



The Unbound Book - Issue 1 October 2003

The Unbound Book is an irregular magazine publishing free adventures for Chaosium's Call of Cthulhu roleplaying game in the Roaring Twenties.

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Thanks to all those who contributed and made comments. Especially the Artists, Authors and Editors! UBB is not a one man band! Sorry for the wait!

WHAT'S COMING SOON TO THE UNBOUND BOOK?

- Issue 2 is already on its way. With only Art and Layout to go it should be published in late December 2003.
- New 'Fragments of Fear' adventures. Fragments of Fear are one-off alternate setting scenarios for 1920's Call of Cthulhu.
- More Interviews with the writers of some of the most popular Call of Cthulhu Books.
- 'Monophobia' - A Call of Cthulhu supplement for solo Investigators. This quality pdf, will include six adventures for a Keeper and their victim.

PAGES FROM AN UNBOUND BOOK

Well it's been a long time between drinks - over a year has passed since we published our first sample magazine. But we are back at last and come bearing an issue which is full of Cthulhu madness.

In our hiatus, The Unbound Book has been fortunate enough to have a number of editors and artists volunteer their time and talents to help create the pages which you now hold in your hands. As such I especially have to thank Rebecca Smith-Cruz, Don Fougere and Matt Cowens for bearing with the art requests, Shannon Bell for creating the D20 conversion files (and extensive editing) and Richard Vowles, my good friend, who has taken time out of his busy family life to create the SVG maps and edit the magazine.

I hope you enjoy this offering and will see you again in the next issue of The Unbound Book.

Marcus D. Bone

IN THIS ISSUE

As you read through the adventures in this issue you will notice that all have a common theme - the ability to easily be adapted to any setting, time or campaign. This is intentional, as The Unbound Book tries to appeal to the widest audience available.

As such most of the adventures in these pages focus on the setting up and delivering of an interesting scenario and allow the individual Keeper to create the action and conclusion in a way with best suits their players. As such we present -

THE BLACK DOG - Something is driving the Lord of Somerville Manor insane. Can the Investigators stop the Evil before it is too late?

BAGGAGE CHECK - Travel can be a tricky thing, even more so when your luggage holds a nasty surprise.

BLACKWELL HORROR - A quaint town and friendly folk? Only if you're not aware of The Blackwell Horror!

GENERAL HOSPITAL - A D20 adventure in which the restless dead come back for vengeance.

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CONTENTS PAGE

COVER ART - <i>"Pentacle"</i> by Francios Launet.....	Cover
PAGES FROM AN UNBOUND BOOK.....	ii
CONTENTS.....	iii
ADVENTURE - <i>"The Black Dog"</i> by Linden Dunhan.....	4
WITH ORIGINAL ART BY Alan M. Clark <i>"The Old Brick Powder House"</i> , Matt Cowens <i>"Moreton-under-Hill"</i> , Rebecca Smith-Cruz <i>"Monolith"</i> AND Don Fougere <i>"Face"</i> MAP OF MORETON-UNDER-HILL BY Richard Vowles	
ADVENTURE - <i>"Baggage Check"</i> by Bret Kramer.....	21
WITH ORIGINAL ART BY Don Fougere <i>"Canopic Jar"</i> , Matt Cowens <i>"Luggage"</i>	
ADVENTURE - <i>"The Blackwell Horror"</i> by Brian Sammons.....	29
WITH ORIGINAL ART BY Alan M. Clark <i>"Nalaribe"</i> MAPS BY Richard Vowles & Marcus D. Bone	
ADVENTURE - <i>"General Hospital"</i> by J. Micheal Tisdell.....	50
WITH ORIGINAL ART BY Alan M. Clark <i>"A Host of Shadows"</i> MAP OF JASPER HOSPITAL BY J. Micheal Tisdell	
PLAYER HANDOUTS	59
THE BLACK DOG	59
BAGGAGE CHECK	62
THE BLACKWELL HORROR.....	66
GENERAL HOSPITAL	70

*Niet leest dat Boek. Het ziet dingen man te weten, nooit betekende
nooit bevat, werd betekend is!*

- Don't read that Book. It contains things man was never meant to know, never meant to see!

RESOURCES

Due to size constraints The Unbound Book is unable to hold all extras we would like to bring our readers. But don't fret, on our website www.unboundbook.org, we have placed all those documents we weren't able to fit in this issue. These include:

d20/BRP Conversion Notes - All the statistics and rules required for running all the adventures in this issue using the alternate Call of Cthulhu system, including NPC stats, difficulties levels, experience rewards and much more.

SVG Maps - Scalable Vector Graphics for a number of the maps which appear in this magazine. All are fully scalable and have been created using Campaign Cartographer 2. Note: The CC2 free SVG viewer is required.



'The Old Brick Powder House' 2003 Alan M. Clark

The Black Dog

By Linden Dunham

INTRODUCTION

Black Dog is a 1920s Call of Cthulhu scenario for 3 to 6 experienced Investigators, one of whom should be a doctor with an interest in the fledgling science of psychology. The nominal setting is Ramsey Campbell's Severn Valley, usually a location for modern Mythos stories. Any other rural area of Britain will serve just as well provided the Keeper makes some minor changes to the background details. The Investigators will probably be British, although a US party could be used without straining credibility: The Investigators' clients are American and may wish to employ fellow nationals.

STRANGE BEHAVIOUR

An Investigator with a medical background is contacted by Christine Somerville of Somerville Manor, Moreton-under-Hill, Gloucestershire. She explains that her husband Paul is behaving strangely, so much so that she fears for his sanity. He has taken up residence in one of the manor's outbuildings and refuses to come out. He claims to be hiding from the Black Dog, a creature that has reputedly stalked the Somerville family since the early 1700s. Mrs Somerville wants the Investigator to talk with her husband and "try and make him see sense."

INVESTIGATORS' INFORMATION

The Somervilles are an American couple who came to live in Britain two months ago. Paul inherited Somerville Manor following the death of his uncle, Sir Edward Somerville. Both of Sir Edward's sons were killed in the Great War and Paul was the nearest living relative entitled to succeed to the estate. Sir Edward died nine months previously in mysterious circumstances. Mrs Somerville doesn't have many details but she knows that his body was found in the grounds of the manor one morning. It had been horribly mutilated but so far nobody has been able to discover who or what was responsible.

Mrs Somerville will answer any other questions the Investigators have as best she can. She will describe her husband's behaviour in detail but doesn't know how to explain it. She does recall that it began immediately after he returned from a walk in woodland on the western side of their property.

KEEPER'S INFORMATION

Overview and Timeline: Paul Somerville has been driven insane after accidentally contacting a Hound of Tindalos living one thousand million years ago in the past. The Hound has a longstanding connection with the Somerville family which originated in the eighteenth century. The timeline below details the family's encounters with the creature and related events. The Investigators will be unaware of these at first but should piece things together as the case progresses.

1701: Sir Gilbert Morley, the notorious Severn Valley occultist, excavates a Roman villa in woodland at Blackstone Hill on the Somerville estate. Morley spent much of his life hunting Byatis (aka the Berkeley Toad) and dug up numerous ancient sites in the course of his search. Morley is invited to Moreton by his acquaintance Sir George Somerville whom he knows as a fellow occultist albeit of a very inferior sort. Sir George's main interest in the supernatural is as an excuse for debauchery rather than the serious study which Morley considers himself to be engaged in. Nonetheless, he accepts Sir George's invitation to excavate the villa in the hope of finding a clue that will lead him to Byatis.

In a chamber below the ruins of the villa Morley and Sir George find a many faceted black stone. Mosaics on the wall of the chamber reveal that the stone had belonged to a pagan cult called the Sons of the Wolf who had terrorised the local area in the last decade of the Fifth Century. The cult worshipped a fearsome wolf-like creature, a Hound of Tindalos, which they summoned using the stone. Morley fails to recognise the creature's true nature and tells Sir George that they have found an artefact relating to a Roman-British animal cult. As

the stone has nothing to do with Byatis, Morley decides it is of no use to him and promptly departs in search of pastures new.

In contrast, Sir George is intrigued by the stone. Reviving a wolf-worshipping cult appeals to Sir George's decadent sensibilities and he summons a band of his cronies to a ceremony to mark the rebirth of the Sons of the Wolf.

On the evening of the ceremony Sir George and his friends go up to the clearing surrounding the villa. They caper around the stone from midnight into the small hours. Suddenly, Sir George lets out a terrifying scream that stops the revellers in their tracks, then falls into a dead faint. Taken back to the manor house and revived he claims to have seen the image of "a black devil dog" in the stone. None of his companions admit to seeing anything and Sir George's claims are dismissed as the ravings of someone driven to the edge of madness by their own excesses. Sir George barricades himself in his bedchamber, refusing to come out for fear of the "devil dog."

(Keepers Note: Sir George knows that the Hound is

"Moreton-under-Hill" 2003 Matt Cowens



stalking him but doesn't realise that it has to travel through time to reach him. In game terms Sir George narrowly fails an Idea roll after going indefinitely insane: He gains a limited insight into what is happening but not enough to save himself).

Ten days after the ceremony, the Hound materialises in Sir George's room and attacks him. Hearing his screams for help Sir George's wife and servants batter down his locked and bolted door to find the Hound savaging his corpse. The creature kills the first two servants through the door before vanishing. The legend of the Somerville Black Dog is born.

1779: The Hound returns to Moreton-under-Hill. Sir William, the then master of Somerville Manor, has a reputation as a libertine and rake. For several months he has been carrying on an affair with Alice Lewington, a local woman whose husband is away fighting in America. Sir William and Alice usually meet in the ruins on Blackstone Hill. This is at Alice's insistence to avoid village gossip. The locals shun the site, associating it with the mysterious death of Sir William's Great Grandfather seventy-odd years before. In addition Alice comes from a family reputed locally to have supernatural powers. Sir William enjoys the frisson of his encounters in a supposedly cursed glade with a woman thought to have witch blood. Then, one August evening as he waits for Alice, Sir Edward sees the Hound in the stone. Terrified, he flees back to the manor. Meeting his younger brother Rodney at the door of the house, he tells him what he has seen. Rodney, a deeply religious man with ambitions for a career in the church, believes that his brother has received a sign from God. He begs his elder brother to take the apparition as a warning and to give up his sinful life and throw himself on God's mercy. If he honestly repents and asks for the Lord's forgiveness then "surely the Lord will not send the Black Dog to take you as it took our Great Grandfather." A badly shaken Sir William readily agrees. In the weeks that follow he ends his affair with Alice and attends church daily.

Sir William's period of repentance does not last long, nor does it do him much good. One Sunday morning, ten days after he saw the Hound in the stone, the monster appears in the local church. It kills Sir William and several other worshippers before disappearing. Rodney Somerville is driven mad by grief and horror at his brother's death. He blames "the witch Lewington" for summoning the hound and gathers a mob of similarly outraged villagers to bring her to justice. Alice is dragged from her home and drowned in the nearby river in a reenactment of the witch trials of the previous century.

Neither Rodney or any of his helpers are brought to

account for the killing. Most villagers approve of what Rodney has done and there is no one left to speak for Alice Lewington. Her husband is away fighting the rebels and her son is packed off to a Brichester workhouse where nobody pays any attention to his stories of how his mother was murdered. Rodney inherits the family title and abandons his plans to enter the church. After what he has seen he no longer believes in God. What kind of God could allow a creature like the Black Dog to desecrate his house in such a way? Sir Rodney devotes himself to studying the occult in an attempt to understand the true forces ruling the universe and thus discovers the real nature of the Black Dog. He subsequently becomes something of an authority on those aspects of the Cthulhu Mythos related to time travel.

1783: Sir Rodney Somerville identifies the Black Dog as a Hound of Tindalos and has a dome-roofed lodge built in the grounds of the manor as protection from the creature. Sir Rodney intends to study the stone in Hill Grove with a view to destroying it and needs a shelter he can retreat to if he should accidentally contact the Hound. The real threat to Sir Rodney's life comes from a more prosaic source: Colin Lewington has returned from the war to find his wife dead and his son missing. Rumours suggest that Sir Rodney is responsible. Colin waits until Sir Rodney is alone in the glade studying the stone and confronts him. The two men fight and Sir Rodney is killed. Colin Lewington is arrested, tried for murder and hanged in Brichester gaol.

1783 - 1915: The Somervilles are left alone by the Hound for the next 130 years.

July 1916: Robert and Hugh Somerville are killed within days of each other in the early stages of the Battle of the Somme. Their parents, Sir Edward and Lady Diana Somerville are devastated by the loss of their sons.

December 1919: Lady Diana Somerville dies in the flu epidemic, which reaches Britain in October.

January 1919 to December 1921: Sir Edward becomes interested in spiritualism, hoping to contact his dead wife and sons. He visits several mediums, without success.

1922: Frustrated by his failure to contact his loved ones, Sir Edward begins to research his ancestor Sir Rodney's papers. He learns that the Somerville Black Dog is a time-travelling entity and believes that it can be dealt with in relative safety if approached correctly. Thinking that the Hound can return his family to him (by bringing them forward in time from a point before they died) Sir William spends a great deal of time in the ruins on Blackstone Hill.

3rd September 1923: Sir Edward makes contact with the Hound via the stone.

13th September 1923: Sir Edward spends the morning on Blackstone Hill waiting for the Hound's arrival. When the monster appears he realises that he has made a terrible mistake and tries to flee. The Hound chases him down and feeds on him then returns to its own time.

January 1924: Paul Somerville inherits Somerville Manor.

1st June 1924: The Somervilles begin an extended summer vacation in Britain. They intend to stay at the manor and use the time to decide if they want to move there permanently.

14th June 1924: While walking in the manor grounds Paul Somerville visits Hill Grove and accidentally makes contact with the Hound. Like Sir George before him the sight of the hound drives him insane. Knowing that the creature is pursuing him, Paul takes refuge in the lodge built by Sir Rodney and refuses to come out.

18th June 1924: Having failed to persuade her husband to leave the folly and fearing for his sanity Christine Somerville engages the Investigators.

ENGAGING THE INVESTIGATORS

The Investigators' brief is twofold: Firstly to discover why Paul Somerville has locked himself in the folly and then to prevent the Hound from killing him. This is a pretty tall order, made even more difficult by the presence of one Gerald Hanley. A respected artist and decorated soldier, Hanley has suffered periods of apparent mental illness since the end of the Great War due to his body being taken over by the Great Race of Yith. Hanley's mind was sent back in time as a "guest" of the Great Race. During this period of enforced hospitality Hanley met numerous other human minds from the past and future including a fellow British army officer from the 1940s and a member of the Sons of the Wolf cult. Having returned to his body Hanley has started to recover his memories of his time with the Great Race. He knows that there is a war coming which could be even more cataclysmic for Britain than the one in which he fought. The only way to protect his country from invasion or worse is to begin preparations now. To this end he intends to revive the Sons of the Wolf. His conversations with the ancient cultist have led Hanley to believe that the group was a warrior order using supernatural powers to defend Britain from foreign invaders. Hanley has come to Moreton-under-Hill to be close to the source of the cult's power so that he can learn how to wield it for himself.

This will lead him into conflict with the Investigators.

MORETON-UNDER-HILL

General: The village is situated on the eastern edge of the Severn Valley just below the Cotswold escarpment. It is a former estate village and many properties are still owned by the Somerville family. All buildings are constructed of locally quarried honey-coloured stone. Moreton has a population of around 180. Its most notable inhabitants (i.e. those directly relevant to the adventure) are detailed in the NPCs section. The remainder of the population are mostly farmers, agricultural labourers and their families. Moreton people have a reputation for insularity which is attributed to their defensiveness about their village's strange history. It is a long standing joke in the surrounding area that if you want to pick a fight with a Moreton man ask him "Who killed the witch?" or "When's the dog coming back then?" The Investigators will find most locals reticent about both the village's past and the current situation at the manor. Investigators will need to make Persuade rolls in order to obtain any information. Even then much of it will be rumours of the most dubious kind. Some typical examples are listed below:

1. Sir Edward was never the same after his wife and sons died. He started visiting spiritualists hoping to get in touch with them. (True)
2. Barbara Lewington was going to sue Sir Edward over Piker's Cottage. She said it was stolen from her family years ago by the Somervilles and she wanted it back. Sir Edward let her have the cottage anyway. (True)
3. The Lewington family are well known as witches throughout the county. Barbara Lewington killed Sir Edward using black magic. She's a witch alright, she's even got a crow as a familiar. (False)
4. There's a famous artist and war hero staying in one of the cottages at Blackstone Rise. He says he's come to the village for some peace and quiet while he paints. (Partly True)
5. Sir Edward's body looked like it had been attacked by a wild animal but no blood came from the wounds. (Partly True)
6. The Black Dog is one of the devil's hunting hounds. (False)
7. If you walk three times round the stone at Hill Grove the Black Dog will appear (False, but still not a good idea)
8. Barbara Lewington is the illegitimate daughter

of Sir Edward which is why he let her have Piker's cottage. (False)

9. Police Constable Greaves takes bribes. (False)

10. Bill Roberts had an affair with Barbara Lewington while he was restoring Piker's Cottage (False)

Important village locations are as follows:

1. Somerville Manor

A traditional English manor built on the lower slopes of Blackstone Hill. Similar examples are dotted throughout the Cotswolds. The Somerville Estate consists of:

(A) *The Manor House*: An impressive building dating back to the early 17th Century. Unfortunately Sir Edward let the place go during the last few years of his life and the house looks rather dilapidated. Paul and Christine have engaged a local builder to renovate the property but work has stalled during the current crisis. The PCs are welcome to stay at the manor and if they do so they will each be allocated a large, if slightly shabby

bedroom.

The manor has a sizeable library. Of primary interest to the Investigators is the collection of books on local history, folklore and occultism.

Sir Edward's study contains a sizeable collection of correspondence and financial records relating to various spiritualists, mediums and psychics situated in Brichester, Gloucester, Bristol and even London. If the Investigators go to the trouble of contacting any of these they will be presented with a motley collection of charlatans, deluded fools, and possibly even a genuinely supernaturally gifted person. However, all of them will confirm that they were unable to make contact with Sir Edward's family. The study also contains correspondence relating to Sir Edward's dispute with Barbara Lewington over Piker's cottage. One of the last letters is an instruction to the Messrs Jennings and Cartwright, the Somerville family's solicitors. "It's true, we took it from her family. Give her the cottage. It's the least I can do to make amends."

'Moreton-under-Hill' 2003 Richard Vowles



The manor staff consists of George and Sheila Gordon. Mr Gordon fulfils the roles of gardener, gamekeeper and odd job man while his wife acts as cook and housekeeper. They have been with the Somervilles for years. Sir Edward let all the other staff go.

(B) *Gatehouse*: This is home to Mr and Mrs Gordon. They will be happier talking to the Investigator's here rather than at the manor. They are both very loyal to the Somerville family. They will tell the Investigators that Sir Edward was a good man, a philanthropist who spent his life trying to help others. The Gordons admit that he became very eccentric in later life, visiting spiritualists and the like. The Gordons only became seriously concerned for him last year of his life when he began to spend time in the ruins on Blackstone Hill staring at the stone for hours on end. Mr Gordon believes that "He was trying to see The Black Dog. He thought it'd bring his family back". Ten days before his death Sir Edward returned from the Hill looking pale and drawn but happy. He told Mrs Gordon, "It's coming. Soon I'll be reunited with dear Diana and the boys."

On the 13th September Sir Edward got up early and went up the hill. Around midday Mr Gordon heard screams for help coming from the woods on top of the hill. He grabbed his shotgun and ran up the hill where he found Sir Edward's hideously mangled body. After a brief and unsuccessful search for Sir Edward's attacker Mr Gordon returned to the manor and telephoned PC Greaves who duly arrived with Doctor Soames.

