE 9

Faith: Satanism 12, intimidation 11, willpower 12

CHARISMA 9



Charm 11, persuasion 11

Life Points: 7

Equipment: Various occult paraphernalia

(**Jim Dickson (D6):** **AGILITY 3D+1:** Climbing 4D, dodge 4D+1, maneuver 4D, melee combat 4D, melee parry 4D+1, running 3D+2, stealth 4D+2, unarmed combat 4D+1, unarmed parry 4D **DEXTERITY 3D+2:** Fire combat 4D+1, heavy weapons 4D+1 **ENDURANCE 3D+1 STRENGTH 3D+1 TOUGHNESS 3D+2 INTELLECT 3D:** Computer ops 4D+1, divination: cartomancy 3D+2, perception 4D+2, science: computers 4D, tracking 3D+2 **MIND 3D:** Scholar: the occult 4D **CONFIDENCE 3D:** Faith: Satanism 4D, intimidation 3D+2, willpower 4D **CHARISMA 3D:** Charm 3D+2, persuasion 3D+2. **Fate Points:** 7.)

FRED PHILLIPS

Age: 20

Occupation: Truck driver

Every woman who meets Fred wants to take care of him. He's one of those cuddly, slightly lost young guys that seem to need a good woman in his life, and there are plenty of volunteers. Fred's small, compact body is toned from years of weightlifting, and he's got thick curly shoulder-length hair and deep blue eyes that melt even the most cynical feminine heart. He usually wears jeans and t-shirts and pulls his hair out of his face with a red bandanna tied around his head, biker-style. Fred doesn't seem too aware of the effect he has on women, but he does appreciate the fact that it's easy for him to get dates.

Fred landed a job as a liquor-store truck driver last year, after he got sick of flipping burgers and wanted something with some travel. He drives a tri-state route, hauling whiskey and other hard liquors five days a week. Weekends are his to enjoy, and he usually spends his time in the weight room, hanging out with his buddies at the pool hall, or spending time with whatever woman he's dating at the time.

What the Cryptkeeper Knows: When he was a kid, Fred got bitten by a black widow and almost died. Since then he's had an irrational fear of spiders. Once he almost totaled the delivery truck when he saw a spider crawling on the windshield *outside* the cab. All his friends know how to scare him: put a fake spider anywhere near him and watch the fireworks.

FRED PHILLIPS

AGILITY 9

Unarmed combat 11

DEXTERITY 9

Vehicle piloting: wheeled 11

ENDURANCE 10

STRENGTH 11

Lifting 14

TOUGHNESS 11

INTELLECT 8

MIND 8

CONFIDENCE 8

Intimidation 9, streetwise 10, willpower 9

CHARISMA 9

Charm 11, persuasion 10

Life Points: 5

Note: The sight of a spider acts as an *intimidation* attack with a value of 20.

(**Fred Phillips (D6):** **AGILITY 3D:** Unarmed combat 3D+2 **DEXTERITY 3D:** Vehicle piloting: wheeled 3D+2 **ENDURANCE 3D+1 STRENGTH 3D+2:**

Lifting 4D+2 **TOUGHNESS** 3D+2 **INTELLECT** 2D+2 **MIND** 2D+2 **CONFIDENCE** 2D+2: Intimidation 3D, streetwise 3D+1, willpower 3D **CHARISMA** 3D: Charm 3D+2, persuasion 3D+1. **Fate Points:** 5.)

JENNY BIRKFIELD

Age: 22

Occupation: Student

College life suits Jenny fine. She's a computer engineering major, secretary of her sorority, editor of the university literary magazine, and a flautist in the marching band. She's one of those people that everyone likes right off — fun to be with and never says a bad thing about anyone. She isn't beautiful; most people describe her as "cute." She's short, bouncy, with shoulder-length curly brown hair and wide brown eyes. She has a smile that lights up a room and many a frat boy has been bowled over by her charm. She's a good, but not great, student. She picked engineering because her father is an engineer, because the starting salaries of computer engineers are around 40K, and because she knows she'll have a great chance of landing a choice job in some gender-equity corporation that's overstuffed with male computer geeks.

Jenny lives off campus with three of her sorority sisters in a contemporary condo one of the girls' fathers bought for her (live in the dorm? How degrading). They're inseparable, and everyone calls them the "Gang of Four." They're all from the same hometown and have been friends since elementary school. From all appearances, the future looks rosy for all of them — especially for Jenny.

What the Cryptkeeper Knows: Last summer, Jenny hung around the small town where the university is located, taking a couple of summer classes and working in a local retail store. She started dating Daniel, a quiet, solitary trumpet player she'd never really noticed before he plopped down beside her at an outdoor rock concert and started a conversation. Lately he's been introducing her to some friends of his, a group of people who live commune-like a few miles outside of town. What she doesn't know is that Daniel and his friends need a virgin sacrifice and they've got their eyes on her. She has no idea what's going on, but she does know that all of Daniel's friends give her the creeps. And she still hasn't figured out why Daniel doesn't try something with her (even though she would refuse, of course. She's saving herself.)

JENNY BIRKFIELD

AGILITY 8

Running 9, swimming 9

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Computer ops 9, first aid 9, perception 10

MIND 8

Artist: editor 9, artist: flautist 9

CONFIDENCE 9

Willpower 11

CHARISMA 10

Charm 13, persuasion 11, taunt 11

Life Points: 3

(Jenny Birkfield (D6): **AGILITY** 2D+2: Running 3D, swimming 3D **DEXTERITY** 2D+2 **ENDURANCE** 2D+2 **STRENGTH** 2D+2 **TOUGHNESS** 3D **INTELLECT** 2D+2: Computer ops 3D, first aid 3D, perception 3D+1 **MIND** 2D+2:

Artist: editor 3D, artist: flautist 3D **CONFIDENCE 3D**: Willpower 3D+2 **CHARISMA 3D+1**: Charm 4D+1, persuasion 3D+2, taunt 3D+2. **Fate Points**: 3.)

BARRY SCOTT

Age: 27

Occupation: EMT/Ambulance driver

Barry dropped out of high school and bummed around Asia for a few years before realizing he had no diploma and no way of landing a job once he got back to the States. When Barry finally made it back to America, he got his GED and became an EMT. He's been an ambulance driver for the past three years, and there isn't a grisly accident he hasn't seen. His favorite pastime is what he calls "upchuck initiation," in which he takes a new EMT to the most disgusting freeway accident he can find. The last guy quit after his first night when Barry forced him to pick up the dismembered head of a motorcycle-accident victim. Barry laughed about that one for a week.

Barry spends a lot of his time at the local bar, knocking down beers and boasting about his adventures in Asia. When he's not riding the bucket or boring the regulars with his tales, Barry likes to veg out in front of the tube at his house, a rickety affair at the edge of town, with a sagging porch and Salvation Army furniture. He's a burly guy with a barrel chest, far too much body hair, and no life.

What the Cryptkeeper Knows: When Barry was in China, he studied the ancient art of Tai Chi, or touch healing. He got really good at it, even working for a few months in a hospital. Once he got back to the states he didn't think much about it. After a few months on the ambulance, he accidentally brushed the bloody corpse of an accident victim—and she shuddered to life for a few seconds, screaming. She *could* have still been alive, but Barry isn't taking any chances. He hasn't touched another person — living or dead — since.

BARRY SCOTT

AGILITY 9

Dodge 10, unarmed combat 11, unarmed parry 10

DEXTERITY 8

Vehicle piloting: wheeled 9

ENDURANCE 10

STRENGTH 10

Lifting 11

TOUGHNESS 11

INTELLECT 8

First aid 11, perception 10

MIND 8

Artist: Tai Chi 12

CONFIDENCE 9

Intimidation 11, streetwise 11, willpower 13

CHARISMA 8

Taunt 9

Life Points: 6

Note: Scott has a healing touch, in spades. Whenever he touches a dead or wounded person, he makes a *willpower* roll against a difficulty of 16. If he succeeds, he can heal the subject or bring life back to them. There's only one problem — normally, the soul has already fled the body, so what he's left with is essentially a zombie. (And as for what happens if he touches a living, perfectly well body ... well, there is such a thing as being *too* healthy.)

(**Barry Scott (D6)**: **AGILITY 3D**: Dodge 3D+1, unarmed combat 3D+2, unarmed parry 3D+1 **DEXTERITY 2D+2**: Vehicle piloting: wheeled 3D **EN-**

DURANCE 3D+1 STRENGTH 3D+1: Lifting 3D+2 **TOUGHNESS 3D+2**
INTELLECT 2D+2: First aid 3D+2, perception 3D+1 **MIND 2D+2:** Artist: Tai
Chi 4D **CONFIDENCE 3D:** Intimidation 3D+2, streetwise 3D+2, willpower
4D+1 **CHARISMA 2D+2:** Taunt 3D. **Fate Points:** 6.)

TERENCE AND MARYANNE BLAKE

Ages: Both 28

Occupation: Him: construction worker. Her: small business owner

These two were high school sweethearts and married when they were 17. They own a small sporting goods shop in town, which does a pretty good business in the spring and summer. Terence supplements their income by doing construction jobs around town — nothing fancy, an addition here, a new deck there. Most of the time, though, he tears down old houses and sells the scrap. He and Maryanne live in a comfortable house in suburbia with their three dogs.

Terence is a tall, very muscular man with long brown hair (perpetually tied back in a ponytail). Marianne is tall, too, with straight red hair and brown eyes. Both look much older than they are, due mainly to the fact that they were raised in New Jersey. They're both loud and boisterous, fight constantly, and have sex at the drop of a hat. Both tend to favor the post-grunge fashion — he in baggy pants, she in kinderslut dresses and heavy makeup. They shocked the neighbors when they first moved in, but now most people are used to them.

What the Cryptkeeper Knows: At the last house Terence tore down, he found some really strange stuff in the basement: odd machinery with clamps and leather straps, metal tools he couldn't identify, and strange designs and symbols painted on the walls, ceilings, and floors. Rumor had it that the last owners were devil worshippers, but Terence didn't care, as long as they paid him on time and the full amount for the work. Lately, though, lights flicker in his house whenever he's around, and small things appear to move by themselves when he's near. Maryanne just found out she's pregnant but hasn't told Terence yet. During her last check up, the doctor let her listen to the baby. She could have sworn she heard it mumble something to her. Must have been her imagination.

TERENCE BLAKE

AGILITY 9

Climbing 10, dodge 10, unarmed combat 11

DEXTERITY 9

ENDURANCE 10

STRENGTH 10

Lifting 11

TOUGHNESS 11

INTELLECT 8

Perception 10

MIND 8

Business 9, scholar: construction work 10

CONFIDENCE 8

Intimidation 10, willpower 9

CHARISMA 8

Charm 9

Life Points: 5

Note: A low-level demonic entity has attached itself to Terence and it's responsible for the flickering lights, etc. Unfortunately, all this happened before Terence and Maryanne conceived their baby, so some of the demon's essence slipped into the child too.

(Terence Blake (D6): **AGILITY 3D:** Climbing 3D+1, dodge 3D+1, unarmed combat 3D+2 **DEXTERITY 3D** **ENDURANCE 3D+1** **STRENGTH 3D+1:**

Lifting 3D+2 **TOUGHNESS** 3D+2 **INTELLECT** 2D+2: Perception 3D+1 **MIND** 2D+2: Business 3D, scholar: construction work 3D+1 **CONFIDENCE** 2D+2: Intimidation 3D+1, willpower 3D **CHARISMA** 2D+2: Charm 3D. **Fate Points:** 5.)

MARYANNE BLAKE

AGILITY 7

DEXTERITY 8

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 9

Deduction 11, first aid 10, perception 11

MIND 8

Business 10

CONFIDENCE 9

Willpower 11

CHARISMA 10

Charm 11, persuasion 11

Life Points: 4

(Maryanne Blake (D6): **AGILITY** 2D+1 **DEXTERITY** 2D+2 **ENDURANCE** 2D+1 **STRENGTH** 2D+1 **TOUGHNESS** 2D+2 **INTELLECT** 3D: Deduction 3D+2, first aid 3D+1, perception 3D+2 **MIND** 2D+2: Business 3D+1 **CONFIDENCE** 3D: Willpower 3D+2 **CHARISMA** 3D+1: Charm 3D+2, persuasion 3D+2. **Fate Points:** 4.)

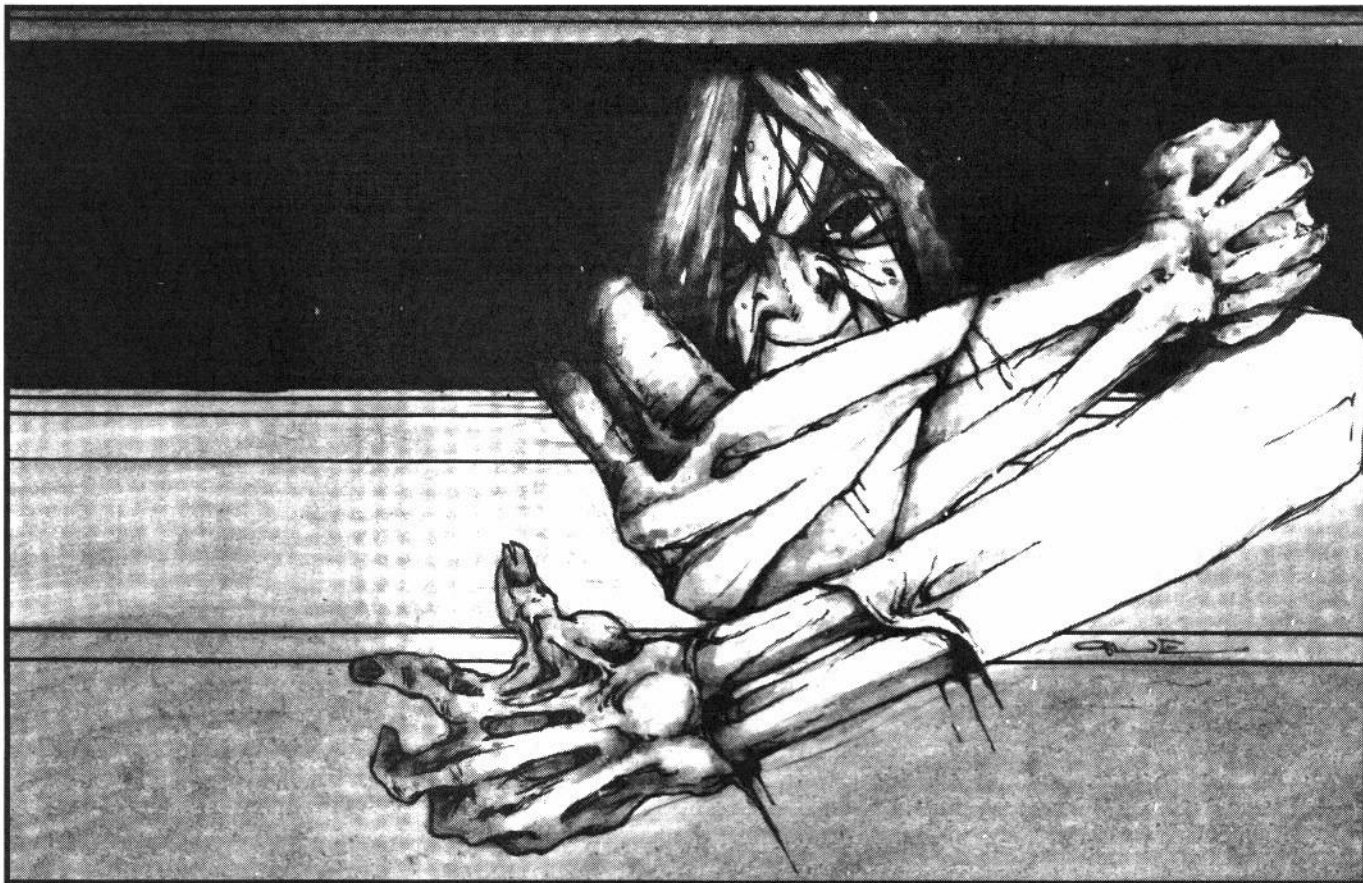


Illustration by Tom O'Neill

MAGGIE CHANEY

Age: 36

Occupation: Interior designer

Maggie thinks she's a much better designer than she really is — her clients, all friends, usually have to redo their houses after Maggie blows through with her overworked, underwhelming designs. No matter, though. Maggie's husband, George, makes great money as a surgeon and they can afford to let Maggie have her "career." They have one son, Philip, who was a mistake when he was conceived and is an afterthought to his parents now. He spends most of his days with his nanny at the family retreat in the mountains.

Maggie is a trim woman with watery blue eyes, sharp features, and thin blonde hair cut in a fashionable bob. She wears very trendy, very overdone clothes and way too much jewelry. She and George drive matching BMW convertibles, and they have a Jeep sitting in the garage of their urban condo. George, also trim, tall, and blonde, made his fortune in the silicone breast-implant scandal — when he heard that women were replacing their silicone with saline implants, he switched from mere plastic surgery to "replacement surgery" and made a fortune in less than a year.

About a year ago, Maggie and George decided they needed a sister for Philip, but Maggie wasn't about to ruin her figure again in pregnancy. They decided to adopt a baby from Russia, and they recently returned with a tiny six-month old girl named Sasha. Maggie has vowed to take some time off from her design business to devote to the child, and George has made the supreme sacrifice of giving up one day of golf to spend with his family. Philip has been brought home from the mountains, and they're a happy, financially secure, family.

What the Cryptkeeper Knows: When Maggie went to Russia to get Sasha, she was told that the child was found on the steps of the Kremlin, only a few days old. The orphanage workers gave Maggie everything that was in the basket with the baby — a threadbare blanket, two diapers, and a tiny bracelet of carved bone. Strangely, no one would touch the bracelet, and one nurse refused to come near the child. She was certain the baby was cursed — a belief Maggie dismissed, even though Sasha has the oddest red eyes ...

MAGGIE CHANEY

AGILITY 8

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

Perception 9

MIND 9

Artist: interior designer 11, language: Russian 10

CONFIDENCE 10

Intimidation 11, willpower 11

CHARISMA 8

Charm 9, taunt 9

Life Points: 5

(Maggie Chaney (D6): **AGILITY** 2D+2 **DEXTERITY** 2D+1 **ENDURANCE** 2D+1 **STRENGTH** 2D+1 **TOUGHNESS** 2D+2 **INTELLECT** 2D+2: Perception 3D **MIND** 3D: Artist: interior designer 3D+2, language: Russian 3D+1 **CONFIDENCE** 3D+1: Intimidation 3D+2, willpower 3D+2 **CHARISMA** 2D+2: Charm 3D, taunt 3D. **Fate Points:** 5.)



BOB LANGSTON

Age: "Old enough to know better"

Occupation: Owner/operator of Langston's River Getaway campsites

About 30 years ago, the Lackahoochie river was nothing more than a cesspool for the leather tanning factories upstream. During that time, when land along the banks couldn't be given away, Bob (who owned three of said leather tanning factories) bought up thousands of riverfront acres up and down both sides. He foresaw the coming of environmental awareness, and sure enough, less than ten years later all his factories were forced to shut down. Bob then became a clean-water crusader, using his generous fortune on community action projects, school-based environmental clubs and a state-wide task force. All this work eventually returned the Lackahoochie to its former pristine condition. During this time he was also quietly building a series of campsites/stores/canoe rental outlets along the river. As soon as the EPA determined that the river was safe, Bob opened his Getaways. Business has been booming since.

A couple years ago Bob, now grey, bald, and the proud owner of bifocals, was involved in a canoe accident that left him paralyzed from the waist down. That barely slowed him down. Campers often see Bob zipping around the campsites in his custom-designed red wheelchair, talking on his headset cell phone or helping a small camper with her life jacket. His sons have taken over the day-to-day management of the campsites, leaving Bob free to do what he likes to do — play with the kids.

What the Cryptkeeper Knows: Bob had a little help with the original purchase of the riverfront land that no one knows about. Seems that he was a little short of cash back then (the leather tanning business being on the decline and all) and turned to a "freelance loan professional" for the funds. The man, found through intermediaries and known only as Mr. Nasta, assured Bob that his repayment plans were always fair and generous. The only requirement: one human sacrifice per year, preferably on Midsummer's eve, for the rest of his life. Bob agreed.

Until this year Bob threw a huge spring party on his land every Midsummer Day, inviting the whole town. Bob's Spring Flings have become local traditions, even down to the delicious barbecue that can't be found anywhere else. His secret? "Freshly butchered meat, dressed the day before," was his standard reply. This year he canceled the festival for health reasons, but rumor had it that he was just tired of the hassle. Lately Bob's been seen around town with a stranger he introduces as a friend from out of state. The "friend" is tall, dark, and gives everyone the creeps.

BOB LANGSTON

AGILITY 8

DEXTERITY 8

Fire combat 11, vehicle piloting: canoe 9, vehicle piloting: raft 9

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

Navigation: river 10, perception 11

MIND 9

Business 12

CONFIDENCE 9

Con 12, intimidation 10, willpower 10

CHARISMA 8

Life Points: 6

Equipment: Knife, damage value STR+4/12; rifle, damage value 21, ammo 7, range 5-30/90/200

(Bob Langston (D6): AGILITY 2D+2 DEXTERITY 2D+2: Fire combat 3D+2, vehicle piloting: canoe, vehicle piloting: raft 3D ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 3D: Navigation: river 3D+1, perception 3D+2 MIND 3D: Business 4D CONFIDENCE 3D: Con 4D, intimidation 3D+1, willpower 3D+1 CHARISMA 2D+2. Fate Points: 6. Equipment: Knife, damage value STR+1D+1; rifle, damage value 5D+1.)

ROBERT LANCASTER

Age: Mid-30s

Occupation: Systems manager

By day, Robert plays the typical middle manager of a mid-level firm in a middle American town. He drives a nice domestic midsize car and lives in a modest brownstone in the old part of town. He has that middle-management look about him, too: tallish, with conservatively cut brown hair, brown eyes, and a neatly trimmed beard. He favors nondescript suits and red power ties on the job, and casual Fridays at the office for him mean pressed chinos and a crisp white shirt. He spends most evenings alone at his house (he divorced three years ago) relaxing with classical music or good PBS documentaries.

Weekends are another matter. Every Friday evening Robert throws a duffle bag in his car and heads out of town. Inside the bag is all the equipment he needs to pursue his favorite pastime: paintball. He's a paintball addict, and he travels throughout the tri-state area to tournaments and competitions. He's a fierce competitor, showing no mercy, and he's won the regional championship two years in a row. Last year he was second in the national tournament held in Akron, Ohio.

What the Cryptkeeper Knows: Robert's obsession with being a weekend paintball warrior is getting out of hand. He's determined to be the national champ this year and has decided to annihilate the competition. To do this he practices every day in his back yard. He's even considered putting real bullets in the guns instead of paint pellets, but nixed that idea after it became too impractical to modify the paint guns. Now he's looking at contact poisons that mix with the orange paint. He hasn't had any luck yet, and regionals are coming up. He's getting desperate.

ROBERT LANCASTER

AGILITY 10

Dodge 13, maneuver 11, stealth 12

DEXTERITY 11

Fire combat 15

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Computer ops 10, deduction 9, perception 10

MIND 8

Business 10, scholar: poisons 10

CONFIDENCE 9

Intimidation 11, willpower 10

CHARISMA 8

Life Points: 5

Equipment: Paintball gun, damage value 3, ammo 10, range 5-10/15/25

(Robert Lancaster (D6): AGILITY 3D+1: Dodge 4D+1, maneuver 3D+2, stealth 4D DEXTERITY 3D+2: Fire combat 5D ENDURANCE 3D STRENGTH 3D TOUGHNESS 3D+1 INTELLECT 2D+2: Computer ops 3D+1, deduction

3D, perception 3D+1 MIND 2D+2: Business 3D+1, scholar: poisons 3D+1
CONFIDENCE 3D: Intimidation 3D+2, willpower 3D+1 **CHARISMA 2D+2.**
Fate Points: 5. **Equipment:** Paintball gun, damage value 1D.)

EDWARD GUMBLE

Age: 42

Occupation: Contractor, theater set construction

Many years ago Ed had dreams of the stage and did the starving actor thing in New York City. After a few minor roles in Off-Off-Off Broadway productions and too many meals of macaroni and cheese, Ed decided he liked real food and



Illustration by Tom O'Neill

clean places to live more than the applause (which he didn't hear too much of). He started a construction business that specializes in theater lighting and set design, and Ed's Sets has become the main behind-the-scenes outfit in the theater world.

To look at Ed today you wouldn't know he used to be a hot young actor. Thin and slightly bent from years of lifting heavy equipment, Ed's got a smattering of long, thin, grey hair, a scraggly beard covering his gaunt face, and hands permanently gnarled and lumpy from years of construction abuse. There's always a cigarette hanging from the corner of his mouth and he sports a battered, shapeless fisherman's cap to hide the bald spot on the back of his head. Ed rarely smiles, but those who know him well know that he truly loves his job. He's good at it, his reputation is stellar, and he gets to hobnob with as many actors and actresses as he can stand.

What the Cryptkeeper Knows: He just got married to Ramona Wells, the young costar of one of the shows he worked on. She swept him off his feet and seems to worship the ground he walks on. He's in heaven, constantly taking her to the best restaurants and showering her with expensive gifts. She likes the attention but she likes his huge bank account more (why do you *think* she married him?). She's started hinting at being made a full partner in the business, with rights to the whole shebang should he, say, meet with some unfortunate backstage accident. Ed's too starry-eyed to see what she's really up to and she's far too cunning to give anything away. He's *this* close to signing over his business, even though all his friends warn him not to.

EDWARD GUMBLE

AGILITY 8

Melee combat 11

DEXTERITY 10

ENDURANCE 9

STRENGTH 9

Lifting 11

TOUGHNESS 10

INTELLECT 8

MIND 7

Business 11, scholar: construction 9

CONFIDENCE 8

Willpower 9

CHARISMA 7

Life Points: 4

(Edward Gumble (D6): **AGILITY 2D+2:** Melee combat 3D+2 **DEXTERITY 3D+1** **ENDURANCE 3D** **STRENGTH 3D:** Lifting 3D+2 **TOUGHNESS 3D+1** **INTELLECT 2D+2** **MIND 2D+1:** Business 3D+2, scholar: construction 3D **CONFIDENCE 2D+2:** Willpower 3D **CHARISMA 2D+1.** Fate Points: 4.)

ALFONSE DOMINICK

Age: 33

Occupation: Owner/manager of Dominick's Italian Bakery

Dominick's has been in Alfonse's family since 1837, when his great-great-grandfather first arrived in this country from Italy and began selling Italian pastries from his back porch. Today Dominick's specializes in high-end pastries, breads, and cakes that are in demand at parties and weddings all over the state. Alfonse and his wife, Lea, live in an apartment above the bakery but spend all their time in the store. Lea runs the counter and oversees the books while Alfonse manages all the baking, using family recipes handed down for generations.

Alfonse is a large, beefy, dark man, with thick black hair and brown eyes. He laughs a lot and always seems happy. His customers love him because he remembers everyone's name and always has a cookie for each child who comes in. His only sorrow came three years ago, when his little girl, Alissa, was killed by a drunk driver right in front of the store. For a while people thought it would be the end of Alfonse — he was inconsolable, and the bakery was shut down for almost a year. But he eventually snapped out of it, and he and Lea are expecting another child in a few months. They both seem ecstatic, and customers get a kick from the way Alfonse treats Lea, always touching her swollen belly and smiling as if his face would split.

What the Cryptkeeper Knows: When the girl died, Alfonse became obsessed with bringing her back to life. He went to every quack spiritualist and New Age guru he could, hoping to find someone who could help him. He finally ran across a woman who claimed to be the descendent of ancient Native American healers and who could help him get his daughter back. The first thing she did was tell him to dig up the body of his daughter and rub it with special herbs, and it would never decay. It worked. Alissa's body has laid in her bed since that time, looking more alive than she did before. That convinced Alfonse and Lea, who have followed the woman's advice religiously ever since. In payment she's only asked for one thing: their next born child. When the baby is born, she promises, Alissa will return to life.

ALFONSE DOMINICK

AGILITY 8

Unarmed combat 9

DEXTERITY 7

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Computer ops 9, perception 9

MIND 8

Artist: chef 11, business 10

CONFIDENCE 8

Intimidation 10, willpower 10

CHARISMA 9

Charm 12, persuasion 11

Life Points: 2

(Alfonse Dominick (D6): **AGILITY 2D+2:** Unarmed combat 3D **DEXTERITY 2D+1** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 2D+2:** Computer ops 3D, perception 3D **MIND 2D+2:** Artist: chef 3D+2, business 3D+1 **CONFIDENCE 2D+2:** Intimidation 3D+1, willpower 3D+1 **CHARISMA 3D:** Charm 4D, persuasion 3D+2. **Fate Points:** 2.)

FRANCESCA RIVALDI

Age: 27

Occupation: Chef/author

If it's chocolate, Francesca knows about it. As a kid, she was a chocoholic. As a teen she became known for her chocolate treats and was in high demand at social functions. Instead of college she was off to Paris to study cooking full time. After ten years of training in the best French culinary institutions, Francesca returned to the States to create the world's most perfect chocolate desserts. For the last two years she's been holed up in her apartment, experimenting with recipes and writing the definitive chocolate cookbook.

Franchesca doesn't look much like a chef. She's a tiny, frail woman with straight brown hair (always pulled back in a ponytail) and brown eyes almost completely obscured by huge, thick glasses. She always wears a chocolate-stained apron. Her one-bedroom apartment is sparsely furnished and always dusty, as if no one lives there. But the kitchen is a different story. That state-of-the-art space gleams with high tech gadgets and miles of chrome countertops. When she isn't in the kitchen, she prowls the countryside for out-of-the-way country groceries, family-run farms, and roadside gift shops for exotic recipes, ingredients, and ideas.

What the Cryptkeeper Knows: Franchesca was married, briefly, to a French pastry chef she met in Paris. One day she walked in to find him in bed with their saute instructor. A few days later his body was found slumped over a plate of death-by-chocolate brownies, apparently having choked to death on a large chunk of semi-sweet. The police notified Franchesca, who by now had moved to the States. She seemed sincerely distraught by the news. Since then, though, she hears strange noises in the kitchen late at night, usually around the chocolate cupboard. It's the moaning that keeps her awake, though.

FRANCHESCA RIVALDI

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 9

Perception 11, trick 11

MIND 9

Artist: author 11, artist: chef 13, language: French 12, scholar: poisons 10

CONFIDENCE 9

Willpower 11

CHARISMA 8

Charm 10

Life Points: 5

(Franchesca Rivaldi (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D:** Perception 3D+2, trick 3D+2 **MIND 3D:** Artist: author 3D+2, artist: chef 4D+1, language: French 4D, scholar: poisons 3D+1 **CONFIDENCE 3D:** Willpower 3D+2 **CHARISMA 2D+2:** Charm 3D+1. **Fate Points: 5.**)

CHARLIE DEJESUS

Age: 27

Occupation: Electrical line repairman

Charlie loves his job and he's good at it. He's the guy you call when a tree limb's knocked down the power lines or when your kid's kite gets caught in the wires. Charlie's been doing contract electrical work with his dad since he was a teenager, and recently hooked up with a full-time job at the local electric company. When he's not up in the bucket making repairs, Charlie likes hanging out at O'Malleys, the local brew pub where all the electricians go for a beer and a burger.

Charlie spends the rest of his time at home with his wife and three small children. He's a devoted family man, always there for school plays, scraped knees, and tricky math homework. He looks like a fun dad, too. He's big and burly, with tight curly hair and a linebacker's shoulders that can lift two kids at once. He's the kind of guy who'll get down in the dirt and play with the kids for



Illustration by Tom O'Neill

hours. Sometimes his friends think he's still a kid himself.

What the Cryptkeeper Knows: A few years back Charlie had a bad accident at work — he accidentally grabbed a live line and was severely electrocuted. Thrown completely out of the bucket, he flew a few hundred feet into the air and slammed into a tree. Doctors couldn't believe the voltage didn't kill him and didn't have much hope, but amazingly, Charlie pulled through. Ever since the accident, Charlie sometimes gets prickly, crackling sensations in his hands. When this happens, appliances near him go nuts, lights flicker, and fuses short out. He once touched his wife during an episode of "buzzy hands" and gave her a big shock. Stood her hair on end. Now when he feels buzzy hands coming on, he experiments, touching different things to see what happens. Nothing too bad ... so far.

CHARLIE DEJESUS

AGILITY 9

Climbing 10, unarmed combat 10

DEXTERITY 9

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 10, science: electronics 10

MIND 8

CONFIDENCE 8

Intimidation 9, willpower 9

CHARISMA 8

Life Points: 7

Note: DeJesus now has an electrical aura around him that is slowly building in strength. Right now, it is only powerful enough to affect some electrical appliances in close proximity. Eventually, it will reach the point where he can do damage value 15 to anything he touches.

(**Charlie DeJesus (D6):** **AGILITY 3D:** Climbing 3D+1, unarmed combat 3D+1 **DEXTERITY 3D** **ENDURANCE 3D** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT 2D+2:** Perception 3D+1, science: electronics 3D+1 **MIND 2D+2** **CONFIDENCE 2D+2:** Intimidation 3D, willpower 3D **CHARISMA 2D+2.** **Fate Points: 7.)**

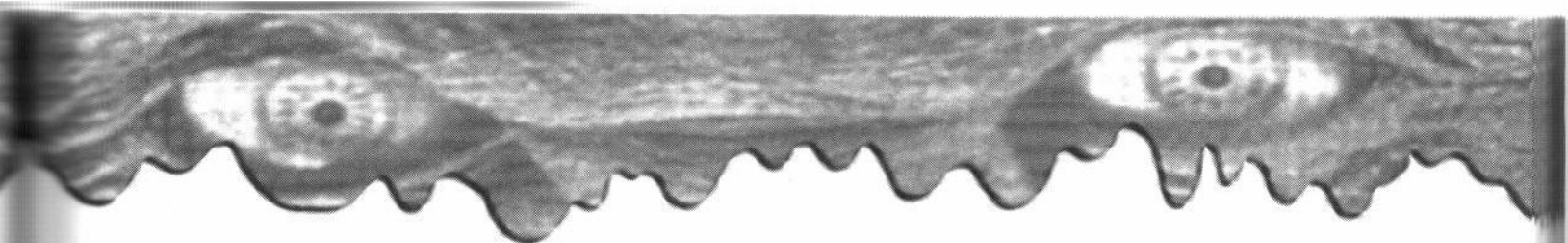
JASON WOODSON

Age: 34

Occupation: Unemployed ex-military personnel

The Navy was Jason's life — he joined up at 18 and rose in the ranks to lieutenant. He loved his work, he loved the travel, and most of all, he loved the freedom. All of that was cut short, though, during Desert Storm. Jason's ship was attacked in the Gulf and his injuries resulted in the amputation of his left leg. Career over at 33, Jason returned to town angry and bitter at the injustices of the world. Now he can be seen tooling around town in his custom-made wheelchair (so far he's refused to be fitted for an artificial leg), acting belligerent and defensive to anyone who gets in his way. He's let himself go, too. Once proud of his appearance, Jason now lets his hair grow scraggly and matted, doesn't shave for days, and rarely uses deodorant.

He lives with his elderly mother on a quiet suburban street. After the traveling life, he feels trapped and suffocated in this place. He spends a lot of his time in local bars, getting sloppy drunk and making fumbling passes at every woman who comes in the door. He always stays till closing, no matter how late it is.



Nobody really cares, as long as he's quiet and doesn't cause any trouble. Once he passes out (which is often), the bartender usually wheels him into a corner to let him sleep it off.

What the Cryptkeeper Knows: The reason Jason drinks is to erase the memories of what he saw on that ship the day he got his leg blown off. His dreams are filled with the images: bloody corpses, flying limbs, shrapnel whizzing through the air. But one image above all haunts him: that of a woman, dressed in blue, standing calmly on the deck as people died all around her. He thought he'd imagined it at first — hallucinations brought on by all the chemical warfare, he thought — until he noticed her sitting in a bar last week. Since then he's seen her two more times, both times in bars. He doesn't know what it means, but he has noticed that whenever he sees her, he has "phantom pain" in his missing leg. Why, once he even imagined he *saw* his leg again, but surely it was his imagination and the alcohol.

JASON WOODSON

AGILITY 5

Unarmed combat 7

DEXTERITY 9

Fire combat 11

ENDURANCE 7

STRENGTH 9

Lifting 10

TOUGHNESS 9

INTELLECT 8

Perception 9

MIND 7

CONFIDENCE 8

Intimidation 10, willpower 9

CHARISMA 7

Taunt 8

Life Points: 5

Equipment: Wheelchair

(**Jason Woodson (D6):** AGILITY 1D+2: Unarmed combat 2D+1 DEXTERITY 3D: Fire combat 3D+2 ENDURANCE 2D+1 STRENGTH 3D: Lifting 3D+1 TOUGHNESS 3D INTELLECT 2D+2: Perception 3D MIND 2D+1 CONFIDENCE 2D+2: Intimidation 3D+1, willpower 3D CHARISMA 2D+1: Taunt 2D+2. **Fate Points:** 5.)

ENDREA MIDNIGHT

Age: 21

Occupation: Artist

From the time she was a baby, Endrea painted. Her parents gave her her first watercolor set when she was 10 months old, and by the age of three she was creating canvases in oils and acrylics. Fortunately her parents recognized her amazing talent and, when she was ten, moved to Europe so she could study under the great teachers. Much to their dismay, when she was 18 she abruptly quit painting, moved back to the States, and began what was to become a \$1,000 a day heroin habit. Her beautiful long brown hair soon became stringy and perpetually dirty, she got sallow and shrunken, and her teeth turned yellow. She moved in with a group of starving druggie artists and no one saw or heard from her for two years.

Recently she turned up on her parents' doorstep, clear-eyed but destitute. They took her in, fed her, and tried to talk to her. She wouldn't speak. Still hasn't.

They don't push her too much, give her whatever she wants, and hope she'll start talking on her own. The only thing she's asked for is canvas and paints, and her parents gratefully buy them for her. As long as she's painting, they reason, she'll be OK.

What the Cryptkeeper Knows: Like every good artist and student, Endrea and her classmates in Paris always searched for the cheapest materials. They discovered a tiny nook of a store called NightImages, hidden on a back street. Turned out to be a treasure trove of inexpensive art paints and supplies. They carried brands that no one had ever heard of before, but the paint colors were crisp and the materials were high quality. One night, as she was working on a watercolor nature scene for class, she unknowingly used a tube of paint from NightImages to paint a tiny grasshopper in the painting — which then promptly *jumped* out of the canvas and hopped away. When she got over the shock, she examined the tube. It — and the others from NightImages — had nothing more on them but the name of the color and an odd symbol: a five-pointed star with a circle in the center. She discovered that every paint from the store had the ability to bring the paintings to life. She hid the paints and searched out her friends — but none would talk about it. In less than a week they all had dropped out of school and disappeared. When she searched for the store, it was gone (of course). She left school soon after, the paint carefully hidden away. She still has the tubes, but hasn't dared use them since.

ENDREA MIDNIGHT

AGILITY 7

Stealth 8

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

Perception 11, trick 10

MIND 9

Artist: painter 13

CONFIDENCE 7

Con 9, streetwise 10

CHARISMA 7

Life Points: 2

Equipment: Paint tubes — anything painted with these pigments will instantly come to life and emerge from the canvas.

(Endrea Midnight (D6): **AGILITY 2D+1:** Stealth 2D+2 **DEXTERITY 2D+1** **ENDURANCE 2D+1** **STRENGTH 2D+1** **TOUGHNESS 2D+2** **INTELLECT 2D+2:** Perception 3D+2, trick 3D+1 **MIND 3D:** Artist: painter 4D+1 **CONFIDENCE 2D+1:** Con 3D+1, streetwise 3D+1 **CHARISMA 2D+1.** **Fate Points: 2.**)

GREG KILDONNON

Age: 40

Occupation: Soft drink machine repairman

Life hasn't been too good for Bill, but he doesn't seem to mind. Years ago his wife left him for his best friend, leaving their twin boys behind for Bill to raise. An inept dad at best, Bill managed to keep both kids out of jail until they were 18, then turned them loose. Now he lives alone in a old, tumbledown house that would look great if Bill ever decided to do anything with it. Now, though, the roof's shot, the floors are rotting, the fridge is dead, and Bill spends his time watching television and reading the want ads in adult magazines.

Bill spends his days behind the wheel of a Chester Cola truck, driving from customer to customer, repairing broken machines and dispensers at food mart/gas stations and grocery stores. He hates his job but is too lazy to do anything about it — the money's great and his hours are easy, so he doesn't care how he feels about it.

He's not much to look at, with his scrawny frame, limp brown hair heavily peppered with gray, and heavy lines around his eyes and mouth. He's got a hippie-chick girlfriend half his age, a stick of a woman who wears beads in her hair and tie-dye clothing all the time. When she gets off from her job as a ticket salesperson at the bus station, she heads to Bill's house. They've been seeing each other for five years, but according to him, they're "not serious."

What the Cryptkeeper Knows: Bill's dreams get him into lots of trouble. Mostly they're indecipherable, full of bright images and swirling colors. Occasionally he sees something clearly — a car accident, a fire — and considers it his duty to notify the local law. The police have him pegged for a crackpot, even though everything he says will happen *does*. Lately his dreams have been filled with a little girl and a big brown van, but he's been laughed at so often that he figures it's not worth another call.

GREG KILDONNOR

AGILITY 8

Unarmed combat 9

DEXTERITY 8

Vehicle piloting: wheeled 10

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 10

MIND 8

Psychic: precognition 9

CONFIDENCE 8

Willpower 10

CHARISMA 8

Persuasion 9

Life Points: 6

Note: Precognition is a new focus for the psychic skills. Essentially, it allows the character to peer into the future. To use it, the character must make a *psychic: precognition* check, even though this power is often used unconsciously.

Psychic: Precognition Difficulty Chart

Event Witnessed	Difficulty
Less than an hour in the future	8
2-12 hours in the future	10
13 hours to one day	12
Two days to one week	15

How clearly the user sees the vision is tied to his level of success. Just barely making the check means the images are probably vague, seemingly unconnected. As you go up the

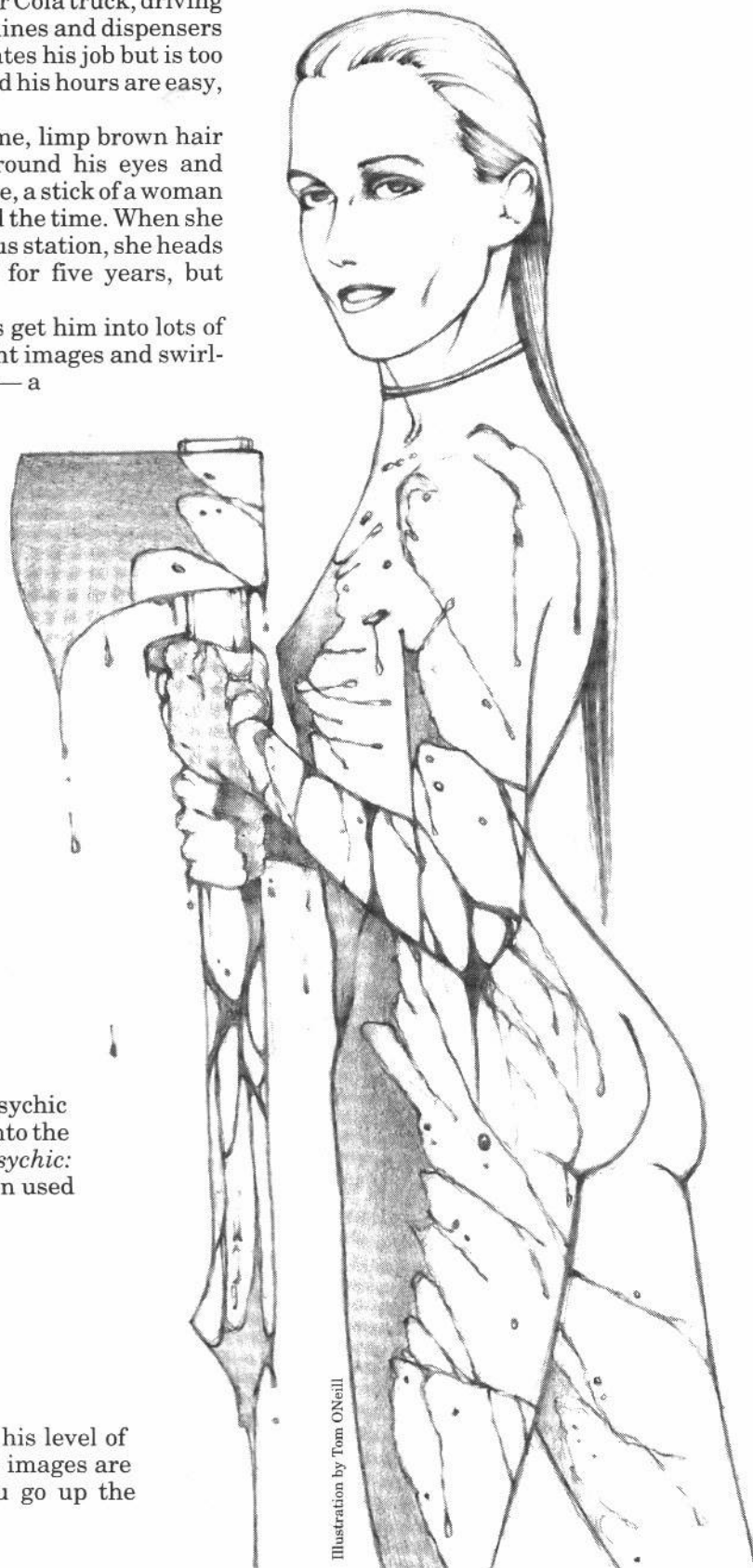


Illustration by Tom O'Neill

levels of success, the images become clearer, and eventually the user might be able to not only see what's going to happen, but where and when, too. Kildonnon has a fairly low level of ability and rarely manages more than Minimal levels of success.

(**Greg Kildonnon (D6): AGILITY 2D+2:** Unarmed combat 3D **DEXTERITY 2D+2:** Vehicle piloting: wheeled 3D+1 **ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2:** Perception 3D+1 **MIND 2D+2:** Psychic: precognition 3D **CONFIDENCE 2D+2:** Willpower 3D+1 **CHARISMA 2D+2:** Persuasion 3D. **Fate Points:** 6.)

MICKEY BURNS

Age: 38

Occupation: Parole officer

The saying around the police station is that Mickey's got more guts than any man on the Parole Board. They're right — Mickey may be petite, but she packs a punch that makes men twice her size shake in their boots. She's very short (5'2") weighs about 100 pounds soaking wet, has long thick red hair tied in a bun at her neck, and dresses in crisp suits. She walks through the courthouse halls with a don't-mess-with-me air about her, and her clients are either grateful to have her (the honest ones) or hate her guts (the not so honest ones). Mickey deals mainly with repeat offenders, men who've repeatedly broken restraining orders, and anyone on parole from a drug felony conviction. She rarely lets any of her clients slip through the cracks. She works her butt off for all the ones who honestly want another start — gets them jobs, day care, affordable housing, and has even been known to baby sit for a client. But screw up once, and Mickey can be harsh — she doesn't bat an eye at sending anyone back to prison if she thinks that's where he or she needs to be.

Mickey shares her life with her young husband, Mike, 24 years old, drop-dead gorgeous, and the recipient of a multi-million dollar trust fund left to him by his grandparents. They adore each other and just bought a brand-new house on the outskirts of town. They spend their time in bed mainly (after all, they just got married) and puttering around the house and garden.

What the Cryptkeeper Knows: Mickey's most infamous client, Lester Johnson, was the head of a huge drug import business, overseeing the sales and distribution of marijuana and cocaine in a three-state area. While he was on parole he solicited a prostitute, and Mickey had no mercy when it was time for him to go before the parole board. After he was locked up for parole violation, he vowed to get her. So far she's found planted drugs in her car (she reported it to the police, who have no leads), her brake lines have been cut (fixed by the department, very hush-hush), and her backyard swimming pool has been poisoned with mercury (the dead cats by the poolside tipped her off). She carries a gun constantly now, and she never knows what's going to happen next.

MICKEY BURNS

AGILITY 9

Dodge 11, maneuver 11, melee combat 10, stealth 10, unarmed combat 10

DEXTERITY 9

Fire combat 11

ENDURANCE 9

STRENGTH 8

TOUGHNESS 10

INTELLECT 9

Deduction 10, perception 10

MIND 8

Business 10

CONFIDENCE 9

Interrogation 11, intimidation 12, streetwise 11, willpower 11

CHARISMA 10

Charm 13, persuasion 11

Life Points: 5

Equipment: .38 Special, damage value 17, ammo 6, range 3-10/25/40

(**Mickey Burns (D6):** **AGILITY 3D:** Dodge 3D+2, maneuver 3D+2, melee combat 3D+1, stealth 3D+1, unarmed combat 3D+1 **DEXTERITY 3D:** Fire combat 3D+2 **ENDURANCE 3D STRENGTH 2D+2 TOUGHNESS 3D+1 INTELLECT 3D:** Deduction 3D+1, perception 3D+1 **MIND 2D+2:** Business 3D+1 **CONFIDENCE 3D:** Interrogation 3D+2, intimidation 4D, streetwise 3D+2, willpower 3D+2 **CHARISMA 3D+1:** Charm 4D+1, persuasion 3D+2. **Fate Points:** 5. **Equipment:** .38 Special, damage value 4D, ammo 6.)

DAN GOLDMUND

Age: 34

Occupation: Orthopedic specialist

No one knows when Dan's around — he's one of those quiet types. But when he does speak, he always has something important to say. He's a small man, sinewy, with cornsilk-blond hair and green eyes hidden behind wire-rimmed glasses. He spends his days in the basement of the SportsMedicine complex downtown, molding custom orthopedic inserts for athletes and people recovering from foot surgery. He likes his job because it combines medical knowledge (he's a trained orthopedic nurse) with his craftsman skills. His reputation for excellence has gotten around, and people are starting to request his work.

He lives with his parents and his 8-year-old daughter in a generic ranch house in a generic suburban neighborhood. He tells friends he lives with his parents to save money for a house, but the reality is that he likes having his mom around to cook and clean and take the kid off his hands every once in a while. His wife, whom he divorced when their girl was a baby, lives in California.

After work he usually comes home, eats dinner, plays with his kid and tucks her into bed, then heads out to see his girlfriend. Stacy, a perpetual med student, is in her eighth year of school with no end in sight. She and Dan have been together so long it's more of a habit than a relationship, but for now it works for them both.

What the Cryptkeeper Knows: When Dan's kid was four, his wife took her for a weekend visit and never came back. Two years and thousands of dollars in private investigator's fees later, the detective found the woman and girl living in public housing in Los Angeles. Dan found a mercenary for hire in the back of "Guns and Ammo" magazine and hired him to get the kid back, no questions asked. Two weeks later his daughter was home, the merc paid off, and life went back to normal. What Dan didn't know was that the merc left the ex-wife face down in a pool of blood. Ever since the girl came back, she's had trouble sleeping. Lately she's been acting funny, almost as if she's become her mother. She talks about things only his ex-wife knew about, and it's creepy how the child has even started *looking* like her mother.

DAN GOLDMUND

AGILITY 8

DEXTERITY 9

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 10

First aid 12, perception 12

MIND 10

Medicine 13, scholar: orthopedic devices 12

CONFIDENCE 9

Willpower 11

CHARISMA 8

Persuasion 11

Life Points: 5

(Dan Goldmund (D6): AGILITY 2D+2 DEXTERITY 3D ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D+1: First aid 4D, perception 4D MIND 3D+1: Medicine 4D+1, scholar: orthopedic devices 4D CONFIDENCE 3D: Willpower 3D+2 CHARISMA 2D+2: Persuasion 3D+2. Fate Points: 5.)

BRAD JACKSON

Age: 29

Occupation: Morgue supervisor

Brad doesn't look like someone who's at home in a morgue. He's very urban hip, with long, straight black hair, a nose ring, and a hefty party attitude. He's been morgue supervisor for three years, ever since the last guy quit and no one in the hospital wanted the job. Taking the position was a promotion for Brad, since he was toiling away as a floor orderly before. Now he's got a nice salary and very quiet work mates.

He likes the job a lot, except for the part when families come to identify bodies. Other than that, his job is to log in every corpse that goes in and sign out every one that leaves. Between times he catches up on his reading, works out tattoo designs (he's a freelance body artist) and naps. When he isn't in the morgue, everyone knows they can find Brad at The Jail, a local leather bar that caters to the more unsavory population of town. Brad is a regular there, has his own stool at the bar, and generally has a good time.

What the Cryptkeeper Knows: Brad has another, much more lucrative side job: body selling. Seems that one night a dark fellow with a wad of cash came to the morgue and offered Brad cold cash for a cold body. The guy somehow knew that a John Doe had been brought in earlier, and Brad took the money with no hesitation. Now the dark man is a repeat customer, coming in regularly whenever there's a John or Jane Doe or a body that's been chilling for more than thirty days. Brad doesn't know how this guy knows when the bodies come in, and he doesn't ask any questions. He just pockets the money and goes back to sleep.

BRAD JACKSON**AGILITY 8**

Dodge 9, stealth 10

DEXTERITY 7**ENDURANCE 8****STRENGTH 8****TOUGHNESS 9****INTELLECT 8****MIND 8**

Artist: tattoos 11

CONFIDENCE 9

Con 11, intimidation 10, willpower 11

CHARISMA 9

Charm 10

Life Points: 4

(Brad Jackson (D6): AGILITY 2D+2: Dodge 3D, stealth 3D+1 DEXTERITY 2D+1 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2 MIND 2D+2: Artist: tattoos 3D+2 CONFIDENCE 3D: Con 3D+2, intimidation 3D+1, willpower 3D+2 CHARISMA 3D: Charm 3D+1. Fate Points: 4.)

NANCY STEWART

Age: 32

Occupation: Linguist

Nancy figured that her years of French classes would pay off some day, and it has: as a translator and linguist for a French-owned corporation located downtown. Nancy is in upper level management, running the American division of the company. She frequently travels to Paris and maintains an apartment (and a lover, if truth be told) there. She's an elegant woman, with soft blonde hair and blue eyes, always tastefully dressed. There's a fun streak to her, though, and she's usually the first person in the office to volunteer for sports teams, community-service projects, and anything else interesting that comes along.

Three years ago Nancy went through an extremely painful divorce. All she got out of the deal was the old, rundown house she and her husband had just bought to renovate. Until now she's avoided the house like the plague, preferring to stay in a rented apartment or in Paris. But the mortgage payments won't go away, so she's decided to fix the place up to sell. She can barely stand going there, but she enjoyed gutting the house — all that ripping and tearing was good for the soul. She decided to save money by living there during the construction, and works off some of her aggressions late at night by making some renovations herself. The place is starting to shape up nicely, and she's reconsidering her initial decision to sell the place.

What the Cryptkeeper Knows: When she was tearing out the floor tiles in front of the master-room fireplace, Nancy found a treasure: a jeweled pin in the shape of a human eye. The appraiser had never seen such a fine piece of Art Deco jewelry and offered to buy it on the spot. He also asked her out on the spot. She refused both. She wears the pin often, and always gets compliments on it, especially from men. As a matter of fact, she's been getting a lot of offers for dates lately, even from married guys she *knows* are happy with their wives. After the flattery wore off, she smelled something fishy. Then her therapist told her to relax and enjoy the attention, and by the way, where did she get such an exquisite pin?

NANCY STEWART

AGILITY 8

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 10

Computer ops 11, deduction 12, linguistics 14, perception 12

MIND 9

Language: French 15

CONFIDENCE 9

Willpower 12

CHARISMA 10

Charm 12, persuasion 11

Life Points: 6

Note: The magical properties of the pin act as a *charm* attempt on every man who sees it at a value of 20. This takes the place of Nancy's own *charm* value, and acts whether she wills it or not.

(Nancy Stewart (D6): AGILITY 2D+2 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D+1: Computer ops 3D+2, deduction 4D, linguistics 4D+2, perception 4D MIND 3D: Language: French 5D CONFIDENCE 3D: Willpower 4D CHARISMA 3D+1: Charm 4D, persuasion 3D+2. Fate Points: 6.)

RICHARD HENRY

Age: 36

Occupation: Paralegal/opera singer

By day, Richard slaves away at Mathis, Mahaney, and Douglas, a small personal-injury law firm. He pretty much runs the place, since the lawyers spend most of their time ambulance-chasing and mailing their cards to airline-crash victims' families. Richard doesn't mind, though. Keeps the lawyers out of his hair and lets him do his job. By night, Richard is a struggling opera singer, auditioning for parts, going to rehearsals, and studying with Madame Divney, a former diva turned instructor. Sadly, though, Richard doesn't seem to have any luck as an opera star. No one disputes the quality of his voice, but it's always not quite right for the parts he wants. He's beginning to despair of ever breaking into the business.

Richard looks like the next Pavarotti: large man, barrel chested, with brown hair and moustache. He's a sharp dresser, with pressed pants and crisp white shirts. He has an artistic/professional air about him. He and his life partner, Keith, live in a tastefully furnished condo in the tony west end of town. They both spend weekends in their sailboat or on the beach, where they have a waterfront cottage. Sunrise beachcombers can usually hear Richard belting out some obscure German opera in the shower — you just can't miss that voice.

What the Cryptkeeper Knows: Last time Richard was in Nature's Secrets, a health-food store downtown, he bought a honey drink called Eversweet, "guaranteed to make your voice sweeter and more pleasing to the ears." On a lark, he drank the whole bottle the day of an audition. He got the job. Not one to mess with a good-luck charm, Richard has taken to drinking Eversweet before each rehearsal, performance, and audition — and his luck has changed dramatically. Madame Divney ascribes it to coincidence and confidence, but Richard isn't so sure. All he knows is that when he coats his throat with the stuff, he wins every time. But it seems the better his voice gets, the worse his eyesight becomes — he's had to get three new contact prescriptions in the last few months.

RICHARD HENRY

AGILITY 8

DEXTERITY 8

ENDURANCE 9

STRENGTH 10

TOUGHNESS 11

INTELLECT 9

Perception 10

MIND 10

Artist: singer 14, scholar: the law 12

CONFIDENCE 9

Willpower 11

CHARISMA 9

Charm 12

Life Points: 7

Note: Richard's voice gets better all the time — he gets one free add in *artist: singer* every month of game time. At the same time, add +1 to the difficulty of all sight-based actions due to his failing eyesight.



Illustration by Tim Bobko

(Richard Henry (D6): AGILITY 2D+2 DEXTERITY 2D+2 ENDURANCE 3D STRENGTH 3D+1 TOUGHNESS 3D+2 INTELLECT 3D: Perception 3D+1 MIND 3D+1: Artist: singer 4D+2, scholar: the law 4D CONFIDENCE 3D: Willpower 3D+2 CHARISMA 3D: Charm 4D. Fate Points: 7.)

STAN WATSON

Age: 35

Occupation: Unemployed chef

It's not that Stan isn't good at what he does. He's one of the best chefs in the area, with a stellar reputation and excellent references. He's run just about every kitchen in town, and business usually goes up anywhere he's working. But his attention to detail means it sometimes takes up to an hour for hungry patrons

to get their meals — and most restaurant owners like their customers to get fed *slightly* faster than that. In any case, after the last time Stan was fired (fighting with the head chef over how long to let the custard tarts set) he got depressed and holed up in his tiny studio apartment. He let himself go, too, ballooning out to 350 pounds and forgetting to shave for days at a time.

Until recently, Stan spent his days sleeping, eating, and collecting unemployment. He spends hours in front of the TV with his impressive video collection — mainly horror and exploitation films from the 40s, 50s, 60s, and 70s. Lately, though, he's been getting out more, spending lots of time in the library and prowling used bookstores. He's told his friends that he has a new mission: writing the definitive cookbook of rural recipes from the region. They're breathing a sigh of relief, because Stan's finally getting on with his life (and because they no longer feel compelled to invite him over for dinner any more).

What the Cryptkeeper Knows: In the back room of a cobwebby used bookstore, Stan found a treasure: a small, cracked math text book (circa 1820s) that someone had used as a scrapbook, filling it with notes, recipes, home remedies, and superstitions. Seems the former owner had a taste for human flesh, as there are many recipes for curing, preserving, and cooking various parts of the human anatomy. Stan's tried out the recipes using beef, pork, and chicken, but they don't taste quite right. He's dying to get a hold of a fresh corpse, and has taken to listening to a police scanner and cruising the hospital emergency rooms late at night. He's even considering getting a job as an ambulance driver. He takes the test next week.

STAN WATSON

AGILITY 7

Melee combat 8

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

Perception 10

MIND 9

Artist: chef 14, scholar: exploitation video 11

CONFIDENCE 9

Intimidation 11, willpower 11

CHARISMA 7

Life Points: 3

(Stan Watson (D6): **AGILITY 2D+1:** Melee combat 2D+2 **DEXTERITY 2D+1** **ENDURANCE 2D+1** **STRENGTH 2D+1** **TOUGHNESS 2D+2** **INTELLECT 2D+2:** Perception 3D+1 **MIND 3D:** Artist: chef 4D+2, scholar: exploitation 3D+2 **CONFIDENCE 3D:** Intimidation 3D+2, willpower 3D+2 **CHARISMA 2D+1.** Fate Points: 3.)

LISA THE!

Age: 30

Occupation: Model

Lisa is blessed with eternal youth, and her Amerasian background helps a lot. She's a tall woman, perfectly proportioned (thanks in part to breast enlargements) with what some consider to be the perfect blend of Anglo and Asian features: long, soft cornsilk blonde hair and brown almond-shaped eyes. Her skin, the color of creamed coffee, is clear and supple, and her bee-stung pouty lips always seem poised to kiss something. She's considered ancient in the fashion

world, and she's lasted in the business this long because of her size (5'7 and 120 pounds) and her killer attitude. She simply doesn't take no for an answer. She regularly passes for a teenager, and recently landed a contract with a regional mail order clothing business to model their fall line of junior sportswear.

Lisa's ex husband, Rich, is a photographer with the agency she models for. They divorced years ago but still live together, along with his lover Brad. She travels constantly and prefers living in New York, where she spends most of her time. She has only the bare necessities in her NYC apartment when it comes to comfort — an expensive bed, a dining room set, and some kitchen utensils. The rest of the place is devoted to her collection of Vietnam War artifacts. Lisa owns one of the most impressive collections of VietCong weapons in the United States and is known throughout the world for the zeal with which she collects them. Her jet-setting career gets her around the globe, and her ancestry (and fluent Vietnamese) gets her into places most "round-eyes" never see. She recently turned down an offer from a museum to buy her collection outright.

What the Cryptkeeper Knows: Lisa's dad, an American GI, wooed and wed her mom during the height of the war. Like thousands of other Vietnam women, she was bowled over by the soldiers' good looks, sweet words, and seemingly endless cash. This guy — a huge, blond Nordic boy from Wisconsin — managed to actually stay married to Lisa's mom until Lisa was born. Then he skipped out, no big surprise. What was a surprise is that he ordered his unit to torch her mom's village. The good ol' American boy and father of one personally hacked his wife and in-laws into little pieces before he left. Lisa still carries some of the burn scars from that day, but thousands of dollars of plastic surgery has worked wonders. Lisa recently found out that her dad — who thought she'd died in the carnage — is living in Madison with his second wife. She also found out that he still suffers from PSS (post-traumatic stress syndrome). Lisa's decided to help him along the path to insanity, with a little help from her collection.

LISA THEI

AGILITY 9

Dodge 10, melee combat 10, unarmed combat 10

DEXTERITY 9

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 10, trick 10

MIND 9

Artist: model 13, scholar: Vietnam War 12

CONFIDENCE 11

Willpower 14

CHARISMA 13

Charm 15, persuasion 15

Life Points: 7

(Lisa Thei (D6): **AGILITY 3D:** Dodge 3D+1, melee combat 3D+1, unarmed combat 3D+1 **DEXTERITY 3D** **ENDURANCE 3D** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT 2D+2:** Perception 3D+1, trick 3D+1 **MIND 3D:** Artist: model 4D+1, scholar: Vietnam War 4D **CONFIDENCE 3D+2:** Willpower 4D+2 **CHARISMA 4D+1:** Charm 5D, persuasion 5D. **Fate Points:** 7.)

MICHELLE WINGER

Age: 27

Occupation: Slacker and freelance writer

No one knows where Michelle gets her money, but she certainly seems to have plenty of it. She spends winters at home in New Jersey, bar hopping and partying the nights away and sleeping it off each day. Summers she heads to a house on the Jersey shore, which she shares with about ten other people. Occasionally she writes for a national erotic magazine, interviewing porn stars, directors, and others in the flesh-selling industry and reporting on new swingers' clubs, nudist camps, and retail stores specializing in toys for the sexually adventurous. Everyone knows she doesn't make enough money writing to support her lavish slacker lifestyle, and the only thing she tells anyone is that she lives off a trust fund set up by her dad, killed when she was three. No one's buying it, though.

Michelle is so beautiful that many people miss the fact that she's slightly overweight. Her eyes bore into anyone who looks at them — huge, brown affairs ringed with heavy lashes and a perpetual come-hither look. Her long, thick dark brown hair hangs straight down her back. Her carefree mentality and her ride-em-till-they're-dead-then-dump-em-on-their-ass attitude towards men makes her the life of any party and the supreme challenge for most guys.

What the Cryptkeeper Knows: A few years ago Michelle got involved with a divorced man she met on the shore. Tall, blonde, and very refined, she swept him off his feet and into bed immediately. At the end of the summer he 'fessed up — he was a U.S. Senator, taking a break from the job (and his wife, whom he hadn't really divorced) for the season. In exchange for keeping his affair out of every paper in the nation, Michelle demanded a generous lump sum and a yearly salary, to which said Senator readily agreed. It's been a few years now and he's tired of paying Michelle off. Trouble is, he's considering running for President. The last thing he needs is a skeleton as loud as Michelle in his closet. He doesn't quite know what he's going to do yet, but whatever it is will silence her for good.

MICHELLE WINGER

AGILITY 9

Running 11, swimming 10, unarmed combat 10

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 10

MIND 8

Artist: writer 9

CONFIDENCE 9

Willpower 11

CHARISMA 11

Charm 13, persuasion 12

Life Points: 5

(Michelle Winger (D6): **AGILITY 3D**: Running 3D+2, swimming 3D+1, unarmed combat 3D+1 **DEXTERITY 2D+2** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 2D+2**: Perception 3D+1 **MIND 2D+2**: Artist: writer 3D **CONFIDENCE 3D**: Willpower 3D+2 **CHARISMA 3D+2**: Charm 4D+1, persuasion 4D. **Fate Points: 5**.)

MIKE DAWES

Age: 35

Occupation: Fashion photographer

Mike's one of the best in the business. His pictures set the fashion industry standard, and he was the one to coin the phrase "junkie jungle" to describe the

sallow, drugged-out look that's so hot. Supermodels routinely request him for shoots because he can make everyone look good, even a model coming down from a three-day high and no food for a week.

His studio makes other professionals look cheesy by comparison. He's set up in an abandoned warehouse on the east side of town, and his space is filled with the best photography equipment, furniture, and accessories money can buy. He has his own caterer, makeup designer, hair stylist, masseuse, and lighting professional, and has even been known to hire a live band to jam at shoots. He charges exorbitant rates, naturally, but he's worth it. His work has appeared in every major fashion magazine in the world and he's often flown to exotic locations just to shoot for a few hours.