(C) *Rodney's Folly*: A dome shaped building with porthole like windows built at the edge of the woods which crown the top of Blackstone Hill. It predates the Victorian fashion for folly building and is really more of a lodge. As with the manor house it is obvious that the folly has recently had work done to it although it seems to have been a rushed job: Holes in the stonework crudely plugged with cement, one window boarded over and a rough wooden circular door fitted to the entrance. There is a star shaped insignia daubed on the door in red paint. Investigators who make a Cthulhu Mythos roll will recognise the device as a crude depiction of an Elder Sign. The sign is not enchanted and thus has no deterrent properties.

The folly is occupied by Paul Somerville who is expecting the imminent arrival of the Black Dog. Gaining access is difficult but not impossible (see section on NPCs - Paul Somerville below). If the Investigators make it inside the folly they find themselves in a domed chamber containing a bed, table and chair. A small sub-chamber off to one side provides basic sanitation facilities. The room has become fairly untidy since Paul Somerville

THE BOOK OF THE BLACK DOG

This volume is particularly informative about time travel as it relates to the Mythos. It refers to the Hounds of Tindalos by name and identifies the Somerville Black Dog as one of these creatures, previously worshipped by the Sons of the Wolf in post-Roman times.

The volume has been added to by Sir Edward. His notes are mostly a commentary on passages in the book. Many of the conclusions he draws are wrong and even downright dangerous e.g. that Hounds of Tindalos can be persuaded to help those interested in time travel

Language: English (Archaic)

Cthulhu Mythos: +5%*

Spells: Elder Sign, Enchant Item: Sword

SAN Loss: 1D6

*The +5% gain to mythos knowledge is only if Sir Edward's additional musings are ignored. Anyone reading the book who succeeds in an Idea roll will realise these later writings are nonsense and can take the full increase in knowledge. Failure means they only gain +3%.

took up residence, there are dirty clothes strewn all over the floor, used crockery on the table and there is a stale smell in the air. Paul has covered inner walls of the dome with strange drawings; star signs like the one on the door predominate but there are also crosses, fragments of prayers written in Latin and stick men standing inside circles with other stick figures resembling dogs crowding around the outside.

Paul has taken two items from the manor into the folly with him: A handwritten leather bound volume and an antique sword.

The book is a record kept by Sir Rodney Somerville of his research into the Cthulhu Mythos. It's entitled "The Book of the Black Dog" and is particularly informative about time travel as it relates to the Mythos.

The sword is a family heirloom taken from the manor house. It is a cavalry sabre enchanted by Sir Rodney for use against the Hound. Although it has never been used for this purpose it has done sterling service for soldiering members of the Somerville family at Waterloo and in the Crimea. The sabre does 1D8+1 damage and is effective against the Hound although it would take a highly skilled and/or lucky wielder to defeat the beast.

'Monolith' 2003 Rebecca Smith-Cruz



(D) *Blackstone Hill Roman Villa*: A narrow overgrown path leads uphill through woodland to the site of the Villa. The ruins are in poor condition thanks to a combination of insensitive excavation and exposure to the elements for the last two centuries.

The stone that gives the hill its name is located here, standing in a depression a short distance from the main ruins. Investigators who succeed in an Archaeology roll will deduce that the stone was housed in an underground chamber separate from the rest of the villa. One wall of the chamber remains largely intact. Any Investigator making a Spot Hidden roll will notice several small coloured tiles dotting the surface of the wall. 1D4+2 hours spent carefully cleaning off the accumulated moss and dirt reveals a mosaic showing a large, black, wolf like creature emerging from a multi-faceted black stone similar to the one in the chamber. The creature is surrounded by men in armour who seem to be worshipping it. The tableau is stylistically crude and Investigators who succeed in a History or Archaeology roll will be able to date the mosaic to the late Roman-British period.

The stone is about five feet high, roughly barrel shaped

but with a gleaming, jet black, multi-faceted surface. As the wall mosaic suggests, the stone was the means by which the Sons of the Wolf summoned the Hound. It was created by the High Priest of the Sons of the Wolf Cult for use as an adjunct to the Contact Hound of Tindalos spell. Communication would be established with the creature via the stone. Using the stone identified the caster to the Hound as a worshipper ensuring it would arrive in a relatively benevolent mood, something not guaranteed with a Contact spell alone. The stone also acted as a gate for the Hound enabling it to travel forward in time instantaneously instead of being subject to the usual lengthy delay when travelling under its own power. After the cult was broken up the stone's power faded. It was no longer able to operate as a gate for the Hound although it still contained enough residual power for it to sometimes act as a window on to the Hound's world. Of course windows can be seen through both ways...

For every minute spent in sight of the stone there is 2% chance of seeing the Hound in one of the stone's facets. Contact made in this way will bring a hostile response from the Hound: Using its own power the monster will project itself forward in time and hunt down the luckless contactee in order to feed on them.

When the Investigators visit the stone the Hound is in transit. Investigators who do accidentally make contact with the past will just see a barren, primeval wasteland devoid of life. If the Hound succeeds in killing Paul Somerville then it will return to its domain. Subsequent visits to the stone may result in another accidental contact and lead to one of the Investigators becoming the Hound's next victim.

Investigators may decide that destroying the stone is the key to ending the curse of the Somervilles. This is a reasonable supposition but difficult to accomplish. The stone has 100 hit points and its dense structure gives it the equivalent of 20 points of armour. It is impervious to everything but large amounts of explosives, the use of which can be guaranteed to attract the attention of the authorities.

Reactivating the stone is beyond the scope of this adventure. It depends on an Enchant Item spell, knowledge of which died with the Sons of the Wolf. In the event that the stone should become energised it can be used as a gate to follow the Hound back into the past. This is an extremely dangerous course of action. Aside from the Hound waiting on the other side, the gate itself is hazardous. Passing through the stone's angular surface costs 9 MP, sufficient to kill many ordinary humans. Returning to the present costs another 9 MP.

Anyone confronting the Hound on its own ground is likely to come to grief one way or another.

2. St. Barnabas's Church

A Saxon church with characteristic square tower. Observant PCs will notice that the weathervane on the tower roof of is shaped like a dog rather than the traditional cockerel. Investigators wanting a closer look will need to make the acquaintance of the Reverend Lovejoy who lives in the adjoining vicarage. The vicar will unlock the tower and accompany the Investigators to the top. Up close the vane depicts a snarling beast with serrated teeth, a protruding tongue shaped like a spike and a long thin tail. Rev Lovejoy will venture the opinion that the creature looks more like a lizard or crocodile than a dog. He will tell the Investigators that the vane was erected as a strange joke by Sir Rodney Somerville. Being mounted above the church symbolises the Hound's superiority over religion. Naturally, the then vicar objected to this but the Somervilles had the right to appoint clergy to the parish (termed "Advowson"). If the vicar continued his objections he would be dismissed and a more amenable replacement found. Faced with the loss of his living the vicar consented to the erection of the new vane and it has remained on the tower ever since.

The churchyard also contains the grave of Colin and Alice Lewington. They have a simple weathered headstone on which is inscribed their names, dates of birth and death and underneath the phrase "Please God, may they have mercy on our souls." Despite the age of the stone the grave looks well cared for. If the Investigators quiz Rev. Lovejoy about the stone he will tell them that it was erected shortly after the execution of Colin Lewington, probably by the vicar who had argued with Sir Rodney. Rev. Lovejoy thinks that he might have felt guilty at not being able to stop the villagers from murdering Alice Lewington. Giving her and her husband a proper Christian burial was his way of trying to make amends. The grave was badly overgrown when Rev. Lovejoy first came to the parish, but is now cared for by Barbara Lewington.

3. The Wagon and Horses

The village pub. Investigators visiting in the evening can expect to find the bar full of locals. They will happily allow the Investigators to buy them drink but won't be any more talkative than anyone else in Moreton. Landlord Harry Barstow is the exception. He is loquacious to a fault and will happily discuss events surrounding the Somervilles, both recent and historical.

Much of what he says is irrelevant tittle-tattle or patently untrue, e.g. Barstow's pet theory about the death of Sir Edward is that the Black Dog was summoned by Barbara Lewington to wipe out the Somervilles in revenge for the death of her ancestor 150 years ago: "The Lewingtons had a reputation in these parts for being witches and warlocks. It's obvious why this one's come back to Moreton. She wants to take revenge on the Somervilles, maybe on the rest of us as well."

4. Police House

This building combines the function of a small police station and living accommodation for the village policeman, John Greaves. A filing cabinet in the station office contains carbons of the post mortem and inquest reports relating to Sir Edward's mysterious death.

PC Greaves can also give the following account of being called out to the body Sir Edward's body along with Dr Soames:

"The body looked like an animal had been at it, there were bite marks all over. I don't reckon that's what killed him though. He had this hole in his chest...not like a bullet hole...bigger, and it was clean. No blood. Sir Edward looked all pale and washed out like he'd had the life sucked out of him through the hole."

PC Greaves also remembers that the body had some black slime sticking to it. Dr Soames scraped a few samples off and put them in some test tubes. Sir Edward's skin looked burned underneath where the slime had been.

5. Builder's Yard

A walled yard, with adjoining house which is home to Bill Roberts (see NPCs section) and his family. Roberts is usually out at work in the day but can be found at home in the evening. If interviewed about the work he did at the manor Roberts will explain that originally he was hired to renovate the old manor house. Three days ago Paul Somerville instructed him to stop working on the house and begin fixing up the semi-derelict old folly instead. Paul was extremely agitated and wanted the folly ready for living in as soon as possible. Roberts told him that he wouldn't be able to do a proper job in the time given but Paul didn't seem to care and was quite willing to pay over the odds to get the job done. Roberts and his employees worked around the clock for two days to make the building habitable. Roberts feels that it was something of a botched job but Paul seemed satisfied. He was particularly concerned that the interior of the folly didn't have any straight edges or angles. The folly

DREAM JOURNAL OF GERALD HANLEY

Language: English (Archaic)

Cthulhu Mythos: +3%*

Spells: None

SAN Loss: 1D4

Hanley's journal is a loose collection of papers containing his recollections of his time with the Great Race. These are usually prompted by dreams. On waking Hanley writes down as much as he can remember. The notes are quite disorganised but contain some useful information on the Great Race and their civilization. They also contain some accounts of Hanley's meetings with other guests of the Great Race which contain clues as to his motivation:

"I spoke with my brother officer from the future (I wish that I could remember his name). He told me twenty years from now we'd be at war with the Hun again. Our Empire would be brought to the edge of ruin, with the Germans ready to invade Britain. It seemed as if the whole world was about to be plunged into a new dark age."

"The ancient British warrior told me that he was a member of a secret society. An elite group of warriors from the Roman town of Glevum (Gloucester). They counted a supernatural wolf amongst their number which led them in battle and gave them the strength to defeat the Saxon invaders whom they slaughtered in great numbers. As I write now I wonder whether the future is pre-ordained. Can a man who has knowledge of the future prevent that future from happening? If I were to reform the warrior's secret society might we be able to act against the German invader who will come in my own life time? Stop him before he can even begin to make war anew. If all else fails and invasion does come at least we would be waiting, ready to drive him back him into the sea just as our forefathers did. The wolf it seems is the key. I must find a way to summon the wolf."

seemed to have been designed that way in any event but had deteriorated through age. Roberts's job was just to patch things up.

6. Doctor's Surgery/House

Residence and workplace of Dr Wesley Soames, the village GP. He was one of the first people to see Sir Edward's body. His account is broadly similar to

that of PC Greaves and he also has copies of the post mortem and inquest papers. Perhaps of greater interest to the Investigators are the slime samples he took from Sir Edward's corpse. Most were handed over to the authorities but Dr Soames has kept a couple in order to satisfy his own curiosity. He has subsequently conducted a few tests on the substance and his findings are summarised in Books, Newspapers, Documents etc., below.

7. Piker's Cottage

A newly rebuilt house on the edge of the village. The cottage is owned by Barbara Lewington who has lived there since the end of her lawsuit against Sir Edward. The house and garden are well kept. Lewington has a semi-tame jackdaw which announces the presence of any visitors by calling out "Bar-bra!" at the top of its voice. The only other words it knows are its own name, "Jack-iel" and whatever the Keeper feels like adding for comic relief. Jackie also has an insatiable desire for small shiny objects like keys, rings and coins which it will go to great lengths to steal from visitors.

Lewington is currently writing a book about the death of her ancestors in the eighteenth century. She has accumulated a fair amount of research material which may be of use to the Investigators.

8. Hanley's Cottage

An end house in a terrace of two-up/two- down labourer's cottages. Ironically, Hanley rents the property from the Somervilles via Messrs Jennings and Cartwright. Hanley has turned the spare upstairs room of his house into a studio cum study: It is littered with sketches, paintings and papers. The pictures are rather apocalyptic showing fleets of aircraft bombing cities, huge tank battles and soldiers butchering civilians in vast numbers. Many of the machines involved in these scenes of titanic mayhem have a strange symbol painted on them. Investigators who make an Occult roll will recognise the device as a reversed swastika. The papers contain Hanley's recollections of his time with the Great Race. Hanley's scribbles will be of interest to the Investigators if they get hold of them. (See the *Dream Journal of Gerald Hanley*).

9. Local Shop

The only shop in the village. It combines the functions of grocer, post office and newsagent. Investigators will be able to buy ordinary household items from here but

can forget about such exotica as guns, ammunition and dynamite. Mrs Higgins the proprietor is a typically taciturn Moreton resident.

RESEARCH AND BOOKS

There are a number of documents that can assist the Investigators. These are listed below together with a number indicating their likely source. Each number corresponds to a map location, as detailed in the Moreton-under-Hill section above. Other possible sources are also listed where appropriate. Note that there is no library in Moreton. Investigators will have to use the Brichester public or university libraries.

Legends of Gloucestershire by Henry Carpenter: (1,2,7 and 8, also public/university library)

A book on the folklore of the county. It contains thumbnail descriptions of various legends, strange occurrences and alleged phenomena e.g. the Berkeley Toad, the Ruardean Bear and, of course, the Somerville Black Dog (see Black Dog Notes 1).

Witchcraft in the Severn Valley by Richard Gardner: (1,2,7, also public/university library)

Similar in style to the Carpenter book but concentrating on the alleged practice of magic in the western parts of Gloucestershire and Worcestershire, and also east Herefordshire. Moreton-Under-Hill is briefly mentioned (see Black Dog Notes 2).

Post mortem report: Sir Edward Somerville - 5th September 1923

The report states that cause of death was due to "Multiple organ failure. Heart, liver, lungs and kidneys all exhibited a remarkable degree of atrophy, almost as if they'd spontaneously shrivelled up." The report notes that the damage seems to radiate outward from the strange bloodless hole in the corpse's chest but offers no explanation for this.

The report also mentions two other sets of wounds:

Bite marks from unidentified animal, possibly canine.

Burns on body caused by unidentified viscous, dark blue-grey liquid which "at the time of writing defies all attempts at analysis."

Findings of Inquest into death of Sir Edward Somerville - 24th October 1923

(4,6, Mercy Hill Hospital, Coroner's Office)

Recapitulates the findings of the post mortem, and

contains details of witness testimony from PC Greaves, Dr Soames, and Mr Gordon. Sir Edward's interest in the occult is mentioned but is discounted as a factor in his death: "This inquest places no credence whatsoever in the supposed curse of the Somerville Black Dog or any other alleged occult phenomena. Nonetheless, there are several unexplained elements in this case and an open verdict seems the most appropriate one at this time."

Dr Soames's Notes (4, 6, possibly Coroner's Office)

These detail the various experiments Dr Soames has carried out on the liquid found adhering to Sir Edward's body. Dr Soames's only firm conclusions are that it is highly corrosive, contains several unknown elements and is alive in some way.

To and Fro from Hell by Barbara Lewington: (5,6,7 and public library)

An autobiographical account of Barbara Lewington's service with the First Aid Nursing Yeomanry (FANY). It is written with a gripping immediacy and contains several nerve shredding accounts of ambulance journeys made while under heavy artillery fire. Although a good read the book won't tell the Investigators much beyond the fact that Barbara Lewington can stay cool in a tight spot.

THE LEWINGTON ARCHIVE

Papers obtained by Barbara Lewington in preparation for her new book. The archive consists of abstracts of parish registers and other local records relating to the Lewington family since the late 1700s. For the most part it is a grim litany of work house committals, petty criminal convictions, enlistment in the army to avoid prison followed by violent death in foreign lands. By the late 19th century, however, improved education and literacy have enabled the Lewingtons to become respectable working people once more. The family seems to have a way with animals and many modern day Lewingtons are blacksmiths, stable workers, gamekeepers, or livestock farmers.

Records that might be of interest to the PCs are:

Alice Lewington - date of death 1779. Cause of death "drowning".

James Lewington, age 7 - "Admitted to Brichester workhouse 1775 following accidental drowning of mother. Father away in the army."

Colin Lewington - executed Brichester Gaol 1783 following conviction for murder of Sir Rodney

Somerville.

LOCAL NEWSPAPERS

Back issues of the Brichester Herald are a useful source of background information for the Investigators. Each of the following extracts can be obtained after two hours study and a successful Library roll (see Black Dog Notes 3-7).

NATIONAL NEWSPAPERS AND OTHER PUBLICATIONS

These can provide additional information on some of the NPCs the Investigators might be interested in:

Paul and Christine Somerville: Paul is the son of Sir Edward's younger brother, Charles. Being the youngest Charles could expect only a small inheritance so was forced to seek his fortune elsewhere. He emigrated to the United States where he prospered as a manufacturer of agricultural machinery. Since his death five years ago, Paul has been nominal head of the family company although most of the day to day running is done by managers. This leaves Paul and his wife to lead a life of relative leisure. Christine Somerville is from a long established New England family, the US equivalent of "old money."

Barbara Lewington: Joined the FANY during the war. Served as an ambulance driver in France and wrote a popular book about her experiences entitled "To and Fro From Hell". The book's success is believed to have made Lewington independently wealthy.

Gerald Hanley: Former platoon commander in the artist's rifles. Awarded the military cross for bravery in the fighting at Arras in 1918. Married wife Jane in 1916 while home on leave. Prior to the war was well known as a landscape artist. Afterwards produced a series of highly regarded war paintings. Hospitalised in 1920 and 1923 with an unspecified ailment. Produced no new work in the interval between hospital admissions and seemed to have lost interest in painting. Resumed work again after being released from hospital for the second time. Produced a series of pictures which recalled his war paintings but with a violent, futurist theme. These were not well received by critics who found them variously "garish", "pulp" and even "obscene." Nonetheless has continued to work in a similar vein ever since.

OTHER ENQUIRIES

General: The Investigators may wish to follow up lines

of enquiry not specifically detailed above e.g. contacting the Somerville family solicitors to discuss Sir Edward's dispute with Barbara Lewington, talking to the doctor at Mercy Hill who carried out the post mortem on Sir Edward or staff at the sanatorium where Gerald Hanley stayed. The Keeper should use discretion in deciding how much information to provide to the Investigators. In many cases NPCs will be reluctant to talk for fear of breaching client confidentiality. At the very least Investigators should have to make Persuade rolls in order to find out anything useful.

Jane Hanley: The Investigators may decide to contact Hanley's wife or may be referred to her by Hanley's doctor at the sanatorium. She still resides at the family home in Chelsea and can easily be found using a London telephone directory. If the Investigators contact her by telephone, Mrs Hanley will tell them that she and her husband are separated but will be reluctant to say any more to complete strangers without meeting them face to face. If the Investigators take the trouble to visit Mrs Hanley in London she will receive them at home and ask anxiously if they have any news of Gerald. An Investigator who makes a Psychology roll will realise that Mrs Hanley still loves her husband and is concerned for his welfare. If the Investigators can convince her that they share her concern, Jane will tell them the full history of her husband's strange behaviour:

Things began to go wrong a year after Gerald returned from the war. At first things went well: The Hanleys settled into peace time domesticity and Gerald resumed painting, producing several highly regarded pieces based on his wartime experiences. Then, in January 1920 Mrs Hanley found her husband unconscious on the floor of his studio having seemingly suffered a fit. The family doctor examined Gerald and found him to be in a catatonic state and suggested committal to a sanatorium. After two weeks confinement Gerald appeared to make a full recovery and was duly released. However, Mrs Hanley found that her husband had changed dramatically. He was withdrawn to the point of coldness, refused to socialise with family and friends, and most strangely of all, gave up painting. Instead he developed a prodigious interest in science, history and politics spending his days reading all manner of books in public libraries then staying up most of the night to devour yet more volumes. He also began to invite disreputable looking people to the house and would spend long hours closeted with them in his studio. Mrs Hanley has no idea what they talked about, her husband never saw fit to introduce her to his new associates.