Mike is the epitome of hip — short cropped, greying hair, a carefully trimmed goatee, small diamond earrings in each ear, and trendy yet tasteful clothes. He lives in one corner of his warehouse space and has decorated it completely in white — white furniture, walls, appliances, even his tableware is white.

What the Cryptkeeper Knows: He has a reputation for getting the best smack in town, which is the other reason so many models request him. Last year one model OD'd on drugs he gave her during a shoot. He continued taking pictures of her for almost an hour (propping her exactly where he wanted her) before he realized she was dead. The photos ran and created a sensation. Their popularity resulted in a run of the brand of heroin she died from. He tried not to let it bother him, but it was months before they got the dead-body smell out of the carpet. Even now he sometimes gets a whiff of slightly decaying flesh — usually about the same time he starts seeing things move around the studio. Some models are starting to complain of the smell, and one even left the studio in the middle of a shoot because she was convinced she saw a dead body lying in the floor.

MIKE DAWES

AGILITY 8

DEXTERITY 7

Fire combat 9

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 12

MIND 10

Artist: photographer 14, business 12

CONFIDENCE 9

Streetwise 14, willpower 11

CHARISMA 9

Charm 10

Life Points: 3

(Mike Dawes (D6): **AGILITY 2D+2 DEXTERITY 2D+1:** Fire combat 3D **ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2:** Perception 4D **MIND 3D+1:** Artist: photographer 4D+2, business 4D **CONFIDENCE 3D:** Streetwise 4D+2, willpower 3D+2 **CHARISMA 3D:** Charm 3D+1. **Fate Points:** 3.)

REVEREND STEVEN REINGOLD

Age: 27

Occupation: Pastor of Leslie Hills Presbyterian Church

At the end of a dirt road in the poor part of town stands Brother Steven's



church, a nicely kept white clapboard affair with a steeple, brass bell, and a manicured cemetery out back. Leslie Hills is Brother Steven's first assignment, and he's having a great time meeting the local congregation. Gregarious, emotional, and boisterous, Steven has already won over the hearts of the older ladies in the congregation. His size — an immense 6-feet-five-inches — along with his unruly brown hair, boyish looks, and cheek-splitting grin make him look like an oversized puppy. His sermons are full of contemporary references, quotes from television and movies, and observations from everyday life that are shaking up this small and stodgy congregation. Membership in the youth group has doubled in the last six months, and folks pack into the tiny sanctuary on Sunday nights just to hear what Brother Steven might say next. He's single, which makes him even more unusual, and every single woman in the county between the ages of 12 and 60 has suddenly gotten very religious since he showed up.

During the week Brother Steven is all over town, hanging out with the volunteer firefighters, running the local volleyball tournaments, volunteering at the day care, and kicking back with a cold one at a bar (which has shocked the more conservative members of the church). Evenings he spends in the rectory, writing and reading.

What the Cryptkeeper Knows: Steven is happiest when he's worshipping his deity, but it isn't necessarily the Almighty. Buried underneath the altar in the sanctuary are the objects of Steven's true belief: pentagrams, statues, and other icons devoted to the Dark One. Saturday nights he conducts his own private worship services, along with a few recent converts. They just happen to be the church secretary, deacon, and youth minister. Eventually they hope to convert the entire congregation, but for now they'd be happy with the kids. Steven and his fellow worshippers are planning a church-wide youth camping weekend for that very purpose.

REVEREND STEVEN REINGOLD

AGILITY 8

Melee combat 9, stealth 9, unarmed combat 9

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

Perception 10, trick 11

MIND 9

Scholar: Christianity 11, scholar: Satanism 11

CONFIDENCE 10

Con 14, faith: Satanism 14, intimidation 13, willpower 12

CHARISMA 9

Charm 13, persuasion 12

Life Points: 7

(Reverend Steven Reingold (D6): **AGILITY 2D+2:** Melee combat 3D, stealth 3D, unarmed combat 3D **DEXTERITY 2D+2** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 3D:** Perception 3D+1, trick 3D+2 **MIND 3D:** Scholar: Christianity 3D+2, scholar: Satanism 3D+2 **CONFIDENCE 3D+1:** Con 4D+2, faith: Satanism 4D+2, intimidation 4D+1, willpower 4D **CHARISMA 3D:** Charm 4D+1, persuasion 4D. **Fate Points:** 7.)

ADRIAN BRUCE

Age: 32

Occupation: Gardener

In Ireland, gardeners are a dime a dozen. Adrian couldn't find work in his native land, so he hopped a one-way flight to America to become famous in gardens of the rich and famous. He's got a successful landscaping business that caters to the upper echelon clients, who willingly pay through the nose for a few shrubs and plants just to say that "Adrian did my garden." He's tall, skinny, sallow, with short red hair and a surly expression few people dare to take on. The only time he's happy is when he's elbow-deep in dirt or gently cradling some exotic, rare plant.

For the last six months, Adrian has been the personal gardener for A.J. Lewis, a grocery-store millionaire who owns a chain of gourmet stores in the region. He lives on the Lewis estate in the old gardener's cottage, re-landscaping the man's 1,000 acre spread. He's also hiding out from Immigration, who finally realized Adrian was here illegally and have been trying to deport him. So far they haven't found him, but he isn't taking any chances. He's seeing an American woman, Sally Sinclair, and is desperate to marry her to stay in the country. She's wise to him, though, and is holding out for a prenup and a five-year guarantee. He's just about ready to agree, except for the fact that he really can't stand her.

What the Cryptkeeper Knows: Adrian recently ordered a shipment of rare Amazon basin plants for Lewis' rainforest garden (a personal request for the indoor greenhouse near the mansion). In the shipment was a plant he'd never seen: a sinewy, viney plant with waxy green leaves and tiny black flowers with blood-red centers. No one at the distribution center seemed to know what it was, and Adrian hasn't had any luck finding out anything from either the South American embassies or major botanical gardens around the country. He planted it in a shadowy corner and has been watching it ever since. It seems to be thriving, and small red spores have begun sprouting all over it. Anything could happen next, and Adrian wants to be there to see it ... whatever it may be.

ADRIAN BRUCE

AGILITY 8

Melee combat 9, melee parry 9

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

MIND 9

Scholar: horticulture 11

CONFIDENCE 8

Streetwise 9, willpower 9

CHARISMA 7

Life Points: 3

(Adrian Bruce (D6): **AGILITY 2D+2**: Melee combat 3D, melee parry 3D **DEXTERITY 2D+2** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 3D** **MIND 3D**: Scholar: horticulture 3D+2 **CONFIDENCE 2D+2**: Streetwise 3D, willpower 3D **CHARISMA 2D+1**. Fate Points: 3.)

STEVE QUAK

Age: 45

Occupation: Press operator

No one who first sees Steve wants to get near him. He looks like he's been rode hard and hung up wet, then left for dead. He's of medium height, with thin blonde hair and a bushy black moustache. His shoulders, chest, and arms are covered with tattoos, some dating to the '60s. He rides a revved-up Harley and lives in a dilapidated old mansion that's been subdivided into apartments. The perpetual scowl on his face gives him a don't-mess-with-me look, and it's rumored around town that he once did time for murder.

But talk to Steve for five minutes and his real personality comes out — he's a teddy bear at heart. He's a kind, sensitive guy who has a soft spot for kids and small animals. He *used* to be a hardcase, though. In 1970 he went to prison for armed robbery (not murder) and the next 12 years in the joint made him realize how stupid he'd been. He straightened up his act, got his GED, and when he got out of prison in 1982 he went straight for keeps. He landed a job as an apprentice press operator for the local newspaper, and today he's chief production operator of the press room.

A year ago, after a series of disastrous relationships with middle-aged divorcees, Steve met Sylvie, a 20-year-old college student with a head full of smarts and an eye for raw material. She saw something in Steve that everyone else missed and decided then and there that she was going to marry him. Six months later Steve found himself married to a beautiful child-bride who adores him, and every day since he's thanked God for her.

What the Cryptkeeper Knows: When Steve met Sylvie, she was dating a frat-boy college student named Bryce Hardcastle, a cocky rich kid who fancied himself God's gift to women. She dumped him like yesterday's leftovers for Steve, and that didn't sit too well with Bryce. He's already tried to kill Steve twice: once by running his car off the road and another time by sabotaging the presses. Since he doesn't have any luck with Steve, Bryce has begun considering killing Sylvie. Hasn't done anything about it yet, though. But he's been studying up on contact poisons and he knows how much Sylvie loves expensive French perfumes.

STEVE BURK

AGILITY 8

Dodge 9, melee combat 9, unarmed combat 10

DEXTERITY 9

Fire combat 10

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 9

MIND 8

CONFIDENCE 8

Intimidation 10, streetwise 10, willpower 10

CHARISMA 8

Persuasion 9, taunt 9

Life Points: 4

(Steve Burk (D6): **AGILITY 2D+2:** Dodge 3D, melee combat 3D, unarmed combat 3D+1 **DEXTERITY 3D:** Fire combat 3D+1 **ENDURANCE 3D** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT 2D+2:** Perception 3D **MIND 2D+2** **CONFIDENCE 2D+2:** Intimidation 3D+1, streetwise 3D+1, willpower 3D+1 **CHARISMA 2D+2:** Persuasion 3D, taunt 3D. **Fate Points:** 4.)

SAMANTHA FORSYTHE

Age: 26

Occupation: Bank teller

Samantha always had a talent for math, but her overbearing, macho dad believed the only thing little girls needed to know how to do was please a man. He refused to pay for college and she couldn't afford it herself. So as soon as she graduated high school she got a job as an assistant teller at the local bank. Now she's head teller, with aspirations to go even higher. She's taking chemistry and accounting classes at the local community college and does taxes on the side during tax season. She still lives at home, in a garage apartment behind the main house. Her dad constantly berates her, calling her "old maid" and demanding that she quit fooling around with a career and get married. He constantly brings around his buddies' sons — most of them missing hair, teeth, or both. Her mom doesn't do anything, and her brother and his wife are too busy populating the earth (they have four kids and another on the way) to pay much attention.

Sam's family comes from a long Nordic ancestry, and it shows in her looks: long, thick blonde hair, blonde eyebrows and lashes, fair complexion, and light blue eyes. She looks as fragile as a china doll, and people tend to watch themselves around her. Those who know her well, though, know what a hellish home life she has and realizes there's a steel-hard heart underneath all that sweetness and sugar. Her hardness seems to be paying off, since she just bought a new car. She always dresses in tasteful, expensive clothes and always seems to have plenty of cash for having a good time.

What the Cryptkeeper Knows: For the last three years Sam has been embezzling funds from the bank. So far she's amassed more than \$60,000, and no one's caught on yet. She's stashed the cash in mutual funds and out of state investments, and she figures that in a couple of years she'll have enough to quit her stupid job and get the hell away from her dad. Her dad's started to question where all her money's coming from, hinting that she must have a rich lover somewhere. Sam's decided to get rid of the guy, and has already attempted to poison him twice: once by putting sedatives in his food (he just slept for a whole day) then by injecting contact poison into his bath soap (he got a rash but didn't

die). Now she's ready to play hardball, but her dad seems suspicious of her. Time to lay low and plan the next move.

SAMANTHA FORSYTHE

AGILITY 8

Stealth 10

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

Computer ops 9, deduction 10, perception 10, trick 10

MIND 8

Business 11, scholar: accounting 10

CONFIDENCE 8

Con 9, willpower 10

CHARISMA 8

Life Points: 5

(Samantha Forsythe (D6): **AGILITY 2D+2:** Stealth 3D+1 **DEXTERITY 2D+1** **ENDURANCE 2D+1** **STRENGTH 2D+1** **TOUGHNESS 2D+2** **INTELLECT 2D+2:** Computer ops 3D, deduction 3D+1, trick 3D+1 **MIND 2D+2:** Business 3D+2, scholar: accounting 3D+1 **CONFIDENCE 2D+2:** Con 3D, willpower 3D+1 **CHARISMA 2D+2.** Fate Points: 5.)

STEVEN MILLER

Age: 33

Occupation: Researcher

Steven spends his days holed up in libraries around town, researching esoteric topics for professors, businesspeople, and other professionals too busy to do the leg work required for their jobs. He likes his work, since it requires not speaking to people for hours at a time. He's also very good at his job, and his ability to dig up obscure and vital information seemingly from nowhere has gotten him quite a reputation at the university. He makes a decent living at this, and he's got work lined up for the next two years.

After he's done inhaling book binding fumes for the day, Steven relaxes by jogging and riding his racing bike. He's a familiar sight around campus: a thin, pale man with a wad of tight curly brown hair and goggle glasses that look too big for his face. He wears tight, lycra racing gear and looks a little like a biker from the Tour de France when he's zipping along on his 1,200.00 bike. Steven lives with his two dogs and his girlfriend in the section of town taken over by university students: rows of decrepit houses sliced into hundreds of studio apartments and filled with graffiti, rotting floors, and roaches. He doesn't seem to mind, and the dogs certainly don't care.

What the Cryptkeeper Knows: Steven does a lot of photocopying, and his favorite machine is a older model in the basement. Even after years of abuse, it seems to produce the clearest copies. Once when he was copying a ponderous section from a biochemistry journal, he noticed shadows on the copies he'd made. Well, actually, shapes. Looking closer, he realized that the shapes were images of people dressed in 1860s clothes. So far he's gotten five of these images — an older man, younger woman, and three kids — and all seem to be staring at some unspeakable horror just beyond the picture. Steven hasn't used that machine lately, but his curiosity is beginning to get the better of him.

STEVEN MILLER

AGILITY 9

Running 10

DEXTERITY 7

Vehicle piloting: bike 9

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 10, research 12

MIND 9

CONFIDENCE 9

Willpower 11

CHARISMA 8

Life Points: 6

(Steven Miller (D6): **AGILITY 3D**: Running 3D+1 **DEXTERITY 2D+1**: Vehicle piloting: bike 3D **ENDURANCE 3D STRENGTH 3D TOUGHNESS 3D+1 INTELLECT 2D+2**: Perception 3D+1, research 4D **MIND 3D CONFIDENCE 3D**: Willpower 3D+2 **CHARISMA 2D+2**. Fate Points: 6.)

JULIA NICOLSON

Age: 34

Occupation: Political activist

Back in the '60s, Julia watched her dad die of chemical poisoning due to an illegal munitions dump near her home. Ever since then, she's been dedicated to fighting for environmental rights throughout the world. She's ridden on the "Rainbow Warrior" with Greenpeace, she's shackled herself to old-growth trees, she's lobbied Congress, and she's run countless local meetings trying to get citizens to pay attention to what's happening. Even though she is too young to be a real hippie, Julia dresses like one: long black braids, lots of tie-dye clothing, beads, and massive amounts of pachouli perfume. The only thing that gives her away as part of the "establishment" is her refined speaking voice, trained by years of private schools and William and Mary College. When she speaks, people listen. Her work has resulted in at least three federal wildlife laws and two state disclosure laws, designed to make polluting companies notify citizens when their communities are about to be polluted.

Julia lives in an adobe house she and her husband, Stream (a *true* '60s kid), built from river mud and straw. Since she travels so much, he keeps the home fires burning for her. She's become quite the jet-setting lobbyist, traveling between her home, Washington DC, and whatever rally she's asked to speak at.

What the Cryptkeeper Knows: Stream is an earthy kind of guy, but Julia needed more from a man — and she found it in Jackson Steele, a former Wyoming rancher-turned-activist she met at an EarthFirst! rally. After two years of cheap motels and airplane restrooms, she'd had enough and tried to dump him. He wouldn't hear of it, threatening to expose her to the media and to her husband if she left him. One quick thrust to the neck with the wide edge of a Bowie knife stopped *that* action. After she bled and gutted the corpse, she stuffed his body into an old suitcase, put around-the-world airline tickets on it, and sent it on its merry way. He's come back to haunt her, though. Lately she's seen his battered black cowboy hat on some yahoo hanging out at the local bar. This guy looks at her with the most peculiar expression — a mix of hate and lust. He hasn't spoken to her and she ignores him. The hat must be a coincidence. Surely she stuffed it in the suitcase with her lover ...

Illustration by Brian Schomburg



JULIA NICHOLSON

AGILITY 9

Dodge 10, melee combat 11, stealth 11, unarmed combat 10

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

Deduction 11, perception 10, research 11

MIND 9

Scholar: the environment 13

CONFIDENCE 9

Intimidation 11, survival: forest 11, survival: mountains 11, willpower 12

CHARISMA 9

Persuasion 15

Life Points: 6

Equipment: Bowie knife, damage value STR+5/13

(Julia Nicholson (D6): **AGILITY 3D:** Dodge 3D+1, melee combat 3D+2, stealth 3D+2, unarmed combat 3D+1 **DEXTERITY 2D+2** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 3D:** Deduction 3D+2, perception 3D+1, research 3D+2 **MIND 3D:** Scholar: the environment 4D+1 **CONFIDENCE 9:** Intimidation 3D+2, survival: forest 3D+2, survival: mountains 3D+2, willpower 4D **CHARISMA 3D:** Persuasion 5D. **Fate Points:** 6. **Equipment:** Bowie knife, damage value STR+5/13.)

KIM SULLIVAN

Age: 25

Occupation: Bartender

Kim is a wild child, always causing trouble wherever she goes. She's a serious partier and a nasty drunk, constantly getting thrown out of bars and clubs for dancing naked on tables, throwing glasses at bartenders, and generally causing a fuss. When she's not partying, drinking, or sleeping it off, she works the bar at Trinkets, a sleazy joint that caters to the post-college slacker with no money and too much time on their hands. The floors are sticky with spilled beer, sweat, and other body fluids, the bathrooms are considered environmental hazards, and the liquor is watered down. But Kim fits right in.

Kim's apartment is a jumble of Salvation Army furniture, Wal-Mart fiberboard, and junk picked up off the street. She wears used and vintage clothing, favoring loud '60s minidresses and polyester shirts from the '70s. She wears her dark brown hair in a short flip, and her big brown eyes can melt the hardest male heart or cut it to pieces. She goes through boyfriends like water, usually dumping them after a few passionate encounters.

What the Cryptkeeper Knows: Kim has a very old cassette tape of weird New Age-y music that she got while bumming around India as a college student. She doesn't remember where the tape came from, has no idea who the artist is, and doesn't care. The music has the eerie effect of rendering any man who hears it helpless and completely insane with desire. Whenever she pops that tape into the boom box or in the tape deck in her car, she's guaranteed a partner for the evening. She's getting kinda tired of it, though, and almost decided to toss it until she met Tom, a grad student. He seems impervious to all her advances so far. She doesn't believe there's any magical powers in the music, but she's thinking about asking him to listen to it, just in case.

KIM SULLIVAN

AGILITY 9

Unarmed combat 11

DEXTERITY 7

Thrown weapons 8

ENDURANCE 8**STRENGTH 8****TOUGHNESS 9****INTELLECT 8****MIND 8**

Scholar: bartending 10

CONFIDENCE 8

Intimidation 10, streetwise 11, willpower 9

CHARISMA 10

Charm 12

Life Points: 4

Equipment: Cassette tape, which acts as a *hypnosis* skill value of 20 on men, making them mad with desire for the user. Whether a man could use this tape to similar effect on a woman is unknown, but probable.

(Kim Sullivan (D6): **AGILITY 3D:** Unarmed combat 3D+2 **DEXTERITY 2D+1:** Thrown weapons 2D+2 **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 2D+2** **MIND 2D+2:** Scholar: bartending 3D+1 **CONFIDENCE 2D+2:** Intimidation 3D+1, streetwise 3D+2, willpower 3D **CHARISMA 10:** Charm 4D. **Fate Points: 4.)**

KEVIN GALLOP**Age:** 28**Occupation:** Museum docent

Everyone told Kevin that a PhD in art history would translate into zero career opportunities, but he didn't listen. He spent all his adult life pursuing his studies, including a year in Italy studying the old masters, giving up his social life in college, and devoting most of his free time volunteering at museums and art galleries. Kevin saw his dream of being a museum director go up in smoke the day he was arrested for antiquities theft. Seems he'd sold a few priceless Native American art objects to black market collectors to pay for his last year of school. The museum that owned the artifacts wasn't too pleased, the university revoked his PhD, and Kevin got a two year suspended sentence and five year's probation. Washed up at 26. A tiny historical society museum was the only place that would hire him after this, and he gratefully took the job. Now he makes minimum wage conducting tours of Hartfield House (first governor of the state) to bored Junior Leaguers and hyperactive schoolchildren.

Kevin's love of art and history can be seen throughout the small one-bedroom apartment he shares with his student girlfriend Sonja. The walls are covered with original art (his prize is a small Impressionist painting by Monet, given to him as a graduation present) and bookshelves lined with art books cover what wall space is left. When he isn't at the museum, Kevin is deep into his books. Lately he's been quite the recluse, but Sonja chalks it up to recent arguments with his parents. They still send him money, but not for much longer.

What the Cryptkeeper Knows: When Kevin was arrested, the feds searched his apartment and confiscated a number of artifacts. One thing they missed, though, was a small rattle made of a turtle shell, filled with dried beans and covered with odd carvings. Kevin's been researching this object but can't seem to find any information on it. The only thing he keeps coming up with are the creation myths in which the world sits on a turtle's back. In frustration one evening, Kevin threw the rattle into the fireplace and watched it begin to burn; then he yanked it out — and it appeared unhurt. The next day he read of

tremendous wildfires that suddenly engulfed the northeastern United States the day before. Since then he's sprinkled the rattle with water (unusually heavy monsoon storms in India) covered it with a cloth (unexplained cloud cover over much of South America) and dried it out under a heat lamp (drought in Africa). He's convinced of the power of the rattle. He hasn't told a soul about what's happening. He watches weather reports almost constantly and has taken to sleeping with the rattle beside him. Sonja thinks he's nuts. She's about ready to destroy the thing, some time when Kevin's not around ...

KEVIN GALLOP

AGILITY 8

DEXTERITY 7

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

Deduction 11, forgery 10, perception 12

MIND 10

Research 12, scholar: art history 14

CONFIDENCE 8

Willpower 10

CHARISMA 8

Life Points: 5

Equipment: The rattle is a classic case of sympathetic magic — it is tied to this world, and its environment is matched by that of the Earth. If Sonja destroys it, or even if it merely gets, say, accidentally left in the freezer overnight, the effects could be disastrous!

(Kevin Gallop (D6): AGILITY 2D+2 DEXTERITY 2D+1 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 3D: Deduction 3D+2, forgery 3D+1, perception 4D MIND 3D+1: Research 4D, scholar: art history 4D+2 CONFIDENCE 2D+2: Willpower 3D+1 CHARISMA 2D+2. Fate Points: 5.)

DEANNA WALTERS

Age: 17

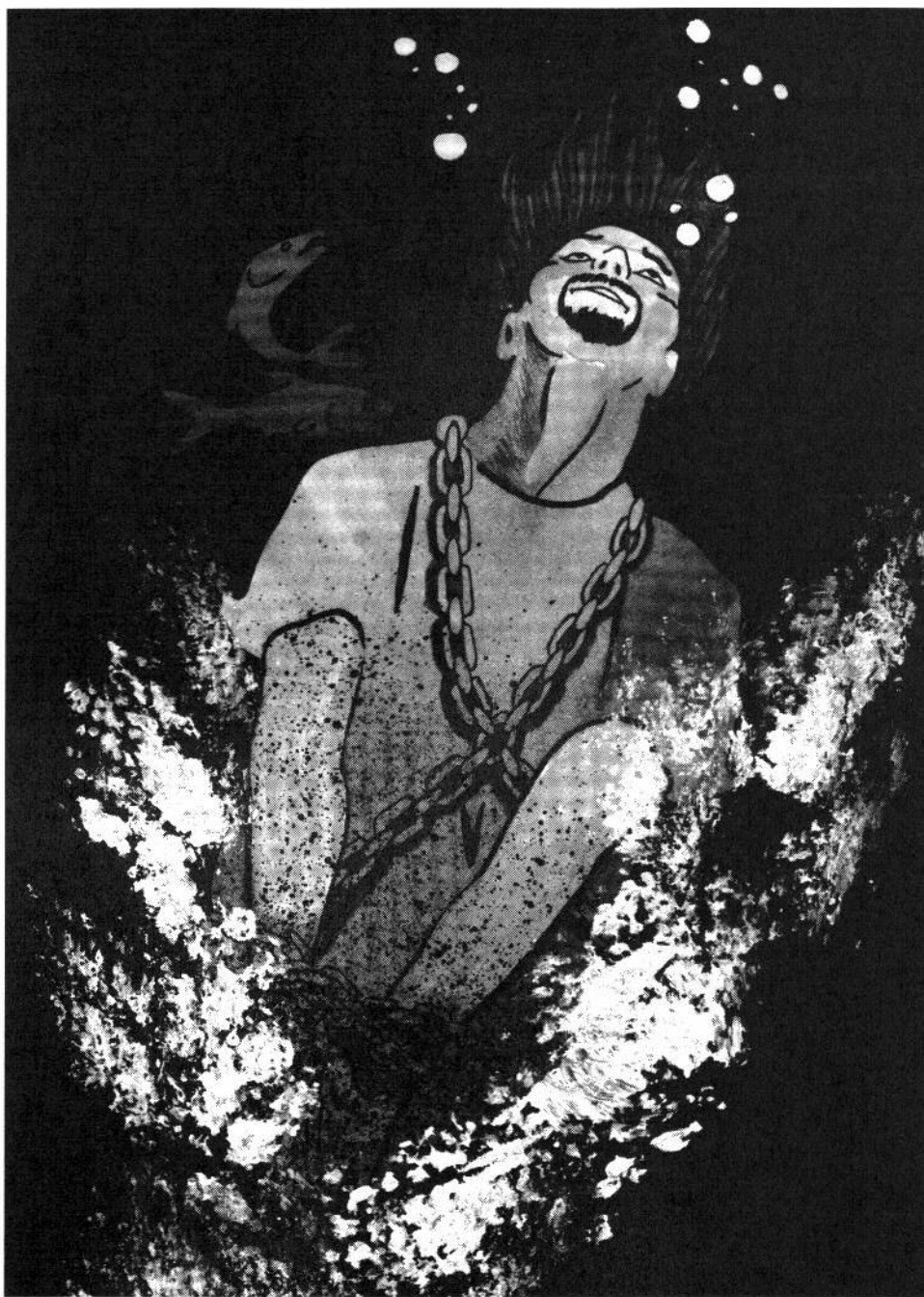
Occupation: World-class gymnast

By the time Deanna was three, she was tumbling around the house and giving her parents heart attacks with her fearlessness. They enrolled her in a local gymnastics class and quickly discovered Deanna's enormous talent and skill. When she was six, she begged to train with the famous coach Belock Varolyi and was shipped to his gymnast factory in Ohio. She became his star pupil, winning meet after meet. Her beauty on the balance beam



Illustration by Tim Bobko

Illustration by Tim Bobko



became legendary and her viciousness during competition was unmatched. By the time she was fifteen she'd won every major international tournament and became known as "the next Mary Lou." Gymnastic fans knew when they saw her short, red bob of hair, compact, powerful body, and sparkling smile at a meet they would be in for a treat.

Then disaster struck. During practice in Varolyi's gym, she missed an easy vault and broke five bones in her left ankle. Before her ankle had a chance to completely heal, Varolyi made her return to practice. The first time she tried a tumbling pass, the foot gave out and she landed on her shoulder, dislocating it and pulling tendons in her knee. Olympic dreams, over ... she thought. Deanna's

maternal grandmother, a tiny Chinese woman, gave her some homemade fish paste salve to ease the pain in her foot, shoulder, and knee. She was skeptical that it would work, but the first time Deanna tried it, it was like magic — the pain disappeared almost as if she'd never been injured.

Almost immediately she was back in action, better than ever. Her doctors couldn't explain it, Varolyi was ecstatic, and all the other girls grumbled even louder that she managed to stage such a spectacular comeback. Now Deanna is poised to become an Olympic champion, if she can stay healthy long enough to win the gold. And the salve? She doesn't go anywhere without it.

What the Cryptkeeper Knows: Anyone who applies the salve to Deanna's injured limbs soon begins complaining of joint pain and fatigue, usually in the exact places Deanna had been hurting. Already the head team doctor has had to quit due to exhaustion, and the assistant physician has fallen ill with strange joint problems. Deanna suspects what's going on, so she decided to experiment. A few weeks before the last meet Deanna asked her friend and chief rival, Amanda Bobek, to help her with her salve. The next day Amanda took a nasty fall from the uneven bars, complaining of severe shoulder pain. With Amanda out, Deanna sailed to a first-place all-around finish. Now she's trying to figure out how to get the top Rumanian gymnast to help her at Worlds.

DEANNA WALTERS

AGILITY 12

Acrobatics 15, climbing 13, long jumping 13, maneuver 13

DEXTERITY 9

ENDURANCE 10

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

MIND 8

CONFIDENCE 8

Willpower 10

CHARISMA 8

Persuasion 10

Life Points: 4

Equipment: The properties of the salve cause it to erase all damage in the subject and transfer it to the user. The user will feel relief instantly, but it can take up to 24 hours for the damage to be felt by the subject.

(Deanna Walters (D6): **AGILITY 4D:** Acrobatics 5D, climbing 4D+1, long jumping 4D+1, maneuver 4D+1 **DEXTERITY 3D** **ENDURANCE 3D+1** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT 2D+2** **MIND 2D+2** **CONFIDENCE 2D+2:** Willpower 3D+1 **CHARISMA 2D+2:** Persuasion 3D+1. **Fate Points: 4.**)

JERRY LYONS

Age: 23

Occupation: Art student

Everyone who hangs out at the Campus Grill knows Jerry — he's the work-study student behind the counter, frying up thousands of greasy burgers and overcooking the fries. He's handsome — thick brown hair, huge brown eyes, full lips, pouty smile, nice body — and most women would die to get a date with him. He knows he's good looking but he doesn't date, preferring to spend time in the welding shop in the art building, working on his metal sculptures. When he's ready to go out, women are never in short supply.

This is Jerry's senior year, and it's a great one so far. A few weeks ago his senior masterwork, a huge iron and aluminum sculpture called "Ache," won a regional

art competition and was permanently installed in the campus courtyard. His grades are up, graduation is around the corner, and he may already have a job lined up, as artist-in-residence in a folk-art museum out of state. All he has to do is produce three more sculptures before graduation, and the job is his.

What the Cryptkeeper Knows: Inside "Ache" is the body of Sarah, a beautiful sophomore and one of the only women who've ever refused to go out with Jerry. Right after the words "Get lost" left her lips, Jerry had a momentary attack of insanity and slashed her throat with a blow torch. As soon as he stuffed her body into the partially-completed work, he became possessed. He couldn't stop working, and for two days straight didn't eat, sleep, or leave the studio. He knows "Ache" is the best work he's ever done. He wonders how he'll match it, but he has an idea ...

JERRY LYONS

AGILITY 9

Improvised weaponry 11

DEXTERITY 9

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 10

MIND 9

Artist: sculptor 11, scholar: art history 11

CONFIDENCE 8

CHARISMA 8

Charm 10

Life Points: 5

(Jerry Lyons (D6): **AGILITY 3D**: Improvised weaponry 3D+2 **DEXTERITY 3D** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 2D+2**: Perception 3D+1 **MIND 3D**: Artist: sculptor 3D+2, scholar: art history 3D+2 **CONFIDENCE 2D+2** **CHARISMA 2D+2**: Charm 3D+1. **Life Points:** 5)

TERRY GORTON

Age: 38

Occupation: Customs supervisor

After ten years busting his butt on the docks, Terry just got a promotion to a desk job, processing international cargo requests. But he's so good at sniffing out illegal cargo that he spends evenings on the docks, checking the shipments and making some spectacular busts. One day he's unloading an illegal shipment of military equipment bound for China, the next day he's at his desk learning how to use a computer. He's a thin, wiry man, with a shock of greying hair and beady eyes that rarely miss anything. He's a chain smoker, but he hides his smoking from his wife by doing it at work.

His job has made him pretty cynical about human nature — anyone will do anything to get ahead — and his sanctuary is his home life. His wife, a college professor, and his two small girls occupy his off hours. He enjoys taking them on trips, playing with them in the huge back yard of their well-kept Victorian home, and reading to them at bedtime. He believes that every minute with them is precious, because they grow up so fast.

What the Cryptkeeper Knows: Part of his cynicism comes from the fact that idiots try to smuggle the strangest things past him, and usually get caught. To thwart would-be smugglers, Terry has taken to inspecting cargo *not* on his

official list. He looks for the most inconspicuous, unassuming crates and containers and opens them for his personal amusement. A year ago, while inspecting a load of French perfume, a forklift backed into the load and he was drenched with Eau de Paris. He stank for weeks, his wife banished him to the couch, and all his dock buddies couldn't quit laughing. Hidden in the load were some undeclared, odd blue bottles filled with a shiny blue liquid, and he managed to confiscate the only unbroken bottle of the lot. A few weeks later, after he'd washed the perfume smell off enough to return to work, he noticed that neither his hair nor his fingernails had grown at all since the accident. His hair seemed to have stopped greying, too. As a matter of fact, it even looks like some of the grey disappeared. He feels great, so he ignores the fact that he doesn't seem to be aging. He keeps that blue bottle under lock and key now, though.

TERRY CORTON

AGILITY 9

Dodge 10, stealth 12, unarmed combat 11

DEXTERITY 9

Fire combat 12

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 10

Camouflage 12, deduction 13, forgery 13, perception 15, trick 13

MIND 9

CONFIDENCE 9

Bribery 16, interrogation 14, intimidation 15, streetwise 14, willpower 15

CHARISMA 8

Persuasion 10

Life Points: 6

Equipment: Pistol, damage value 17, ammo 6, range 3-10/25/40

(Terry Corton (D6): **AGILITY 3D:** Dodge 3D+1, stealth 4D, unarmed combat 3D+2 **DEXTERITY 3D:** Fire combat 4D **ENDURANCE 3D** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT 3D+1:** Camouflage 4D, deduction 4D+1, forgery 4D+1, perception 5D, trick 4D+1 **MIND 3D** **CONFIDENCE 3D:** Bribery 5D+1, interrogation 4D+2, intimidation 5D, streetwise 4D+2, willpower 5D **CHARISMA 2D+2:** Persuasion 3D+1. **Fate Points: 6.** **Equipment:** Pistol, damage value 4D, ammo 6.)

PHIL YOUNGER

Age: 47

Occupation: Gun shop owner

Phil is an Army-trained gunsmith who opened his own gun/hunting store nine years ago, after retiring from the military at age 38. His business does well, and it leaves him time to devote to his own extensive gun collection. He's got some of the rarest guns ever made. He spends weekends traveling to gun shows and antique fairs, buying and selling the weapons he loves.

He's married to Rachel, a fellow Army officer, and they have no kids. They're foster parents, though, and they routinely take in troubled kids or orphans who would normally get lost in the system. Phil is a nice enough guy, with a jowly face, stubbly chin, and an easy laugh that puts kids at ease. But he's got a no-nonsense attitude when it comes to belligerent children or people he feels are his social or mental inferiors. He, Rachel, and the two kids they're caring for live in a townhouse apartment near downtown. It's a comfortable place, and Rachel insists that no guns be stored there. Phil keeps his collection in the basement of the shop, and the rarest pieces are tucked away in a hidden vault beneath the basement.

What the Cryptkeeper Knows: More successful than his gun shop is the *other* business he runs from the basement — an underground import and export business. His specialty is acquiring banned weapons or outfitting nonbanned weapons with the means to make them kill more effectively. He's supplied many guerilla organizations, including the Contras, some militia groups, and many third world countries who don't want anyone to know where they get their hardware. Recently he was contacted through intermediaries by a new client who had an unusual weapon and wanted to know how it worked. Phil couldn't believe what he saw: a shiny silver egg-like object, perfectly smooth, with a few colored buttons and one black switch near the thumb. He took it to his private firing range one night, pushed a few of the buttons — and nearly blew himself and the whole target range into tiny pieces. It's some kind of laser weapon, but it isn't anything the Army makes. Phil is sure of that. When he asked where the weapon came from, all he was told was that it came from some "illegal aliens" who were captured in New Mexico. Near Roswell, to be exact.

PHIL YOUNGER

AGILITY 8

DEXTERITY 10

Fire combat 14

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 10

MIND 8

Business 11, scholar: armaments 11

CONFIDENCE 8

Intimidation 11, streetwise 9, willpower 10

CHARISMA 8

Life Points: 6

Equipment: Phil has access to any number of pistols, rifles, even grenades and the like. The laser weapon he has stumbled upon has a damage value of 30, ammo 100, and a range of 5-10/25/60.

(Phil Younger (D6): **AGILITY 2D+2 DEXTERITY 3D+1:** Fire combat 4D+2 **ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2:** Perception 3D+1 **MIND 2D+2:** Business 3D+2, scholar: armaments 3D+2 **CONFIDENCE 2D+2:** Intimidation 3D+2, streetwise 3D, willpower 3D+1 **CHARISMA 2D+2. Fate Points: 6. Equipment:** Laser, damage value 8D+1, ammo 100.)

BENNY FERGUSON

Age: 7

Occupation: Second-grader

Nothing seems to be going right for Benny. His dad works too much, his mom is occupied with his new baby sister, and his older brother Jimmy doesn't want him around. Benny got mad at his best friend Jeremy last week when Jeremy wouldn't share his Nintendo, and they haven't spoken since. Every day this week Mom forget to cut the crusts off his sandwiches, and everyone at school laughed when he spilled his milk all over himself during snack time. Benny is mad.

The only pleasure he gets nowadays is playing in his room. It's filled with toy trucks and cars, and other toy autos. He likes to zoom them around his room, throw them in the "cave" (under his bed), and use his shoes to make elaborate road mazes he can drive his cars through. His room is covered with cars: car wall paper, car bedspread, car sheets, even a bookcase shaped like a car standing on



Illustration by Tim Bobko



its back wheels. Benny can't wait until he's old enough to drive a car all by himself. Whenever he gets mad Benny goes in his room and zooms his cars even harder than normal. Lately that's been pretty hard.

What the Cryptkeeper Knows: The last time Jimmy told Benny to get lost, Benny screamed and stormed to his room. He was *so* mad that for a minute he couldn't see straight. He slammed the door and looked for something to throw. His eyes landed on his big toy dump truck, but before he could reach for it, it rose up and, all by itself, threw itself against the wall. Boy, did Benny get in trouble for the hole it punched. He tried to tell his parents that he didn't do it, but they wouldn't listen. Since then he's played "flying car" a lot, making his toys float around the room and have spectacular mid-air crashes. It seems like they fly better when he's mad, but he's got to be careful to be mad only in his room. Once he got mad at his baby sister and the knife that flew off the kitchen table barely missed her. Fortunately, his mom didn't see it.

BENNY FERGUSON

AGILITY 6

DEXTERITY 6

ENDURANCE 6

STRENGTH 6

TOUGHNESS 7

INTELLECT 7

Scholar: cars 8, trick 8

MIND 8

Psychic: telekinesis 10

CONFIDENCE 7

Willpower 8

CHARISMA 7

Taunt 8

Life Points: 1

(Benny Ferguson (D6): **AGILITY 2D** **DEXTERITY 2D** **ENDURANCE 2D** **STRENGTH 2D** **TOUGHNESS 2D+1** **INTELLECT 2D+1**: Scholar: cars 2D+2, trick 2D+2 **MIND 2D+2**: Psychic: telekinesis 3D+1 **CONFIDENCE 2D+1**: Willpower 2D+2 **CHARISMA 2D+1**: Taunt 2D+2. **Fate Points: 1**.)

WILLIAM BRUCE

Age: 23

Occupation: State Trooper

Police work runs in William's family. He comes from a long line of Irish cops, dating back to his great grandfather, who had a beat in Hell's Kitchen in the 1840s. His grandfather worked as a detective, his dad is a vice cop, and William just passed the State Trooper exam. His badge is so new he can see himself in it. His fellow troopers tease him unmercifully because of his typical Irish looks: red hair, green eyes, about 6'5", weighs 120 lbs soaking wet, and a powerful taste for good dark beer.

When he's not working, he spends a lot of his time building the house he promised Kim, his fiancée. As a wedding present, Kim's parents gave the couple 10 acres and William's father put up the start-up money for their house. The house is almost finished, and he and Kim spend their evenings doing the finishing touches in preparation for moving in day. They're to be married in a few months. Kim is a typical local girl: cute, smart in a country kind of way, with no ambitions beyond a secure job at the Miracle Mart and babies as soon as the wedding band is securely attached.

The only other thing that William cares about is his truck. Since he was 16 he worked as a farmhand during the summers to make the payments on his 1967 Dodge Ram truck and just paid it off. It's the first real thing he'd ever bought for himself, and he cares for it like a baby. It's in pristine condition and he's had many offers to sell, but he won't part with it. It cost him too much.

What the Cryptkeeper Knows: The truck cost far too much for William to afford it on a farmhand's pay, so for three months he moonlighted as a bag man for a local drug dealer. That still wasn't enough, so he helped himself to some of the guy's drugs and sold them himself. What he didn't know was that the smack he sold was pure and uncut — and three people died of overdoses from the stuff they bought from him, one just last week. Now that he owns the truck it seems to have a life of its own. William parks it in one place only to find it in a different place a few hours later. He's come out in the morning to find leaves and mud stuck to it when he knows he didn't drive it the night before. Once he even found blood on the fender — probably a run in with a deer. Locking it doesn't help, barricading it in the barn doesn't help, and now William suspects someone takes the truck for joy rides. Yesterday it somehow popped out of gear and almost hit Kim. He's starting to get scared of the thing, even though he knows it's just a machine.

WILLIAM BRUCE

AGILITY 9

Dodge 11, melee combat 11, unarmed combat 11, unarmed parry 11

DEXTERITY 9

Fire combat 11

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 8

Perception 9, trick 9

MIND 8

CONFIDENCE 9

Con 10, interrogation 11, intimidation 11, streetwise 11, willpower 11

CHARISMA 8

Life Points: 5

Equipment: Pistol, damage value 17, ammo 6, range 3-10/25/40; baton, damage value STR+5/14

(William Bruce (D6): **AGILITY 3D:** Dodge 3D+2, melee combat 3D+2, unarmed combat 3D+2, unarmed parry 3D+2 **DEXTERITY 3D:** Fire combat 3D+2 **ENDURANCE 3D** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT**

2D+2: Perception 3D, trick 3D **MIND 2D+2 CONFIDENCE 3D:** Con 3D+1, interrogation 3D+2, intimidation 3D+2, streetwise 3D+2, willpower 3D+2 **CHARISMA 2D+2. Fate Points: 5. Equipment:** Pistol, damage value 4D, ammo 6, range 3-10/25/40; baton, damage value STR+1D+2.)

SARAH ELIOT

Age: 24

Occupation: Exotic dancer

Regulars to the Lotus Lounge usually come to see Sarah, the featured dancer on Friday and Saturday nights. She's worked there for about six months and as soon as she walked in the door the owner knew she was a keeper. With butt-length red hair (not natural), flaming green eyes (contacts), and a body that won't quit (sucked and implanted), she blew everyone away with her audition — a raunchy rendering of "Somewhere Over the Rainbow." Don't ask what she did with Toto. Or the basket. Within a month she was packing them in on the weekends, earning up to \$1,000 a night in tips alone and forcing the owner into hiring two other dancers just to keep the crowds happy between her sets.

When she isn't at the club she's usually sleeping or partying in her trailer at the back end of town. She drinks most men under the table, shoots pool like a pro, and doesn't take crap from anyone. For the men who think she's for sale cause she shows off her body, they get a nasty surprise — usually a fist in the groin or other appropriate refusal of their advances. She enjoys herself, her body, and her looks, but she definitely keeps them to herself.

What the Cryptkeeper Knows: For the last two years Sarah has been seeing Jim, a Navy squid stationed at the base near town. He came in one night, got blown away by her looks, and hasn't left since. He's not really her type — he's older (30), greying, and overweight — but he has plenty of money and gives her anything she wants. She put up with the mediocre sex and boring companionship until recently, when she discovered that he has one kid and a pregnant wife back on base. He doesn't know she knows about his family, and continues to shower her with money, gifts, and affection. Sarah isn't one to take being lied to lightly and is plotting her revenge. She still sees him, pretends that everything is fine, but she's been reading up on how different chemical compounds affect a developing fetus. She's also getting quite well versed on nontraceable poisons, which might come in handy the next time she fixes dinner for Jim. Who knows? She has lots of free time during weekdays, and they're looking for volunteers at the military ob-gyn clinic.

SARAH ELIOT

AGILITY 10

Climbing 11, stealth 11

DEXTERITY 8

ENDURANCE 9

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

MIND 9

Artist: dancer 12, scholar: poisons 11

CONFIDENCE 9

Con 11, streetwise 12, willpower 12

CHARISMA 11

Charm 14

Life Points: 5

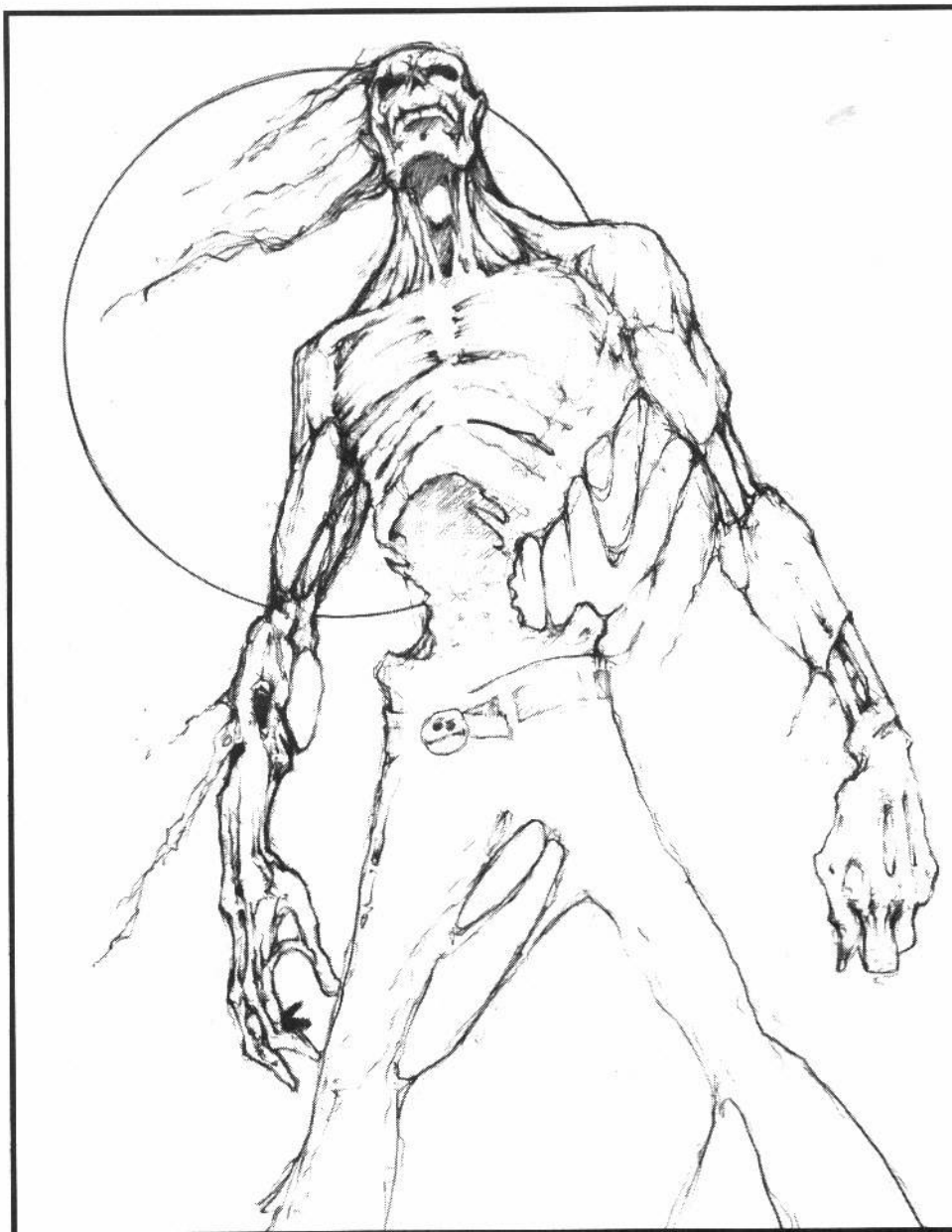


Illustration by Tom O'Neill

(Sarah Eliot (D6): **AGILITY** 3D+1: Climbing 3D+2, stealth 3D+2 **DEXTERITY** 2D+2 **ENDURANCE** 3D **STRENGTH** 2D+2 **TOUGHNESS** 3D **INTELLECT** 2D+2 **MIND** 3D: Artist: dancer 4D, scholar: poisons 3D+2 **CONFIDENCE** 3D: Con 3D+2, streetwise 4D, willpower 4D **CHARISMA** 11: Charm 4D+2. **Fate Points**: 5.)

JOE KLINGMAN

Age: 32

Occupation: Investment banker

The computer revolution took Joe by storm. He's obsessed with technology and carries a laptop, cell phone, and walkman with him wherever he goes. He's a typical thirtysomething Yuppie: nice suits and expensive shoes, an expanding

Illustration by Tom O'Neill



belly and thinning hair, and a pasty in-the-office-all-the-time complexion. He lives in an upscale condo with his Yuppie wife; they make dates to see each other once a week and mark their calendars so they won't forget. They send one another love letters via e-mail and occasionally call each other on their personal cell phones. Weekends are spent sleeping, cooking homemade gourmet food, and entertaining friends. They have no kids and aren't anxious to start a family.

Joe works his butt off and it shows in his six-figure paychecks and company car. He's an edgy guy, always ready to jump down someone's throat if they make a mistake. He's quick with praise and isn't stingy with well-deserved raises for his employees, but slackers get the boot quick. He has no patience with family men or women, and his workers have learned never to ask for time off for a sick kid or to make it to a school play. His attitude is, if you want a cushy job, go work at McDonalds. I can replace you.

What the Cryptkeeper Knows: Joe's fascination with the cyberworld has led him to subscribe to every online service that's offered. He spends hours at work in chat rooms, picking up women. He loves meeting them for drinks then taking them to ritzy hotels for quickie sex. He also trades X-rated pictures online, which really turns him on. Last week he got a shock, though: one of the pictures he got was of himself having sex with one of his online "dates" in the Ritz-Hamilton hotel. Every time he looks for the person who sent it (GOGIFS) the computer says, "not a known user." He's becoming frantic. Since then he's downloaded another picture of himself in a compromising position, this time with an obviously underage girl (she *said* she was 18!) and he's really getting worried. This GOGIFS person must be found, at any cost.

JOE KLINGMAN

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 9

Computer ops 10, perception 11

MIND 9

Artist: chef 10, business 14

CONFIDENCE 8

Intimidation 12, willpower 11

CHARISMA 8

Persuasion 10

Life Points: 3

(Joe Klingman (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D:** Computer ops 3D+1, perception 3D+2 **MIND 3D:** Artist: chef 3D+1, business 4D+2 **CONFIDENCE 2D+2:** Intimidation 4D, willpower 3D+2 **CHARISMA 2D+2:** Persuasion 3D+1. **Fate Points: 3.**)

KEITH YODER

Age: 16

Occupation: Student and part-time gas station attendant

No one would ever mistake Keith for a smart kid. He's friendly but slow, the product of fetal alcohol syndrome and an abysmal childhood. His dad and mom divorced when he was a baby and neither wanted him around. His childhood was spend scrounging for food, clothes, and trying to make his parents pay attention to him. The fact that he's learning disabled didn't help, and the school system just pushed him along, ignoring the fact that he only reads at a second grade level. Regardless of his upbringing, though, Keith is a good kid. He's never gotten into real trouble, he does his best in school (when he bothers to go) and most folks don't even realize he exists.

He's a quiet kid, with limp long brown hair cut in last year's fashionable buzz with a tail cut and nondescript brown eyes. He's got adolescent peach fuzz on his lip and chin, which gives him an unkempt, slightly dirty appearance. His parents never taught him much about personal hygiene, so deodorant isn't something he uses on a regular basis. His clothes always look like he slept in them (which he usually did) and are rarely clean. His only friend is Bobby, a serious druggie who's known at school as the person to contact for any illegal substance. He feels sorry for Keith, actually likes the kid, and lets him hang out with his buddies down at the video arcade.

Keith just got the part time job at the gas station. Doug Miller, the owner, took pity on him when Keith said he needed money for school clothes and food. One look told Doug the kid was telling the truth, so now Keith works three days a week pumping gas and learning how to be a mechanic. Doug is amazed at how quickly Keith picks up mechanical skills and has begun letting him tinker with some of the cars out behind the station. He's about decided to let Keith apprentice to him once he graduates, but he hasn't said anything to the boy yet.

What the Cryptkeeper Knows: Keith discovered his special aptitude for building things in third grade, when he used paper clips, a bottle cap, and some pencil shavings to transform a toy pellet gun into a nasty little playroom weapon. The kid he shot — Brennan the Brat — never bothered him again, and the scar doesn't show if he wears high collars. It's almost like magic, how Keith can see things and put them together in his head to make new, better things. Keith especially likes bombs and weapons, and his room is filled with scavenged junkyard parts, pieces of toys, and other odds and ends he uses to make his "toys." He's put together a few revenge weapons for his good friend Bobby, who's getting the idea that Keith may be a better friend than he thought. Especially because Bobby has a grudge against his boss, Doug Miller. Seems Doug busted up a perfectly good drug deal, which cost Bobby a month's wages. Now, if Bobby can get Keith to rig something up at the gas station ...

KEITH YODER

AGILITY 7

DEXTERITY 10

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 6

Science: jury-rigging 10, vehicle mechanic: wheeled 9

MIND 6

CONFIDENCE 6

Willpower 7

CHARISMA 6

Life Points: 4

(Keith Yoder (D6): **AGILITY 7 DEXTERITY 10 ENDURANCE 7 STRENGTH 7 TOUGHNESS 8 INTELLECT 6:** Science: jury-rigging 10, vehicle mechanic: wheeled 9 **MIND 6 CONFIDENCE 6:** Willpower 7 **CHARISMA 6.** Fate Points: 4.)

DAN GEARSON

Age: 33

Occupation: Companion

Look up "wasted talent" in any dictionary and Dan's picture is there. He flew through school, star student, star athlete, star everything, with a bright future and enough athletic scholarships to get him through as much college as he could handle. Somewhere along the way, though, Dan became a big fan of marijuana. His friends and family watched him go from an ambitious, driven high school football star to a complete slacker, not caring about anything. His grades plummeted, he got kicked off the football team, and he barely graduated with a 2.0 average. He watched all his friends and football buddies go to college and start their lives and didn't care. Dan went from low-paying job to low-paying job throughout his 20s, always one step ahead of the bill collector but always able to afford his precious pot. He lived with his parents until a couple years ago, when they finally kicked him out.

Dan's got a perpetual serene expression, half happy and half totally out of it. His blue eyes are always red and bloodshot, and his badly-cut light brown hair always hangs in his face. He can't seem to break out of his high school glory days and still wears his senior year football captain's jacket, circa 1981. Its rips and tears have been lovingly patched and mended, so now it looks like a limp ghost of its former glory.

Two years ago Dan landed the cushiest job of his life: personal companion for Diane Childress, a 40ish rich divorcee tragically struck with multiple sclerosis soon after her divorce. She deteriorated quickly, and although her mind is clear her body is shriveled and useless. She needed someone to care for her and her mansion outside of town, and she just happened to be friends with Dan's mother. His mom wanted him out of the house, Diane needed an employee, and less than a week later he was ensconced in the Childress estate, caring for Diane and smoking as much dope as he could get his hands on. Since then Dan has availed himself of the comforts of the rich: pool, jacuzzi, personal chef, and all the other amenities of living

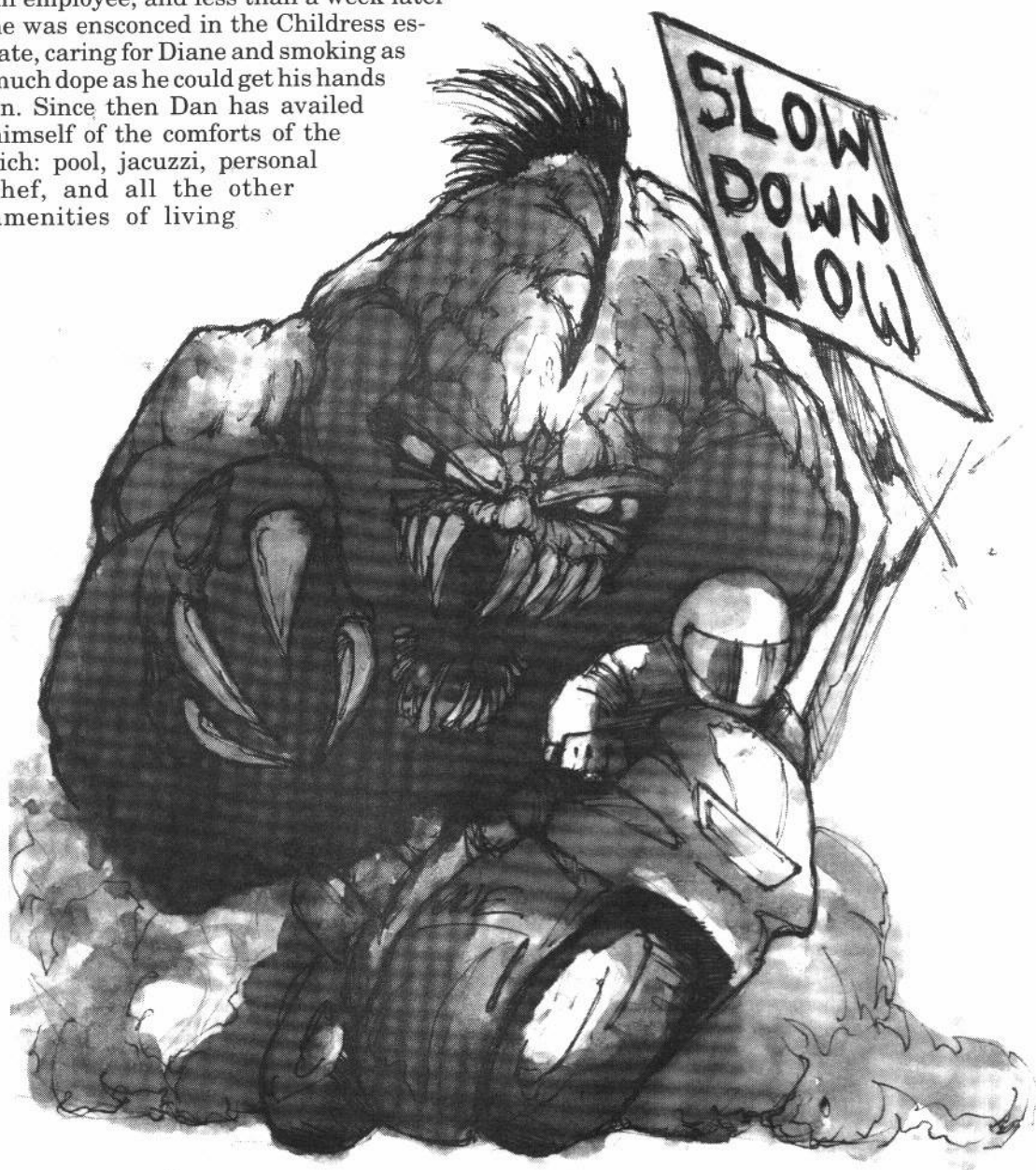


Illustration by Tom O'Neill

high on the hog. He's got free room and board and all his income goes to drugs, and he's never been happier.

What the Cryptkeeper Knows: Diane chose Dan for a reason: he's got a strong, healthy body relatively unscathed by life. She needs such a body, because when hers gives out she plans to take his over. Diane is a lifelong member of a local coven, one of the most powerful groups in the country. They specialize in arcane arts such as transference and astral projection. Since she was diagnosed with MS, Diane has plotted to transfer her soul into Dan's body. Since there isn't much brain left in there anyway, she figures it shouldn't be too hard. Her covenmates have helped her from the beginning, preparing Dan by feeding him special dishes and letting him relax and keep his body healthy. Soon it will be time. She's just given Dan the name of a Jamaican pot exporter, and he should be getting his first shipment of Jamaican Gold soon. Powerful stuff. Usually don't remember a thing after a few tokes.

DAN GEARSON

AGILITY 10

DEXTERITY 9

ENDURANCE 10

STRENGTH 10

TOUGHNESS 11

INTELLECT 7

MIND 7

CONFIDENCE 8

Streetwise 10

CHARISMA 10

Charm 13

Life Points: 5

(Dan Gearson (D6): **AGILITY 3D+1 DEXTERITY 3D ENDURANCE 3D+1 STRENGTH 3D+1 TOUGHNESS 3D+2 INTELLECT 2D+1 MIND 2D+1 CONFIDENCE 2D+2: Streetwise 10 CHARISMA 3D+1: Charm 13. Fate Points: 5.**)

CRYSTAL VINSON

Age: 28

Occupation: Owner of "Happiness is a Warm Pie" bake shop

Three years ago Crystal was the victim of corporate downsizing. Her midlevel managerial position in a communications company was eliminated, along with about 300 others. Crystal found herself on the street with 26 weeks of unemployment, a pretty good severance package, and absolutely nowhere to go. Then a string of chance occurrences changed her life. Two days after she was laid off an ex-boyfriend called. He was in town, would she like to go to dinner? Six months later they were married. Just before the wedding her great-aunt died, leaving the bulk of her estate to Crystal (about \$500,000 in cash and assets), and they managed to buy their perfect home: an 19th century barn they converted into a cozy home. Her husband got a great job in town, and their lives seemed set.

As Crystal went through her great-aunt's belongings, she discovered a box of old recipes —hundreds of clippings and handwritten cards with recipes for cakes, pies, cookies, and all manner of baked goods. Just for fun she tried some of them out, and discovered that they were delicious. She also discovered, to her surprise, that she was a great baker. With her aunt's money she opened "Happiness," and after two years it's become the most popular bakery/pastry restaurant in the county. Crystal just landed a great contract to supply a restaurant chain with baked goods, and she's had to hire three employees to keep up with demand.

Crystal is very much hands-on, though. She insists on baking all the pies herself, and her specialty, apple cinnamon orange crumb, are always baked by her hands alone.

What the Cryptkeeper Knows: The first time Crystal baked the apple cinnamon orange crumb, she noticed that anyone who took a bite immediately became calmer, happier, and more relaxed. She attributed it to the delicious pie, but as time went on it became apparent that the pie somehow imbued the pie-eater with happiness. Complainers became complainers, cranky businesspeople left with smiles on their faces, and even the heavy cinnamon/orange/apple scent of the pies baking sent the grouchiest patrons into good moods. Needless to say, this pie is her biggest seller, and she still insists on baking every one with her own hands from the original handwritten recipe. Last week the recipe turned up missing, and Crystal's been frantically trying to find it. She bakes the pies from memory, but somehow they're not the same. She's forgetting an ingredient, but she can't remember what. Business is slacking off, and if she doesn't find that recipe soon she'll be in big trouble.

CRYSTAL VINSON

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

MIND 9

Artist: chef 11, business 11

CONFIDENCE 8

Willpower 9

CHARISMA 8

Charm 10

Life Points: 3

Note: The pies have a *charm* value of 25, provoking a euphoria in those who consume (or even smell) them.

(Crystal Vinson (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 2D+2 MIND 3D:** Artist: chef 3D+2, business 3D+2 **CONFIDENCE 2D+2:** Willpower 3D **CHARISMA 2D+2:** Charm 3D+1. **Fate Points: 3.**)

SEAN O'CONNER

Age: 27

Occupation: Firefighter

Sean never planned to be a firefighter. He was a marginal student, had no desire for college, and was happily toiling away as a general contractor in his dad's and brother's construction business when a buddy called him and told him to take the upcoming firefighter's exam. On a lark he did (Sean always loves to show off how smart he is, and he's great at tests), and to his surprise he was accepted into the force. At first he balked, thinking it would require real work, but after a few weeks of training he discovered that a firefighter's job consists mainly of sleeping and eating at the firehouse. In the five years Sean's been a firefighter, he's been to 10 fires. He figures it's worth the 35 grand he gets laying around on his butt. Even though he doesn't particularly like the job, he's happy to stay there until he retires. He spends most of his time at the firehouse cooking up elaborate get-rich-quick schemes, all of which he's too lazy to actually see through. When he's not at a firehouse he can usually be found at Della's, a downtown bar, hanging out and picking up sleazy women

Sean's not bad to look at, and he knows it. He's got dark brown hair and huge brown eyes. His little-boy good looks go a long way with women and he can pout with the best of them. He's tall, a bit gangly, and smokes constantly. He drives a battered truck, a relic from his contractor days.

What the Cryptkeeper Knows: A few months ago, Sean fought one of the worst fires ever to hit town — a downtown highrise went up during the height of the business day. Sean rescued a group of people from the roof, singlehandedly getting them through billowing smoke and flames to safety. He was hailed as a hero and received a nice reward from the company whose building burnt. Sean loved the attention and it kept his mind off the fact that, while he was in the middle of the flames, a netlike web of ... *something* ... surrounded him and kept the victims safe as he carried them through the smoke. No one but him saw it, and it's been with him in the two fires he's fought since then. He's getting bolder now, volunteering to barge into the center of a fire without much thought. His superiors are getting concerned, afraid that since his spectacular rescue Sean's gotten delusions of immortality. And delusional firefighters are not needed on the force.

SEAN O'CONNER

AGILITY 10

Climbing 12, maneuver 11, running 11

DEXTERITY 9

ENDURANCE 10

STRENGTH 10

Lifting 11

TOUGHNESS 11

INTELLECT 8

Perception 10

MIND 7

CONFIDENCE 9

CHARISMA 8

Charm 9

Life Points: 5

(Sean O'Conner (D6): **AGILITY 3D+1:** Climbing 4D, maneuver 3D+2, running 3D+2 **DEXTERITY 3D** **ENDURANCE 3D+1** **STRENGTH 3D+1:** Lifting 3D+2 **TOUGHNESS 3D+2** **INTELLECT 2D+2:** Perception 3D+1 **MIND 2D+1** **CONFIDENCE 3D** **CHARISMA 2D+2:** Charm 3D. **Fate Points: 5.**)

JONATHAN SULLIVAN

Age: 38

Occupation: Editorial supervisor

Jonathan hates his job at Careerworks, Inc., where he supervises the proof-reading department. It's a boring, do-nothing position, and the only reason he stays there is because he makes great money, has flexible hours, four weeks of vacation, and plenty of downtime in the office to do his own projects. He's been at Careerworks for 15 years and decided a long time ago that he'd stay there, no matter how mind-numbing the work was, as long as the money kept coming in.

Jonathan is a small man, about 5'6", 160 lbs, with thinning light brown hair and light brown eyes. A pencil-moustache graces his upper lip, and he dresses in casual business attire: expensive shirts, good quality slacks, and black loafers. He's very refined and completely dedicated to his hobby: collecting Maxfield Parish prints and paintings.

He began collecting 20 years ago when he found an old print in his grandmother's attic. A local art dealer appraised it for \$500, and Jonathan hit upon a lifelong

passion. Since then Jonathan has amassed more than 60 paintings, prints, and illustrated books by Parrish. His collection is valued at almost a million dollars. He keeps most of it at the brownstone he shares with his lover and life partner, Bret Singleton. Bret enjoys the artwork and they take collecting trips around the country together twice a year.