This distressing behaviour went on for a period of over

three years, a period in which Mrs Hanley recalls "It was as if my husband had died and been replaced with a cold, unfeeling impostor. A creature with a monstrous thirst for all manner of knowledge but little love for anything else."

In December 1923 Gerald suffered another fit after staying up all night with one of his friends apparently working on some machine they had constructed in the studio. The following morning Mrs Hanley found him unconscious again in the study. His friend and the machine had gone. Gerald was recommitted to the sanatorium but improved rapidly and was released after a week.

Although Mrs Hanley had been dreading her husband's release she found on his return that he was something like his old self. He was unable to explain his behaviour over the last three years, claiming to have no recollection of the time between his two fits and saying "I feels as if I've been away but I'm back now." Gerald began painting again, and Mrs Hanley was hopeful that they could at last have something like a normal life. As time went on though it became clear that Gerald was still far from well. He would wake up at night screaming incoherently about burning cities and millions of dead, at other times he would dream of being trapped inside an alien body, a vast bloated cone covered in tentacles.

Gerald's condition also began to manifest itself in his paintings: Scenes of mass destruction worse than anything he can have seen in the war. If the Investigators ask Mrs Hanley will show the Investigators her husband's studio. It contains a number of paintings similar to those in his cottage at Moreton. Gerald claimed that the scenes depicted a nightmarish future to come, a second war with Germany that would bring Britain and her empire to the verge of destruction. As time went on Gerald's dreams became worse and he began to mutter about "changing the future" and the "Sons of the Wolf who fought the invaders in ancient times." From the way her husband spoke about them Mrs Hanley thinks that the Sons of the Wolf were a warrior order, like King Arthur and his Knights of the Round Table.

A few days ago Gerald left London for Moreton-under-Hill. He told Jane that it was important to his work. Mrs Hanley doesn't believe he was referring to his painting when he said this. His departure was caused by reading something in a book about Gloucestershire folklore

Keeper's Note: Mrs Hanley can serve as an alternative employer for the Investigators, asking them to look into her husband's behaviour. The Keeper might want to consider this option if the Investigator's party is made up

of characters with a similar background to the Hanleys e.g. ex-soldiers, upper middle class types or those of an artistic bent. If employed by Mrs Hanley they could always encounter an NPC party hired by Mrs Somerville who of course has a similar problem with her husband. The two parties may well regard each other with suspicion at first each wondering if the other are a bunch of cultists. However, after a few misunderstandings they might be able to work together to find a solution to both the Hanleys' and the Somervilles' respective family crises.

Cthulhu Mythos Knowledge: The Keeper will have to decide what information should be given to Investigators who make successful Mythos rolls in the course of their investigation. This is something of a balancing act for the Keeper as revealing too much information will make the scenario too easy but too little information will lead to the Investigators feeling frustrated. Typically, successful Mythos skill rolls should enable Investigators to "join the dots" and discover real reasons for the strange phenomena they encounter e.g. hearing Mrs Hanley's account of her husband's aberrant behaviour and realising that it is consistent with that of a former Great Race kidnap victim, or deducing that Dr Soames's living slime is secreted from a Hound of Tindalos.

ENDING THE ADVENTURE

In writing this scenario I've tried to avoid straitjacketing the Investigators into a particular course of action. Once the Investigators are presented with the basic situation how they deal with it is up to them. The Keeper should tailor events so that they follow naturally from the Investigators' actions. The NPCs detailed below can be used to help and hinder as the Keeper sees fit. Hanley is included as a major disruptive element. He has a completely different agenda to the Investigators and will almost certainly prove to be a hindrance.

The Hound is due to arrive on 24th June. It will materialise in the general vicinity of Paul Somerville regardless of his current location. If the Investigators have left him alone in the folly he will be relatively safe. The Hound will be unable to manifest inside the building and will instead lay siege to the folly, flinging itself against the stone walls in an effort to batter them down. At this point a number of things could happen:

- 1) The hasty repairs done by Bill Roberts give way and the Hound enters the folly. It savages Paul Somerville and drains his life force. Satisfied, the beast returns back to where it came.
- 2) The walls hold firm. The Hound gives up on Paul Somerville and looks for an alternative victim e.g.

one (or more) of the Investigators.

3) The Investigators are able to effectively intervene and drive the Hound off, perhaps with a combination of enchanted weapons and spells.

If Paul Somerville is not in the folly the Hound will probably kill him as described in 1) above. If he has been confined to a mental hospital the Keeper could rule that he is shielded by the curved interior of his padded cell. The Hound may take out its frustration on staff and inmates not so protected.

If Hanley is present when the Hound arrives he will choose that moment to offer his services to the beast. The Hound will probably kill him outright but may accept his offer if it has already fed.

Subsequent events could form the subject of another scenario as the Investigators try to stop Gerald Hanley establishing a new wolf cult.

SANITY REWARDS

Killing the Hound: +1D20 (+1D10 if the creature is just driven off)

Destroying the stone on Blackstone Hill +1D6

Paul Somerville cured +1D6

Paul Somerville killed -1D10

Per additional person killed by Hound -1D6

Gerald Hanley still at large -1D6

Gerald Hanley is cured +1D6

NPC STATISTICS

JOHN GREAVES - TOWN CONSTABLE

Sex: M *Age:* 30 *Mental Disorders:* None

STR: 15 *DEX:* 10 *APP:* 11 *CON:* 16

SIZ: 9 *INT:* 11 *POW:* 14 *EDU:* 11

HP: 16 *Sanity:* 70

Damage Bonus: +1d4

Skills: Club 60%, Conceal 40%, Dodge 30%, First/Punch 50%, Grapple 30%, Kick 30%, Law 30%, Listen 40%, Rifle 50%, Sneak 40%, Spot Hidden 40%

Equipment: Truncheon (Club), handcuffs, notebook, whistle, bicycle

John Greaves served in the same infantry platoon as Bill Roberts during the Great War. Their shared experiences have made them close friends despite their very different personalities: Greaves is stolid and plodding

while Roberts is sharp and quick witted. In many ways Greaves is the archetypal village copper; big, blustering, not overly bright, but fundamentally decent and honest. If he has a serious flaw it is his exaggerated respect for authority and rank. As a result he will be reluctant to talk to the Investigators about the late Sir Edward. He doesn't want to get drawn into a situation where it looks like he might be dishonouring Sir Edward's memory by having to recount his eccentric behaviour in the last years of his life. If the Investigators can convince Greaves that they are acting in the Somerville family's best interests he will give them what assistance he can.

GERALD HANLEY - VICTIM AND WOULD BE CULTIST

Sex: M *Age:* 29

Mental Disorders: Indefinite Insanity: Partial amnesia, Xenophobia (especially Germans)

STR: 11 *DEX:* 13 *APP:* 13 *CON:* 11

SIZ: 13 *INT:* 15 *POW:* 15 *EDU:* 16

HP: 12 *Sanity:* 50

Damage Bonus: nil

Skills: Art: Drawing 60%, Art: Painting 80%, Cthulhu

'Face' 2003 Don Fougere



Mythos 5%, Drive Auto 40%, Fist Punch 60%, Hide 50%, History 40%, Handgun 50%, Listen 60%, Rifle 40%, Sneak 40%, Spot Hidden 50%,

Equipment: Webley service revolver, artist's materials, dream journal, motor car

Hanley came to Moreton after reading about the Somerville Black Dog in Henry Carpenter's "Legends of Gloucestershire".

The partial return of his memories of captivity having convinced him to set up a modern version of the wolf cult, Hanley began to research Gloucestershire folklore in the hope of finding a clue as to the original cult's place of worship. Reading Carpenter's book confirmed Moreton as the location and Hanley promptly made travel arrangements arriving in the village on 14th June.

Hanley's plan to contact the Hound has been spoiled by Paul Somerville's accidental contact with the creature. However, as he had no real idea of how to summon the Hound anyway, Hanley believes he can turn the situation at the manor to his advantage. He has pieced together what is happening from his own knowledge and village gossip. He knows the Hound is coming and wants to be close by when it arrives. To this end he will try to attach himself to the Investigators by offering his assistance. He will then proceed to misdirect them at every opportunity e.g. by pointing them in the direction of Barbara Lewington.

Although pretty far down the road to becoming a cultist Hanley isn't quite there yet. If an Investigator realises that he is insane and makes a Psychoanalysis roll Hanley will realise the folly of what he is doing. He will then consent to being returned to hospital where he may well make a full recovery. Saving Hanley from himself is worth another ID6 SAN points.

Hanley's paintings are the main clue to his mental condition but his conversation may also arouse the Investigators' suspicion. He sometimes inadvertently makes anachronistic references such as "when the Hun bombed Coventry", "that swine Adolf" or a snide remark about the French collapse in 1940. If Investigators quiz him about these he will become vague and will claim to be tired and confused having slept badly following a long session of painting.

BARBARA LEWINGTON - WRITER AND MURDER SUSPECT

Sex: F *Age:* 27 *Mental Disorders:* None

STR: 10 DEX: 14 APP: 15 CON: 13

SIZ: 11 INT: 16 POW: 16 EDU: 14

HP: 12 Sanity: 80

Damage Bonus: nil

Skills: Botany 30%, Craft: Tame Wild Animal 50%, Drive Auto 60%, Electrical Repair 20%, First Aid 50%, Handgun 30%, History 40%, Law 20%, Library Use 50%, Medicine 30%, Mechanical Repair 30%, Natural History 30%, Other Language: French 30%, Persuade 40%, Pharmacy 30%, Ride 70%

Equipment: .32 revolver, motor car, typewriter

Barbara Lewington is the daughter of Brichester horse breeders and a direct descendant of James Lewington. She joined the FANY out of a sense of adventure. Her equestrian skills made her a natural recruit for the yeomanry which in its early days was dependent on horses for transport. With the advent of motorization Lewington retrained as an ambulance driver. She experienced several close calls while ferrying wounded back from the front including near misses from artillery and, on one occasion, being strafed by a German fighter. Emerging unscathed from these incidents has left her self confident to the point of recklessness. She also has a self righteous streak which can make her seem unattractive at times. The combination of these traits led her taking legal action against Sir Edward despite all advice to the contrary. Fortunately for her, Sir Edward decided not to contest the claim for reasons of his own. Having recovered the family property Lewington has now started work on her next book: Part family history, Part polemic it will detail the decline of her family through the nineteenth century following the murder of Alice Lewington. It lays the blame firmly at the door of the Somervilles and is particularly damning in its criticism of the arch hypocrite Sir Rodney, the man who accused Alice of being a witch and then went on to become one himself.

Lewington knows she is not popular in the village and derives a certain amount of perverse enjoyment from the looks and whispering that accompany her visits to the local shop. She likes being a thorn in the side of the locals. Nonetheless she is mindful of what happened to her ancestors. She keeps a pistol in the house, just in case any angry mobs ever turn up outside.

The Investigators will probably first encounter Lewington as suspect in the death of Sir Edward. Rumours of her family's involvement in witchcraft can make her seem like a possible cultist, with a grudge against the Somervilles to boot. This is of course a red herring. Lewington has little love for the Somervilles but doesn't actually wish them harm. She might even be persuaded to help the Investigators, particularly if there's a chance of her getting a look at any Somerville family papers which could be useful for her book.

REVEREND THOMAS LOVEJOY - TOWN CLERGY

Sex: M Age: 35 Mental Disorders: None

STR: 10 DEX: 10 APP: 13 CON: 12

SIZ: 14 INT: 15 POW: 16 EDU: 16

HP: 123 Sanity: 80

Damage Bonus: nil

Skills: Art: Singing 40%, History 40%, Library Use 50%, Occult 30%, Persuade 40%, Other Language: French 30%, Other Language: Latin 50%, Psychology 20%

Rev. Lovejoy is originally from Gloucester. He was given the Moreton parish after returning from service as an army chaplain in the war. His experiences in France and Belgium left him doubting the existence of God and questioning his vocation. The local diocese thought that a quiet country parish like Moreton would be the ideal place for him to recover, and hopefully get over his crisis of faith.

If the Investigators aren't too hot on book learning (i.e. lousy Library Use scores) the Keeper can use Rev. Lovejoy to fill them in on the salient points of Moreton's history. The Reverend has read quite a lot about the Black Dog since coming to Moreton. Initially intrigued by the strange weather vane on top of the church, his enquiries led him to the story of Sir Rodney and the death of his brother.

If asked about Sir Edward Somerville, the Rev. Lovejoy will say that the tragedy of losing his family made him turn him away from the church and he spent the last few years of his life consulting mediums, spiritualists and the like. The Reverend doesn't think it did him much good.

BILL ROBERTS - LOCAL BUILDER

Sex: M Age: 29 Mental Disorders: None

STR: 14 DEX: 16 APP: 11 CON: 15

SIZ: 11 INT: 14 POW: 13 EDU: 12

HP: 13 Sanity: 65

Damage Bonus: +1d4

Skills: Bargain 50%, Conceal 50%, Craft: Carpentry 60%, Craft: House Painting 40%, Dodge 50%, Drive Auto 40%, Electrical Repair 30%, Fast Talk 40%, First/Punch 70%, Grapple 40%, Head Butt 30%, Kick 30%, Knife 50%, Listen 40%, Mechanical Repair 30%, Rifle 70%, Sneak 60%, Spot Hidden 50%

Equipment: .22 rifle, lorry, builder's tools and materials.

Roberts doesn't share his friend John Greaves's deference to authority. He has little regard for the upper classes,

especially officers, citing the British Army's dismal leadership in the war as prime evidence of their incompetence. He dislikes Hanley on principle and will adopt a similar attitude to any Investigators whom he considers toffee nosed. Roberts is a businessman first though and doesn't allow his class prejudice to get in the way of work, hence his employment by the Somervilles. He has also worked for Barbara Lewington, restoring Piker's Cottage. The two of them get on quite well as they have similar views on undeserved wealth and privilege.

Although he won't admit it, least of all to himself, Roberts misses the comradeship and excitement of the war. If the Investigators look like they might be seeing some action, he may well offer his assistance. He can be a valuable ally if the Investigators are short on combat skills, or if they need to persuade PC Greaves to help them.

Roberts doesn't believe in the Black Dog. Having fought on the Somme he's seen enough man-made horrors without having to worry about supernatural ones.

WESLEY SOAMES - VILLAGE DOCTOR

Sex: M Age: 39 Mental Disorders: None

STR: 10 DEX: 15 APP: 12 CON: 14

SIZ: 14 INT: 15 POW: 12 EDU: 17

HP: 14 Sanity: 60

Damage Bonus: nil

Skills: Biology 40%, Chemistry 30%, Drive Auto 30%, First Aid 60%, Medicine 70%, Pharmacy 40%, Other Language: Latin 30%, Psychology 10%

Equipment: Medical instruments, small laboratory, motor car

Dr Soames inherited the post of village doctor from his father while still in his twenties and, apart from a stint in the army as a surgeon during the war, has held the position ever since. He is also the Somerville's family doctor. He was well acquainted with the late Sir Edward and his family. He has also tried to help Paul Somerville but without success. Psychology isn't really his field.

Dr Soames has an enquiring mind and is something of an amateur scientist in his spare time. He was horrified by what happened to Sir Edward and is determined to find out what caused his death. He believes that there is some connection with the current situation up at the manor but hasn't been able to determine what. He thinks there might be a psychological cause and will be genuinely interested in any theories suitably qualified Investigators might have in this regard. Dr Soames has no time for the

legends of the Somerville Black Dog or the Sons of the Wolf. This view may change if he is provided with solid evidence of the Hound's existence. Even then he will only be prepared to accept the creature as a hitherto unknown scientific phenomenon. Investigators who claim that it is bound up with black magic, and start babbling about contact spells will get pretty short shrift.

PAUL SOMERVILLE - DILETTANTE

Sex: M *Age:* 25

Mental Disorders: Indefinite Insanity: Paranoia

STR: 9 DEX: 12 APP: 14 CON: 11

SIZ: 13 INT: 12 POW: 11 EDU: 16

HP: 12 Sanity: 40

Damage Bonus: nil

Skills: Credit Rating 60%, Drive Auto 40%, History 60%, Natural History 20%, Ride 50%, Swim 40%

Equipment: Enchanted cavalry sabre, The Book of the Black Dog

When the Investigators first encounter Paul Somerville, he is a pitiable sight: haggard, unkempt, his skin covered in ink doodles similar to the ones on the walls of the folly. Like his ancestor Sir George before him Paul has been driven insane by the sight of the Hound in the stone. Unlike Sir George, Paul knows exactly what he has to do: Lock himself in the folly and stay there. If this fails he has Sir Rodney's enchanted sabre close to hand. Paul knows that a man with a sword, even a magic one, isn't going to stand much chance against the Hound. He has also appropriated The Book of the Black Dog and spends his time feverishly studying its pages in the hope of finding something that will help him defeat the Hound. So far he has only gleaned a few relevant details e.g. what an elder sign looks like, but not how to enchant it. Generous Keepers may allow him to make a breakthrough in his studies before the hound arrives. A proper Elder Sign inscribed on the door or walls of the folly would bolster its defences considerably.

Investigators who succeed in a Psychoanalysis roll while talking to Paul will be able to calm him sufficiently so that he is able to give a coherent account of what he saw on the stone. He will also state his belief that the hound is hunting him "but it has to come through time and that takes time. Takes time to travel through time, see?"

Paul cannot be persuaded to leave the folly and will react violently to any forcible attempts to remove him from the building. He will defend himself with the old cavalry sabre if necessary. If the Investigators do succeed in taking him from folly he will become extremely distressed and will have to be sedated. He will also be

highly vulnerable to attack from the Hound when it arrives.

THE SOMERVILLE BLACK DOG - HOUND OF TINDALOS

STR: 20 DEX: 15 CON: 29 SIZ: 17 INT: 22 POW: 20
HP: 23 Move: 6/40 flying

Damage Bonus: N/A

Attacks:

Paw 50%, 2D6 + ichor

Tongue 30%, 1D3 POW drain

Armour: 2 points, 4 points per round wound regeneration, immune to all non magical weapons.

Spells: Dread Curse of Azathoth, Shrivelling, Voorish Sign, Contact Hound of Tindalos, Contact Old One

Sanity Loss: 1D20/1D3

Like all its kind the Hound has a monstrous hunger for life energy (POW). However, it is an intelligent creature and is happy to make bargains with humans if this will lead to some long term benefit. The pact with the Sons of the Wolf is an example of this. The Hound fought for the Britons because this gave it the opportunity to feed on those it killed in battle. It might be open to a similar arrangement in modern times, but not having been summoned correctly, it is in an irascible mood, and is more interested in feeding than negotiating.

The Hound is darker in colour than most members of its species. The grey-blue slime covering its body appears almost black.

SOURCES AND ACKNOWLEDGEMENTS

The Hound of the Baskervilles by Sir Arthur Conan Doyle

The Room in the Castle by Ramsey Campbell

The Shadow out of Time by H P Lovecraft

The Hounds of Tindalos by Frank Belknap Long

History Today Companion to British History (ISBN 1-85585-1784) Edited by J. Gardiner and N Wenborn

Brotherhood of the Wolf (Dir: Christophe Gans): Demented, but beautifully made blend of historical drama, conspiracy thriller, horror movie and martial arts spectacular.


Paul Somerville's deranged drawings mimic those of Sam Neil's character in the very Lovecraftian In the

Mouth of Madness (Dir: John Carpenter)

Mystery Magazine (www.mysterymag.com):
Folklore site with some interesting accounts of black
dog sightings.

At the Edge Archive Black Dogs Folklore
(www.indigogroup.co.uk/edge): Similar to above
but with a single summary of black dog incidents.
The Somerville Hound's historical depredations are
based on these.

Moreton-Under-Hill is an entirely fictional village. I
derived the name from Moreton-in-Marsh, a Cotswold
town, and Morton Underhill, a small hamlet in my
native Worcestershire. Neither place resembles the
village in this scenario. At least, I hope they don't.

Jackie the Jackdaw comes from my father's memories
of boyhood summer holidays spent on a farm in
Devon. Thanks Dad. 

On the Unbound Website

The Black Dog

- D20 Stats for The Black Dog
- Scalable Map of Moreton-under-Hill

Visit the Unbound Book Website @

www.unboundbook.org



'Canopic Jar' 2003 Don Fougere

Baggage Check

by Bret Kramer

INTRODUCTION

While travelling, the Investigators unknowingly encounter a thief who has in his possession a number of stolen Egyptian antiquities. One of the items, a small Canopic jar-shaped statuette, is a ceremonial item sacred to Cthugha. Also seeking the statuette are a small group of Cthugha cultists who have been dispatched by their cult. Unbeknownst to anyone the statuette contains a still-living fire vampire, trapped for over a millennium. Desperate to avoid customs and evade his pursuers, the smuggler broke into the baggage compartment and, discovering another suitcase that looked like his own, made a switch. That bag belongs to one of the Investigators.

KEEPER'S INFORMATION

This adventure is designed as an interlude for Investigators of little to moderate exposure to the Cthulhu Mythos and can be inserted to liven up a dull section of another scenario. All that is required is that the Investigators are travelling and that their bags are briefly out of their control. A European or Mediterranean setting is best although not critical for this scenario's success. The powers and abilities of the faux Canopic jar, the strength and actions of its previous owner, as well as the use of the cultists, should be considered as only a guideline. Keepers should adjust all these to reflect the experience, Cthulhu Mythos knowledge, and combat skill of their players.

EDITOR'S NOTE: This adventure would make a good 'interlude' scenario for a campaign in which a long trip was required (such as *Masks of Nyarlothep* etc.) During playtesting the Editor based the entire adventure on a Cruise Liner during a journey between New York and London. A few liberties were required with the availability of the research material, but the combination of a mystery and a 'trapped' environment lent to excellent game play.

THE SWITCH

The start of this scenario happens out of sight of the Investigators. The Keeper should select a character (perhaps the one with the lowest Credit Rating or a player who has yet to be drawn into the campaign) to be the victim of the switch. The switch should occur undetected, a short time before the luggage is returned to the Investigator. If they are to go through customs or any other sort of check, it passes without incident. The Keeper should engineer it so that the victim does not have a chance to inspect their bag immediately.

DISCOVERING THE SWITCH

Upon reaching their hotel, or wherever they stop, a successful Idea roll will spot specific differences between the Investigator's original luggage and the new suitcase. If this roll fails, the switch should be noticed as soon as the Investigator unpacks the suitcase. The new

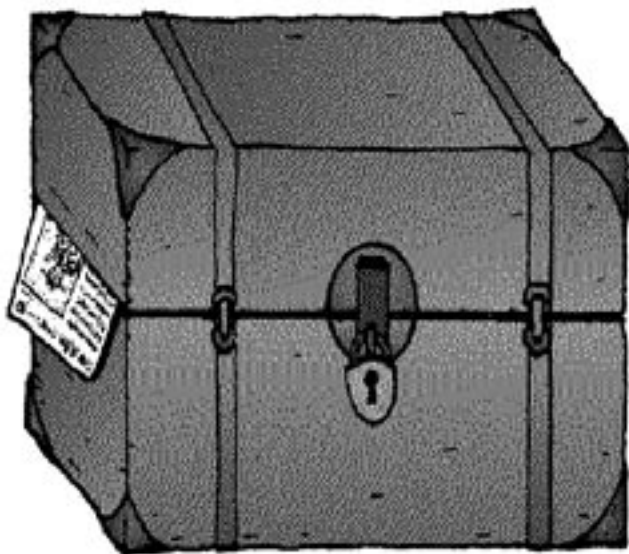
suitcase contains unfamiliar clothing, a few copies of the French newspaper *La Figaro* and several dog-eared ship and train schedules for much of the Mediterranean coast, and a collection of normal personal goods (toiletries and the usual things carried by travellers). Hidden with these more mundane goods are multiple pieces of contraband. Inside a cookie tin are a jumble of Egyptian medallions, Roman coins, and other small metal artefacts. Concealed in a false wine bottle (an Idea roll notes the increased weight, otherwise a Spot Hidden roll with a +20% bonus or any attempt to drink from the bottle will detect the ruse) is an alabaster statuette in the shape of a Canopic jar. A Spot Hidden roll will detect some uneven restitching of the lining of the case. Carefully unrolled and spread inside the lining are a number of papyrus scroll fragments. There is nothing inside the suitcase to indicate who its original owner was.

A close examination of its contents passes on a little more information. The clothing is poorly kept and made for a slight man (between 5'3" to 5'5"). The newspapers, all in French, are several weeks old and wear and tear on them suggests they have been read repeatedly. The ship and train schedules are for France, Italy, Greece, Turkey, and Egypt (and any other countries as the Keeper desires). Two empty cigarette packets suggest the cases' owner likes cheap (and rather harsh) tobacco.

THE ARTEFACTS

Multiple Archaeology rolls can identify all of the concealed items in the suitcase, as can an antiquarian, museum, or auction house.

'Luggage' 2003 Matt Cowens



The Coins and Medallions: The medallions, all bronze, date from the 1st century B.C.E. and are dedicated to Isis, and meant to ward their wearer against various ailments. The coins, including Roman and Egyptian, are a mix of bronze and silver, also date from this period. They include a few relatively rare pieces minted by Cleopatra during her reign. Assuming either Archaeology roll for the coins or medals succeeded, an Idea roll suggests that they were part of a single horde. A second Idea roll will note that all the coins and medallions have been professionally cleaned.

The Scrolls: The scroll fragments are notably older than the other items. An Archaeology roll reveals that they date from the New Kingdom, probably from the 19th dynasty, and as such, are quite valuable. A Read/Write Hieroglyphics roll can translate some short phrases, but none are of note (most are prayers to Osiris). Like the coins, the papyrus fragments have been cleaned and partially restored.

The Canopic Jar: (see Baggage Papers 1 & 2) While appearing to be a Canopic jar (a jar used in the mummification process to store specific organs), the last item is a solid piece. This statuette is in good condition (perhaps due to being made of unusually strong alabaster) and is seven inches tall. The top depicts the head of a jackal and a faded hieroglyphic inscription. A character with the skills Archaeology or Egyptology can, with a successful use of either skill, can determine that the statuette is most likely from around 1000 BCE and the information contained in Baggage Papers 2. A successful use of Read/Write Hieroglyphics will be able to phonetically translate the inscription but it does not conform to any known Egyptian dialect. Phonetically, the inscription (see Baggage Papers 3) says: "Pha-Ni-Go-Li Ma Ga-Lah-Wah Naph Kah-Tè-Thu-Guh E-Yäh E-Yäh Kah-Tè-Thu-Guh". Reading the inscription aloud has no effect.

THE CANOPIC JAR AND ITS EFFECTS

The statuette in the shape of a Canopic jar is more than just a stolen piece of Egyptian antiquity. Imprisoned within it is a fire vampire. Bound by powerful magics into the stone nearly two millennia ago by Cthugha cultists, the fire vampire sustains itself through a symbiotic relationship with the statuette's "possessor".

The possessor of the jar is drained of 1d6 magic points each night that Fomalhaut rises above the horizon and the jar is nearby (1d3 if the star is not visible). If awake, the person feels a brief but powerful sense of fatigue; otherwise they take no notice. The statuette itself takes

on a very slight glow that is visible only in near to total darkness. Once drained, the bearer gains the benefit of the jar. The bearer's total magic points are secretly increased to their maximum total, plus one half the POW value of the fire vampire (i.e. 6 points). Whenever the bearer taps into this surplus, such as in spell casting, they lose an equal amount of Sanity (Magic Points regenerate normally).

As a side effect of this bond with the Fire Vampire, temperatures affect the bearer as if they were 20°C less than they truly are. Any possessor who knows the proper spell also gains a +50% in attempts to contact Cthugha. Additionally, the statuette provides a +10% bonus to all attempts by the possessor to summon Cthugha itself. The fire vampire also has a limited ranged power of pyrokenesis (to within 5 feet [2 metres] of the jar).

By expending one magic point, the creature can raise the temperature of an object by 50°C (120° Fahrenheit) in a round. The fire vampire might use this power to free itself from a possessor who seems resistant to the creature's powers. Unfortunately for the fire vampire, while the statuette could be damaged by extreme heat (1000°C [1800° Fahrenheit] or higher), this power cannot be used on the statuette itself.

There is a price to pay for a bond with this blasphemous creature. The additional magic points cause the bearer to feel alive and confident (bordering on arrogant). A Psychology roll will note a change in their demeanor though a Psychoanalysis roll will be inconclusive. For each day that the bonus is maintained, the Keeper must make a resistance roll of the Investigator's INT + POW versus their newly increased Magic Points x 2 ((INT+POW) / (MPx2)). If ever this roll is failed, the bearer suffers a phobia with a STR of 6. The afflicted Investigator will have a paranoid fear of losing the statuette and will feel the need to have it with them at all times. They will also feel compelled to check on it and make sure it is safe very frequently (at the Keeper's discretion but as frequently as hourly).

There are other drawbacks to possession of this item. The fire vampire will cast the spell Send Dreams against the possessor in an attempt to turn them to the worship of Cthugha. Each night just after being drained (or as soon as they sleep), the bearer will have dreams of Cthugha and its Egyptian cult. These visions can only be partially remembered at best and cost up to 0/1d2 Sanity for visions of Cthugha itself. Repeated losses may induce other phobias onto the bearer, pyromania being the most obvious choice. If the fire vampire believes that the statuette's possessor will never be converted, the dreams will instead suggest that the bearer shatter the

statuette to release a friendly spirit. See Baggage Papers 10 for possible dreams.

While the spells that bind the fire vampire to the statuette have not weakened over the centuries, the material of the statuette is still vulnerable to damage. Any time that the statuette takes damage, make a resistance roll of the damage taken versus the statuette's six hit points. If ever the damage overcomes the statuette's hit points, the fire vampire will be freed. The fire vampire will attack anyone in the immediate vicinity who is not a worshiper of Cthugha unless it is seriously threatened, in which case it will flee.

RESEARCH

The Artefacts: As mentioned above, any good archaeologist or larger auction-house can identify all of the artefacts. Alternatively a day in a large library (and three Library Use rolls) can allow an amateur to come up with most of the same information though Keepers may choose to throw in a few errors to keep the players on their toes.

If the Investigators use an expert allow a Luck roll to be made. If successful, the expert will recognize these items as belonging to a lot that was to have been auctioned off recently in Athens but were stolen in transit (see Baggage Papers 4). If instead the Investigators were hoping to sell the artefacts, a different Luck roll should be made, with a failure resulting in the expert alerting the authorities or demanding a healthy bribe. Lucky and unscrupulous parties can sell the artefacts for a base amount of 400 pounds, though this can be raised by a successful Bargain roll.

Find the other passenger: It is up to the Keeper (and depends heavily on the mode of transportation used) if the Investigators can track down Saleau. He travelled under an assumed name, which greatly diminishes any chance of tracking him. At the Keeper's discretion a porter (for a good tip) will recognize the suitcase as having been picked up by a short man, slightly over five feet, wearing a shabby suit. He did not catch a name.

"Kah-Te-Thu-Guh": The inscription on the statuette does not conform to any known words, in Egyptian, Greek, Coptic, or any known terrestrial languages. Two portions are contained within a border, or cartouche, (which an Idea roll or Archaeology roll will suggest a royal or divine nature of that name) spelling out "Kah-Te-Thu-Guh." Standard Egyptian histories and mythologies make no mention of that name but the following sources do exist. Assume that any good library has the first two volumes. If the players have

extensive occult connections, or are in need of greater aid, allow them to consult the Mythos text listed here. While Cthugha is mentioned in other texts, this small Egyptian cult is given its fullest discussion by Prinn.

Ägypten Magie und zauberei im alten gypten by Alfred Wiedemann (1905): (See Baggage Papers 5). A thorough, sometimes almost credulous, discussion of Egyptian magic and rituals this book is based on a close reading of original Egyptian sources. It also includes a large number of translated incantations. If German is not in your party's repertoire, an English translation (by one Miss Madeline Taspin) can be located.

The Worshipers of Fire by Sydney Bowman (1912): (See Baggage Papers 6). This book discusses the history of fire-worshipping cults, from the ancient world to the early modern, including Druidic practices and Zoroastrianism. In the section on Mesopotamian deities, a lengthy digression on Egyptian influence on Mesopotamian religion includes the information as found.

De Vermis Mysteriis by Ludwig Prinn (1542 and many subsequent printings): See Baggage Papers 7.

Fomalhaut: A Library Use roll will turn up the information as given in Baggage Papers 8. A successful Astronomy skill roll or a halved Know roll will also reveal details on Fomalhaut.

THE RECOVERY

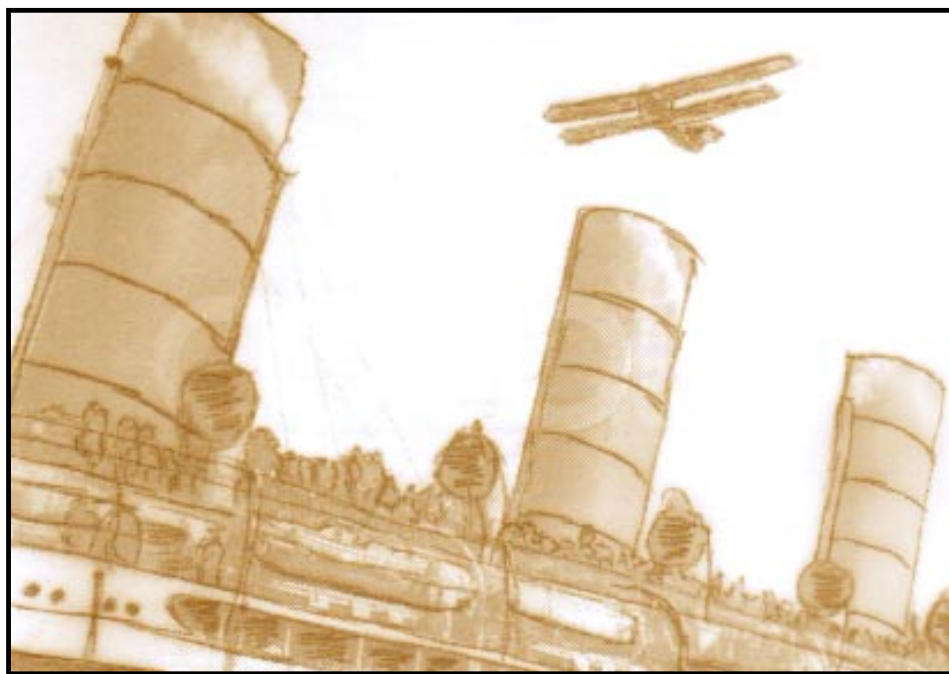
The Keeper has several options to use with Saleau and

his attempt to get his things back. After eluding his pursuers, it will take Saleau a few hours to track down his suitcase and its contents. (Having switched his case with one of the Investigators, he is aware of the identity of his quarry.) If the party completely fails to take any precautions to prevent being followed, assume he can do this automatically; otherwise allow a Luck roll by the statuette's possessor each day after the first. Failure indicates that Saleau has discovered them. Once his target is located, Saleau has a number of options to recover his goods. Keepers should select one (or combine them) to match the Investigators' skills and to keep the scenario exciting.

Breaking & Entering: Using his skills as a burglar Saleau will break into the Investigator's room while they are out or asleep in an attempt to recover his goods. Saleau will need to make a successful Locksmith and Sneak roll to enter into his victim's room undetected. A Listen roll will allow any Investigators asleep in the room to awaken if Saleau fails this roll or another Sneak roll made upon his exit. Though he will be armed, Saleau will flee if he is detected.

If the Statuette has bonded with an owner, the fire vampire will attempt to alert the possessor. Any small pieces of paper near the statuette will begin to smoulder and 1d3 rounds later will burst into flame. Allow a Spot Hidden roll at a +50 bonus to be awoken by the fire. Unless the fire is extinguished, a failed Luck roll means that it spreads to other nearby items, leading to a larger

'Travelling by Sea or Air' 2003 Marcus D. Bone



and possibly dangerous room fire.

Indirect Approaches: Saleau is more than willing to bargain for his goods if he cannot recover them directly. He will contact the Investigator, posing as the victim of an unfortunate switch. He will offer to meet in a public place, such as a hotel restaurant or a cafe. There he will produce the Investigator's suitcase and ask to see his bag. If the party hands it over he will subtly examine it to make sure that his contraband is still intact (a Spot Hidden roll to see him make this check). If he is satisfied that all of his items are still in place he will swap his bag for the Investigator's. Even if he doesn't think all of his goods are there, he won't admit to his concern, but he will then make plans to steal the missing items using another method. If he is threatened he will not hesitate to produce his gun and hold someone hostage to make his escape.

Even if his contraband has been discovered Saleau might be willing to bargain for them. He will offer up to £400 to get his goods back. Of course, Saleau does not have this amount (assume he has barely enough to cover his minimal expenses) and he plans to seize the goods and flee with them at gunpoint. Saleau will arrange to meet in a public place of his choosing (a bar known for an underworld clientele) in the evening. Saleau will poison the Investigator's drinks (he bribed the bartender) and will have his pistol at the ready. Once he is sure the Investigators have his goods he will offer them the poisoned drinks. If they refuse to drink, he will produce his pistol and insist. Investigators rendered unconscious will (at best) be robbed of their valuables and dumped in an alley in another part of town.

Direct Approach: If all else fails, Saleau is not above violence or even murder to recover his things. Always the coward, his first choice is to poison the meal of his prey. When the opportunity strikes, Saleau will add a powerful sedative to a room service order or to a drink in a cafe. If he is attempting to do so in public, allow him to use his Sneak skill to do so undetected, otherwise a Spot Hidden roll will notice his attempt. Match the target's CON versus the poison's POW of 15. Failure indicates 3d4 hours of unconsciousness, with a result of 01 requiring a CON check, with another failure meaning that the Investigator has been fatally poisoned.

If desperate, Saleau will use less subtle means. He will ambush his target in an out-of-the-way location, threatening them with his pistol to return the stolen goods to him. Saleau should only attempt this risky action if he has made previously unsuccessful attempts or if he is being hotly pursued.

THE CULTISTS

One way to either complicate or extend this scenario is to introduce the cultists who are on Saleau's trail: the Slaves of the Flame Undying. Four of the Slaves have been dispatched from Egypt to recover the statuette and have been on Saleau's trail since he stole it. They were passengers on same boat or train that the Investigators travelled on and once the party becomes aware of them a halved Idea roll will recall seeing them during the voyage. (If the Investigators were travelling by some means that precludes a group of four Egyptian men from travelling with the Investigators, assume they arrived hot on Saleau's heels).

The Slaves do everything they can to not attract attention or raise suspicion. They take rooms at a low-priced but respectable hotel, from which they will continue their pursuit of Saleau discretely. They should not come to the Investigator's attention until they have discovered Saleau's swap - either by observing him or by force. If they capture Saleau, the cultists will torture him to learn the location of the statuette. Being a coward and used to being able to talk his way out of trouble, Saleau will quickly give them all the information they want. Once they learn the statuette's location they will bind and gag Saleau and attempt to confirm his story. Once they do so, they will sacrifice Saleau to Cthugha. If the Keeper so desires, once Saleau is sacrificed, the Investigators may notice an article in the newspaper (see Baggage Papers 9).