Jonathan loves Parrish because of the nymphs he employs in his works. Sprites, nymphs, and naked women dance, sleep, swing, step, and skip through most of his paintings. His illustrations depict a mystical, hazy world full of deep blues and reds, and there's a depth to his work that Jonathan finds irresistible. His favorite work, "Daybreak," hangs above he and Bret's bed. It's a huge print, depicting three lovely naked nymphs standing on a terrace overlooking forests, cliffs, and a waterfall far in the distance. "Daybreak" is also Jonathan's most expensive piece, setting him back two grand when he bought it back in 1982.

What the Cryptkeeper Knows: Jonathan has been having some great dreams lately. In the dreams the nymphs from "Daybreak" come for him and take him into the painting. They wander through the surreal, colorful landscape, touch the rocks and cliffs, and even splash at the foot of the waterfall. When he wakes up he can still smell the forest, and once his hair was damp. Must have been sweating in his sleep. Sometimes, too, the nymphs leave the painting and follow him around the apartment in his dream, knocking things over and making a general nuisance of themselves. He's awakened to find things misplaced in his house, but he's not ready to concede that his dreams are real. Mainly because one nymph, with a hard gleam in her painted eye, seems bent on serious destruction. She's tried to drown him, has thrown a glass at his head, and once wouldn't let him leave the painting. Thank goodness these are only dreams.

JONATHAN SULLIVAN

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 9

Perception 11

MIND 9

Scholar: Parrish paintings 11

CONFIDENCE 8

Willpower 10

CHARISMA 8

Life Points: 4

(Jonathan Sullivan (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D:** Perception 3D+2 **MIND 3D:** Scholar: Parrish paintings 3D+2 **CONFIDENCE 2D+2:** Willpower 3D+1 **CHARISMA 2D+2 Fate Points: 4.**)

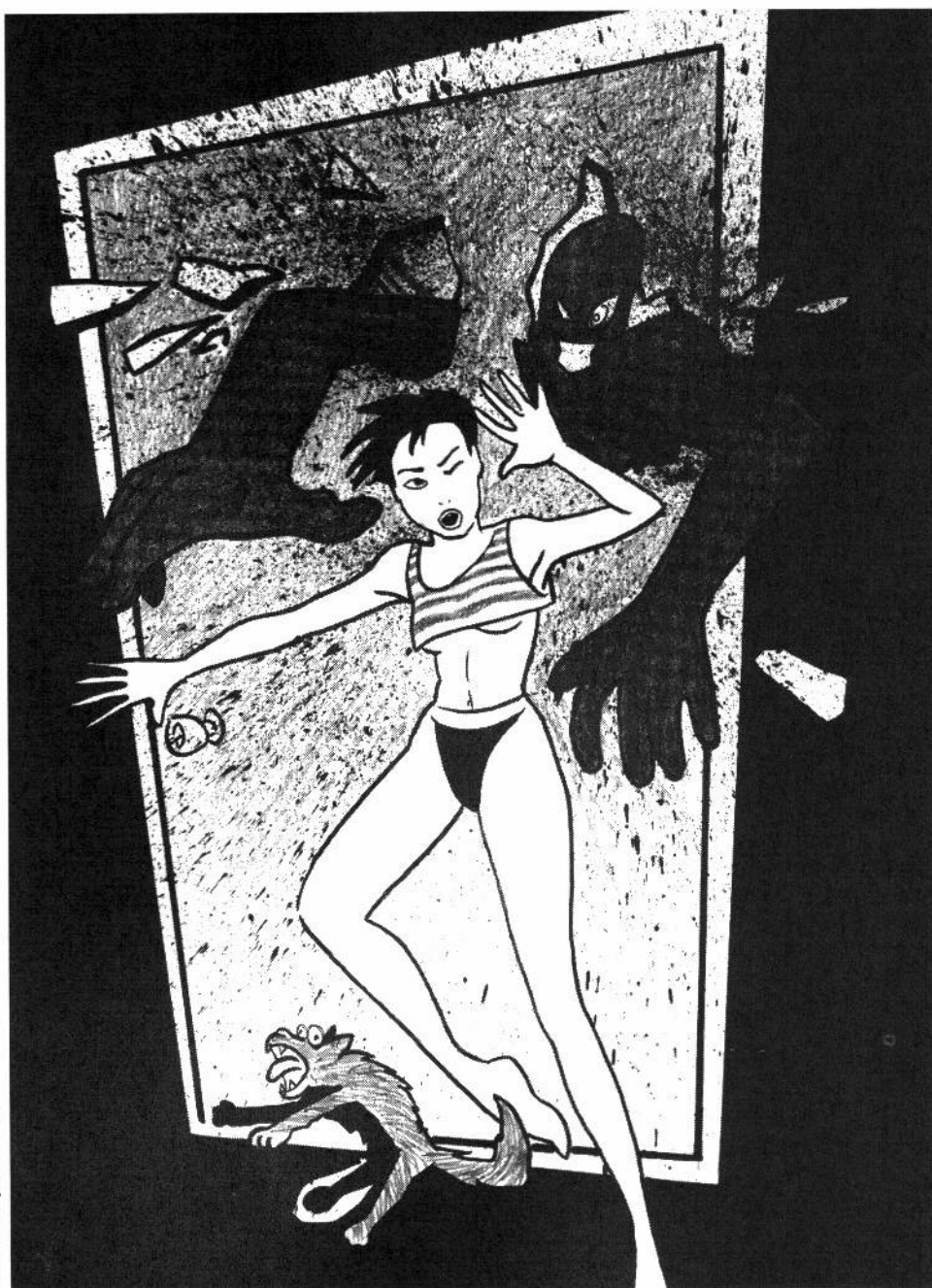
MARTIN BENNINGTON

Age: 24

Occupation: Itinerant puppeteer

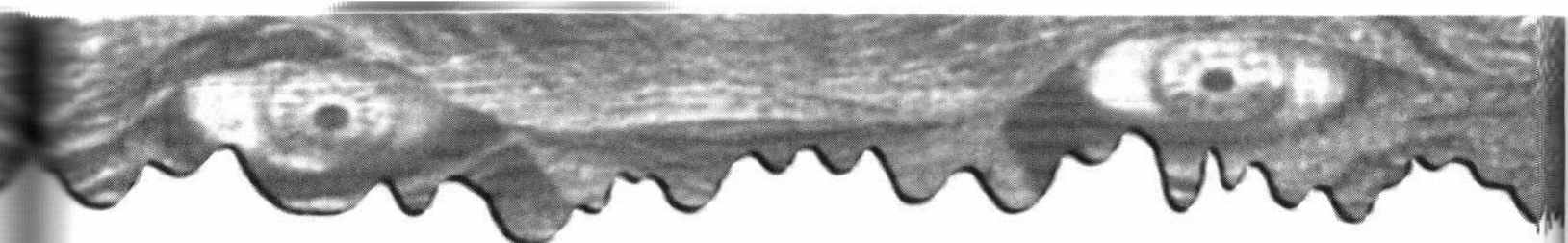
Martin once dreamed of a life on the stage, and even majored in theater at school. But a few bad reviews convinced him that he wasn't any good. Anyway, by then he'd discovered puppetry. He dropped out of school, crafted some very realistic looking marionettes of various rock stars, and ended up as a street performer. He travels around the country, setting up his precious puppet stage on street corners, beaches, and college campuses and doing shows for the local

Illustration by Tim Bohko



crowds. Basically, his show includes him manipulating the puppets to popular songs. Martin has the stars' mannerisms down so well that it's almost as if the real person is performing in miniature. The last time he was in Los Angeles, a scout from "Letterman" spotted his act on Venice beach and invited him on the show. He was a hit, and the offers are starting to pour in. Martin isn't quite ready for all that attention, though, and so far has refused all offers.

Martin strikes quite a figure. A tall man, he has thick curly black hair all the way down his back, a dark complexion, and amazing almond eyes that hark back to his Native American ancestry. He wears whatever he can find in the dumpsters: baggy torn pants, castoff shirts, and oversize dinner jackets in garish



colors. His hands are his best feature: they're long and thin, with elegant fingers and well-manicured nails. He handles his puppets gently, almost tenderly. He makes all their costumes, based on pictures in magazines, and he's got 20 dolls now.

What the Cryptkeeper Knows: Martin is having a hard time controlling the puppets lately. "Madonna" is sleeping around again (and rumor is she's pregnant!), "Sting" keeps stealing everyone else's clothes, "Eddie Vedder" is threatening to tear "Barbra Streisand's" strings off (and she, in turn, has clawed his face up a bit). Locking them in their cases used to work, but "Gloria Estefan" figured out how to pick the locks. They're all starting to demand more of the cut, better working hours, and more costumes and have threatened to walk out. Martin is almost frantic and has counterthreatened to cut all their strings and throw them into the next bonfire they pass. That's kept them quiet for a while, but Martin knows it's only a matter of time before they start grumbling again.

MARTIN BENNINGTON

AGILITY 7

DEXTERITY 9

Prestidigitation 11

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 8

Perception 10

MIND 9

Artist: costume design 13, artist: puppeteer 14

CONFIDENCE 9

Willpower 13

CHARISMA 10

Life Points: 6

(Martin Bennington (D6): **AGILITY 2D+1 DEXTERITY 3D:** Prestidigitation 3D+2 **ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 2D+2:** Perception 3D+1 **MIND 3D:** Artist: costume design 4D+1, artist: puppeteer 4D+2 **CONFIDENCE 3D:** Willpower 4D+1 **CHARISMA 3D+1.** Fate Points: 6.)

ALICIA LASSITER

Age: 31

Occupation: Children's book editor

Alicia is a beautiful and very talented editor/writer who works for Garrett Bros. Press, one of the top publishers of children's literature in the country. Alicia started out as an assistant editor and worked her way up almost to the top through hard work and perseverance. She is personable and interesting, but carries something of a streak of cynicism. Her only weakness seems to be men with long brown hair and brown eyes, and even they don't have the effect on her they once did.

Alicia has an abiding interest in medieval times, even belonging to the SPMA (Society for the Preservation of the Middle Ages), and often attends weekend festivals sponsored by the group. Her "maiden fair" is always the hit of the weekend, with assorted "knights" competing for her hand.

What the Cryptkeeper Knows: Recently, Alicia landed a plum assignment: writing a non-fiction book on Native American lore. She lost no time in starting the research, immersing herself in the magic and mysticism of these ancient cultures. She has even gone so far as to travel to the West and Southwest to see

sacred sites for herself—even some she was expressly warned to stay away from.

Being an educated woman, Alicia ignored these warnings, of course. Yet something strange does seem to be going on — last week, she discovered a Shoshone arrow laid on her welcome mat. That weekend, two charging knights at the SPMA fest turned before her eyes into Lakota Sioux warriors with lances. Worst off all, she went into a bad skid while driving in a rainstorm night before last ... because she could have sworn a Blackfoot medicine man was standing in the road.

ALICIA LASSITER

AGILITY 8

DEXTERITY 7

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 10

Deduction 11, perception 12

MIND 10

Artist: editor 12, research 13, scholar: Middle Ages 12, scholar: Native American lore 12

CONFIDENCE 10

Streetwise 12, willpower 14

CHARISMA 10

Charm 12, taunt 12

Life Points: 5

(Alicia Lassiter (D6): **AGILITY 2D+2 DEXTERITY 2D+1 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 3D+1:** Deduction 3D+2, perception 4D **MIND 3D+1:** Research 4D+1, scholar: Middle Ages 4D, scholar: Native American lore 4D **CONFIDENCE 3D+1:** Streetwise 4D, willpower 4D+2 **CHARISMA 3D+1:** Charm 4D, taunt 4D. **Fate Points: 5.**)



!! SINISTER SETTINGS

THE TOWER

Evening, creeps ... come right in! Lately, my wallet's been lighter than your skulls, so I've had to take a second job (what do you mean, what's my first?) I'm working as doormat ... er, man ... at a new building called the Tower. I open the door so they can walk in ... and then I open it again when they're carried out. Hehehehehe!

That's right, kiddies ... this is your chance to see how the other half dies. And if you're really lucky, they'll profile you on "Lifestyles of the Rich and Rotting ...!"

"The Tower" setting places the characters some 50 years in the future of a major metropolx. Corporations run the world, and the Tower is home to the elite of one such megalith called AniTech. Here the executives of this huge computer firm work and play, live ... and die. That last seems to be especially popular these days.

Got your keycard? Got your ID? Then let's go ...

THE LAYOUT

The Tower is 55 stories high, an impressive edifice even if nowhere near the largest in the metropolx. It is situated a brief monorail ride away from the AniTech corporate headquarters and offers comfortable living quarters to the executives of that firm, as well as shops, restaurants, and sport and recreation facilities. A heliport on the rooftop allows for easy access to any one of the three airports in the area.

The building boasts a titanium steel structure covered with a stone-cement mix. The lower 20 floors have no windows, but the upper levels have wall-length avenues for natural light. These are roughly a third of a meter in height, set two meters up along the walls of the suites. The glass is unbreakable and the windows cannot be opened.

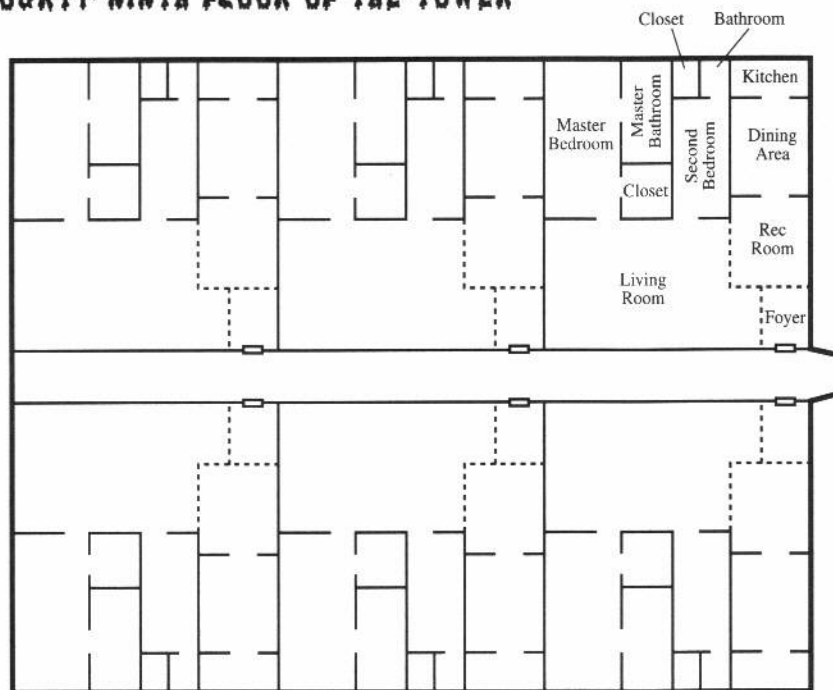
Floors 25 and above can only be reached via private elevator. Those wishing to ride it must present a valid security card/ID to the guard or be signed in by a resident.

There are three entrances to the building: a set of double glass doors in the front, a delivery entrance in the back, and the monorail station on the 25th floor. All three boast some security presence.

SECURITY

The Tower has a 250-man security force, with half on-shift during the day and half during the night. Most of them are ex-police or Special Forces; all of them

FOURTY-NINTH FLOOR OF THE TOWER



are heavily armed. They are equally adept at covering up evidence as they are at uncovering it, an important quality when one is dealing with tenants of great wealth and power.

Major security HQs are on the first and 25th floors. Above the 25th floor, security is also provided by cameras in the private elevators and the hallways. These cameras ensure that no one leaves the elevator on a floor other than that to which they are authorized to go.

Doors to all apartments may only be opened with the correct keycard and the inputting of a nine-digit access code.

SECURITY (250)

AGILITY 9

Dodge 11, melee combat 10, melee parry 10, unarmed combat 10, unarmed parry 10

DEXTERITY 9

Fire combat 11

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 9

Computer ops 10, deduction 10, perception 11

MIND 8

CONFIDENCE 8

Interrogation 10, intimidation 11, willpower 10

CHARISMA 8

Life Points: 2-4

Equipment: Pistol, damage value 17, ammo 6, range 3-10/25/40; shotgun,

damage value 20, ammo 5-20, range 30/75/150; baton, damage value STR+5/14

(**Security (D6):** **AGILITY 3D:** Dodge 3D+2, melee combat 3D+1, melee parry 3D+1, unarmed combat 3D+1, unarmed parry 3D+1 **DEXTERITY 3D:** Fire combat 3D+2 **ENDURANCE 3D STRENGTH 3D TOUGHNESS 3D+1 INTELLECT 3D:** Computer ops 3D+1, deduction 3D+1, perception 3D+2 **MIND 2D+2 CONFIDENCE 2D+2:** Interrogation 3D+1, intimidation 3D+2, willpower 3D+1 **CHARISMA 2D+2.** **Fate Points:** 2-4. **Equipment:** Pistol, damage value 4D, ammo 6; shotgun, damage value 5D, ammo 5-20; baton, damage value STR+1D+2.)

FLOOR PLAN

The levels of the Tower are broken up in this manner:

1-10: The only parts of the building open to the general public, these floors are devoted to a sports arena, parking, some discount clothing and other general merchandise shops and grocery stores. Although anyone is welcome here, it's rare to see tenants making use of these stores. The goods in the shops are aimed at the lower classes and tenants can order groceries via computer network rather than shop for it. Save for when they are attending a sporting event or "slumming" (see below), it's unusual to see even a low-level AniTech executive here. These levels are the most irregularly patrolled by Security.

11-20: These levels are intended as a shopping and entertainment area for the middle-managers of the firm and their families. Low priced boutiques, fast food restaurants, inexpensive bars, theaters, and game rooms can be found here. These floors are only accessible by passing through a turnstile at which you must show your security/ID badge. These floors are not all that well patrolled so quite a few fake IDs and even some turnstile jumpers can be found at most times.

These floors are usually packed both day and night. In the early hours of the morning, they finally empty, save for those homeless canny enough to avoid Security.

25-35: The quality of the restaurants, bars and shops improve here, as these levels are living quarters for junior vice-presidents of the firm and others on that tier. The monorail station is located on the 25th floor, as well as an express elevator to floors 36 and higher.

Floors 25-35 are only accessible via an elevator that opens onto a tunnel equipped with weapons sensors. At the end of the tunnel, arrivals must show their security badges/ID to Security.

Save for the occasional husband, wife or mistress who does not work, there is little activity on these floors during the day. Most shops don't open until the afternoon and close sometime after midnight.

36-45: These floors are intended as living quarters for the firm's vice-presidents. All of the suites consist of a living room; galley-style kitchen; a single bathroom; and two bedrooms (either of which can be converted into a den as needed).

46-55: These are home to the top executives of AniTech, their families, their



Illustration by Brian Schonburg

lovers, and any "squatters" they may pick up. There are eight suites on each floor, each of which empties onto a common hallway that leads to the elevator.

These floors are only accessible via a security elevator. Each door is ID-Keycard accessible with the input of the nine-digit access code. They are only lightly patrolled due to the constant video surveillance of the hallways, which includes infra-red and motion sensors. The hallways are also equipped with dual purpose sniffers, used for the detection of smoke but also sensitive enough to detect the scent of gunpowder within a shell casing.

The entrance to the suite opens onto a large combination foyer, living room and recreation room, with a bathroom off of this room. Special translucent and sound-proofed panels can be electronically lowered to divide the large room into smaller ones.

These suites are lavishly furnished. Recreation rooms feature a large entertainment center, several couches and armchairs, a fully-stocked bar, pool tables and/or virtual reality chairs.

To the rear of the rec room is the kitchen and dining room. The kitchen is small, yet efficient, with refrigerator, microwave and sink with disposal tube.

Off of the living room is the bedroom, with a large bed, dresser and vanity with lighted mirrors. Mirrors or cameras over the bed are optional. The brightness and color of the light in the room can be controlled with a dial on the wall, as can the amount of light admitted by the windows.

Along one wall is a walk-in closet and the master bathroom, with a tub that can function as shower, whirlpool or spa.

Finally, there is another room that can serve as a single bedroom or as a den, with a closet and bathroom attached. There are emergency buzzers in each room which can summon Security in a few moments should something go wrong.

"SLUMMING"

With the division between rich and poor becoming wider and wider, a natural curiosity has grown up among the classes about each other. This has led to the practice of "slumming," rich men or women picking up members of lower class for sexual relationships, sometimes long-lasting ones.

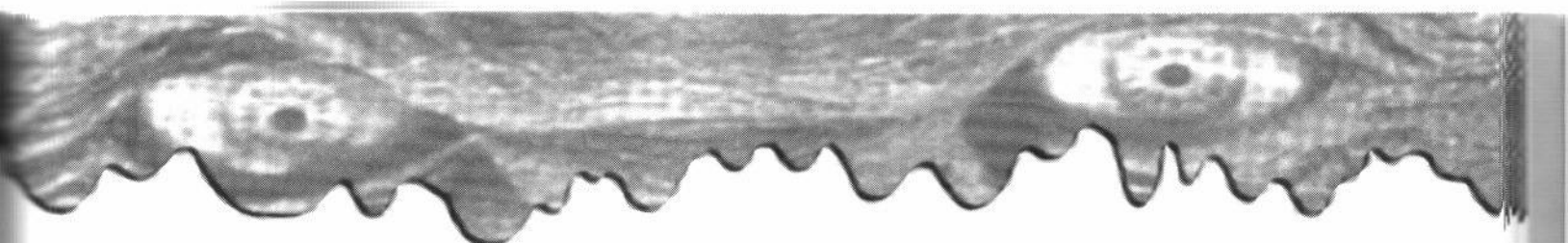
For the poor, there is always the "myth of the prince" — the hope that a denizen of the upper class will ride in like a knight on a charger and spirit his/her love off to a castle (or at least the upper floors of the Tower). For the rich, it's a taste of the forbidden, a relationship with no obligations and no rules.

The more attractive among the poor can make a decent living "slumming," often being put up in luxury suites at the Tower by their lovers. Occasionally, five or six middle-managers will go in together on the rent, taking turns using one of the suites for clandestine rendezvous.

"Slumming" is considered a dangerous hobby by the authorities, but in truth there are far more crimes committed by the rich against the poor (rape, assault, battery, etc.) than the other way around.

ADVENTURE HOOKS

- The characters are dropped into the bodies of executives who have been sharing the rent on a suite to be used for meetings with "slummers." Unfortunately, the body of a young woman has been found in the room, beheaded. Who is she? Which one of the characters' shells — if any of them — did the murder? And can they find out before Security does? (And just where is her head, anyway?)
- A new security/surveillance system has been installed in the Tower, the hallmark being a massive computer in the basement that monitors and controls all devices. There's only one problem — somebody has programmed it to believe *all* the residents are intruders, and it's dealing with them ... permanently. Can



the characters survive long enough to shut the system down, or will they be evicted from existence?

- The characters are dropped into the shells of slummers, recruited for a new "sporting event." They're placed in the arena and forced to battle a half-dozen Security men. If they survive, they're let loose in the building ... to be hunted.

GAMEMASTER NOTES

When running an adventure in this sort of setting, keep in mind the antiseptic, ice-cold feel that a place like the Tower — and maybe the future itself — could have. The most barbaric cruelty can be carried out without the slightest sign of emotion. The rich are decadent, merciless, and some are willing to resort to torture and murder for amusement; the poor are desperate, violent, and have nothing left to lose. The characters might find the Tower the lap of luxury, a gilded cage ... or just a cage, depending on what shells they're dropped into.

This is a great setting in which to use the concept of killing a player character early to shock the rest. Here they are in this ultra-modern, high security building, apparently a part of the privileged class. Then one of them steps a little out of line ... and Security executes him. Painfully.

THE ASYLUM

Hehehehehe! Looking for something a little more down to earth, kiddies ... or how about six feet underneath it? For those periods when your pathetic little players are puzzled and perplexed, you want to send them off for a little peace, quiet and deadrest. Or is that bedrest? And will there be any difference?

The insane asylum is a fixture of the horror genre, so why not have your own? There are all sorts of stories you can inflict on ... er, share with ... your players in this sort of setting. This particular asylum — we'll call it the Carrington Institute for the Mentally Disturbed, but you can call it what you want — is a product of the 1960s, before reforms were made to these lovely places. So you may want to shunt your characters across time as well as space and drop them in when the joint is really jumping ...

THE LAYOUT

The Carrington Insitute consists of four buildings surrounded by a three meter high chain-link fence. This fence is topped with three strands of barbed wire which was added when the hospital became a state insitution. The four structures are the gatehouse, the treatment building, the wards, and the confinement center.

THE GATEHOUSE

This large stone building houses the main gate to the complex at its heart. There are two security doors on the outside of the building and three on the inside. The windows facing the inside of the compound are barred; those facing out are merely sealed shut.

The building is essentially divided into two halves, separated by the driveway and the gate. The right half houses the security offices and movement control station. The left half houses the induction center and visitors center.

Security and Movement: This section has three doors, one outside of the gate, one facing the institution, and one opening opposite the induction center. They are kept locked at all times. All three open onto the movement control room which houses the controls for the main gate. Tables and chairs are scattered about here, with the centerpiece of the room being a large silver coffee pot.



Illustration by Brian Schomburg

S

There's always at least one guard on duty here.

The other rooms in the section are a locker room/bathroom, a conference room, and the "officer of the day's" office. The locker room has only one door and no windows. The conference room is large enough to seat eight and has one window. The OD's office is nicely appointed and features two windows (barred) that look out over the compound. All of these rooms open onto a short hallway and can be reached only by first passing through movement control.

Induction and Visitors: This section can only be entered from the outside via a security door. This leads to the entry station, a largely bare room featuring only a desk and a few wooden chairs. The other rooms in this section are the meeting room; a storage room in which is stored the clothing worn by inmates (a gown and a robe); a supply room with bedding and towels; and a strip-search room, used for those who have been admitted due to criminal insanity. They are searched thoroughly for contraband and weapons.

An inmate newly admitted will be processed in the entry room. If necessary, he/she will be strip-searched, then provided with bedding and new clothes and escorted to the appropriate ward.

SECURITY

Use stats for Tower Security, above.

THE TREATMENT BUILDING

A three-story affair, this is one of the busiest structures on the grounds. The first floor features the following:

File Room: Perpetually in disarray (a way of ensuring the security of the file clerk's job), the file room is a nightmare of boxes and cabinets. Medical records on anyone who has ever come through the facility can be found here.

Secretary's Office: Desk, chair, phone and electric typewriter. The occupant of this room, an attractive brunette named Teri, acts as assistant to the doctor and psychiatrist on staff here.

File Clerk's Office: The file room in microcosm — a desk half-buried in papers, many of them files that are years overdue for placement in the cabinets.

Doctor's Office: The general practitioner assigned to the institution, Dr. Ralph Dundee, is headquartered here. He maintains files on the physical conditions of current inmates, as well as being the caretaker of the safe containing controlled substances used in treatment. Unfortunately, Dr. Dundee has started dipping into some of those substances, not to mention trying different combinations on patients.

DR. DUNDEE

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 9

Deduction 10, first aid 12, perception 11

MIND 9

Medicine 12

CONFIDENCE 8

Willpower 9

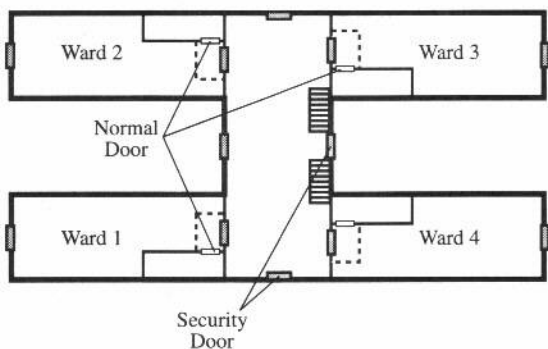
CHARISMA 8

Life Points: 4

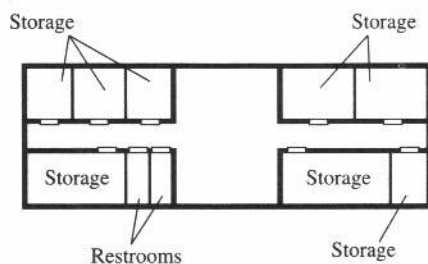
Equipment: Dr. Dundee has access to basic medical equipment (stethoscopes, etc.) and to a number of prescription drugs.

THE ASYLUM

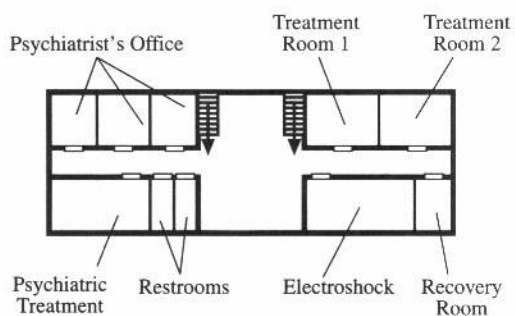
The Ward's Lower Level



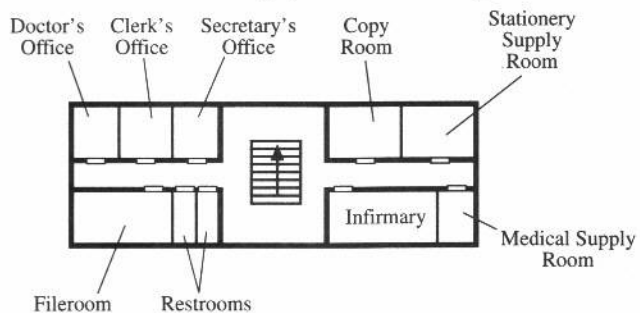
Treatment Building (Top Floor)



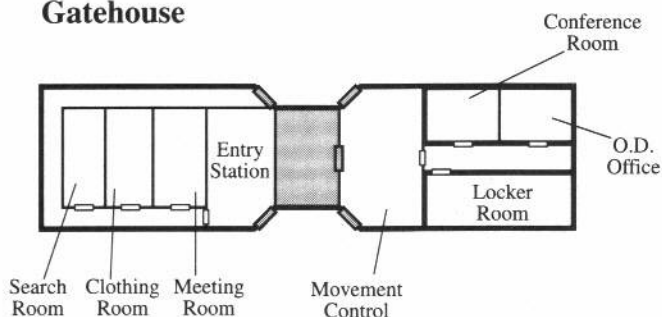
Treatment Building (Middle Floor)



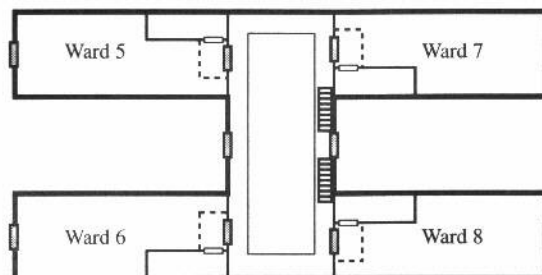
Treatment Building (Bottom Floor)



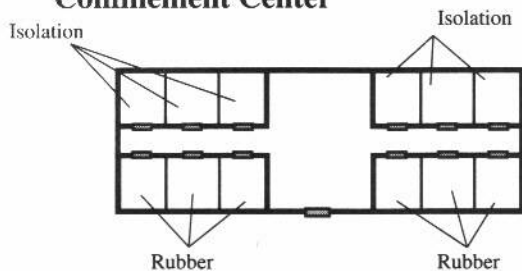
Gatehouse



The Ward's Upper Level



Confinement Center



(Dr. Dundee (D6): AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D: Deduction 3D+1, first aid 4D, perception 3D+2 MIND 3D: Medicine 4D CONFIDENCE 2D+2: Willpower 3D CHARISMA 2D+2. Fate Points: 4.)

The Infirmary: This room contains four hospital beds for injured inmates; a gurney; a locked glass cabinet containing a wide variety of medical equipment used for examination and treatment; and a metal cabinet that holds blood pressure cuffs, splints, neck braces and stethoscopes. Off of this room is a medical supply closet, in which can be found bandages, swabs, non-prescription medication, wheelchairs and crutches.

Rounding out this floor are a copy room and a stationery supply room.

The second floor features:

Psychiatric Offices and Psychiatric Treatment Room: These are the offices of Drs. Whiteley and Tremayne (known to patients as "Whitelipped and Trembling") and Moses Carrington, director of the institute. Patients are not treated in these offices, they're strictly for administrative duties. Any one-on-one therapy is done in the psychiatric treatment room across the hall (though this is used minimally — most of the work is done in groups in one of the other treatment rooms on the floor).

DR. CARL WHITELEY

AGILITY 8

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

Deduction 11, perception 12, trick 11

MIND 10

Hypnotism 14, research 12, scholar: psychology 14

CONFIDENCE 9

Con 11, willpower 11

CHARISMA 9

Charm 11, persuasion 11

Life Points: 3

Description: Dr. Whiteley is a great proponent of the therapeutic use of hypnosis. He is particularly fond of regressing patients back to their childhoods ... only problem is, he hasn't quite mastered bringing them back again.

(Dr. Carl Whiteley (D6): AGILITY 2D+2 DEXTERITY 2D+2 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 3D: Deduction 3D+2, perception 4D, trick 3D+2 MIND 3D+1: Hypnotism 4D+2, research 4D, scholar: psychology 4D+2 CONFIDENCE 3D: Con 3D+2, willpower 3D+2 CHARISMA 3D: Charm 3D+2, persuasion 3D+2. Fate Points: 3.)

DR. TERRY TREMAYNE

AGILITY 9

DEXTERITY 9

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 10

Deduction 11, perception 12, science: chemistry 12

MIND 10

Scholar: psychology 14

CONFIDENCE 8

Con 10, intimidation 10, willpower 11

CHARISMA 7

Life Points: 4

Description: Tremayne is a follower of the "nowhere to go but up" school — the idea that if you break a patient completely, he can't help but get better. So Tremayne relies on bizarre drug therapies, solitary confinement, sleep deprivation and other fun things to drive his patients way round the bend.