Once the Slaves are made aware of the Investigators they will begin to observe them discretely for a few days to look for patterns of movement, etc. Allow a Spot Hidden roll for each Investigator each day of observation to notice them. The cultists will monitor the Investigators for two or three days. They will then move to recover the statuette, preferring to act with the least risk to themselves. Most likely they will attempt to break into where ever the statuette is being kept. Unlike Saleau (or their own secret observations of the Investigators), their break-in will not be a subtle one- they will kidnap or murder those who have defiled their sacred statue and then Molotov cocktails will be used to cover their tracks.

At the Keeper's discretion these cultists are only the first four of many. Guided by visions from their god and orders from their priestess, the Slaves of the Flame Undying might dog the Investigators for many sessions to come.

DEALING WITH THE STATUETTE

As should now be clear, it is unlikely that the statuette will long remain in the possession of the Investigators. Aside from the material threat posed by Saleau and Cthugha cultists, possession of the statuette is damaging to the psyche. It is likely that the Investigators will attempt to rid themselves of it, one way or another.

The simplest method is destruction. Unlike many occult artefacts, the statuette has no innate magical powers of protection and it can be destroyed by mundane means. As outlined above, there are dangerous consequences to this act. Once the statuette is destroyed and the fire vampire is freed, the statuette loses all other magical powers. Destroying the statuette is worth a bonus of +1d4 Sanity to each participant, with +1d6 going to the statuette's possessor.

The statuette can also be disposed of, such as by dropping it into the sea or sealing it into concrete. Only the most foolish or optimistic Investigators will assume that such an act will permanently deal with the statuette but it does provide a temporary solution to this problem. Neutralizing the statuette gains the Investigators a bonus of +1d2 Sanity. Particularly clever methods of disposal (such as feeding it to a shark, putting it into a glacier) might raise that to +1d3, if the Keeper chooses.

The statuette may be given away, but this only puts others at risk. Selling it to a collector or donating it to a museum might put it out of the hands of Saleau and

the cultists in the short term, but it is not a long-term solution. There is no sanity bonus for dealing with the statuette in this way and at the Keeper's discretion the Investigators will learn of the statuette's loss and the murder of those holding it in the future and thus incur a sanity loss. Giving it to an unaware party (slipping it into a stranger's bag or mailing it to dear Aunt Victoria) should incur a sanity penalty of no less than -1d2.

These various solutions are made more difficult by the power that the fire vampire has over anyone bound to it. Their paranoid fear of losing the statuette will force them to make a sanity roll when attempting to dispose of it. Failure means they cannot bear to lose it and will do all that they can to retain it. Inform the Investigator in question of this and allow them to role-play this out. Even bound victims who make this first sanity roll must make an additional roll (or if the Keeper chooses, rolls) in the moments before the statuette is dealt with. Again, failure means that the victim will act to their fullest capacity to protect the statuette (allow Idea rolls to hold back from killing their companions). Truly cruel Keepers will make this obsession a subconscious one, causing cleverly constructed plans to collapse for reasons unknown, even to the responsible party.

REWARDS

Recovering their original luggage (owner only): +1

'Travelling by Train' 2003 Marcus D. Bone



Sanity

Turning the stolen goods over to the authorities: +1 point to Credit Rating

Aiding in the arrest of Saleau: +1d2 Sanity

If Saleau is killed: -1d4 Sanity

If Saleau escapes: -1d2 Sanity

For each innocent killed: -1d2 Sanity

For each cultist arrested/killed: +1/+2 Sanity

Learning that the Slaves of the Flame Undying are still active: -1 Sanity

Destroying the statuette (possessor only): +1d6 Sanity

Destroying the statuette (others aware of its powers): +1d4 Sanity

Loss of the statuette: -1d2 Sanity

Neutralizing the statuette: +1d2 Sanity

Defeating the Fire Vampire: +1d3 Sanity

If the Fire Vampire escapes: -1d4 Sanity

NPC STATISTICS

MARC SALEAU (AKA MARCO SALDI AKA MICHAEL STINSON)

A petty criminal since he was a young boy, Saleau progressed up the ranks of Marseilles' criminal underworld. Overestimating his intelligence and abilities, he managed to cross several of the city's syndicates and was forced to flee. For several years he has worked the ports of the Mediterranean, acting as a burglar, pickpocket, and confidence man. A recent stint in an Italian jail has greatly diminished his funds. Looking for a quick way to restore his finances he decided to steal a shipment of antiquities. Lacking proper papers and realizing that his imprisonment had raised his chances of being stopped by customs, he decided to find a dupe to carry them through safely. He did not anticipate that other forces hoped to intercept his shipment as well. [If the Keeper so desires, Saleau could be in the employ of another party, hoping to gain the statuette for their own occult reasons].

Saleau is cowardly but not stupid. He will not make a frontal assault and will retreat from combat if he is endangered. He is not fully aware that the Slaves are pursuing him, though in his paranoia he has noticed their observance of him. His sleep has been troubled by strange dreams lately.

STR: 10 DEX: 16 APP: 13 CON: 11
SIZ: 9 INT: 14 POW: 11 EDU: 13
HP: 10 Sanity: 43

Damage Bonus: nil

Attacks:

Beretta Mod 15 1d8+1 (2 shots per round), 46%

Knife 1d4+1, 41%

Fist 1d3, 57%

Poison POT 15 or 3d4 hours of unconsciousness, 100% (an impale causes Con check versus POT 15 or death). Must be ingested.

Languages: French 75%, Italian 61%, English 48%, Spanish 46%, Spoken Arabic 10%, Spoken Turkish 5%

Skills: Appraise 44%, Bargain 30%, Conceal 51%, Dodge 55%, Sneak 62%, Locksmith 66%, Climb 83%, Spot Hidden 39%

THE SLAVES OF THE FLAME UNDYING

Dispatched by their priestess, these four men had been planning to steal the statuette while disguised as crewmen on the Olympé. When that cargo went missing they panicked until a vision from Cthugha directed them towards Saleau. They have been biding their time until a good moment to seize their prize. Unfortunately things have not quite gone as they had planned. It is up to the Keeper if they learn that the Investigators have the statuette through their monitoring of Saleau or by torturing and killing him. In case of that eventuality, Handout 6 may be used.

All four men are of Egyptian extraction but dress in a western style. They do nothing to attract unwanted attention. All have significant burn scars on their body that are concealed beneath their clothing.

	STR	CON	SIZ	INT	POW	DEX	HP
'Abd Higazi*	13	14	11	10	9	13	13
Hasan al-Majub	11	13	10	11	12	11	12
Saad Khalidi	15	14	15	10	10	12	15
Zaynab al-'Ashur	12	10	12	14	13	14	11

Damage Bonus: As calculated

Weapons:

*Webley & Scott pistol 1d8 (3 shots per round), 31%

Fist 1d3+ DB, 65%

Daggers 1d4+2, 70% Parry, 50%

Molotov cocktail (2d6 plus make a luck roll or clothing burns at 1d6 for 2d4 rounds or until extinguished), as Throw

Spells: Contact Cthugha (al-'Ashur only)

Languages: Arabic 60%, English 25%, Coptic 15%

Skills: Climb 65%, Cthulhu Mythos 3% (al-'Ashur) 7%, Dodge (DEXx2+20), Listen 40%, Hide 55%, Sneak 60%, Throw 60%

Sanity Loss: If the cultist's body scars (ritual scars on their torso, arms and legs) are seen, a loss of 1D2/1 Sanity results.

THE FIRE VAMPIRE

Trapped for a millennium in a piece of alabaster, this creature longs to return to the fiery court of its master Cthugha. It uses its power to Send Dream to either bend the will of the statuette's possessor to the worship of Cthugha or into tricking them into freeing it from its earthly prison. It is patient.

STR: N/A DEX: 14* CON: 9 SIZ:1 INT: 13 POW: 17
HP: 5 Move: 7* flying

Damage Bonus: N/A


Attacks:

Touch 85%, damage 2d6 burn + magic point drain

Armour: most material weapons cannot harm them, including bullets, etc. Water costs a fire vampire one hit point per half-gallon poured over it, a typical hand-held fire extinguisher does 1d6 hit points to it, and a bucket of sand cost it 1d3 hit points.

Spells: Send Dreams, can teach possessor Contact Cthugha as well.

Sanity Loss: seeing a fire vampire costs no Sanity points.

* Being bound up in the statuette has atrophied the fire vampire's ability to move. It will regain 1 point of DEX and Move for each day it is free until reaching its maximum of move of 11 and DEX of 19. 

On the Unbound Website

Baggage Check

- D20 Stats for Baggage Check

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'Nalarib' 2003 Alan M. Clark

Blackwell Horror

By Brian Sammons

EDITOR'S NOTES

This scenario has been delivered as location driven, with mild modifications to the story line, but essentially the same as provided by the author Brian Sammons. This story has been constructed by describing the main locations and setting of the township of Blackwell. The Editor strongly encourages individual Keepers to create a timeline of events, situations and NPC activities that occur concurrently with the Players' investigation.

If the Keeper is looking for a simple game to slot into their campaign that does not require significant effort to run, this scenario can be run as it appears here.

OVERVIEW

This scenario is set in the fictional setting of Blackwell, Maine, USA. Written for 3-5 Investigators, none require any Cthulhu Mythos skills as the main ally of the group will provide them with the information they will need to successfully complete the scenario.

You should think about introducing Harry Lawson to your campaign a few sessions (at least) prior to this scenario so that the friend in need isn't too obvious a lead.

KEEPERS INFORMATION

The small town of Blackwell, Maine had its foundation laid in darkness and has remained in the shadows ever since. Founded in 1751 by Joseph Cromguard the town began as a haven for this vile cultist who escaped persecution in Europe. Cromguard chose the site and the name of his new town in relation to his discovery of a deep cavern on top of a lone, wooded hill. Here he found a passage that led to one of the many subterranean lairs of the Great Old One, Nyogtha. Knowing that he could learn much from this ancient evil, Joseph pledged allegiance to The Thing That Should Not Be and became its chosen follower in a soon-to-be conceived witch coven.

Nyogtha rewarded Cromguard for his devotion by leading the human to a deep vein of copper hidden away in the nearby hills. Mining this would provide the funds needed to start the town of Blackwell, and allowed Joseph to become its most prominent and wealthy figurehead. Soon the town was being built around the Cromguard Copper Mine and Joseph sent word for others of his ilk to join him in his worship of "The Lord of Darkness". Those who came were made part of the coven and were given high positions in town society. It was during this time of building and growth that Joseph learned of the local Native Americans' fear of the hill and the surrounding lands. The natives called the cave on the hill: "The Wellspring of Living Blackness;" thus the town of Blackwell was born.

Years passed and Joseph built a house over the cavern that lead to Nyogtha in order to hide it from prying eyes. He taught his

sons in the ways of witchcraft and worship of the Dark One. Then, after living many years past his natural life span, he decided it would be time to slip from view of the outside world, permanently. Following the will of Nyogtha, Joseph "died" in 1789 but was reborn by the Great Old One in the body of a rat-thing, to further serve the coven and his dark god.

Two more generations of Cromguards ruled over Blackwell and its secret coven until it was time to pass the mantel to the next generation, in 1875. The head of the coven at that time was Seth Cromguard, a very visible and respected man in the community. Seth took up the self-appointed title of Reverend and started the Church of Twilight Contemplation. This so-called church conducted regular Sunday services, but it was also a place known to be visited by a select few at odd hours of the night. Of course none of the townsfolk openly raised any questions about this strange practice, as by then they had learned to turn a blind eye to many things about life in Blackwell.

Then the night came for Seth's eighteen-year-old son, Roderick, to join the coven. But Roderick was a deeply emotional and moral youth and the evil practices of the coven sickened him. He rebelled against his dark heritage and in a night of righteous fury he slew his evil family while they slept then fled from the town. Two weeks later the youth returned to Blackwell, burnt down the Church of Twilight Contemplation, and tried to destroy his family home as well, but was stopped by other members of the coven. Roderick was shot and ran into the woods. It is believed by the coven that young Roderick died that night, but no body was ever found.

From that night on, no one "lived" in the Cromguard place, but the house still had occupants. Joseph the rat-thing wanders its halls, and Seth Cromguard still exists as an undead servant to Nyogtha. The secret chamber beneath the house where Nyogths's Black Well is found is still used by the coven in its infernal worship, for The Thing That Should Not Be returns often to Blackwell to accept praise and sacrifice. To protect this sacred spot, the Cromguard house was purchased by Albert March, a Church member and realtor for Allen & Rowan in Bangor. Albert maintained relations over the years with the other members, but within the last few years, this communication has been sporadic.

Unknown to all parties, Roderick did survive and in the last few years has been spending time investigating the Church of Twilight Contemplation. With the aid of some of the material taken from the burning home many years earlier, Roderick tracked down Albert, now in his elder years and dispatched him. With the only surviving

male heir being one Harry Lawson, friend to one of the Investigators.

Harry Lawson, not a particularly wealthy or successful realtor who also works for Allen & Rowan, was called into Albert's solicitor's office and suddenly found himself the owner of a number of assets, one being a quaint early American style country villa in the quiet township of Blackwell.

INVOLVING THE PLAYERS

This adventure begins when one of the Investigators is approached by an old acquaintance named Harry Lawson. Harry and the Investigator have been friends for many years (or less, depending on how Harry has been introduced by the Keeper), but it has been a few years since their last correspondence and Harry looks troubled. At first, all the Investigator will remember of Harry is that he's in the real-estate business and that he has a loving wife and two darling children.

Mr. Lawson makes small talk for a few tense moments, but soon asks his friend if rumors he has heard about the Investigator's interest in the occult are true. If the Investigator says they are, Harry asks for help with a most dire problem. All is not well for Mr. Lawson and his family. His wife is in a mental hospital, recovering from a nervous breakdown, and his children have been suffering from vivid nightmares. He believes he is the victim of ghosts and will tell the Investigator his story.

Harry starts by saying that he works as a realtor for the office of Allen & Rowan in Bangor, Maine. His Uncle Albert recently died and he inherited some property, particularly a house in the small Maine township of Blackwell. He and his family sold their tiny house outside of Bangor, rented the other properties and moved to Blackwell just under a month ago and began to repair and renovate the old place. Luckily, trains going to Bangor make regular stops at Blackwell, so getting back and forth from work was not be a problem for Harry. What was a problem for him and his family was that whatever evil lurks in that house was able to drive the Lawsons from their new home in just two weeks.

It began with small things, strange noises and bumps in the night. Then the strange voices began and a disgusting smell that would fill a room in an instant then leave just as quickly. The children, Mark and Elizabeth, were having constant nightmares about people being horrifically murdered by someone Elizabeth called the "Bad Man." Any food that the family brought into the house would spoil overnight in the kitchen's pantry or icebox no matter how well they tried to preserve it. The

new water pipes that they had installed would sometimes spew the most awful foulness instead of water. On more than one occasion, the family thought they heard some weird chanting or singing coming out of the very walls of the house.

As disturbing as this was, things only got worse. The children's dreams became more frequent and more frightening. Elizabeth began to draw horrid pictures and Mark caught a dangerously high fever. The family dog, Old Blue, was murdered. He had his heart ripped out and his bloody body was left in Harry's bed for his wife to find. Finally, four days ago, Harry's wife, Ann, awoke him in the middle of the night with her terrified screams. She still has not fully recovered, so Harry does not know what she could have seen that would have upset her so.

The Lawson family has not been back to the house since, nor will they go back until something is done about the ghosts that haunt the place. Harry has heard from some mutual friends that the Investigator has become an expert on strange happenings and the occult, so he came to ask his friend to look into this matter for him, for Mr. Lawson is at his wits end and desperate.

Harry has no other information for the Investigator and will be very reluctant to allow anyone to interview his wife or children for he says they have been through enough and could not possibly know anything more. He will provide the Investigator with the key to the front door and a map to Blackwell. If asked, he can also provide them with a couple of his daughter's strange pictures (Blackwell Handouts 1 & 2) and can also give them access to the property files he inherited from his

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Uncle where he stores them at the office of Allen & Rowan Realty, in Bangor.

THE OFFICES OF ALLEN & ROWAN REALTY

If the Investigators want to have a look at the papers on the Cromguard house that Harry mentioned, Mr. Lawson will call ahead and inform the receptionist of their arrival. Bangor is about an hour drive south from the town of Blackwell, or just under twenty minutes by rail. Once in the city, the two-story, red-bricked building which houses the offices of Allen & Rowan is easily found.

The Company's receptionist is a charming, plump, elderly woman named Dolores Frand. If Mr. Lawson phoned ahead, she will already have the files in question waiting for the Investigators. If the party drops by unexpectedly or unannounced, it will require Fast Talk or Persuade skill rolls to obtain the files. The files will have little information to offer the reader, only the following:

The house was purchased from the Cromguard estate in 1875 by Albert March, an agent from the Allen & Rowan Realty office. There is no record of the Cromguard house ever being placed on the open market.

If the Investigators ask Dolores about Albert March, she tells them that she didn't know Mr. March too well. She says he passed away recently, just after she was hired. A Psychology roll made at this point will show that Mrs. Frand is probably an avid gossip and is just dying to talk to the Investigators about Mr. March, but is trying to portray an air of professionalism. If further information is required, a Persuade roll is needed, but at double the normal chance of success. Success means that Dolores will tell the players that: Mr. March's only relative was a sister who lived in Bangor but died more than 10 years ago and was the mother of Harry; he was always late getting to the office; drank far too much; wasn't very nice to her on the few occasions they spoke; had very few clients; and came from some small town up north called Blackmore, or something like that. Asked if the name of the town could be Blackwell, Dolores says; "Yes, that's it, Blackwell."

If they ask Delores about Harry, she tells them that he is a hard working, pleasant junior staff member who is able to instill a view in his clients that problems with a property are an opportunity rather than a burden. She didn't realize until the death of Mr March that Harry was actually his nephew. Since moving to Blackwell, he has seemed to be a bit on edge.

ARRIVING AT BLACKWELL

Blackwell looks like any other small New England town in the midst of late summer life. It stands in a wooded area of land where the trees are green and full and cast just enough shade to keep the town cool, but not enough to obscure the sun totally. The people are pleasant enough, with plenty of hat tipping and a “good day” or “how are you” from everyone. The fact is, most of the town’s residents are not part of the Church of Twilight Contemplation, and are decent, hard-working folk. Unfortunately, most of the townsfolk also have an unspoken dread of the deceased Cromguard family and of their friends that are not quite so dead.

If the common person on the street is asked anything regarding the Cromguard family, their house, or the Church of Twilight Contemplation, they will say they know nothing about it and casually try to change the subject. A successful Psychology roll will reveal that the person in question is afraid of something, but trying to conceal their fear.

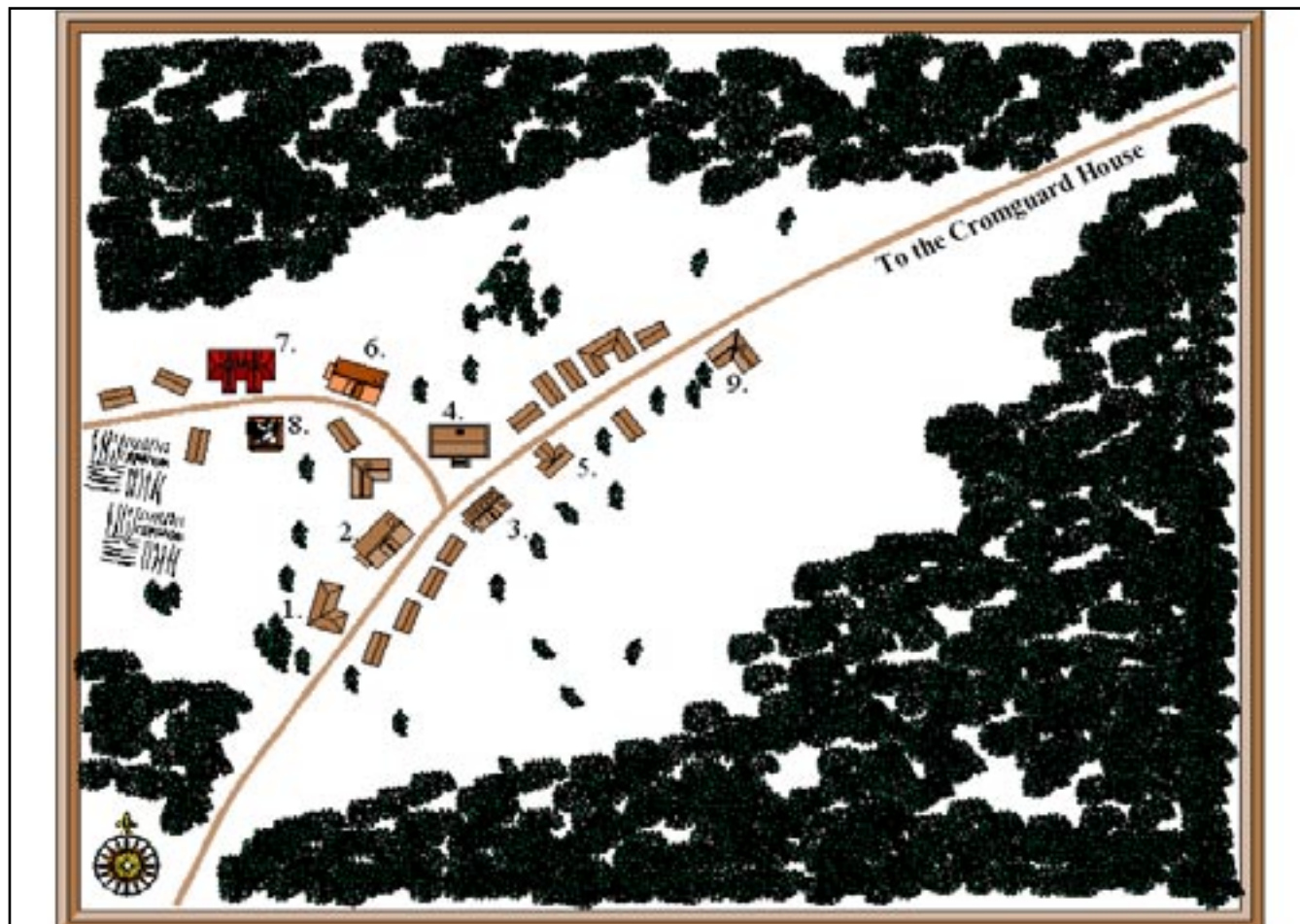
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THE TOWN OF BLACKWELL

1. Sheriff’s Office/Jail

This single story, L shaped, brick building is the center of law and order in Blackwell. The building consists of a lobby, the sheriff’s office, a restroom, a utility closet, and three small jail cells lined up against the East wall. Each cell houses a pair of bunk beds. If the Investigators examine the cells they can try a Spot Hidden roll to notice that each cell is equipped with a four iron rings anchored to the stone floor and the bars of the cell overhead. An Idea roll will tell an Investigator that a person could be chained to those rings, spread-eagle, and left completely vulnerable. A second Spot Hidden roll will show many dark stains on the stone floor of all three cells.

The Blackwell Police Department currently has a total of two officers, Sheriff Michael Hicks and Deputy Harold Swan. Both men are friendly, soft spoken, and will help the Investigators in any way, until they become aware of their interest in the Cromguard house or the burnt-out church. When that happens their moods will change.



They will try to change the subject or avoid it altogether. Though their reactions to some questions might be similar, their reasons behind them are very different.

Sheriff Michael Hicks has been head of law enforcement in Blackwell for over twenty years, but has been a member of the Church of Twilight Contemplation for thirty. He follows a long family tradition of holding a position of both law and witchery in Blackwell. Michael's place in the coven is to act as its guardian and protector. Whenever a threat is found that could harm the Church, it will be Sheriff Hicks that will deal with it. This means that if the coven decides to get rid of the Investigators, they will send Michael after them first. If he fails, they will take more drastic measures. Once the Investigators have aroused the Sheriff's suspicions, he will inform the rest of the witches of their presence, and then follow the group at a distance, keeping an eye on their investigations.

On the other hand, Deputy Swan is just like most residents of Blackwell. He is subconsciously very afraid of the Cromguard family and their odd church. He has heard a few too many strange stories and has seen far too many questions go unanswered. On a personal note, when Harold was only ten years old, his older brother disappeared and was never seen again. His mother would tell him in hushed whispers that the Cromguard house had something to do with his disappearance and that she knew her eldest son was dead. This greatly affected Harold and is what drove him to become a deputy, but he soon found out there was little to nothing he could do to protect the innocent in Blackwell. Harold does not know Sheriff Hicks is a witch, but does suspect he is hiding something. If the Investigators can prove to Deputy Swan, beyond a shadow of a doubt, that there is true evil at work in Blackwell, the good Deputy will do everything in his power to help the group.

2. The Wildflower Diner

This wood and brick building has two stories, the upper one appears to be a private residence while the lower houses a diner. The atmosphere inside is friendly and the food is cheap and surprisingly good. A married couple runs the establishment, May and Evard Carter. May serves the customers while Evard stays in the back doing the cooking.

May Carter is a professional talker and will chat about anything, but if the questions turn to the Cromguards or the church, she will suddenly be at a loss for words. If the issue is pressed and a successful Persuade roll is made, then she will tell the Investigator's the following:

WHO WAS THAT MYSTERIOUS MAN?

That man is Roderick Cromguard, who is very much alive and has just returned to Blackwell to end the evil that has long plagued this town once and for all. Roderick has devoted most of his adult life to fighting creatures of darkness as his way for atoning for the sins of his fathers. He has come back to use the Tikkoun Elixir to drive Nyogtha away, and the Elder Sign spell to seal the well that is its doorway to this town. Roderick has lived by his wits alone for most of his life and so he trusts no one.

How Roderick is used in this scenario is up to the Keeper. It is advised that he be a "mysterious figure" throughout most of the adventure. He should be glimpsed lurking about, sneaking around, and spying on the Investigators, but never directly confronting them. Why is he interested in the Investigators? Because they are interested in his old house.

Sometime during the course of the story, the Keeper should introduce Roderick to the Investigators because he has valuable information and knowledge (the Tikkoun Elixir and Elder Sign spell) that they will need to successfully conclude this adventure. However, Roderick need not be alive for the introduction!

If the Keeper wants the Investigators to go it alone, then have poor Roderick's mutilated corpse found in an appropriately spooky setting. The information Roderick has for the Investigators is also contained in his journal (lucky for them). Then again, if the Investigators need the help, and they can convince Roderick that they are the "good guys", then he could be a useful ally.

"Well, some years back, the Cromguard boy, Roderick, went a little off in his head and killed his entire family. Went at them with his granddaddy's cavalry saber, they say. He then ran away but came back a few days later and burnt down the old church. Tried to burn his own house down too but the old sheriff shot him. Well I say good riddance to the lot of 'em."

She will say nothing more about the subject. If a member of the group tries a Fast Talk roll, May Carter will be aware of their attempt to manipulate her, and she will become very rude with them. If the group still persists, Evard will shortly come out of the kitchen. The large man with the big meat cleaver in his hand will tell the Investigators to leave.

3. Post Office

Blackwell has only a small Post Office and no members of the coven work here. Nevertheless, if the Investigators go here, or are just passing by on their way to the Cromguard house, they can all try a Spot Hidden roll to notice the strange man who's watching them intensely. From wherever the party is, the man will be across the road, pressed against the wall of the nearby Town Hall. He is a tall man dressed in black pants, a dark gray overcoat, and a black hat. A second successful Spot Hidden roll will show that he carries a cane with a silvery head, and has a suitcase at his feet. He looks very old, with long strands of white hair sticking out from under his hat, and the left side of his face is horribly scared, as if burned a long time ago.

If the Investigators call out to him or otherwise acknowledge his presence, the stranger will not answer them but turn to quickly leave. If someone walks after

OLD OZ'S TALL TALES

"Well, what no one will talk about in this town is the fact that no one, and I mean no one, can ever remember seeing any of the Cromguard clan out in the day. At night, sure, but never while the sun was up."

"That Cromguard boy who kilt all his family? Well, he came back a year later and chopped up three little girls with an old sword. The same sword he used on his own flesh and blood! The boy was never caught."

"What few people know is that the Cromguard boy they say kilt his family wasn't the one who did it at all. When he was born, he was just one of a pair of twins. The other, named Jacob, was horribly disfigured and so the family kept that poor child locked in the basement all his life. That is, until he got out and did away with 'em."

"My daddy knew the town doctor real well back when I was a boy, and one night they started talking about the Cromguard family. I pretended to sleep, but heard everything they said. According to the old doc, the Cromguards had two rows of teeth and webbed toes. And when the doc listened to their chests, he swore he heard two hearts beating."

"I live just up the road from the old Cromguard house and I can tell you, I've seen some strange things in that old house. Lights on in the windows, the front door wide open at night, voices echoing through the woods around it, and unearthly shapes seen lurking in the shadows."

the old man, a passing automobile will unluckily be traveling down the road the group has to cross and it will get in their way for a few crucial moments. If an Investigator says they will run after the strange man without first saying they look down the road have that person make a Dodge roll to narrowly avoid being hit by the same automobile. Failure means the unlucky Investigator is struck by the moving auto and will take 1D8+2 points of damage. Whatever happens, when a person gets to where the old man was, he will not be seen, nor will his tracks be found in the hard-packed earth.

4. Town Hall

The Town Hall, a large wooden building with a base made from river stones, looks as if it is rarely used. Inside is a large room for town meetings, beyond which is an office with a long table and ten chairs. This room is the secondary meeting place for the heads of the town, namely the members of the coven. While walking around in this room two Investigators, chosen at random, will have the chance to make Listen rolls. If successful, they will hear a hollow sound from the floorboards as they walk over them. Examining the floor will reveal a secret door underfoot. If a Mechanical Repair roll is made, the Investigator will figure out where to press to open the secret compartment in the floor, otherwise the only way to open it up will be to break into it.

Inside the three foot by two foot compartment are five long, black robes, neatly folded but spotted with old blood stains. A wooden box, inlaid with red velvet, contains five sets of black rosary beads, each with an inverted crucifix attached to it. (Keeper's Note: this is a clue for the Investigators on how to reach the underground well of Nyogtha from the Cromguard house). Finally, also within the hole, there is found a large sacrificial dagger. The blade is seven inches long and rusted with blood. The handle is carved ebony, which looks fluid and almost liquid. The knife is otherwise ordinary.

5. Osgood's General Store

This single level building is made of wood, with peeling paint and a cracked pane of window glass set in the door. Osgood is the name of the owner, an elderly gent who tells the Investigators to, "Just call me Old Oz, everyone does." He lives three miles outside of town, past the Cromguard house. His store carries a little bit of everything, including a selection of shotguns, rifles, and ammo.

Unlike most other residents of Blackwell, Old Oz is more

than willing to talk about the Cromguard house. The trouble is, Old Oz is just a tad bit eccentric. He will believe any wild tales the Investigators tell him, and even share a couple of his own. The Keeper should choose one or two from the list below, or make up their own weird tale to tell the Investigators. Each tale is a good red herring, but Keeper's should use these stories sparingly. Over-use of Old Oz's tales will diminish their credibility. The last tale on this list is actually the truth, just in case the Keeper wants Old Oz to use it.

6. Town Library

The library is a medium-sized wooden structure. Painted red, it looks more like a single-room school house than a library. Inside the building it's quiet, cool, and smells of age. In many ways it closely resembles the woman who runs it, Mrs. Lilly Willman. Mrs. Willman claims to be sixty-five years old but looks older than that. She never smiles, nor laughs, and talks in a perpetual whisper even when outside her beloved library. She wears thick, horn-rimmed glasses, is partial to knitted shawls, and when she moves (which is hardly ever) it is with the uneasy gait of one afflicted with severe arthritis. Funny thing is, this is all just a sham. Lilly Willman is in fact the oldest living member of the Church of Twilight Contemplation and one of its most powerful. She has not lived to be one-hundred-and-thirty-eight without being extremely

'The Burnt Out Church' 2003 Marcus D. Bone

careful.

Mrs. Willman is like a spider. She will carefully spin her web by feigning support and belief in what the Investigators tell her. She will answer all questions and pretend to help them find anything they need, all the while giving them misinformation. If asked for what she knows, she will tell the party the following.

"All I know is that poor child, Roderick, was always an evil boy. He used to torture small animals and bully the other children about. It was no great surprise to many people when he killed his family. Poor Reverend Seth, such a good, decent, God fearing man. Even killing his entire family wasn't good enough for Roderick. He came back later and burnt the church down to the ground. He even went to burn his own house but the sheriff was waiting for him and shot him dead. It really was for the best. A child that evil is like a rabid dog and should be put down."

Mrs. Willman will play her part so convincingly that not even a Psychology roll will detect her lies. When she thinks the time is right Lilly will attack. She will try to take the Investigators one by one, with as much pain and suffering that she can bring about.

With her position in the library, Lilly Willman has



attempted to dispose of any and all incriminating articles about the Cromguards and the coven; but she was not completely successful in her task. If an Investigator makes a Library Use skill at one-half the normal chance of success, than that person was lucky enough to find something that Mrs. Willman missed. Each Investigator is allowed two chances with their half Library Use skill to find any useful information. Any Investigator who makes their Library Use roll is allowed a chance to make an Idea roll to notice how hard it was to find any information on the Cromguard family. The documents the group finds should be given to them in chronological order. The first success finds Blackwell Handout 3, and each subsequent success locates Blackwell Handouts 4, 5, and finally 6.

7. Mayor Wellington's House

This fine, two-story home is one of the best looking houses in Blackwell. It has been freshly painted, and kept in good repair. The home belongs to the honorable Mayor Anthony Wellington and his wife (and personal assistant) Susan. Mayor Wellington is a balding, overweight, middle aged man who sweats profusely and talks like a salesman. His wife Susan is trim, beautiful, very friendly, and looks twenty years younger than her husband. Of course, both are members of Nyogtha's coven.

If the Investigators go to the Mayor's house before they first go to the old Cromguard house, both the Mayor and his wife will not be home. This is because they are at the Cromguard house making plans to purchase the property for the town. If the party comes here after they have gone to the Cromguard house, the Mayor and his wife will be openly friendly to the group, if only to keep close tabs on them.

If the Investigators somehow manage to get into Wellington's house while both of them are away there is nothing of importance in the house; that is, nothing until they reach the basement. The door to the basement is strong (Strength 18 on the resistance table) and secured by a stout padlock. Only a Locksmith roll will grant them access below without having to break down the door.

The basement is a nightmarish monument to pain. A very real and working torture chamber takes up the majority of the room. The earthen floor has long ago turned a shade of red from all the blood spilt upon it. On a far wall is a bookshelf containing eight old photo albums and leaning against it is a tripod and camera. Each album contains pictures of excellent quality and

MR. KETTLE - POSSIBLE ZOMBIE

Str 17 Dex 5 Int 0 Con 15 Pow 1 Siz 13

HP 14

Damage Bonus: +1D4

Weapons: Maul 40%, damage 2D6+db.

Armor: None, but impaling weapons do 1 point of damage and all others do half rolled damage.

Skills: Obey Command 99%.

Sanity Loss: 1/1D8 Sanity points to see a zombie.

clarity depicting many victims, most of them children, suffering for the Wellington's abhorrent amusement. Looking at the photo albums will cost the viewer 1/1D6 SAN. Taking these books to the Sheriff will have interesting, but dire, results for the Investigators.

8. Burnt Out Building

This is all that remains of the Church of Twilight Contemplation. If the Investigators go poking around the burnt timbers and stones, the Mayor or his wife who live across the road have a chance equal to their Spot Hidden score to see the party. If they do see the Investigators, the Wellingtons will call their good friend (and fellow coven member) Sheriff Hicks and have him chase the party away.

If the Investigators can go unnoticed while they search the ruins of the church, they might make an interesting discovery. An Investigator succeeding at a Spot Hidden roll will come across the top part of what was once the church's altar. Caved into the stone, in Latin, is a message. If a successful read Latin roll is made, then the message will read: "*And the Southern Angled Cross Shall Lead Not to Temptation, but Revelation.*" This message refers to the process of inverting the cross in the Cromguard family shrine to reveal the secret stairs to the well chamber of Nyogtha that lies under the house.

9. Dr. Smyth's House and Office

This two-story building serves as both office and residence to Dr. George Smyth. The upper floor is his living quarters and nothing out of the ordinary is found there. The lower floor is his small, but well equipped, doctors office. This office has a waiting area, an examination room, and a single recovery room. Beneath the house is the basement that serves as the town's small morgue. It

has two stainless steel drawers to store the deceased, as well as a stainless steel autopsy table.

George is your typical small-town doctor. Old, wrinkled, and white-haired, he is a charming man to meet. With thin spectacles and shaky jowls, he puts everyone around him at ease. He speaks slowly, with a thick Yankee accent, and always seems to be smiling. He is also a member of the Church of Twilight Contemplation.

Dr. Smyth's position as a Doctor can be a danger to the Investigators. If one of them becomes injured during the course of the adventure and calls on the good doctor for help, they put themselves totally at his mercy, of which he has none. If the Doctor has one of the Investigators under his tender care and thinks they would be better off dead, it would be quite easy for him to do it. After all, medicine can be dangerous business.

Dr. George Smyth also has access to the recently departed, and with the arcane powers given to him by Nyogtha, he can turn them into dangerous weapons. Currently in his morgue is the late Mr. Kettle. Just two days dead of a heart attack, this corpse would be a most effective zombie. If Dr. Smyth wants to, or is told to do so by others in his coven, he will raise up poor Mr. Kettle as a zombie and send him after the Investigators. If one zombie is not enough, Dr. Smyth is not above going into the town graveyard and choosing some of its "residents" as more playmates for the Investigators.

PACKS OF RATS

When the rats attack they will be comprised of 1D6+2 smaller packs of rats. The victim they are attacking always gets to attack first in every round, unless it's the first round of combat and they are taken by surprise or asleep. A successful attack means they have killed one or more of the rats in one of the packs and have caused the rest of the rats in that pack to scamper away. When the rats attack, find the number of remaining packs and multiply that number by five to establish each pack's current chance of launching a successful attack: as the number of packs dwindles, so does their interest in fighting. A successful attack by one pack of rats does 1D3 points of damage, further, the victim of the attack has a chance of catching a disease from the dirty wounds. The total points of damage one person has taken from the rats is the Pot of the disease they must overcome with their CON on the resistance table. The exact specifics of the disease is left open to the discretion of the Keeper.

ARRIVING AT THE CROMGUARD HOUSE

The Cromguard house is situated on a lone hill, with dozens of trees on the land around it to hide most of it from the road. Besides the main house, there is also a carriage house off to one side, an old, moss-covered well located twenty feet behind the house, and an overgrown path that stretches some fifty yards through the woods behind the house to the neglected and ill-kept Cromguard family mausoleum. The whole property is surrounded by a five-foot high stone wall that is beginning to crumble with age. The front of the wall holds an iron gate that is used to block the long drive to the house. These gates are closed when the group arrives.

On the gates a large white sign has been placed. It reads – 'Private Property – This Historic building has been closed to the public and is now in the legal possession of Blackwell Town Council. Trespassers will be prosecuted'. Beneath this writing there is the signature of one Anthony Wellington, the Mayor of Blackwell.

The house is a large, two story affair. It has had most of its windows recently replaced and was in the process of being repainted when the Lawson family left.

THE CROMGUARD HOUSE

Although the house will appear empty even after a good search, it is not unoccupied. Two guardians remain in the house to serve as its protectors. First and foremost in the house is Joseph Cromguard, now in the body of a Rat-thing.

Joseph has free run of the house through a series of tunnels and burrows he has made in the walls. He is the prime reason for the Lawson's hardships and bad dreams. He is small, quick, and keen of mind. He still retains the knowledge he had in his original life, and it was through the use of such knowledge, and spells, that he was able to drive the Lawson family away. He used his Dream Sending spell to plague the family with nightmares, and his Touch of Nyogtha spell to further unnerve them. When that wasn't enough, Joseph attacked and killed the family dog and arranged for its grisly discovery.