(Dr. Terry Tremayne (D6): **AGILITY 3D DEXTERITY 3D ENDURANCE 3D STRENGTH 3D TOUGHNESS 3D+1 INTELLECT 3D+1:** Deduction 3D+2, perception 4D, science: chemistry 4D **MIND 3D+1:** Scholar: psychology 4D+2 **CONFIDENCE 2D+2:** Con 3D+1, intimidation 3D+1, willpower 3D+2 **CHARISMA 2D+1. Fate Points:** 4.)

DR. MOSES CARRINGTON

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 9

Perception 12, trick 11

MIND 8

Scholar: psychology 10

CONFIDENCE 8

Willpower 12

CHARISMA 8

Persuasion 10

Life Points: 2

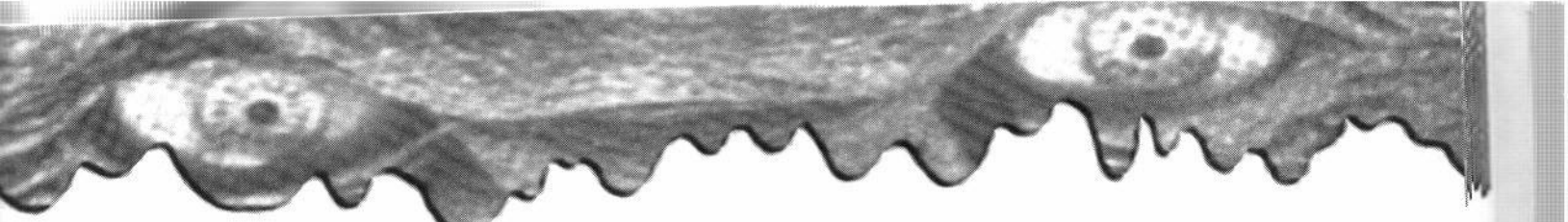
Description: The Institute has been in Carrington's family for years. Moses largely leaves the administration of the place to underlings these days, staying on hand only to use the inmates for his own ends (see "Adventure Hooks").

(Dr. Moses Carrington (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D:** Perception 4D, trick 3D+2 **MIND 2D+2:** Scholar: psychology 3D+1 **CONFIDENCE 2D+2:** Willpower 4D **CHARISMA 2D+2:** Persuasion 3D+1. **Fate Points:** 2.)

Treatment Room #1: This room is used for group therapy of the least troubled patients. It consists of a table and eight metal chairs (bolted to the floor for safety's sake). There are usually three or four sessions during the day. Note that the "coffee stains" on the carpet are proof that things do get a little rough in here at times. In fact, some of the orderlies use this room to administer beatings, since nothing will be heard over the screams coming from ...

Treatment Room #2: This is where some of Dr. Carrington's pet theories are tested out on problem patients. All the chairs come with restraints in here. Inmates are exposed to filmed versions of their past traumatic experiences and worst fears. Their deepest insecurities are broadcast to the rest of the group. Mated with this is a brutal form of aversion therapy, where patients are shocked or beaten as their past indiscretions are listed. Carrington firmly believes that an insane person is simply someone who has "grown up wrong" somewhere along the way ... and that if the present individual is torn down, brick by brick, a new, better person can be built. So far, all he's wound up with is a lot of bricks ...

Electroshock: This is the place you do not want to be. Electroshock is still an accepted mode of therapy in this era and the lovely smell of barbecued lunatic often wafts down this corridor. A patient slated for electroshock is strapped down to a



table, with a harness fitted over his head to keep it from flopping around. A piece of rubber attached to the harness is stuffed in his mouth to keep him from biting his tongue. Electricity is then sent through the brain, which does a wonderful job of scrambling the subject's thought processes (not to mention hurting like blazes). In a place like Carrington, it's used just as often as a disciplinary tool as a therapeutic one. From there, you're taken to ...

The Recovery Room: This is where electroshock patients are dumped until they revive. All that's in the room are floormats.

The third floor is laid out much like the bottom two and is used only for storage of office furniture and supplies long forgotten by the institution.

THE WARDS

Although only two stories tall, this is the largest of the four buildings. It's laid out like a big H, with security doors at both ends of the main corridor and one in each of the four wards on the first floor.

Once through the door and into a ward, you find yourself inside the "security cage"/nurses' station. Here a guard keeps an eye on the ward through eight windows covered on both sides with a couple of layers of metal fencing. The glass itself is unbreakable. In addition to a post for guards and nurses, this site also contains small quantities of drugs for use on patients. Once cleared by security, another door admits you into the ward proper.

There are a total of eight wards in the building:

Ward #1: Best maintained of all of them, this ward is reserved for the "nearly sane." Its occupants are troubled, certainly, but no real threat to themselves or those around them. Those who have some hope of getting better and getting out are kept here, which is why the conditions are so good — they might talk once outside the gates and the last thing Carrington wants is a state inspection.

Each patient has his own bed, clean sheets and clean clothes to wear. The ward is fully staffed with nurses who give more than adequate care and attention. There are a total of 30 cots in the room, organized into three rows of 10 each. The ward also boasts six tables and a black and white television set.

Ward #2: Conditions begin to deteriorate in what is jokingly referred to as the "mixed nuts" ward. This spot is intended for those more deeply troubled, yet still not particularly violent. Some effort is still made to keep the place clean and sanitary, but the staff is far less likely to go out of their way to ensure the patient's welfare. Abuse here is confined to verbal, though, not physical.

Ward #3: This is the "reception ward," and falls somewhere between #1 and #2 in terms of treatment. Newcomers to the asylum are often housed here temporarily until a decision is made about which ward to toss them into. Paranoias rub elbows with schizophrenics (and then worry about having caught something from them); those with an occasional compulsion to steal little things from stores bunk next to complete homicidal maniacs; folks with a phobia about fire keep company with arsonists. You can imagine the spirit of camaraderie that prevails ...

Ward #4: This is the most heavily secured ward, with out and out bars on the windows, a minimum of three guards on duty at all times and riot batons as a fixture of the security cage. No tables or chairs are allowed in here and the television is kept in the security cage. Staff interaction with inmates here is minimal, and sanitary conditions are awful. Sheets are rarely changed; patients who don't want to part with their clothing to have it washed are allowed to keep it long after it begins to reek. Showers are considered a dangerous luxury for these inmates — they're just hosed down periodically.

Ward #5: The patients here are just as violent as in #4, but not as calculating. This is where those inmates who hear voices are kept — some are seriously disturbed and potentially violent, others are alcoholics in the last stages of withdrawal. Regardless, straitjackets are a big part of this ward's fashion



statement. No beds will be found here; patients sleep on mattresses on the floor.

Ward #6: This ward is primarily paranoiacs, and it varies between near-riots and uneasy truces among the patients. Straitjackets are the order of the day here as well, and characters who voice suspicions about the activities of the staff can expect to wind up here.

Ward #7: Most of the inmates here are catatonic or totally withdrawn. Hey, it's quiet, at least.

Ward #8: Following some rather embarrassing publicity in the late '50s, all female patients — regardless of the level or type of their mental illness — were transferred to this ward.

THE CONFINEMENT CENTER

This small, windowless building is intended for especially violent cases and disciplinary problems. There are six rooms, divided into isolation and "rubber." The isolation rooms have a metal cot bolted to the wall, a metal commode and sink. The rubber rooms have padded walls and no furniture of any kind. Patients assigned to these rooms are allowed nothing — no clothing, no bedding, no personal possessions.

Discipline at Carrington: Should a patient become unruly, orderlies will attempt to sedate him. If that fails or the behavior continues, electroshock will be administered. The patient can then expect anywhere between one and three weeks in the Confinement Center.

A violent patient will go straight to electroshock and the Confinement Center.

ADVENTURE HOOKS

- It seems the Cryptkeeper neglected to mention one little thing before he dropped you in here ... namely, the effect of electroshock on your poor, pitiful

spirits trapped in these shells. That sudden jolt may start bouncing your mentality like a pinball from body to body ... good luck getting back to your own, and you'll be amazed at some of the things you hear in the meantime ...

- The Cryptkeeper wants to know a secret known only to one of the inmates at Carrington, so he's checking you in. Problem #1: The inmate is a violent, paranoid psychotic. Problem #2: All the other violent, paranoid psychotics look up to him. Problem #3: The staff is determined to get rid of anyone who finds out this particular secret.

- One isolation cell is never unlocked — ever wonder why? Seems Dr. Tremayne decided to try out one of his new drug treatments on an inmate named Lester, and the result was that Lester went from being a fairly harmless schizophrenic to a homicidal maniac. On Tremayne's orders, he's been locked away for the past few weeks. Or ... were they Tremayne's orders? Could it be ... ? Could the real Tremayne be in the cell, and Lester be planning your treatments these days ... ?

- The food's improved ... the treatment's improved ... they're even letting you out onto the grounds for some fresh air now and then! Something must be wrong ...

Hoo boy, you don't know the half of it. Seems that Dr. Carrington has a rare heart ailment that's going to kill him in short order. Worse, he has an even rarer blood type ... one that just happens to be shared by your shells. He's making sure you're nice and healthy before he has the heart transplant done. Why all of you? Well, it might take five or six tries to get it right ...

GAMEMASTER NOTES

Know that old saying about nobody being able to hear you scream? Well, in Carrington, *everyone* can hear you ... it's just that nobody cares. You're here and you're here to stay ... you're no use to anyone outside ... and as long as they can tranquilize you into docility on the infrequent occasions your family visits, everything's fine. The characters might encounter some genuinely caring staffers, just to break up the monotony, but there's a lot of leeway to get downright "snake pit" sadistic with this setting. After all, if you can't use asylum inmates as guinea pigs for your mad, inhuman experiments ... who can you use?



Illustration by Brian Schomburg

BILLY BOB'S TRAVELING SALVATION SHOW

Friends, I say unto you ... give the love from your hearts, the faith from your spirit, and the money from your wallet, or the Lord is going to call me home to the Crypt ... what's that? I'm already there? Hehehehehe!

Time to meet an old friend of mine, a rip-roaring Bible-bleeder who slings two of my favorite things — hellfire and damnation. Unfortunately, it's pretty hard to throw that stuff without catching some of it yourself ...

This setting captures the feel of a little Southern town in the 1940s (although revivalist tent shows like Billy Bob's (well, not *quite* like Billy Bob's we hope) can still be found today). The characters could be dropped into the bodies of just about any residents in the town — after all, there's no way they can avoid meeting Billy Bob, even if they want to.

THE LAYOUT

The first thing the characters will probably notice about their new town is the iron statue of Confederate general John Bell Hood right in the center. Right next to that is the big circus tent that houses Reverend Billy Bob's Traveling Salvation Show, recently arrived for a one week stay. Other buildings of note include the sheriff's office and jail; the town hall; the town's two churches; Jensen's Hardware; Miller's General Store; and the First National Bank.

THE TENT

Billy Bob's "church" is an old circus tent, right down to the brightly colored panels. Originally, it was divided inside into a stage area and living quarters for the minister's staff. But since he fired all but one of his aides just before arriving in town, and the crowds have been so large, the dividers have been ripped down to make more room. The crowd was so big last night that they had to roll up the flaps to allow people standing outside to see and hear.

The benches were originally just two-by-fours laid on top of cement blocks. These have now been supplemented by pews taken from the Catholic church in town. The simple pedestal speaker stand and small wooden cross have been replaced as well with a full-fledged altar and gold-trimmed cross.

The tent show is managed by Reverend Billy Bob and Camelia, his beautiful young secretary. Just why the rest of the staff was fired at the height of the revivalist season, no one knows ... even stranger, the sheriff has been fielding calls from family members of the dismissed people, claiming they have not returned home as yet.

REVEREND BILLY BOB HANLON

AGILITY 9

Dodge 11, melee combat 12, stealth 13

DEXTERITY 9

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 9

Perception 11

MIND 9

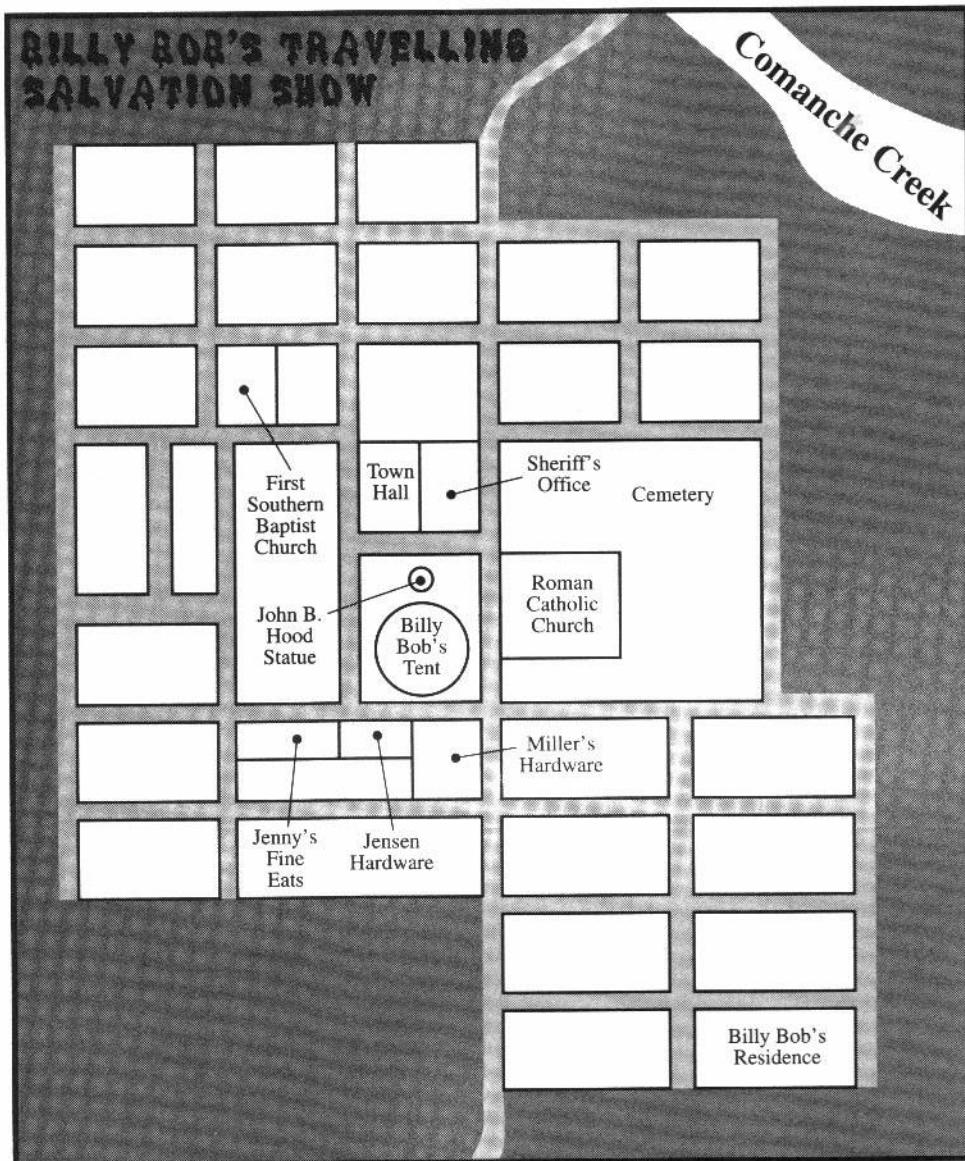
CONFIDENCE 10

Bribery 14, con 15, intimidation 15, streetwise 14, willpower 15

CHARISMA 11

Charm 14, persuasion 14, taunt 14

Life Points: 8



Note: These stats are based on Billy Bob being completely human. If you wish to make him of a more supernatural nature, simply beef up his attributes and add some special abilities from the *MasterBook*.

(Reverend Billy Bob Hanlon (D6): **AGILITY 3D:** Dodge 3D+2, melee combat 4D, stealth 4D+1 **DEXTERITY 3D** **ENDURANCE 3D** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT 3D:** Perception 3D+2 **MIND 3D** **CONFIDENCE 3D+1:** Bribery 4D+2, con 5D, intimidation 5D, streetwise 4D+2, willpower 5D **CHARISMA 3D+2:** Charm 4D+2, persuasion 4D+2, taunt 4D+2. **Fate Points: 8.)**

GAMELIA

AGILITY 9

Dodge 10, improvised weaponry 11, melee combat 10, stealth 13

DEXTERITY 9

ENDURANCE 8

STRENGTH 8
TOUGHNESS 9
INTELLECT 8
MIND 8
CONFIDENCE 8

Con 10, faith: Billy Bob 12, willpower 10

CHARISMA 12

Charm 16

Life Points: 4

Description: Camelia is stunningly beautiful, and is Hanlon's assistant/acolyte/lover/means of distracting the locals. She is completely devoted to Hanlon, even to the point of helping bury the bodies of the other staffer a few miles back.

(**Camelia (D6): AGILITY 3D:** Dodge 3D+1, improvised weaponry 3D+2, melee combat 3D+1, stealth 4D+1 **DEXTERITY 3D** **ENDURANCE 2D+2** **STRENGTH 2D+2** **TOUGHNESS 3D** **INTELLECT 2D+2** **MIND 2D+2** **CONFIDENCE 2D+2:** Con 3D+1, faith: Billy Bob 4D, willpower 3D+1 **CHARISMA 4D:** Charm 5D+1. **Fate Points: 4.**)

THE SHERIFF'S OFFICE AND JAIL

This building is one of the few in town to retain its original adobe construction. It consists of a small office and three cells, used mainly to hold drunk and disorderlies (since the town doesn't have much crime ... didn't use to, anyway).

SHERIFF MURPHY

AGILITY 8

Melee combat 10, unarmed combat 10

DEXTERITY 9

Fire combat 11

ENDURANCE 9

STRENGTH 9

TOUGHNESS 10

INTELLECT 9

Deduction 11, perception 10, radio ops 10

MIND 8

CONFIDENCE 9

Interrogation 11, intimidation 11, willpower 10

CHARISMA 7

Life Points: 6

Description: A tall drink of water, Murphy can often be seen loping down the streets of the town. He is suspicious of Billy Bob, but doesn't have any hard evidence yet.

Equipment: Pistol, damage value 17, ammo 6, range 3-10/15/40

(**Sheriff Murphy: AGILITY 2D+2:** Melee combat 3D+1, unarmed combat 3D+1 **DEXTERITY 3D:** Fire combat 3D+2 **ENDURANCE 3D** **STRENGTH 3D** **TOUGHNESS 3D+1** **INTELLECT 3D:** Deduction 3D+2, perception 3D+1, radio ops 3D+1 **MIND 2D+2** **CONFIDENCE 3D:** Interrogation 3D+2, intimidation 3D+2, willpower 3D+1 **CHARISMA 2D+1.** **Fate Points: 6.** **Equipment:** Pistol, damage value 4D, ammo 6)

DEPUTY GORDEN

AGILITY 7

DEXTERITY 7

Fire combat 8

ENDURANCE 7

STRENGTH 8

TOUGHNESS 8

INTELLECT 7

Perception 8

MIND 7

CONFIDENCE 8

Willpower 9

CHARISMA 10

Charm 12, persuasion 12

Life Points: 5

Description: Not overly tall, overly handsome, or overly bright, Deputy Gorden holds his job largely because he's the sheriff's brother-in-law. But he does have a good sense of humor and a certain innate charm, which sometimes lets him get straighter answers than his boss can.

Equipment: Pistol, damage value 17, ammo 6, range 3-10/15/40

(Deputy Gorden (D6): AGILITY 2D+1 DEXTERITY 2D+1: Fire combat 2D+2 ENDURANCE 2D+1 STRENGTH 2D+2 TOUGHNESS 2D+2 INTELLECT 2D+1: Perception 2D+2 MIND 2D+1 CONFIDENCE 2D+2: Willpower 3D CHARISMA 3D+1: Charm 4D, persuasion 4D. Fate Points: 5. Equipment: Pistol, damage value 4D, ammo 6.)

TOWN HALL

This wood-frame building is in the process of being reconstructed, having burnt down earlier in the week. When finished, it will feature a new, larger meeting hall that Reverend Billy Bob can use during particularly inclement weather. For now, the mayor's office has been moved to that worthy's house and what few town records survived the fire have been moved there as well.

ST. MATTHEW'S CHURCH

This old church is also damaged, thanks to a storm the night before the Salvation Show arrived in town. The pews and cross have been removed and placed in the revival tent. Little is being done to restore the place, since the local priest has become a convert to Reverend Billy Bob.

JENSEN'S HARDWARE

A typical hardware store, carrying a full line of hand tools, fencing, shotguns and rifles. There is a small storage room in the rear. The owner, Abner Jensen, is a confirmed atheist and one of the few in town not to attend even one prayer meeting.

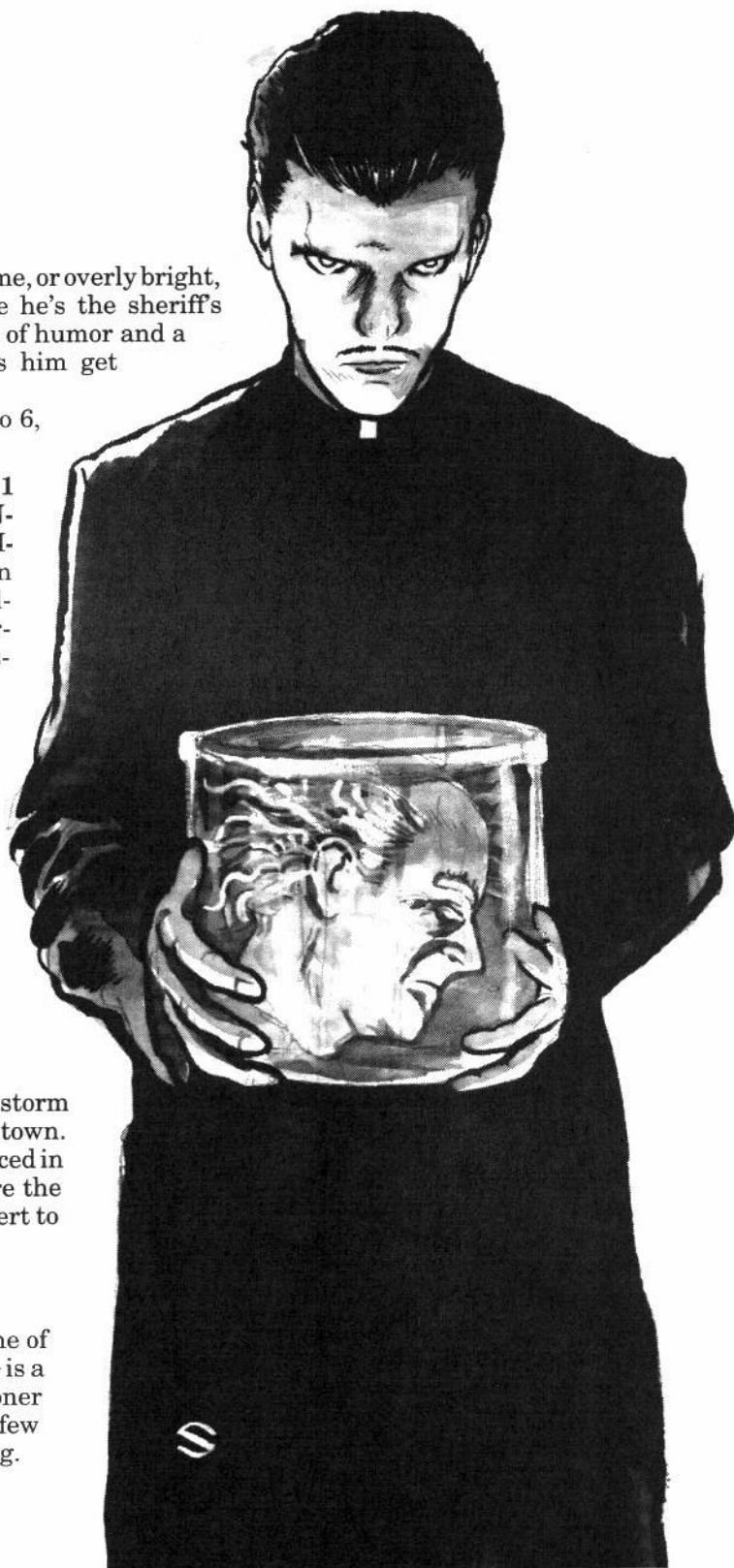


Illustration by Brian Schomburg

ABNER JENSEN

AGILITY 7

DEXTERITY 8

Fire combat 10

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 8

MIND 8

Scholar: guns 10

CONFIDENCE 8

Faith: atheism 11, intimidation 9, willpower 11

CHARISMA 8

Life Points: 3

(Abner Jensen (D6): **AGILITY 2D+1 DEXTERITY 2D+2**: Fire combat 3D+1 **ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 2D+2 MIND 2D+2**: Scholar: guns 3D+1 **CONFIDENCE 2D+2**: Faith: atheism 3D+2, intimidation 3D, willpower 3D+2. **CHARISMA 2D+2**. **Fate Points: 3.**)

MILLER'S GENERAL STORE

Run by kindly old Mr. and Mrs. Miller, who have had a run of bad luck with their hired help (they all seem to wind up catching ill and dying). The store sells groceries and other staples, and the rooms upstairs are rented out to people who get stranded in town when the train is delayed.

JENNY JAMES' FINE EATS

The town's major restaurant, this little greasy spoon actually serves decent food for reasonable prices. Jenny was one of the first to see something of Reverend Billy Bob's true colors, when he threatened to preach a sermon against the evils of eating red meat unless she paid up. Worse, she had to buy her meat from a friend of his ... and it didn't look like any hamburger she'd ever seen.

FIRST SOUTHERN BAPTIST CHURCH

Located on the northern end of town, this is one of the nicest buildings within the limits. It was originally a barn until redone by parishioners, and it now features stained glass windows and nice interior fixtures. Pastor is Reverend Obdiah Cody who, along with Abner Jensen, has some suspicions regarding Reverend Billy Bob.

REVEREND OBDIAH CODY

AGILITY 7

DEXTERITY 7

ENDURANCE 7

STRENGTH 7

TOUGHNESS 8

INTELLECT 10

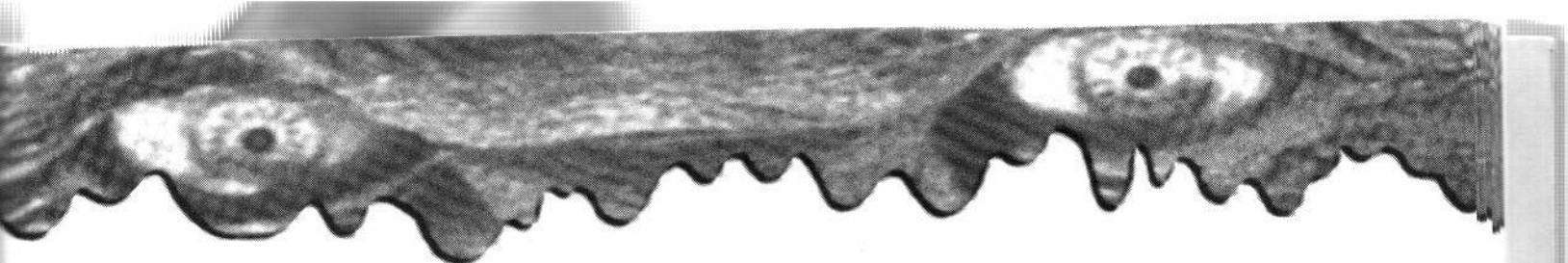
First aid 11, perception 13

MIND 9

CONFIDENCE 10

Faith: Baptist 13, willpower 13

CHARISMA 10



Charm 12, persuasion 12
Life Points: 5

(Reverend Obadiah Cody (D6): **AGILITY 2D+1 DEXTERITY 2D+1 ENDURANCE 2D+1 STRENGTH 2D+1 TOUGHNESS 2D+2 INTELLECT 3D+1**: First aid 3D+2, perception 4D+1 **MIND 3D CONFIDENCE 3D+1**: Faith: Baptist 4D+1, willpower 4D+1 **CHARISMA 3D+1**: Charm 4D, persuasion 4D. **Fate Points: 5**.)

THE MISSION

Located north of Comanche Creek is an old Spanish mission. It's reputed to be haunted by the spirits of Spanish soldiers who were massacred by Indians, and the haunting is real enough that it has never thrived as a tourist attraction. It lies largely abandoned now, although Camelia seems to have taken an interest in the place.

ADVENTURE HOOKS

- The original owner of Billy Bob's show was Reverend Jack Baxter. Billy Bob took care of that in a hurry, but he still keeps Jack's head around as a personal souvenir. Camelia could even swear she's seen Billy Bob talking to it ... and it *answering*!
- Those employees of Billy Bob's didn't just disappear — they got a little too nosy about their new minister's origins. He slaughtered them, ground them up, and passed them off to a friend to sell — that explains Jenny James' new meat supply.
- Billy Bob is an awfully charismatic sort — so much so that he has convinced the people of his holiness and brought them face to face with their sins. He's even performed a few "miracles," just to seal the deal. But Billy Bob's powers come from someplace a lot lower than Heaven, and this little town is just the beginning of his plans for the ministry.

GAMEMASTER NOTES

Reverend Billy Bob has the potential to be a continuing villain for the player characters, if you are looking for such in your campaign. It's possible to play him as just another twisted maniac, but it's also possible that he is positively demonic. His powers could be such that he might be able to move from setting to setting, either chasing the characters or being chased by them. Maybe his incarnation even changes, making it necessary for the characters to find him first before they can stop him.

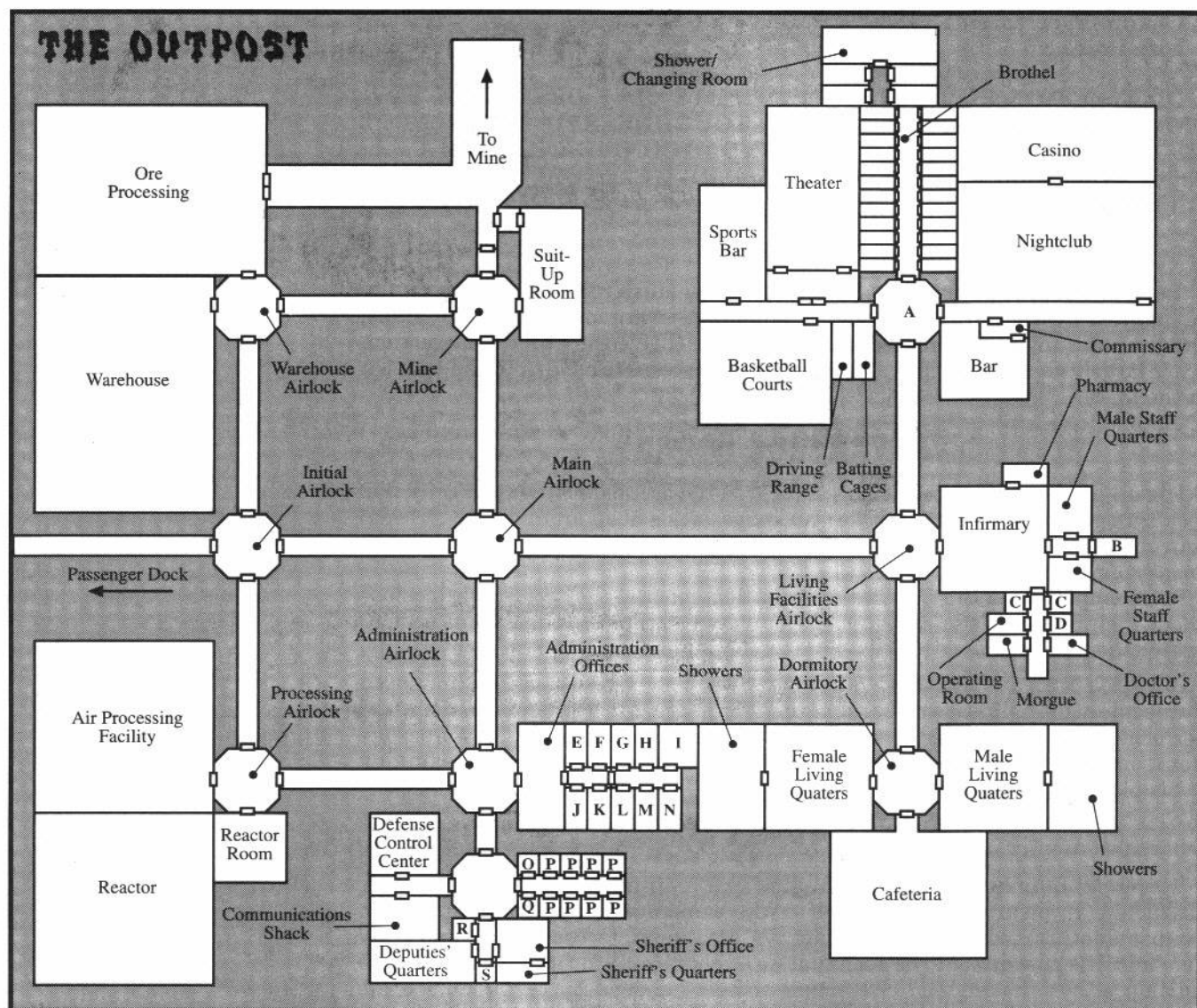
THE OUTPOST

"Greetings, creeps. Feel like getting away from it all ... far away? Well, here's a little vacation package guaranteed to make your blood run ... out of your eyes, out of your mouth, etc. Hehehehehe! Yes, you're headed to one of those big rocks in the sky, there to work and slave and get eaten by ... but that would be telling, wouldn't it? Die quick and moulder, kiddies!"