Once the Investigators arrive, Joseph Cromguard will follow their every move and listen to their conversations. At first he will try to scare them away as he did the Lawson family, but if this doesn't work, he will take more direct steps. One of his favorite tricks is to use a skill he acquired after his transformation into a Rat-thing. Joseph has the ability to summon and control the large packs of rats which live in the house with them. Before

physically attacking a member of the group himself, he will most likely send a pack of rats after them when they are alone or asleep. If need be, Joseph the Rat-thing will confront the Investigators directly. It will use either his Clutch of Nyogtha spell, or jump upon a surprised victim and try to chew out their throat.

Seth Cromguard also haunts the house his family once owned. He shambles around in the petrified form of an undead thing. Although his strength and resistance to damage has been greatly increased by his unlife, he is pitifully slow and hideous to look at. Thus, he remains in the secret, underground chamber, where lies the Black Well of Nyogtha. Seth still acts as the head of the coven and his mind and use of spells are still powerful. The Investigators will only encounter Seth if they reach the secret worship chamber below the Cromguard house.

THE FIRST FLOOR

1. Foyer

The front room of the house is completely normal and no clues to the mystery will be discovered here. This airy room is sparsely furnished with only two, over-stuffed, high-backed, red chairs in each far corner. There is an antique grandfather clock on the east wall, next to the door to the family room. The clock is old and covered in dust but otherwise operable. The only odd thing about the clock is that the hour hand has stopped just after the number two and the minute hand is missing altogether. (The stopped grandfather clock means nothing to the adventure, but don't tell the players this, let them wonder about the significance of the missing minute hand).

2. Closet

Here is a large, walk-in closet. It smells of age, dust,

'Cromguard House' 2003 Richard Vowles



and wet wool. As soon as one of the Investigators opens the door, have that person make a Listen roll to hear the sounds of rats squeaking and scuttling away. The closet still has some old garments in it, as well as some newer coats too. (These coats belong to the Lawsons, who forgot about them when they left in a hurry).

If someone searches the closet and makes a Spot Hidden roll, they will find, far in the back, an old black coat. This coat will draw the Investigators attention due to the odd rust-colored stains on one of its sleeves (blood). Putting a hand into the coat's right side pocket will find a silver chain, that is too small for a grown person to wear, with a small cross attached to it. Oddly, the cross hangs upside down.

This cramped, claustrophobic room is the perfect place for Joseph to use his Control Rats ability and launch a surprise attack. With very little room to move, the victim would get -10% to all attack rolls, and just think, if Joseph could arrange to close or otherwise block the only door...

3. Main Hall

This room is dominated by the large staircase in the center of it that leads to the second floor. Next to the staircase sits the only piece of furniture in this room, another antique, overstuffed red chair. On the walls there are four paintings, each depicting quaint wooded landscapes. Examining the painting will reveal the signature of the artist: M. Cromguard, who is Margaret Cromguard, the late wife of Seth.

4. Stairs to the Second Floor

If Joseph the Rat-thing wants to harm one of the Investigators here, he could use his Touch of Nyogtha spell to coat one of the stairs in a slick, black slime. An Investigator walking on the stairs would have to make a DEX x4 check or fall for 1D4 damage. If the person was running it would be a DEX x2 check and the damage would be 1D6.

5. Small Bathroom

This room was in the process of being renovated when the Lawson family left. The new sink and toilet are in working order, but the floor was only partially replaced. Through some of the holes in the floor the naked support beams can be seen, covered only with cobwebs and dust.

This is another great place for one of Joseph's rat pack attacks. The rats would swarm out from under the

unfinished floor and attack the terrified Investigator who would most likely be alone and in a very (ahem) vulnerable position.

6. Dining Room

This room has most of its space taken up by the long dining table and the eight chairs around it that stand in the room's center. The dining room is less dusty than most of the other rooms in the house because it was used recently by the Lawsons. On the West wall, next to the double doors, sits a china cabinet with an antique set of plates and silverware. A large chandelier hangs over the dining table, but the rope that holds it is strong and it won't come down... unless it has a little help from Joseph.

The room is decorated with only one painting that sits on the north wall, near the double doors. It is a woodland scene that shows a young deer, a fawn, approaching a small pond as if to drink. This painting is also signed M. Cromguard.

7. Kitchen

This is the cleanest room in the house, having been fully washed and sanitized by Mrs. Lawson upon her family's arrival. Nothing noteworthy will be found here. The pantry in the kitchen will be a favorite spot for Joseph's mischief. He will use his Touch of Nyogtha spell on any food he finds there to spoil it. He is also likely to use that spell to make the water from the pipes turn into sickening, black scum.

8. Stairs to the Basement

The third step from the top has been rigged to collapse when someone steps on it. Joseph himself has gnawed through its wood to weaken it. The end result is that when a person is descending the stairs, they must make a DEX x3 check or else tumble the rest of the way down when that stair collapses. The fall will do 1D8 points of damage and a Luck roll is needed to avoid breaking an arm, a leg, or even their neck (Keeper's discretion).

9. Family Room

This large room is where the family spent most of its time. It has three chairs and two large, comfortable sofas. A set of end tables each holds a brass lamp and near the west wall stands a working grandfather clock. A large fireplace is in the east wall with a full assortment of fireplace tools next to it, and the floor is covered by

a deep, full carpet. On one of the walls hangs another painting of a deer. This one looks like a continuation of the other picture, now showing the young fawn drinking from the small, woodland pool. The Painting is also signed M. Cromguard

10. Study

This room has every inch of available wall space covered by bookshelves and books. Only two comfortable chairs are in the room, with a small desk, a reading table, and a reading lamp completing the furnishings.

Investigators immediately running to the bookshelves in search of elder tomes of arcane lore will be disappointed. All the books in this room are quite ordinary and have nothing to do with the Mythos. However, if a Spot Hidden roll is successful then an interesting find will be made. Next to the desk, on the floor, is found a small book. This book must have fallen off the desk and landed between the side of the desk and the wall, thereby hiding it from view. The book is entitled: Folklore of the New England Natives and is written by Professor A. Brown. If an Investigator flips through the book they will find a spot with a velvet bookmark in it (see Blackwell Handout 7).

The trouble that Joseph could cause in this room might come from above. On the top of one of the bookshelves sits a stone bust of an old and evil looking man, (funny enough, it is a bust of Joseph Cromguard himself, when he was human). While an Investigator searches the bookshelf, Joseph the Rat-thing might run unseen on top of the tall shelf and topple the heavy chunk or rock down onto the head of the person below. The Investigator is allowed a Dodge Skill roll to see if the bust misses them. If they fail, the heavy object will fall on their head for 1D4 damage.

11. Cromguard Shrine

Joseph the Rat-thing will not start any trouble here, for he wants to draw as little attention to this room as possible. This place looks like a small church devoted to Christianity, but in fact, it is a front for the evil worship of Nyogtha. The room is divided in two by a center isle, on each side of which are three pews. The windows in this room are stained glass and depict the birth, life, death, and rebirth of Jesus Christ. In the north part of the room is a small pulpit and altar on which sits a gigantic copy of the Holy Bible. Behind the altar on the wall is a large crucifix, measuring over six feet tall and four feet in width. The crucifix is mounted into the wall on a single iron bar. This holy symbol has been

desecrated by its use by the Cromguard family.

Having no faith in Christianity, and wishing to mock that religion, Seth Cromguard chose to use the sign of the crucifix as the trigger mechanism to gain access to the secret staircase that leads to the worship chamber of his real lord, Nyogtha. If the crucifix is pressed in and rotated counterclockwise until it is upside down, it will open a well-hidden door to the left of it. When the cross is fully inverted a strange black fluid will pour out of the eyes, ears, nose, mouth, and wounds of the plaster statue of Jesus that is mounted to the cross. This black slime will pool up under the inverted crucifix for just a few seconds, and then it will slip through the small cracks in the wood floor beneath it and disappear. This unnatural sight will cost viewers 0/1D3 SAN. If one of the Investigators is a particularly devout Christian, such blasphemy will cost them 1/1D6 SAN.

The Investigators can find out about the crucifix's secret mechanism in a number of ways. They might piece together the scattered clues about the coven's many references to an inverted cross from many sources. These include Elizabeth Lawson's disturbing drawings. The inverted crosses found in the closet of the Cromguard house and in the secret compartment in the Town Hall. There is also the broken altar with its Latin message in the burnt-out ruins of the Church of Twilight Contemplation. If the Investigators find none of these, or don't make the connection, examining the crucifix and making Spot Hidden, Mechanical Repair, and/or Idea rolls will produce the same results.

12. Hidden Stairway to Nyogtha's Worship Chamber

These old, stone-cut steps are covered in mold and filth and look like they haven't been used in years. The stairs descend for over forty feet, well below the house's normal basement.

THE SECOND FLOOR

1. Stairway to 1st Floor

This is the stairway that connects the first floor to the second. It is made of hard, well-polished wood and in good repair. Nothing of interest is found here and nothing interesting should happenunless Joseph Cromguard uses his Touch of Nyogtha spell on it as described earlier.

2. 2nd Floor Hall

This long, carpeted hall grants access to all the rooms on the second floor. There are several paintings of woodland landscapes, and another one of those strange deer paintings. This one shows the young fawn turning away from the pool in haste and beginning to flee. The still waters of the pool are now blacker than before, and it appears that some large, dark shape is submerged in the pond. This painting is also signed M. Cromguard.

3. Mark Lawson's Room

This is the bedroom used by Mark Lawson when his family lived in this evil house. It is filled with all the things you would expect to find in a room of a twelve-year-old boy. Nothing out of the ordinary is found here, but this room, although surrounded in boyhood innocence, can be most deceiving. The danger that Joseph might cause the Investigators in this room could be very deadly indeed.

In his closet, Young Mark keeps a .22 rifle that his father gave to him last Christmas. It was his most prized possession, to him it signified he was no longer a boy, but now a man. Mark always kept the gun very clean, safely put away, and he never loaded it when in the house. Joseph Cromguard has now changed that.

The Rat-thing has toppled the rifle over and pointed the barrel at the door. He then raised the barrel with some of the child's clothes and toys, so that it now points up at an angle. Finally, he loaded it with a single bullet. What the horrid little creature plans to do is when an Investigator opens the door to the closet he will trip the trigger. The rifle has a 40% chance of hitting the unknowing victim for 1D6+2 points of damage. Once the rifle shoots, whether it hits or not, Joseph will scamper away into one of his tunnels in the boy's closet.

4. Elizabeth Lawson's Room

This room was used by the Lawson girl when her family stayed here. It is cluttered with toys, dolls, and children's picture books. When the Investigators search this room they will find some of Elizabeth's strange drawings. If the group has not received (Blackwell Papers 1) yet, they will find it here. If they already have it, then they just find more of the same disturbing pictures.

5. Storage Room

This room was used by the Lawson family as a place to store the odds and ends they found in the house when

they moved in. Inside, the group will find a lot of old stuff that once belonged to the Cromguard family. Most of the items are junk and of little interest to the Investigators, but if someone makes a Spot Hidden roll, then they have found an old, torn painting put far away in the back of the room.

The painting is signed, like most of the others in the house, by M. Cromguard. This one is a family portrait of four people. It shows Reverend Seth, his wife, Margaret, their daughter, Amelia, and another person, who's identity is hard to discern. That unknown person in the picture is a young Roderick, but for some reason, the boy's face has been ripped out of the painting. (Actually, Roderick's face has been chewed out by the Rat-thing, Joseph, in a fit of rage.) When the Lawsons moved in, this painting had hung in the family room, but for obvious reasons they moved it to this storage room.

6. Bathroom

This is a full bathroom. It looks brand new and most of it is. It was just completed a few days before the Lawson family left. The only thing unusual about this bathroom is that the mirror above the sink is shattered and some of the shards have dried blood on them. (Harry Lawson did this during one of his sleepwalking episodes, but the group won't know this.)

7. Art Studio

This room was used by Seth's wife, Margaret, to paint her strange and morbid pictures. It has remained pretty much the same as it was before the Cromguards were killed by their son. The Lawson family did not get around to cleaning out this room before they left, so it is still cluttered with easels, paints, brushes, and paintings both complete and unfinished. If the Investigators search the room and one succeeds in Spot Hidden roll, then they have found the last of the deer paintings. This one shows a large tentacle of pure blackness exploding out of the pond of water and grabbing the deer. The thing has wrapped itself around the neck of the terrified fawn, and is drawing the deer back towards the pool's dark depths. That horrible piece of art is painted with such realism and attention to detail that it appears more like a photograph than a painting. Those who see it will lose 0/1D3 SAN.

8. Game Room

This room was turned into a game room by the original owners, the Cromguards. The games in this room

have not been used in many years and are in a state of disarray. There is a pool table that stands in the center of the room. On one of the walls hangs an old dart board. A small table with a brass light hanging over it is in another corner. The table has four chairs around it and a small black box in its center that holds a nice set of playing cards and chips. Finally, an antique chessboard sits on a table with two chairs by it, in another corner of the room. The pieces are placed in various spots on the board or next to it, as if a game was in play. All the pieces are present, except one of the black bishops.

9. The Ruined Room

When the Investigators approach this room they will notice a rug has been snugly pressed into the crack under the door from the hallway side. The reason for the rug is that the room beyond is an utter mess and smells awful. Cobwebs, dust, and other filth cover every inch of space in here. Windows are cracked or missing, paint is peeling, and wood is warping from exposure to the elements. Strange mold grows in patches on the walls and a pungent odor hangs heavy in the air. Worst of all are the amounts of rat droppings that cover the floor. Piles of rat feces are all over the room, most are years old, but some are still fresh.

If the Investigators dare to venture inside they will see that this was once a bedroom. All the furniture is broken and lies around the room in moldering heaps. Searching the piles of debris and making a Natural History roll will show that the furniture has been gnawed through by what appears to be rats. Searching the room will also uncover several new rat-traps that were laid by Harry Lawson when he lived here. None of the traps hold any rats. Everything else in the room has been far too damaged to be of any use to the group.

This room once was the bedroom of Roderick Cromguard, and this is why it is in such a shambles. After the boy killed his family and ran away, Joseph took his rage out on this room. To this day, whenever the Rat-thing is in a nasty mood and has nothing or no one to torment, he will go to Roderick's old room and find something to destroy.

10. Master Bedroom

This is the room used by the Lawson couple as well as many Cromguards. The room is large, clean, and normal. No item of the Mythos or clue to the mystery of the Cromguard house will be found here. It is furnished with a king sized bed, two solid oak dressers, a desk, and a chair. Danger can come to this room by way of a

'Stairs Down' 2003 Marcus D. Bone



large standing mirror that is in one of the corners of the room. This huge, antique, looking-glass is over seven feet tall and is two-and-a-half feet wide. The mirror stands on four wooden claw feet, evenly spaced apart to support its bulk, but three of the legs have been mostly gnawed through by Joseph. So, with only a little push on the mirror from behind, the whole thing would topple forward.

This is just what Joseph will do if given the chance. Anyone unlucky enough to be in front of the mirror as it falls must make a successful Dodge roll to get out of its way. If they fail, the mirror will hit them, shatter, and do 1D6+1 points of damage. After the mirror falls,

RODERICK CROMGUARD'S JOURNAL

Language: English

Cthulhu Mythos: +5%*

Spells: Create Tikkoun Elixir; Elder Sign.

SAN Loss: 1D3/1D6

Study Time: 1 week.

This small book (see Blackwell Handout 8) is the most recent journal of Roderick Cromguard and tells of his fight against all things dark and deadly. It briefly retells the story of him murdering his family and his flight from the town of Blackwell. There are some stories on some of Roderick's other battles with the forces of the Mythos, two names mentioned numerous times are Nyogtha and Nyarlathotep. The last few pages tell of Roderick's plan to return to his home, to use the Elder Sign spell to seal the well of Nyogtha, to use the Tikkoun Elixir on the creature if it shows its self, and then to blowup his ancestral home.

EXCERPTS FROM THE TOME OF UNTOLD SINS

Language: English, Latin, and German

Cthulhu Mythos: +10%*

Spells: Call Nyogtha, Contact Nyarlathotep, Contact Nyogtha, Dread Curse of Azathoth, Summon/Control Dark Young.

SAN Loss: 1D4+1/1D8+1

Study Time: 15 weeks

This old book was written by Joseph Cromguard in an unknown year. By his own admission, he copied most of its contents it from a strange and bizarre book he had access to in a monastery in Northern Prussia. According to Joseph, the Tome of Untold Sins has been penned by many different authors, over countless years, and in a handful of languages. Cromguard paid special attention to passages of the book referring to dark gods and forces of evil. His hope was to find an alien source of supreme power and intelligence to act as his lord, master, and teacher. Thus he moved to the New World in search for the "Thing That Should Not Be".

Most of this work is written in English, but key parts are still in their original Latin or German. This can make deciphering the tome extremely difficult. If the reader can not understand any of the languages, then it will affect the amount of Mythos% they receive and the number of Spells available to them to learn, but the SAN cost will remain the same.

Investigators will get a chance to make a Spot Hidden roll in order to see a large rat scampering into a hole in the wall.

THE BASEMENT

The basement of the Cromguard house is one large room, and normal in every way. It is damp, musty, shrouded in cobwebs, and the squeaking of countless rats come from the dark corners of the room. (This would be a great place for Joseph to launch one of his rat pack attacks, drawing 1D6+4 packs of rats instead of the usual 1D6+2). The whole room is cluttered with many old boxes filled with useless junk. The only useful information that will come from the Investigators visiting the basement will happen only if one Investigator makes a Navigation, or Architecture roll. If one of those rolls succeeds, then that person will find that the basement is not as big as it should be, that is to say, it is not as long as the house above it. It is ten feet shy on the Eastern end. This is because the secret stairway that connects the family shrine to Nyogtha's worship room is there. This might be the clue the Investigators need to solve the mystery.

THE SECRET UNDERGROUND LAIR

1. Stairway to 1st Floor

When the Investigators continue to descend these stairs, they will get the chance to meet Joseph Cromguard the Rat-thing face to face. If this evil creature has not already been killed by the Investigators earlier in the scenario he will be waiting just at the end of the stairs with a large group of rats for the party. This mob of rats consists of seven (7) packs that will rush at the first person descending the stairs. While the rats keep the Investigators busy, Joseph will use his Clutch of Nyogtha spell against one of the larger or better armed members of the group. Once the rat packs are defeated or Joseph is low on magic points, he will attack, targeting the weakest or most wounded person for his savage assault. Joseph will fight on until killed for he doesn't fear death.

2. Nyogtha's Worship Chamber

This large room is used by the Church of Twilight Contemplation to worship Nyogtha. The walls are rough hewn stone and covered in a disgusting, damp mold. The floor is barren earth, upon which much blood, and a strange black ichor, has been spilt over the years. The only source of illumination for the subterranean room

comes from the low-burning lanterns set into the walls, spaced fifteen feet apart. In the center of the room stands a circular wall of stone two feet in height and twelve feet in diameter. Stained with ages of dark ooze, this foul stonework is the well to the stygian world of Nyogtha.

Once the Investigators reach this room, it is up to the Keeper to decide on how this scenario will proceed from that point on. Only one certainty exists and that is the discovery of, and the resulting confrontation with, the undead horror of Seth Cromguard. This abysmal creature never leaves his lord's lair and will attack any unwanted intruders without hesitation or mercy. Below is a list of possible ways this part of the adventure can be played. The Keeper should choose any of the following suggestions, or use a variation of one of these ideas.

On the Other Coven Members: Three possibilities exist in dealing with the other members of the coven when the Investigators discover Nyogtha's worship chamber. First off, they might not be found beneath the Cromguard house at all. The Investigators could very well have their hands full with Joseph the Rat-thing, Seth the undead-thing, and possibly even Nyogtha. If the Investigators are having a hard enough time just dealing with the Cromguards, the Keeper should not include any of the other members of the Church of Twilight Contemplation during this part of the adventure. Instead, they should be saved for later, as a nasty surprise when least expected. Remember, if any of the coven still lives when the Investigators leave Blackwell, then the adventure is not quite finished, and Nyogtha and its evil church could return.