By 2095, Earth has largely exhausted some of its more precious mineral resources. Looking for new supplies, business turns its eyes heavenward, discovering whole new frontiers, whole new riches ... and whole new terrors.

THE LAYOUT

This old, beat up mining facility in the Asteroid Belt of the Sol system has been walking the line between the black and the red for some years now. The base is



MAP KEY

- A. Recreation Airlock
- B. Facility Doctor's Quarters
- C. Treatment Room
- D. Trauma Room
- E. Records Officer's Office
- F. Outpost Administrator's Office
- G. Male Admin. Clerks' Quarters
- H. Records Officer's Quarters
- I. Outpost Administrator's Quarters

- J. Financial Officer's Office
- K. Personnel Office
- L. Female Admin. Clerks' Quarters
- M. Financial Officer's Quarters
- N. Personnel Officer's Quarters
- O. Jailer's Quarters
- P. Jail Cells
- Q. Visitors Room
- R. Interrogation Room
- S. Armory

constructed of a titanium alloy, with interior rooms having a 2.2-meter-high ceiling. All lighting is built into the ceiling or floor, and can be adjusted to simulate daytime or evening conditions (or turned off altogether). The entire facility is climate-controlled for the comfort of the crew and the workers.

The wall of the base are color-coded to help workers find their way around. A red stripe indicates the loading docks, the storage facilities and other areas with access to the outside; a green stripe indicates the living quarters and cafeterias; a white one is for the clinic, administrative offices and police station; blue is for the relaxation center; and gray is for the air conditioning/reclamation rooms.

Security badges are similarly color-coded and function as a photo ID and bank card, since cash is used only in the casino.

Each of the tunnels is connected by an octagon-shaped airlock. Any and all doors of these locks can be sealed from the inside, using the built-in terminals, providing the user has the correct access code.

INITIAL AIRLOCK

This airlock connects to the passenger dock. Once inside, visitors can proceed north to the warehouse airlock; east to the main airlock; or south to the processing airlock.

MAIN AIRLOCK

Crossroads of the entire facility, this allows access to the mine airlock, administrative airlock, and the living facilities airlock.

WAREHOUSE AIR LOCK

The warehouse airlock features entrances to the warehouse and the ore processing facilities, as well as the mine airlock.

THE WAREHOUSE

Although it looks like one large structure on the map, this is actually a series of warehouses, each belonging to a different department (i.e., administrative, residential, etc.) Only those who work in a relevant division can access a warehouse.

THE ORE PROCESSOR

This is the heart of the operation, taking raw ore and breaking it down into waste rock and base ore. The base ore is then poured into cargo containers. Once filled, these containers are then transported to the loading for the next shuttle to haul away.

PROCESSING AIR LOCK

This airlock boasts entrances to the air processing facility and the reactor room, and is linked to the administrative and initial airlocks as well.

AIR PROCESSING FACILITY

The air processing facility is one of the most closely guarded sections of the outpost. Only individuals authorized by the post administrator may enter here, usually limited to the administrator himself and his staff. Even the sheriff and his deputies are not allowed here without prior authorization.

Inside the air processing facility are large carbon dioxide to oxygen converters, as well as climate control equipment. This equipment not only regulates heat and humidity, but also injects certain chemicals in the air to increase energy for workers, promote thirst in bar patrons, etc.

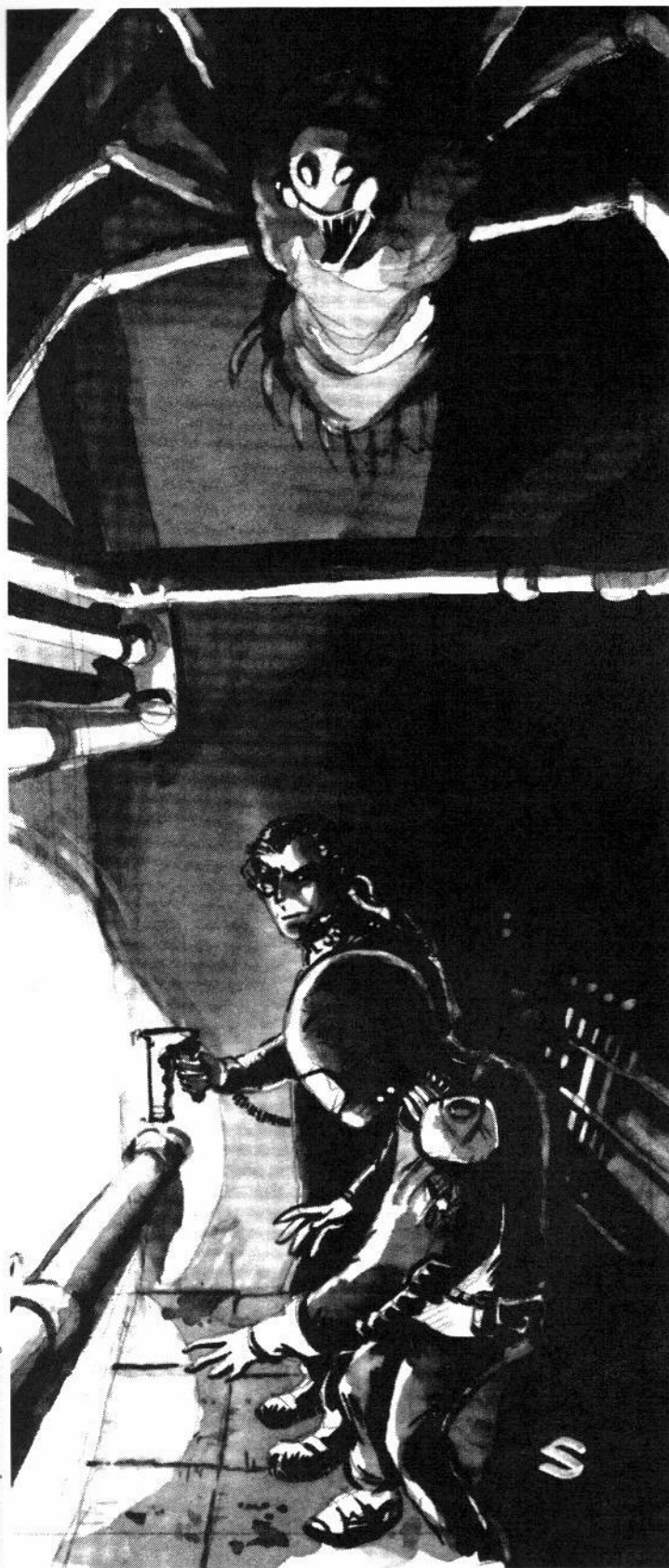


Illustration by Brian Schomburg

THE REACTOR ROOM

Here can be found the controls for the complex's reactor, which powers the base and its defenses. Obviously, the number of people allowed access to this area is strictly limited.

ADMINISTRATIVE AIRLOCK/OFFICES

This airlock allows admittance to the base's administrative offices, and is linked to the main airlock, the processing airlock, and the sheriff's airlock.

The administrative offices consist of a large lobby area. Ten junior administrators are stationed behind terminals here and they can answer most questions on day-to-day operations. Also present is a security officer who signs in all visitors to the offices, and a secretary who schedules appointments for the senior administrators.

A short hallway off the lobby leads to the personnel office, financial officer's office, records officer's office and outpost administrator's office. Beyond it is another hallway leading to living quarters for the administrators and clerks.

SHERIFF'S AIRLOCK AND OFFICE

The Sheriff's airlock provides entry to the jail facilities and quarters for the deputies and the sheriff, as well as the interrogation rooms. The west exit leads to the outpost communications and defense control room.

The sheriff's office houses the working desk, the jail desk and the observation desk. The working desk is always manned by a deputy and this is where individuals can report crimes, in person or by comm.

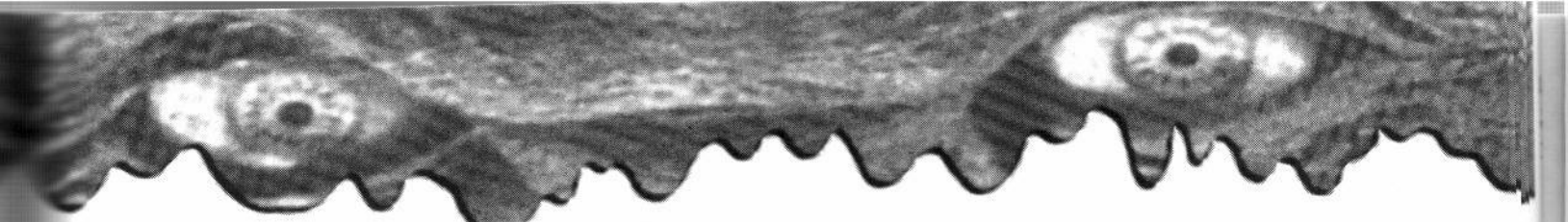
The jail desk is manned by a deputy during visiting hours only. He handles processing prisoner releases and admitting visitors for the prisoners. Absolutely no visitors are allowed after hours.

The observation deck is manned all of the time. From here, virtually all of the complex can be monitored via the hundreds of security cameras installed throughout the place.

The jail consists of a hallway with eight holding cells, four on each side. It is only accessible through a security door in the sheriff's airlock. Only those with the proper security badges can access the jail. This section also features living quarters for the jailer and a visitors' room.

The sheriff's office consists of a single desk with a monitor capable of pulling up any video camera in the complex. There is a door to the south that leads to the sheriff's quarters.

The interrogation room is brightly illuminated, brighter than usual. It has a single metal table bolted to the floor. There is a single metal stool also



bolted to the floor at one end. In addition, there are two other chairs in the room. The room is wired with continuous capture audio and visual capability which is activated by motion or noise.

All firearms in the facility are kept in the armory, accessible only to the sheriff and the outpost administrator. Weapons housed here include shotguns, enough pistols for the entire force of deputies, and two high-powered gauss rifles with laser scopes. The room is opened once a month for inventory — other than that, it is only entered in emergency situations. Normally, law enforcement on the base use nightsticks and Tasers. Carrying a firearm on the base is a felony.

The missile and laser defense system is governed from the defense control center. The nearby communications shack relays all intra-base comm messages and operates the base's radio beacons.

MINING AIRLOCK AND SUIT-UP ROOM

The mining airlock opens onto the mine, and also connects to the warehouse airlock and the main airlock. It leads to the suit-up room as well, in which are kept pressure-controlled powered suits for use by the miners. These suits are fully equipped with mining tools and give the wearer the strength of 10 men (STR+10). Their oxygen system provides enough air for 12 hours of operation.

LIVING FACILITIES AIRLOCK/INFIRMARY

From here, you can reach the recreation airlock, the dormitory airlock and the infirmary. The infirmary consists of a large waiting room, a pharmacy from which drugs are dispensed, and a computer terminal at which medical histories of all workers can be accessed.

To the south of the infirmary is the treatment hallway, which leads to two treatment rooms, operating room, the morgue, the trauma room, and doctor's office. The treatment rooms have all the supplies needed to examine and treat minor injuries.

The operating room was once one of the most advanced off-planet, but that was twenty years ago. Now most of the equipment is dated and in a state of disrepair. As a result, serious injuries often require placing the patient in cryogenic suspension and sending him back to Earth.

The trauma room is simply a better equipped treatment center. Traumas due to falling rock and other mining-related accidents are common (and have become even more common in recent weeks).

The staff doctor, Brian Pauling, maintains his office in this section, primarily for consultations and reviewing medical records.

RECREATION FACILITIES AIRLOCK/RECREATION FACILITIES

The recreation facilities airlock leads to the most popular areas of the base. To the west lie the game courts, featuring a batting cage, indoor electronic driving range and basketball court. Attached to that are the base theater and a sports bar.

North of the airlock is the company brothel, easily the busiest spot in the complex. Next to the door of each of the rooms is a hologram depicting the person or persons inside and booked times. Inside the rooms are a bed, a bar, and a computer terminal. At the end of the brothel hallway is a communal shower/changing room for the brothel staff, as well as those who work in the casino and nightclub.

The nightclub is a relatively simple affair, consisting of a bar and a dance floor with canned music. Occasionally, some of the miners persuade the bartender to shut down the system and let them jam on instruments they have brought from Earth. Attached to the bar is a commissary where miners can buy smokes, toiletries, packaged foods, etc.

The casino is open only to those workers who are on their day off (due to numerous incidents of workers missing shifts because they were in the middle of “just one more play”). Most of the gaming here is low stakes, but cash is required at all the tables — security badges/bank cards cannot be used to pay gambling debts.

DORMITORIES

Living quarters are split up by gender, and consist of large dormitories split up into “living spaces.” A living space is made up of a cot, bunked up to five high, with a privacy screen. There is a small storage space under the cot, and lockers on the wall behind the bunks. Each living space is equipped with a small vidscreen and headset sound system. The headsets can be set to emit “white noise” if the user simply wants to block out surrounding sounds.

Restrooms and a laundry room are attached to the dorms.

The cafeteria offers little in the way of variety — pre-packaged meals that are predictably bland tasting, coffee that is little more than brown water, and bread that’s so hard it’s popularly known as “cuspid’s last stand.”

GETTING BY

Everyone on the mining outpost is under a one-year contract. In return, they get room, board, and a weekly stipend from the company. The money is transferred into their accounts electronically, although once a month a “money shuttle” arrives from Earth to pick up the casino profits. Workers can also choose to be paid in shares of the company, which is smarter in the long run but leaves them with little liquid capital to spend on the outpost.

The outpost has a five day work week with 12-hour shifts (two hours of which is suiting up and suiting down).

LAW AND JUSTICE

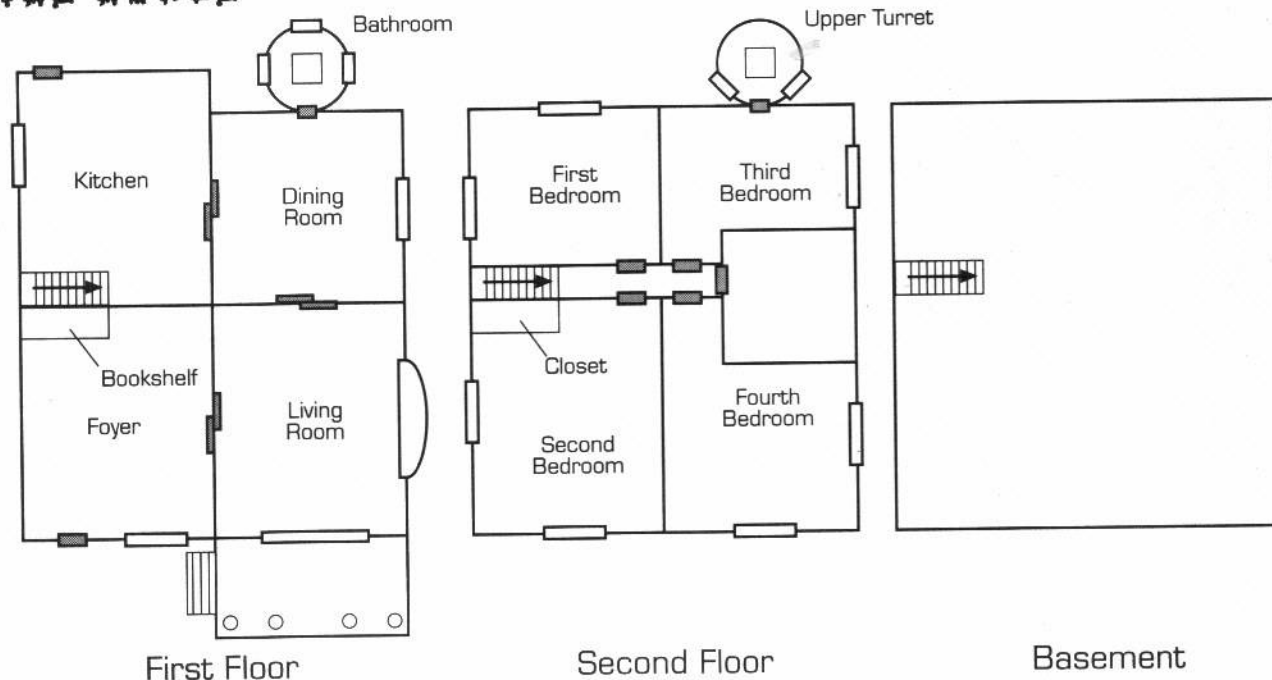
The first line of defense on the outpost is the sheriff and his three deputies. The sheriff has the authority to make arrests and adjudicate minor offenses. Anyone sentenced to jail for more than six months has to be shipped back to Earth for imprisonment. Felonies are adjudicated by a Circuit Court judge who visits the outpost once every two months.

Normally, places like this don’t have too much in the way of crime — the occasional fight over money or a woman, a few drunken brawls, etc. But as the ore in the veins begins to dwindle and the place falls into disrepair, tempers grow short. The rate of suicides and assaults has risen alarmingly in the last few months, and then there are those murders in the mines ...

ADVENTURE HOOKS

- The last shuttle to arrive from Earth contained a stowaway — a genetically altered creature that is programmed to clean out outposts as part of industrial sabotage. It escaped from the lab in which it was being held (or did someone *let* it escape?) and made it here, and now it’s killing miners. Finding it in the kilometers and kilometers of tunnels that make up the mine might be close to impossible — and not finding it is suicide.
- One of the chemicals introduced into the air is sparking madness in the outpost residents. We’re not talking little incidents of violence here — we’re talking people trying to get into the reactor room and sabotage the controls.

THE HOUSE



GAMEMASTER NOTES

The outpost setting allows you to introduce science fiction elements into your *Tales From The Crypt* adventures. That might seem a little strange and different, but look at it this way: one of the elements of classic horror is that you are trapped in the situation and can't escape without resolving it. A space station is ideal for that — if there are no shuttles due in, there's no way off. You're trapped inside with whatever is ripping your pals apart. See the possibilities?

THE FRAT HOUSE

You remember the old alma mater, don't you, kiddies? Of course you do. The dorms ... the classrooms ... sitting in the cafeteria, watching the salmonella swim upstream. Hehehehehe! Time to head back to those ivy-covered halls ... just be careful you don't wind up covered with earth.

This setting drops the characters onto a typical college campus, in a not so typical fraternity house. They're about to audit a lethal little lecture guaranteed to make the grade in gruesome ...

THE LAYOUT

The house at 72 Patterson Street, home to the Alpha Delta Omega frat, is a lovely little three-story place on a quiet residential street. There's a small front yard, neatly kept; a recently repainted front porch with a wooden swing set; and a brick path leading down the left side of the house to the backyard.

THE FOYER

Through the main door, you come into the foyer. Its hard wood floor is badly stained — a chemical analysis of the stains would reveal they are old, dried blood, both human and animal. The landlady claims it's just paint left over from when the ceiling was done (the painter was a local and didn't use a dropcloth). The ceiling is red; the walls a faded light pink and fairly filthy. To the right are the sliding doors that lead to the living room; straight ahead, the stairs to the second floor. Near the stairs is a heavy wooden bookshelf stocked with books that date from 1860 to 1900, including a number on the occult (very popular in the Victorian era). Moving the bookshelf (a Strength total of 11) reveals a secret chamber behind which are a number of grimoires.

THE LIVING ROOM

The living room is about 10 x 10, and features a fireplace, couch, two armchairs and two endtables. Two sliding doors on the rear wall connect to the dining room.

THE DINING ROOM

The first thing one notices about the dining room is how dark it is, the only natural light coming from a single stained glass window set high on the west wall. The furniture is all hardwood from before the turn of the century. This is probably the nicest furniture in the house. The original chandelier, with candles, is still intact — this room, in fact, is not wired for electricity.

Along the south wall is a door to the turret, along the east wall a set of double doors leading to the kitchen.

THE KITCHEN

The kitchen features all the modern appliances, as well as access to the basement and the back yard. The tile floor is well worn.

THE LOWER TURRET

The base of the turret has been converted to the only bathroom on the first floor. The walls are freshly painted pink. Originally, this area served as a small sewing room, but with the advent of indoor plumbing, it became a bathroom. All of the windows have been painted over, save for the uppermost panes on the south side window.

On the ceiling is a concealed trap door (*perception* of 10 to spot) which leads to the upper turret.



THE UPPER TURRET

This is the heart of the evil in the house. Two small windows, like eyes, peer out over the back yard. The floor is painted black and pentagram has been drawn onto it in blood. Both appear to be freshly done, but they are dry to the touch. The room is unfinished and is open to the roof of the turret.

An urn containing the ashes of the original owner, Paul E. Smithton, rests on a shelf.

THE BASEMENT

The basement has a dirt floor and rough rock walls. The stairs are creaky and made of wooden slats. The only light comes from a single exposed bulb in the center of the room and four very small windows, one on each wall. There is a shower stall on the west wall of the basement. An old coal chute leads up to the south wall. The west wall has the furnace/air conditioning unit and an incinerator next to it.

THE SECOND FLOOR

The second floor consists of a number of bedrooms, a bathroom, and a pair of closets, one of which has a trapdoor leading to the attic. All of the bedrooms have short, beige carpeting — should it be pulled up, more bloodstains will be found.

First Bedroom: Located on the south side of the hallway, this was originally Smithton's den. Furnishings are a bed, dresser and wardrobe.

Second Bedroom: Exactly like the first, save that it is better lit with large windows on two of the four walls. It has previously been used as a sewing room and a nursery.

Third Bedroom: One of the larger bedrooms, this room is notable for the fact that, should the wardrobe be moved, an entrance to the upper turret can be seen behind it.

Fourth Bedroom: This room was once the master bedroom and is very well maintained. It features a queen-sized bed.

HISTORY

The Patterson St. house was built in 1864 for Paul and Mary Smithton. They made but one addition to the original design, a turret in back that wasn't completed until 1874. Ten days after the job was done, Smithton disappeared. A police investigation turned up no clues.

Mary would live in the house, a virtual recluse, for close to a century. All around it, the town grew to cater to the university, and slowly the house took on a dark reputation. After Mrs. Smithton's death, her nephew Peter inherited the deed, but was unable to sell the place. So he has contented himself with renting it out.

Even that has not gone well, however. No one has ever stayed in the house more than a month, and more than once, pets or even family members have disappeared while they lived there. Until recently, Peter has resisted renting to college students for fear of the destruction they might cause to the interior — but he's fallen on hard times and had to let the frat move in.

It's doubtful Peter is aware of the true nature of things in the house (or else he would have burnt it down and salted the earth by now).

ADVENTURE HOOKS

- Way back when, Paul Smithton summoned something exceedingly nasty into his little turret. It made the mistake of consuming him (bad idea — drew lots of unwelcome attention) and then possessed his wife. It wasn't overly bright, but it knew that as long as the pentagram existed, it could exist. Eventually, it faked

the old lady's death, but she/it's still lurking here and there in the house. More than occasionally, its appetite gets the better of it, and it scarfs up people and pets alike. If any of the characters get too near the pentagram, expect an "axe-ogenarian" to show up and talk chop ...

- That pentagram's not just a nice design — it's a portal to someplace else. That's where all the house's missing have gone, and if the characters aren't careful, they'll wind up there too. So will the house. So will the town. So will ... ?

- Some houses are born bad ... this one wasn't, but it was sure raised poorly. The result is a sinister little shack with a mad on for its occupants. "Accidents" tend to happen in this place, especially around that pesky old incinerator. (*Better be careful, kiddies — you'll wind up with an "edifice complex." Hehehehehe!*)

GAMEMASTER NOTES

You can play this one as a typical haunted house, or you use it as a great setting for a slasher adventure. Maybe, in his own mind, the slasher is an altruist — he's killing the residents because he knows what the house will do to them is far worse.

There's all sorts of fun you can have with that pentagram — the adventure hooks above are just a few of the ideas. What if Paul didn't draw it? What if it came from Peter? Worse, what if it was drawn onto the floor from the *other side* of wherever it leads (brrrrrr!)???

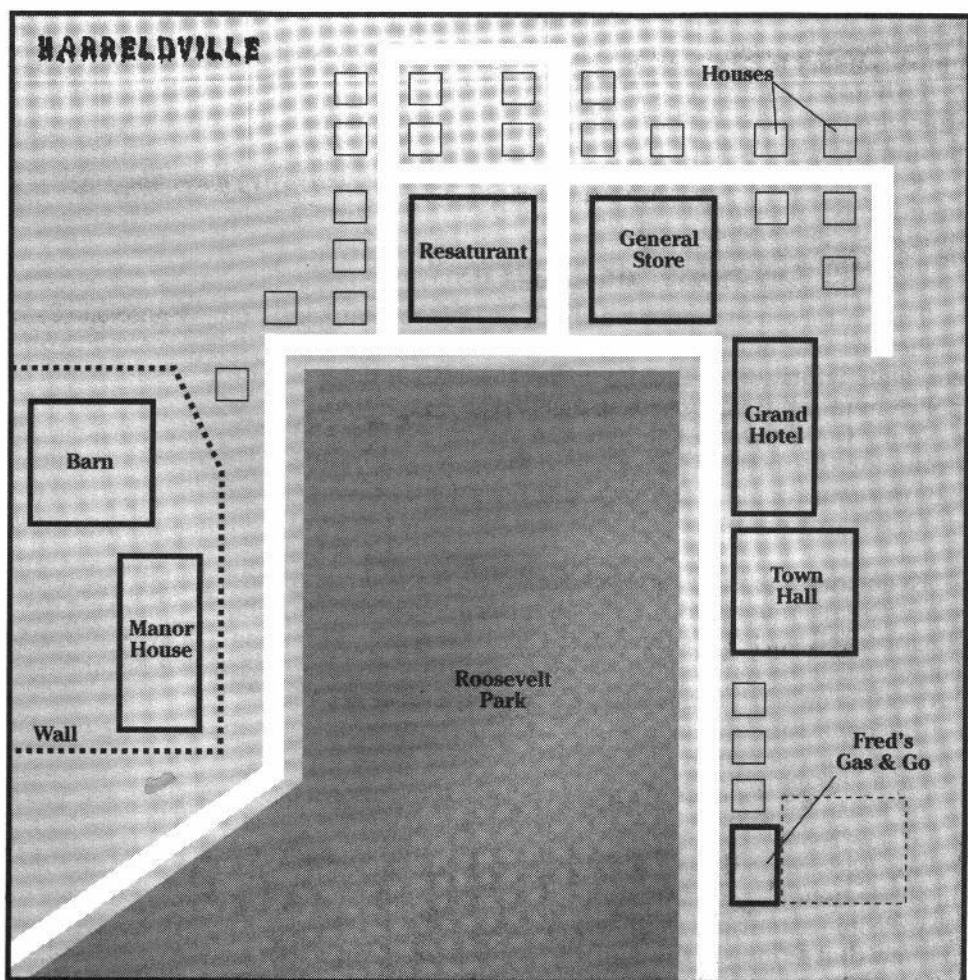




Illustration by Brian Schomburg

HARRELDVILLE

Welcome to Harreldville, boils and ghouls ... just your little old one-corpse town. Blink, and you'll miss it ... don't blink, and maybe you'll be missed. Hehehehehe!

Harreldville is a little tourist town, too far away from the interstates to be very profitable. It's in the corner of a small river valley, with only one road leading to it. Still, despite the location, a fair number of people do drive in during the course of a year ... how many drive out again is another matter entirely.

THE LAYOUT

The first thing you see as you drive into town is Fred's Gas and Go. If you're just stopping in for directions or a tank-full, this may be all of Harreldville you ever see (and you can count yourself lucky). This is probably the shabbiest building in town, a filthy adobe structure with gas pumps, a few repair bays, and a restroom you don't want to go into on a bet.

Extending from the rear of the building is a wooden wall about six feet in height. Behind this wall are cars, about sixty of them. Most of them date from the fifties and are badly rusted, although one new looking minivan is back there as well. This area is overgrown with weeds, for the most part.

Fred, the owner and sole operator, is a big, slow-talking, rather simple-seeming man. He's usually dressed in a torn t-shirt and coveralls and speaks with a Southern drawl. Fred is not much of an advertisement for Harreldville — he'll offer that there is nothing here that will interest the characters and actively try to discourage them going into town.

FRED

AGILITY 9

Melee combat 10, stealth 11, unarmed combat 11

DEXTERITY 8

Fire combat 9

ENDURANCE 10

STRENGTH 10

Lifting 11

TOUGHNESS 11

INTELLECT 8

Perception 9, tracking 10, vehicle mechanic: wheeled 11

MIND 7

CONFIDENCE 7

Intimidation 9, willpower 9

CHARISMA 7

Persuasion 9

Life Points: 4

(Fred (D6): AGILITY 3D: Melee combat 3D+1, stealth 3D+2, unarmed combat 3D+2 DEXTERITY 2D+2: Fire combat 3D ENDURANCE 3D+1 STRENGTH 3D+1: Lifting 3D+2 TOUGHNESS 3D+2 INTELLECT 2D+2: Perception 3D, tracking 3D+1, vehicle mechanic: wheeled 3D+2 MIND 2D+1 CONFIDENCE 2D+1: Intimidation 3D, willpower 3D CHARISMA 2D+1: Persuasion 3D. Fate Points: 4.)

The remaining buildings on the road are well-maintained little homes, freshly painted and with grass well-manicured. Strangely, there are no children's toys in any of the yards and all the blinds on the houses are pulled down.

On the left side of the road is Roosevelt Park. The only activity visible there



WHAT GOES ON?

Some time back, a good looking minivan appeared in Fred's junkyard. He was puzzled to see it there and assumed it had been abandoned, but there certainly didn't seem anything wrong with it. Well, one thing, maybe: there was a puddle of what looked like oil by the vehicle. When Fred went to examine it, some ... *thing* ... came out of the ooze and went into Fred. It seized control of his mind (essentially winning the battle of wills by forfeit) and proceeded to scope out its surroundings. From its host, it was able to extend the tendrils of its powers to others, eventually conquering almost all the minds in Harreldville. Eventually, it made its way into another host, one that didn't interact with humans quite so much (the better to maintain some cover).

What is the thing? Well, who knows — what do you want it to be in your adventure? We favor a little piece of primeval evil, still kicking around the world, trying to get a foothold. Harreldville is its foothold — but the presence of something like this is sure to attract the attention of the Cryptkeeper and so the characters can expect to be thrown into the mix at the first opportunity.

The entity only maintains a very, very slight measure of control over Fred — he's too dumb and too scared to run. But he remembers everything that happened to him, which is why he persists in warning visitors to the town to turn back.

is a Little League game. Interestingly, the characters will see a game going on there anytime they visit — even in the middle of the night!

THE BUSINESS DISTRICT

The oldest buildings in town can be found here, dating back to the 1880s. It's also the only spot in town that has streetlights. There are four major sites here: the Harreldville Town Hall, the Grand Hotel, Invino's Market and Marcie's Restaurant.

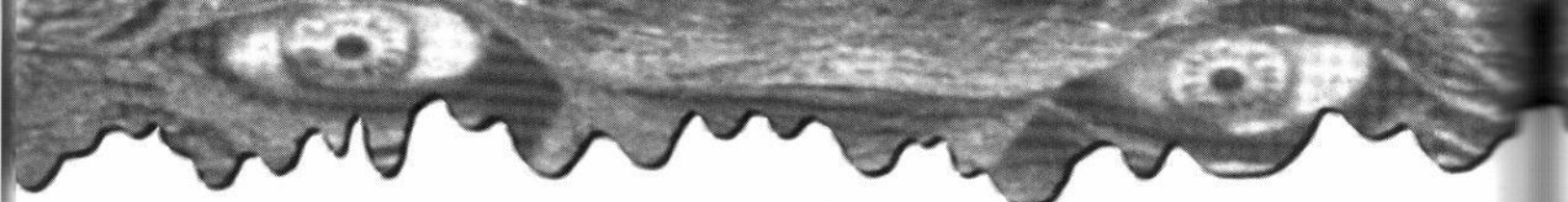
The Town Hall: This is a three-story brick building, and again, all the windows have the blinds shut. The main door is unlocked and leads directly into a conference room — a long table sits at the front of the room with chairs behind it and a lone microphone in the center, while rows and rows of chairs are placed in front of it.

A door in the front of the room leads to the various town offices. All of these seem perfectly normal, save that there's no one in them. Nor do there seem to be any pictures on the desks or anything else that would personalize the place.

At the end of the hallway is a set of stairs leading up. This leads to the town constable's office, the "armory" (a glass case full of rifles), and a single jail cell.

The Grand Hotel: This is a three-story building which has a perpetual "No Vacancy" sign lit — but if the characters go in and ask, they'll find there are plenty of rooms available. While not exactly "grand," it is a nice place, with a little restaurant/bar/poolroom in front. The bar doesn't serve any liquor though, only soda, milk and water.

All the rooms are on the second and third floors and are identical. There are two double beds in each room, each with a handmade quilt on it. There's also a



small dresser and a chest of drawers. The one window has the blind drawn.

There are no bathrooms in the rooms, but there is a communal bathroom at the end of the hallway. The rooms hold merely a wash basin and a vase.

Invino's Market: This is essentially a general store, with four departments located in the four corners of the building. To the left as you walk in is the grocery section which, while it lacks variety, has all the staples. The prices are pretty inexpensive.

To the right is the dry goods area, with toys, dry food goods, and other miscellaneous items.

The left rear of the building is devoted to clothing, again just the basics. For men, it's jeans, dress slacks, white shirts and flannel shirts. For women, it's dresses, plain and simple.

In the right rear of the building is hardware. This section is very sparsely stocked.

The second and third floors (accessed via a staircase along the side of the building) consist of storerooms and apartments. Each of the apartments consists of four rooms (living room, dining room/kitchen, bathroom and two bedrooms). All have the original hardwood flooring and come unfurnished. Each apartment has a window in each bedroom with the plain white blind drawn.

Irvino himself is the manager/owner/landlord of the place, a small man with big ideas. He had dreams of turning his store into a regional chain — emphasis on the "had." Now he seems perfectly content to just service the people of Harreldville. If anything, his management of the store has become downright lackluster.

MARCIE'S RESTAURANT

This is the best restaurant (indeed, one of the only restaurants) in Harreldville. It's owned by Marcie Harreld, wife of town constable Bill, and one of the two people in town who know what's really going on.

The restaurant is wider than it is deep, with booths on both sides of the doors. The menu is strictly American fare — hamburgers, hot dogs, chicken, an assortment of pies. It's almost always crowded, especially on weekdays, between locals and tourists. The kitchen is old but functional, the lunch counter clean, and the waitress, Sandra, is perky and bright. Marcie herself does much of the cooking, and her food is noted for its hot spice.

Marcie was a big factor in what happened to Harreldville. When Fred was taken over, the entity sought out the strongest mind in town — Marcie's — and drew its knowledge of human society from her. Her desire for privacy prompted the entity to make people obsessed with it; her love of Little League baseball led to games being played all day and all night. Eventually, she shrugged off the thing's influence, but not before it had learned — or thought it had — what matters to human beings. It has allowed her to remain free, even allowed her to save Bill from it, but she knows full well she'll never be allowed to leave town.

MARCIE HARRELD

AGILITY 9

DEXTERITY 8

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

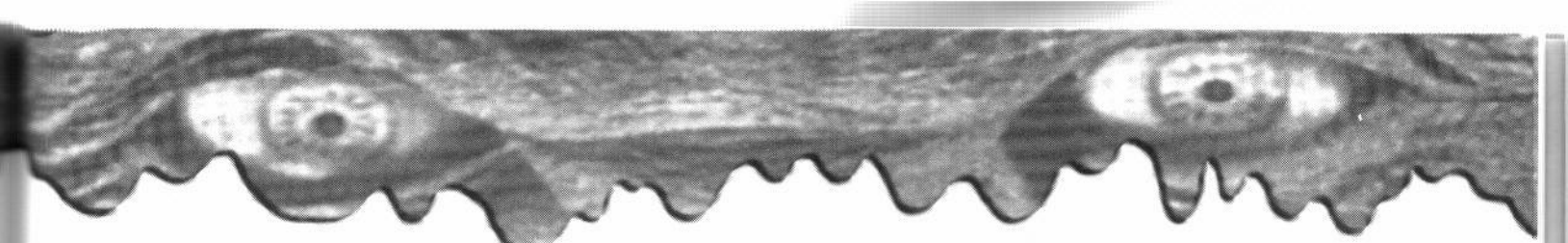
INTELLECT 10

Deduction 12, perception 14

MIND 8

Artist: chef 11, scholar: baseball 12

CONFIDENCE 9



Streetwise 12, willpower 11

CHARISMA 11

Charm 12, persuasion 12, taunt 12

Life Points: 5

Description: Lovely and warm, Marcie is, more than ever, the heart and soul of Harreldville. One of the few to escape the alien entity's sway, she has been forced to settle for quiet resistance, lest her friends and neighbors meet a violent end. If she can, she'll warn the characters away; if they refuse to leave, she'll do what she can to help them.

(Marcie Harreld (D6): AGILITY 3D DEXTERITY 2D+2 ENDURANCE 2D+2 STRENGTH 2D+2 TOUGHNESS 3D INTELLECT 3D+1: Deduction 4D, perception 4D+2 MIND 2D+2: Artist: chef 3D+2, scholar: baseball 4D CONFIDENCE 3D: Streetwise 4D, willpower 3D+2 CHARISMA 3D+2: Charm 4D, persuasion 4D, taunt 4D. Fate Points: 5)

THE MANOR HOUSE

The Manor House, as it has always been known in town, has become home to the entity and its new host, Floyd Stabbert II. It's a three story home surrounded by a two meter high stone wall. A single electronic gate stands at the entrance to the grounds. The gatehouse holds a video camera and sound pickup as well as controls for the gate.

Ancillary buildings to the manor house include a multi-story barn (see below) and a one-car garage.

Once through the great wooden doors of the Manor, you find yourself in a marble foyer. To the right is the stairway leading up; to the left, the den; straight ahead, the kitchen. All of these feature elegant furniture, hardwood floors and Oriental rugs. The dining room in particular is richly appointed, with a large crystal chandelier, a mahogany table and 22 place settings. This room hasn't been used in some time — although humans do need to eat, nothing the entity got from Marcie's mind says the host must throw dinner parties.

The kitchen is well-stocked with all the appliances, plus a new one: a large freezer in which is kept the body of Mrs. Stabbert, long since dissected for the entity's edification. Occasionally, when things are slow, it pops one of the pieces into the microwave, defrosts it, and does a little exploratory surgery.

The second floor features the master suite, with a huge canopy-covered bed, a massive dresser and a chest of drawers. Three leather-backed chairs and a large vanity complete the furnishings. The master suite features a walk-in closet filled with suits, only one of which is ever worn. (Marcie wears essentially the same uniform to work everyday, so the concept of changing clothes from one day to the next never entered the entity's mind.)

Also present on the second floor are the sitting room and four additional bedrooms. The third floor is primarily an attic.

THE BARN

This is a three-story tall, all metal barn. It has only one visible entrance, two huge double doors. These are always kept locked, not to mention that the entity is able to sense any incursion into this space.

Although this is not the site of the entity's first appearance, the black pool in which it appeared has been transferred from Fred's to the interior of this structure. It has also expanded in size, encompassing almost the entire earthen floor of the barn. What lurks beneath this viscous goo? The possibilities are pretty horrifying ... but the odds are anyone falling in will drown long before they find out (and if they don't, good luck seeing anything in black ooze).

The slick black substance has even spread over the rafters and beams of the

barn, giving the place a more than eerie look. Although the metal of the barn won't burn, the ooze is highly flammable, and a stray spark could result in an explosion that would level all of Harreldville.

FLOYD STABBERT II

AGILITY 10

Dodge 16, maneuver 15, melee combat 15, melee parry 15, stealth 15, unarmed combat 15

DEXTERITY 10

ENDURANCE 11

STRENGTH 11

Lifting 12

TOUGHNESS 12

INTELLECT 9

Perception 14, trick 14

MIND 10

Psychic: telepathy 18

CONFIDENCE 9

Intimidation 14, survival: alien world 20, willpower 17

CHARISMA 9

Life Points: 10

Description: Stabbert is the current host for the alien entity that has invaded Harreldville. He has received two new skills as a result — *psychic: telepathy* and *survival: alien world* — and all his other skills have been increased by +5.

(**Floyd Stabbert II: AGILITY 3D+1:** Dodge 5D+1, maneuver 5D, melee combat 5D, melee parry 5D, stealth 5D, unarmed combat 5D **DEXTERITY 3D+1** **ENDURANCE 3D+2** **STRENGTH 3D+2:** Lifting 4D **TOUGHNESS 4D** **INTELLECT 3D:** Perception 4D+2, trick 4D+2 **MIND 3D+1:** Psychic: telepathy 6D **CONFIDENCE 3D:** Intimidation 4D+2, survival: alien world 6D+2, willpower 5D+2 **CHARISMA 3D. Fate Points: 10.**)

ADVENTURE HOOKS

- One of the player characters — the one with the lowest *willpower* — is influenced by the entity. He seems the same, other than being unusually worried about people peering in the windows (something that might seem perfectly normal in this weird little town). The entity is increasingly frustrated that it can't take over the other characters, so it has its pawn lead them to the Manor. There they'll be subjected to various tortures determined to break their wills and make them easy pickings ...
- The Cryptkeeper must have fouled up this time — there's nothing remotely terrifying in this town! The people are nice ... the food is good ... no one's been hacked up lately ... what a vacation spot! Until Marcie slips the characters a note warning them to get out of town — now! — and come back with help. Too bad their pretty waitress got a look at it ... which means the entity got a look at it. When the characters try to slip out of town, they find a mob of townspeople all set to turn them into dog chow. Even with the help of Bill and Marcie, can the characters hope to survive?
- A variation of adventure hook #1 — one of the characters gets influenced, but not in such a way that he is going to ambush the other characters. Oh, no, he's just going to slip out to the barn and retrieve some of the entity's pool and carry it with him. This will allow the entity to surface just about anywhere the characters go ... funny how every town they reach, the blinds get drawn and everybody starts playing baseball ...

GAMEMASTER NOTES

Remember all those old movies where entire towns got taken over by hostile aliens? How everyone's just a little *too* nice? Well, Harreldville is every two-bit hick town in the thrall of malevolent intelligence you've ever driven through. (*What's that? You don't know of any? Well, if you didn't stop in any of them ... how would you, kiddies?*) Everything is just so ... everything is not too far shy of perfect. And things are just wrong enough that the characters start to get a very creepy feeling ... the kind that makes you want to get in your car and drive out again. Only problem is, the road out is "closed" all of a sudden — something about a mudslide. Hiking overland out of the valley would be a good idea, if it weren't for all those hunters mistaking you for deer all the time ...



Illustration by Tom O'Neill



TALES FROM THE CRYPT™

SCREAM QUEEN

NAME	HEIGHT	WEIGHT	AGE	SEX															
<table border="1"> <thead> <tr> <th>ATTRIBUTES</th> <th>DERIVED ATTRIBUTES</th> <th>COMBAT BOX</th> <th>X</th> <th>O</th> </tr> </thead> <tbody> <tr> <td> AGILITY 9 Dodge 11, improvised weaponry 10, running 11, stealth 11 DEXTERITY 7 ENDURANCE 7 STRENGTH 7 INTELLECT 8 PERCEPTION 10 MIND 9 Artist: actress 12, scholar: Hollywood 11 CONFIDENCE 11 Streetwise 12, willpower 12 CHARISMA 11 Charm 13, persuasion 12 </td> <td> 9 TOUGHNESS 9 TOUGHNESS (w/armor) 6 MRG (Movement Rate, Ground) 4 MRS (Movement Rate, Swimming) 2 MRC (Movement Rate, Climbing) 2 MRJ (Movement Rate, Jumping) </td> <td> WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal </td> <td> MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text </td> <td></td> </tr> <tr> <td></td> <td> LIFE POINTS 5 </td> <td> SKILL POINTS </td> <td> SHOCK CAPACITY </td> <td> SHOCK TAKEN </td> </tr> </tbody> </table>					ATTRIBUTES	DERIVED ATTRIBUTES	COMBAT BOX	X	O	AGILITY 9 Dodge 11, improvised weaponry 10, running 11, stealth 11 DEXTERITY 7 ENDURANCE 7 STRENGTH 7 INTELLECT 8 PERCEPTION 10 MIND 9 Artist: actress 12, scholar: Hollywood 11 CONFIDENCE 11 Streetwise 12, willpower 12 CHARISMA 11 Charm 13, persuasion 12	9 TOUGHNESS 9 TOUGHNESS (w/armor) 6 MRG (Movement Rate, Ground) 4 MRS (Movement Rate, Swimming) 2 MRC (Movement Rate, Climbing) 2 MRJ (Movement Rate, Jumping)	WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text			LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY	SHOCK TAKEN
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	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY	SHOCK TAKEN															

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to *charm*; Contacts (CI), you have friends among other struggling actresses; Skill Bonus, +1 to *dodge*, *running* and *stealth*; Contacts (CII), you have friends among the special effects and make-up departments at various small studios; Fame (CII); Additional Attribute Point, +1 to Mind.

Compensations: Debt (CI), you are in debt for acting lessons; Employed (CI), you are always doing some direct-to-video film or the other; Prejudice (CI), no one regards you as a serious actress; Quirk (CII), you have been in so many horror movies, you sometimes don't take real threats seriously; Quirk (CII), you have an insatiable curiosity and are always exploring attics and basements; Enemy (CIII), the Cryptkeeper.

What the Cryptkeeper Knows: You talked your chief rival for the part of Mimi in "Hollywood Hatchet Mamas III" into a little midnight dress rehearsal. But somebody must have switched the prop hatchet for a real one ... you got rid of the body but the head disappeared! Later, it turned up on the set — as a prop! Worse yet, it's been a prop in every movie you've done since, still intact, and the eyes seem to be watching you ...

DESCRIPTION

You came to Hollywood hoping to be another Streep, another Redgrave ... maybe even another Anderson-Lee! Instead, you wound up doing cheap slasher films with names like "Chainsaw Chicks." Still, you're dreaming of the big time — and with C. K. Eeper as your agent, how can you lose?

EQUIPMENT

Full wardrobe, left over from your films (lots of bathing suits, lingerie, and t-shirts and shorts); severed head (this isn't really yours, it just shows up wherever you go).



Brian Schomburg

"I'm auditioning for a big part — 'Third Girl in Shower' — next week!"

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5



TALES FROM THE CRYPT

GHOST HUNTER

NAME

HEIGHT

WEIGHT

AGE

SEX

ATTRIBUTES

AGILITY 9

Dodge 10, stealth 10, unarmed combat 10

DEXTERITY 9

ENDURANCE 8

STRENGTH 8

INTELLECT 9

Computer ops 10, deduction 12, perception 12, science; electronics 11, trick 11

MIND 9

Scholar: the occult 11

CONFIDENCE 9

Con 10, willpower 13

CHARISMA 7

PERSUASION 8

DERIVED ATTRIBUTES

9 TOUGHNESS

9 TOUGHNESS

(w/armor)

6 MRG

(Movement Rate, Ground)

4 MRS

(Movement Rate, Swimming)

2 MRC

(Movement Rate, Climbing)

2 MRJ

(Movement Rate, Jumping)

LIFE POINTS

5

SKILL POINTS

COMBAT BOX

WOUND LEVEL

☐ Light

☐ Moderate

☐ Heavy

☐ Incapacitated

☐ Mortal

MODIFIERS

no modifier

-2 to physical skills

-4 physical & -2 all other skills

-8 to all skills

automatic KO; see text

SHOCK CAPACITY

SHOCK TAKEN

BACKGROUND

Advantages: Additional Skill Adds, +1 to *willpower*; Equipment (CI), you have access to some highly sensitive equipment, video cameras, etc.; Wealth (CI), your business is doing all right; Fame (CII); Skill Bonus (CII), gain +1 to the bonus of *deduction*, *perception*, *trick*, *con* and *willpower*; Learning Curve Positive (CIII).

Compensations: Employed (CI), as a ghost-breaker; Price (CI), your reputation is such that you can never be seen to back down before a frightening situation; Quirk (CI), you are extremely stubborn; Enemy (CII), spectre; Quirk (CII), you absolutely refuse to believe in the supernatural, regardless of the evidence; Enemy (CIII), the Cryptkeeper.

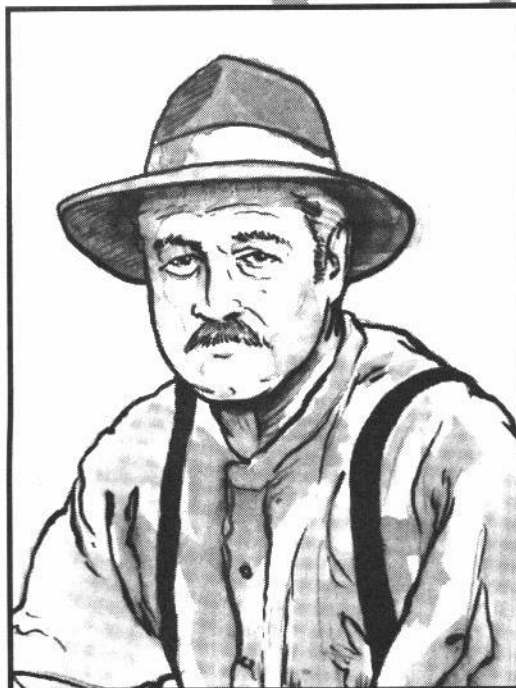
What the Cryptkeeper Knows: Only once have you encountered something you couldn't explain, a strange spectral presence in an old house in northern Vermont. Frustrated and unwilling to admit it might be real, you "accidentally" burnt the place down. Now the enraged spirit is pursuing you, intent on revenge.

DESCRIPTION

You're a cynical, slightly arrogant former professor who has dedicated himself to debunking the so-called "supernatural." Sometimes your explanations for events verge on the ridiculous, but you stand by them. If you ever were confronted by something you had to accept as beyond nature, your mind might well break.

EQUIPMENT

Laptop; motion- and sound-detection equipment; video cameras; pistol, damage value 18, ammo 6, range 3-10/15/40.



Brian Schomburg

"There's a rational explanation for all this. There has to be."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5



TALES FROM THE CRYPT

CAMP COUNSELOR

NAME	HEIGHT	WEIGHT	AGE	SEX	
ATTRIBUTES AGILITY 9 Climbing 10, improvised weaponry 10, running 10, swimming 11, unarmed combat 10 DEXTERITY 9 Fire combat 10 ENDURANCE 8 STRENGTH 8 INTELLECT 8 First aid 10, perception 9, teaching: arts and crafts 9 MIND 8 Artist: ceramics 9 CONFIDENCE 9 Con 12, streetwise 11, willpower 10 CHARISMA 10 CHARM 11		DERIVED ATTRIBUTES 9 TOUGHNESS 9 TOUGHNESS (warrior) 4 MRG (Movement Rate, Ground) 6 MRS (Movement Rate, Swimming) 2 MRC (Movement Rate, Climbing) 2 MRJ (Movement Rate, Jumping) LIFE POINTS 5 SKILL POINTS		COMBAT BOX WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text SHOCK CAPACITY SHOCK TAKEN	

BACKGROUND

Advantages: Additional Skills Adds (CI), +1 to *charm*; Skill Bonus (CI), +1 to bonus of *climbing*, *running* and *swimming*; Wealth (CI); Contacts (CII), your father has always been good at covering up scandals; Luck (CII); Additional Attribute Point, +1 to Charisma.

Compensations: Advantage Flaw (CI), if your activities at camp get exposed, Daddy is going to cut you off; Employed (CI), you work as a summer camp counselor; Enemy (CI), Ken's girlfriend is sure you had something to do with his death; Learning Curve (Negative) (CII); Quirk (CII), you have a sociopathic streak and no problem eliminating people who get in your way; Enemy (CIII), the Cryptkeeper.

What the Cryptkeeper Knows: Little Johnny was always a bit of a problem ... but he really shouldn't have been spying on you and Counselor Ken in the barn. Worse, he came running out and said he was going to tell his parents what he saw. Before you knew what you were doing, you had the pitchfork in your hands and ... well ... they're still searching the woods for the poor, "lost" boy.

DESCRIPTION

Description: Bright and beautiful, your looks and your yen to live life on the edge have gotten you into trouble before. Worse, you always seem to wind up with men who aren't as strong as you — like Ken, for example. Oh, well, he should have known better than to dive into that shallow water ...

EQUIPMENT

Camp t-shirt; whistle; stopwatch; swimsuit.



Brian Schomburg

"I need someone to play drowning victim. Want to help, sugar?"

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+1



TALES FROM THE CRYPT

MAGICIAN

NAME	HEIGHT	WEIGHT	AGE	SEX
ATTRIBUTES		DERIVED ATTRIBUTES		COMBAT BOX
AGILITY 8 Dodge 9, melee combat 9, unarmed combat 9 DEXTERITY 9 Prestidigitation 14 ENDURANCE 8 STRENGTH 8 INTELLECT 10 Deduction 11, perception 14, trick 12 MIND 8 Artist: magician 10 CONFIDENCE 9 Con 11, willpower 11 CHARISMA 9 PERSUASION 11		9 TOUGHNESS 9 TOUGHNESS (w/armor) 6 MRG (Movement Rate, Ground) 4 MRS (Movement Rate, Swimming) 2 MRC (Movement Rate, Climbing) 2 MRJ (Movement Rate, Jumping)		WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal
				MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text
		LIFE POINTS	SKILL POINTS	SHOCK CAPACITY
		5		SHOCK TAKEN

BACKGROUND

Advantages: Additional Skills Adds (CI), +1 to *artist: magician*; Equipment (CI), various magic props; Fame (CI); Additional Skills Adds (CII), +2 to *prestidigitation*; Additional Skill Adds (CIII), +3 to *perception*; Additional Attribute Point, +1 to Intellect.

Compensations: Enemy (CII), people you made disappear keep coming back and stalking you; Enemy (CII), an old witch in Malone, NY has it in for you; Quirk (CII), you're very nervous about doing magic tricks because the effects always seem to be real and permanent; Quirk (CII), you have been cursed; Enemy (CIII), the Cryptkeeper.

What the Cryptkeeper Knows: They loved you in Albany ... they adored you in Scranton ... then that old bat in Malone put a curse on you, and suddenly you really *did* saw your lovely assistant in half. People you make disappear never come back (or worse, they do, out for your blood). These days, you're even nervous about pulling rabbits out of your hat.

DESCRIPTION

You're a talented, if relatively small-time, magician. But you wished a little too hard for real powers, and laughed a little too hard at someone who claimed to have them, and now you're paying the price. You're still trying to figure out what to do with the snow leopard you turned lovely Amy into ...

EQUIPMENT

Various magic props — top hat, wand, magic box, rabbits, trick cards, etc.



Brian Schomburg

"Sawing in half I can do ... putting back together is harder."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5



TALES FROM THE CRYPT

ARTIST

NAME	HEIGHT	WEIGHT	AGE	SEX
------	--------	--------	-----	-----

ATTRIBUTES	DERIVED ATTRIBUTES	COMBAT BOX	K	O
AGILITY 9 Dodge 10, melee combat 11, stealth 10 DEXTERITY 9 ENDURANCE 8 STRENGTH 9 INTELLECT 9 Forgery 11, perception 11 MIND 10 Artist: painter 15 CONFIDENCE 9 Con 12, intimidation 10, willpower 11 CHARISMA 9 Charm 11, disguise 10, taunt 10	10 TOUGHNESS 10 TOUGHNESS (w/armor) 6 MRG (Movement Rate, Ground) 7 MRS (Movement Rate, Swimming) 2 MRC (Movement Rate, Climbing) 2 MRJ (Movement Rate, Jumping)	WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY	SHOCK TAKEN

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to con; Additional Skill Adds (CII), +2 to artist: painter; Fame (CII); Wealth (CII); Learning Curve (Positive) (CIII).

Compensations: Bad Luck (CI); Prejudice (CI), your unhealthy interest in bloody accidents has attracted some negative attention; Quirk (CI), you have begun to think that your portrait work could really be improved if you used the blood of the subject in the paint; Advantage Flaw (CII), your newfound wealth requires you to have blood for your paintings; Quirk (CII), you are irresistibly drawn to blood and will go to great lengths to collect it; Enemy (CIII), the Cryptkeeper.

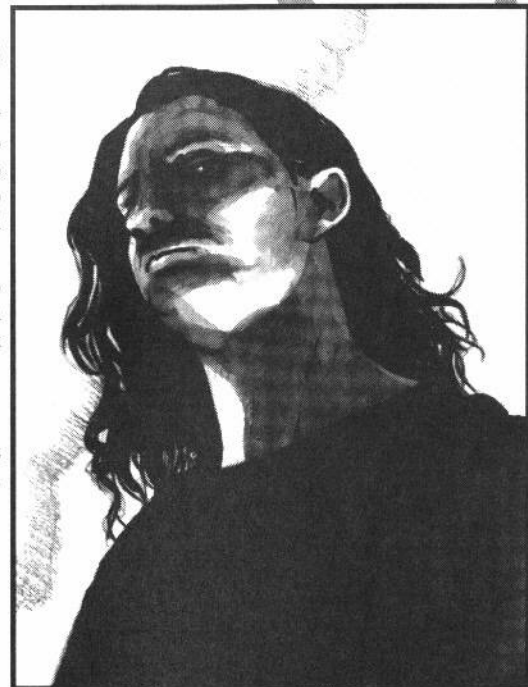
What the Cryptkeeper Knows: You were a struggling artist with talent but no recognition ... until the day you cut your finger and some of your blood mixed in with the paint. The result was a masterpiece — and then you discovered that the work was even better when you used someone else's blood.

DESCRIPTION

Description: You do still have a conscience, so you haven't resorted to murder yet for the sake of your art. But you do tend to linger over corpses at accident scenes, trying to scoop up a little of the red stuff for your own use ...

EQUIPMENT

Paint; easel; canvases; palette knife, damage value STR+2/11.



Brian Schomburg

"I'm fascinated by the use of color ... especially red."

BONUS CHART

DIE																	21	26	31	36	41				
ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	25	30	35	40	45	+5
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	+1



TALES FROM THE CRYPT

DOCTOR

NAME	HEIGHT	WEIGHT	AGE	SEX	
ATTRIBUTES		DERIVED ATTRIBUTES		COMBAT BDX	
AGILITY 8 Melee combat 10, stealth 9		9 TOUGHNESS		WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal	
DEXTERITY 8 Fire combat 9		9 TOUGHNESS (w/armor)			MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text
ENDURANCE 8		6 MRG (Movement Rate, Ground)			
STRENGTH 8		4 MRS (Movement Rate, Swimming)			
INTELLECT 10 Computer ops 11, deduction 12, first aid 12, perception 13, science: anatomy 13		2 MRC (Movement Rate, Climbing)			
MIND 12 Business 12, medicine 16		2 MRJ (Movement Rate, Jumping)			
CONFIDENCE 10		LIFE POINTS		SHOCK CAPACITY	
WILLPOWER 11		SKILL POINTS		SHOCK TAKEN	
CHARISMA 7		CHARM 9			

BACKGROUND

Advantages: Additional Skills Adds (CI), +1 to *medicine*; Additional Attribute Point (CII), +1 to *Mind*; Contacts (CII), among the medical community; Wealth (CII); Learning Curve (Positive) (CIII).

Compensations: Debt (CII), you are being blackmailed by another surgeon who caught onto what you are doing; Quirk (CII), you are obsessed with bringing your dead wife back to life; Quirk (CII), you perform unnecessary and highly illegal operations to achieve your goal; Enemy (CIII), the Cryptkeeper.

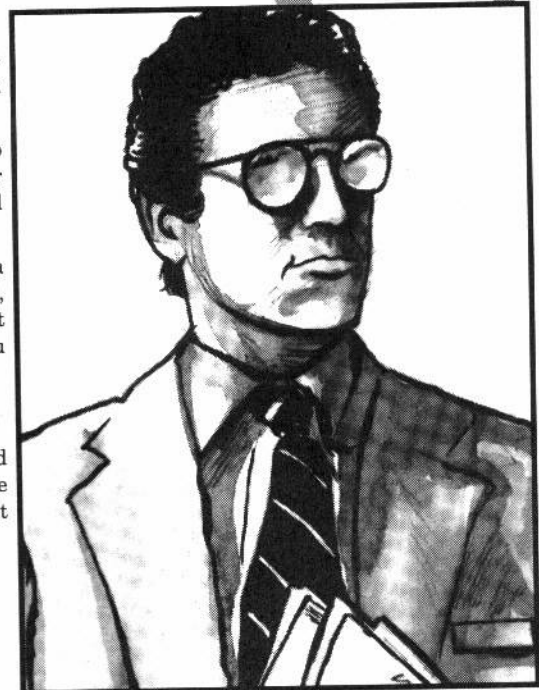
What the Cryptkeeper Knows: Fifteen years ago, your wife was run over by a drunken driver. Since then, you've kept her in a deep-freeze in the basement, intending to use your medical skill to bring her back. But it's going to require a lot of transplants — fortunately, most of your patients take your word for it when you tell them you need to remove an organ or two.

DESCRIPTION

You are a driven man, arrogant, thoroughly convinced you are right and obsessed with reviving your wife. The only thing that worries you is that her soul might have escaped her body before you froze it... in which case, you will just have to transplant one of those, too.

EQUIPMENT

Surgical garb, scalpels, damage value STR+2/10.0.



Brian Schomburg

"I need the organs, and I'll have them, one way or another."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5



TALES FROM THE CRYPT

VENTRILOQUIST

NAME	HEIGHT	WEIGHT	AGE	SEX	
ATTRIBUTES		DERIVED ATTRIBUTES		COMBAT BOX	
AGILITY 8 Melee combat 10, stealth 9		9 TOUGHNESS		WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal	
DEXTERITY 8		9 TOUGHNESS (w/armor)			MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text
ENDURANCE 8		6 MRG (Movement Rate, Ground)			
STRENGTH 9		4 MRS (Movement Rate, Swimming)			
INTELLECT 9 Perception 11, trick 12		2 MRC (Movement Rate, Climbing)			
MIND 11 Artist: ventriloquism 16		2 MRJ (Movement Rate, Jumping)			
CONFIDENCE 8 Con 11, intimidation 9, willpower 10		LIFE POINTS 5		SKILL POINTS	
CHARISMA 8 Charm 9, persuasion 10, taunt 9				SHOCK CAPACITY	
				SHOCK TAKEN	

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to *con*; Contacts (CI), low levels of the show biz community; Fame (CI); Additional Skill Adds (CII), +2 to *artist: ventriloquism*; Additional Attribute Point (CIII), +1 to *Mind*.

Compensations: Employed (CI); Poverty (CI); Price (CI), your ventriloquism is so good it has convinced you Timmy is alive; Quirk (CII), you are convinced Timmy takes over your body from time to time; Enemy (CIII), the Cryptkeeper.

What the Cryptkeeper Knows: Well, at least you don't think your dummy is talking to you, like some of the ventriloquists you've met — no, when Timmy wants something, he just takes you over. Suddenly, you're more aggressive ... violent, even ... and you always get what you want ... or what Timmy wants ... sometimes it gets very confusing.

DESCRIPTION

You're a pretty meek and mild-manner sort — except when Timmy decides to run things. Sometimes you wake up in strange places with women you don't remember meeting ... once or twice, you woke up with blood on your hands. Still, you have faith that Timmy would never do anything *too* bad ... would he?

EQUIPMENT

Timmy, a wooden ventriloquist's dummy.



Brian Schomburg

"Timmy, what have you ... we ... done now?"

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+5



TALES FROM THE CRYPT

GRAVEDIGGER

NAME	HEIGHT	WEIGHT	AGE	SEX
------	--------	--------	-----	-----

ATTRIBUTES	DERIVED ATTRIBUTES	COMBAT BOX	K	D
AGILITY 10 Dodge 11, improvised weaponry 12, melee combat 12, melee parry 12, stealth 11, unarmed combat 11, unarmed parry 11 DEXTERITY 9 ENDURANCE 10 STRENGTH 11 Lifting 13 INTELLECT 7 Perception 9, trick 8 MIND 7 CONFIDENCE 8 Intimidation 10, streetwise 9, willpower 11 CHARISMA 7	II TOUGHNESS II TOUGHNESS (w/armor) 7 MRG (Movement Rate, Ground) 5 MRS (Movement Rate, Swimming) 2 MRC (Movement Rate, Climbing) 2 MRJ (Movement Rate, Jumping)	WOUND LEVEL <input type="radio"/> Light <input type="radio"/> Moderate <input type="radio"/> Heavy <input type="radio"/> Incapacitated <input type="radio"/> Mortal	MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY	
			SHOCK TAKEN	

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to *improvised weaponry*; Additional Skill Adds (CII), +2 to *willpower*; Additional Attribute Point (CIII), +1 to Strength.

Compensations: Age (CI), you are a little past your prime; Quirk (CI), you rarely speak, and when you do, you don't say more than you have to; Employed (CII); Quirk (CII), deep down inside, you think the dead are planning to rise up against you; Enemy (CIII), the Cryptkeeper.

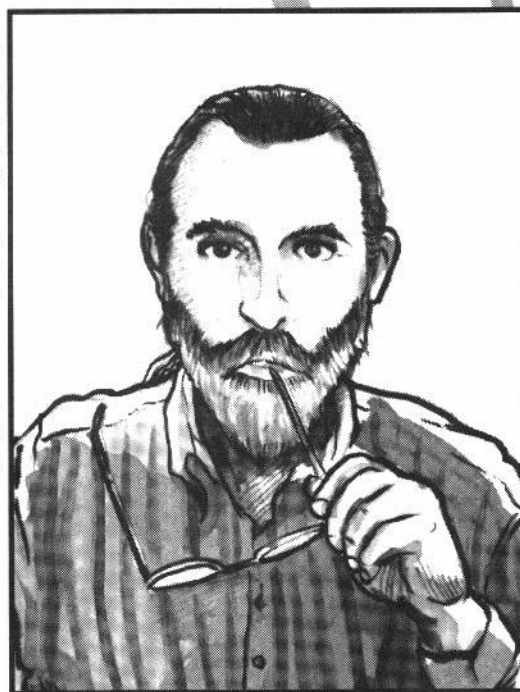
What the Cryptkeeper Knows: Your job is usually pretty dull ... except for that time they told you to put a coffin the ground and somebody was crying inside it. You thought about taking a look-see — but figured you might get in trouble. So you buried it anyway. Funny thing is, you can still hear that crying ...

DESCRIPTION

You're a simple guy who has always made his living with the strength of his back. You don't believe in ghosts and goblins. If a tombstone moves a little, it's just the earth shifting; if scrabbling sounds come from under the ground, it's just rats, maybe. You're not scared. Just keep telling yourself that.

EQUIPMENT

Shovel, damage value STR+4/14; pick, damage value STR+5/15.



Brian Schomburg

"Quiet. Listen. You'll hear them."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+1

GAMEMONSTER GUIDE

By Allison Lassieur and Paul Riegel

You know the old saying, kiddies: you can't have a Crypt without coffins and corpses. Hehehehehe! And that's why you need this blood-soaked little book, full of creepy characters and sinister settings... because empty Crypts are for empty skulls!

Between these covers, you'll find a graveyard full of characters you can drop into your Tales From The Crypt adventures, each with his or her own dark and bloody secret. But what good are actors without a stage? So we crammed the second half of this book with settings and adventure hooks guaranteed to haunt your nightmares.

So there you have it, creeps — everything you need to be a truly grand gamemonster! Now all you need to do is dig up the money and buy this book ... or else somebody might have to dig you up, one of these days! Hehehehehe!

Gamemonster Guide is a supplement for The World of Tales From The Crypt. You must have the WorldBook and the MasterBook or The D6 System rulebook to play this game.



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