If the Keeper wants to make the ending a bit more challenging, then the Investigators should find a few members of the coven in the underground chamber in addition to Seth Cromguard. Because Seth is confined to this secret room, the other witches often come down here to speak with him, since he is still the leader of the Church of Twilight Contemplation. The Keeper should choose one to three of the living members of the coven that will be present when the Investigators discover this room. These "extras" will join in the battle to protect their God's lair and will fight to the death in doing so.

Finally, tough Keepers will want the entire coven in the worship room with Seth when the Investigators stumble upon them. Perhaps the witches are in the midst of a black Sabbath, or even in the process of calling forth their dark lord, Nyogtha. Whatever the case, it is important to remember that each member of the coven is powerful and deadly in their own right and they should be played that way. If the Keeper chooses to use this

possibility, the Investigators are in for a very hard time.

On the Presence of Nyogtha: There are also three possibilities on how the Keeper can deal with the threat of Nyogtha. First, Nyogtha might already be in the well room when the Investigators find it. Seth could be tending to his dark god in some awful, unspeakable way. The Great Old One could be accepting praise, or a sacrifice, or perhaps just checking up on his little witches. Needless to say, if the Keeper chooses this option, the Investigators better act quick, or else a huge moving mass of living blackness will roll right over them.

The Second option is to have the coven in the middle of calling their god from its well when the Investigators find them. This should include some or all the surviving members of the coven. The undead form of Seth Cromguard will be leading the other members in the chant to bring up Nyogtha from the dark depths below. If Sheriff Hicks is still alive at this point, he should definitely be one of the witches in attendance, as he will be assigned to protect the others with his .38 and his formidable array of spells. The sheriff will be partially concealed (-20% to hit him) in the tunnel that leads to the surface and he will either try to cripple an opponent with his Wither Limb spell or kill them with the Clutch of Nyogtha. As for the other coven members, they will try to ignore the Investigators and concentrate on the Call Nyogtha spell, but if one of them are shot or slain, all but one (most likely Seth) will stop chanting and join in the battle against the intruders.

If the Keeper chooses this option, then the author recommends that a countdown should take place until Nyogtha appears. This means that 20 rounds after the Investigators get past Joseph the Rat-thing on the stairs, the Great Old One will emerge from its well. This will happen even if all the witches are dead. The Investigators will be warned of Nyogtha's coming by a low rumbling sound issuing out of the well that will begin five rounds before the Great Old One emerges. If the Investigators have enough time to use the Elder Sign spell on the well, it will block Nyogtha's path and trap it. If not, then the Tikkoun elixir will be needed to drive the evil creature back to hell.

The third option is to have Nyogtha appear after the battle is over. Once Seth and any other coven members present have been killed, the Investigators might then take the time to search the rest of the room. Assume that the Great Old One was drawn to the sounds of the fight, and that once it is finished, and the Investigators are otherwise preoccupied, Nyogtha will silently slip out of its well and then attack the players by surprise. This can be avoided if the Investigators quickly seal the mouth

of the well with the Elder Sign spell after Seth and his followers are dead.

3. Seth's Resting Area

This is where the undead priest Seth rests when not serving his coven or Nyogtha. It is nothing more than a pile of filthy, matted straw, strewn with odds and ends, bits of junk and scattered bones. Amidst this clutter is found two old books. One tome is bound in brown leather and entitled; *Excerpts From The Tome Of Untold Sins*. This book is described in detail in the sidebar. The other tome is completely black and contains only a large list of names and dates penned in red "ink". Anyone making an Occult roll will know that this is an infamous "Black Book" used by witches to sign their pact with the devil, or in this case, Nyogtha. They will then also surmise that the red ink used, is in fact, the witches' own blood. Inside the book are many names dating as far back as 1751 and anyone who scans the book and succeeds in an Idea roll will recognize many of the same family names are repeated over and over. These are Cromguard; Hicks; Smyth; Wellington; Willman; and March, who's last surviving heir was Albert, the man who originally bought the Cromguard house with the money of the Allen & Rowan reality company.

Finally, an Investigator searching this area who also makes a Spot Hidden roll, will find a small black stone tied to a piece of leather, like a necklace. This unusual amulet has nothing inscribed on it and looks like a harmless piece of oddly-shaped, ebony stone. If an Investigator puts the necklace on, the black stone will dissolve into a strange, foul-smelling, slime that will be absorbed into the person's skin. That Investigator will feel a cold sensation spread throughout their body and will lose 1D4/1D8 SAN from the horrifying experience. Afterwards, that cursed individual will gain one point of POW, but will start to have dreams of blackened tunnels in the earth and of an infinite darkness. (Nyogtha has now taken special notice of that Investigator and can do any of the following; haunt their dreams, try to convert them to his worship with promises of power; or send other witches to kill them.)

4. Secret Tunnel To Surface

This long, dark tunnel is the means by which the other members of the coven gain access to the worship chamber beneath the Cromguard house. The outside entrance to this tunnel is over 70 yards south of the house, carefully hidden in the woods. It is highly unlikely that the Investigators could have found this tunnel from the

outside. The only way they will gain access to Nyogtha's worship room is through use of the secret stairway behind the cross in the shrine.

COMPLETING THE ADVENTURE

This story can be brought to an end in various ways but only fully completed if the well of Nyogtha is sealed with the Elder Sign spell and all members of the coven are killed or imprisoned. If the well is not sealed then the dark lord will simply form a new coven if all the members of its current one are killed. If just the house is destroyed then that might kill some of the coven and hamper their access to the well, but they will set about reaching the well in other ways and will only be delayed a short time. If the Well is sealed but some of the coven still live then the surviving members will do whatever it takes to remove the Elder Sign from the well. In time they will succeed and Nyogtha will have access to the town of Blackwell again.

REWARDS

If the Investigators think they have stopped the menace of Nyogtha and the Church of Twilight Contemplation, but have left one of the previous ways open for the coven to return, then they will temporality gain 1D10 SAN points. Within the following year, they will read stories of disappearances happening once again in the town of Blackwell, Maine. For every story they hear or read they will lose 1D3 SAN, for they know the real reason behind the disappearances. If the Investigators completely stop Nyogtha and his evil Church, then each Investigator gains 2D10 SAN for stopping a major threat of the Mythos.

NEW MAGIC

Create Tikkoun Elixir: this spell is used to create the strange Tikkoun Elixir used to drive away the Great Old One, Nyogtha. Once the elixir is made, it is placed in a glass vial then hurled at Nyogtha. If the creature is struck by the vial, it will retreat back down into the dark earth from whence it came. The exact ingredients of the elixir are left up to the Keeper, but there should be at least six of them, and they should be exotic and hard to obtain. According to some traditions, Holy Water is said to be ingredient, where as others say that the slimy, black film left by Nyogtha's presence has to be added to the formula if the elixir is to work. In any regard, the creator of the elixir must enchant it with his life's essence in order for it to work. Thereby the spell costs 1D3 SAN and 1 permanent point of POW per vial of the

elixir made.

The Touch of Nyogtha: by use of this spell the caster can coat an object or area with a sickening slime. This substance is totally black, smells absolutely awful, is quite slippery, and degenerative in nature. The slime can be used to coat an object that is being held by a person in an attempt to have them drop it, or in coating the floor a person might slip and fall. If the black ichor is used on food or any plant matter it will decay and rot in a matter of minutes. If cast upon another's open wounds they will become severely infected. The smell of the slime is nauseating and those who are near it must make a CON x4 or less roll or else become sick. This spell costs the caster 1D4 SAN per use and 1 MP for every 3 points of SIZ the object has that the caster wishes to cover.

NPC STATISTICS - THE LIVING CHURCH

SHERIFF MICHAEL HICKS - COVEN GUARDIAN AND ENFORCER

Sex: M Age: 44

STR: 17 DEX: 12 APP: 9 CON: 14

SIZ: 18 INT: 13 POW: 15 EDU: 12

HP: 16 Sanity: 10

Damage Bonus: +1D6

Skills: Climb 36%; Cthulhu Mythos 43%; Interrogation 75%; Latin 58%; Law 55%; Listen 60%; Sneak 60%.

Spells: Clutch of Nyogtha; Contact Nyogtha; Deflect Harm; Whither Limb.

Weapons:

Fist/ Punch 75%, damage 1D3+1D6.

.38 Revolver 70%, damage 1D10

The Hicks family has lived in Blackwell since its founding, and they have always served as protectors. For the town, the family has held the title of sheriff for generations, but at the same time, they have also filled the role of guardian for Nyogtha's coven. Michael is the latest member of his family to hold both titles, and the man is quite efficient at both roles. Michael is a huge man, standing over six foot six inches, and is well muscled. Add his high POW score into the mix and Hicks is quite a challenge for any Investigator.

LILLY WILLMAN - ELDER EVIL

Sex: F Age: age 138 (claims to be 65)

STR: 6 DEX: 10 APP: 6 CON: 10

SIZ: 8 INT: 17 POW: 22 EDU: 22

HP: 9 Sanity: 10

Damage Bonus: -1D4

Skills: Alchemy 48% Astronomy 57%; Chant 30%;

Cthulhu Mythos 79%; Fast Talk 54%; French 32%; German 54%; Herbalist 73%; History 60%; Latin 75%; Library Use 91%; Occult 70%; Organize Cult 57%; Persuade 62%; Poisons 48%; Psychology 50%.

Spells: Call Nyogtha; Clutch of Nyogtha; Consume Likeness; Contact Nyarlathotep; Contact Nyogtha; Create Zombie; Dampen Light; Deflect Harm; Dominate; Dread Curse of Azathoth; Enthral Victim; Implant Fear; Send Dream; Summon/Bind Dark Young; Touch of Nyogtha

Weapons: Sacrificial Dagger 50%, damage 1D6+1-1D4.

Lilly Willman looks like everyone's grandmother, but is in fact a ruthless and cold-hearted master of black magic. The Willman family has long served Nyogtha and has always held a high position in the coven. Lilly is the oldest and most powerful living member of the church, and through the use of her foul magic, she intends to stay around for many years to come. When outside of the Cromguard house, Lilly is considered to be the leader of the coven and her word is law. This is not only done out of respect for her great age, but also out of the fear of her great wrath.

MAYOR ANTHONY WELLINGTON - POLITICIAN OF PAIN

Sex: M Age: 49

STR: 12 DEX: 9 APP: 10 CON: 13

SIZ: 15 INT: 9 POW: 12 EDU: 16

HP: 14 Sanity: 10

Damage Bonus: +1D4

Skills: Astronomy 35%; Cthulhu Mythos 58%; Fast Talk 84%; Latin 55%; Law 42% Occult 50% Persuade 86%; Photography 60%; Politics 65%; Spot Hidden 34%; Torture 88%

Spells: Call Nyogtha; Contact Nyogtha; Dominate; Touch of Nyogtha.

Weapons: Bull Whip 65%, damage 1D3+ entangle on impale as per grapple rules.

Anthony is the official head of the town of Blackwell, but in truth he is nothing more than a puppet for Seth Cromguard and their master, Nyogtha. For this position, Anthony is perfect. He's not very intelligent, nor strong willed, and is easily dominated by other members of the coven (especially his wife) but Mr. Wellington does have the gift for persuading others. That talent is the only reason the church does not do away with the man, but the line between the man's usefulness, and the potential trouble he could cause the coven is tested by Anthony's sadistic obsession with inflicting pain on others. The man's diabolical desires have to be quenched daily. Most of the time he will turn to his wife Susan to fulfill his needs, but sometimes the urge to inflict great pain

comes over him. At times like these, he has turned to kidnapping locals from town and, after torturing them for days, Anthony will finally kill them then let his wife "get rid" of the evidence.

SUSAN WELLINGTON, - DEADLY AND DIABOLICAL BEAUTY

Sex: F Age: 24

STR: 9 DEX: 14 APP: 17 CON: 18

SIZ: 9 INT: 16 POW: 16 EDU: 12

HP: 14 Sanity: 10

Damage Bonus: nil

Skills: Art (singing) 40%; Cthulhu Mythos 51%; Endure Pain 80%; Feign Interest 59%; Latin 40%; Occult 42%; Persuade 69%; Photography 67%; Seduce 78%; Short Hand 50%; Spot Hidden 45%.

Spells: Consume Likeness; Contact Nyogtha; Dominate; Mesmerize.

Weapons: .22 Automatic Pistol 50%, damage 1D6.

Susan is the newest member of the coven and has no family tradition of black magic. Susan was only fourteen when she was kidnapped by Anthony Wellington. She withstood over seven weeks of unimaginable pain and suffering, longer than any of Anthony's other victims. This at first infuriated the mayor, then aroused him, and then finally he developed a sick love for his prisoner. Susan was offered a choice between becoming Mrs. Wellington or dying. By that time, the young girl was driven quite insane so she agreed to marry him, and become a willing participant in Anthony's sick fantasies. She is now a deadly addition to the coven, due in large part to an interesting side effect that her tortures had produced in her.

For weeks, Susan was forced to eat pieces of Anthony's less fortunate victims. As a result, she developed a taste for human flesh. This taste, combined with the Consume Likeness spell, has given the woman the ability to assume the form of the thirty-three people whom she has devoured during her life. This makes Susan quite an efficient spy and assassin when the need arises.

DR. GEORGE SMYTH - DEVIANT DOCTOR

Sex: M Age: 60

STR: 10 DEX: 11 APP: 11 CON: 10

SIZ: 12 INT: 18 POW: 17 EDU: 20

HP: 11 Sanity: 10

Damage Bonus: nil

Skills: Anatomy 80%; Chemistry 65%; Cthulhu Mythos 64%; Fake Sympathy 55%; First Aid 76%; Latin 67%; Library Use 45%; Medicine 78%; Occult 56%; Pathology 65%; Pharmacy 61%; Psychology 60%; Spot Hidden 45%.

Spells: Call Nyogtha; Contact Nyogtha; Create Zombie; Deflect Harm; Remortification; Summon/Bind Dark Young; Voorish Sign.

Weapons:

Scalpel 60%, damage 1D4+1

Syringe 50%, damage injects POT 15 poison

Cold, unfeeling, and cruel. These are not the traits you would expect in a doctor, but the perfect ingredients for a member of the Church of Twilight Contemplation. George has been a member of the coven for over forty years and has used his medical training to serve their needs many times over. He has quietly killed those who would raise questions if they suddenly disappeared while they were under his care. He has sometimes raised zombies for the coven's plans on many different occasions. And as the only source of medical aid in town, he is placed in an ideal position to inflict great harm onto the Investigators, if the church wishes it.

NPC STATISTICS - THE DEAD AND DAMNED

JOSEPH CROMGUARD - 326 YEAR OLD RAT-THING

STR: 3 DEX: 22 CON: 7 SIZ: 1 INT: 22 POW: 20

HP: 4 Move: 12

Damage Bonus: -1D6

Attacks: Bite 45%, damage 1D3. Gnaw, automatic success after Bite, damage 1D4 per round.

Armour: None, but subtract 40% from the chance to hit a running Rat-thing, and subtract 20% from the chance to hit one attached to someone.

Spells: Clutch of Nyogtha; Contact Nyogtha; Implant Fear; Send Dream; Touch of Nyogtha.

Skills: Command Rats 99%; Cthulhu Mythos 83%; Dodge 95%; Hide 80%; Hear Noise 85%; Sneak 80%; Track by Smell 65%.

Sanity Loss: 0/1D6 Sanity points to see a rat-thing.

The man responsible for the founding of Blackwell and the start of the coven, Joseph is still very much an active member of the Cromguard family. Having died many years ago of natural causes has not stopped this evil man, it only caused his transformation into the hideous body of a rat-thing. Although unpleasant to look at, Joseph's new body has granted him an eternal life to serve his master and to continue his life's work of evil.

SETH CROMGUARD - UNDEAD PRIEST OF NYOGTHA

STR: 21 DEX: 4 CON: 25 SIZ: 11 INT: 14 POW: 18

HP: 18 Move: 6

Damage Bonus: +1D6

Attacks: Claw and Pummel 40%, damage 1D8+1D6

Armour: All physical attacks do minimum damage possible.

Spells: Call Nyogtha; Contact Nyarlathotep; Contact Nyogtha; Dampen Light; Dread Curse of Azathoth; Voorish Sign; Wither Limb.

Skills: Cackle Menacingly 65%; Cthulhu Mythos 81%; German 50%; Hear Noise 60%; Latin 73%; Occult 50%; Organize Cult 78%.

Sanity Loss: 1/1D8 Sanity points to see this undead horror.

Seth was the head of the coven when his son, Roderick, turned against his heritage and tried to destroy the coven. That fateful night resulted in the death of Seth and later in the destruction of the church, but Seth was not forsaken by his dark lord, for Nyogtha knew that the damaged coven would need a strong leader now more than ever. So Seth was returned to the coven, but he was not given a new form of a rat-thing, rather he was left in the rotting shell of his dead body as a reminder that he did fail in his duties. Since then, Seth's corpse has petrified and his skin has become like stone. This has made the leader of the coven resilient to damage, but also makes him extremely hideous to look at and very slow to move.

THE THING THAT SHOULD NOT BE - THE LORD OF THE COVEN (NYOGTHA, GREAT OLD ONE)

STR: 85 DEX: 20 CON: 40 SIZ: 80 INT: 20 POW: 28
HP: 60 Move: 10

Damage Bonus: N/A

Attacks: Tentacle 100%, damage 1D10 to all targets in 10 yard area or entrap and grapple a single person.

Armour: Nyogtha ignores the first 10 points of damage received each round from all sources; at zero hit points, Nyogtha is dispelled and will leave.

Spells: All Mythos spells.

Sanity Loss: 1D6/1D20 Sanity points to see Nyogtha.

NPC STATISTICS - FRIENDS, ALLIES, AND COMMON FOLK

HARRY LAWSON - TROUBLED FRIEND

Sex: M *Age:* 34

STR: 13 DEX: 12 APP: 11 CON: 10
SIZ: 13 INT: 16 POW: 12 EDU: 16

HP: 12 *Sanity:* 51

Damage Bonus: +1D4

Skills: Craft: Carpentry 45%, Electrical Repair 30%, Mechanical Repair 40%, Fast Talk 65%, Credit Rating 35%

DOLORES FRAND - HELPFUL RECEPTIONIST

Sex: F *Age:* 56

STR: 8 DEX: 11 APP: 12 CON: 12

SIZ: 14 INT: 15 POW: 13 EDU: 14

HP: 13 *Sanity:* 70

Damage Bonus: nil

Skills: Act Properly 22%, Gossip 24%, First Aid 12%

DEPUTY HAROLD SWAN - RELUCTANT HERO

Sex: M *Age:* 22

STR: 14 DEX: 16 APP: 14 CON: 14

SIZ: 12 INT: 14 POW: 11 EDU: 12

HP: 13 *Sanity:* 43

Damage Bonus: +1D4

Skills: Climb 48%, First Aid 41%; Follow Orders 65%; Hear Noise 50%; Hide 60%; History 40%; Law 65%; Sneak 48%; Spot Hidden 37%; Throw 62%; Turn Blind Eye 75%.

Weapons:

.38 Revolver 50%, damage 1D10.

12-Gauge Shotgun 45%, damage 4D6.

Young, good looking, smart, and physically fit, Harold would make a good ally to the Investigators if they can convince him of the evil that infests Blackwell. Like most residents of this cursed little town, Harold has turned a blind eye to many aspects of life in Blackwell. But, the man is devoted to serving those he swore to protect, and it is through that route that the Investigators may gain his trust. Note: Harold's older brother disappeared many years ago and that event has haunted the deputy for most of his life. Deep down inside, he blames the Cromguard's and their "haunted" house for his brother's disappearance, but what he does not know, is that his brother died in Mayor Wellington's basement of terror and was consumed by a very young Susan Wellington. This gives Mrs. Wellington the ability to assume the appearance of Harold's long dead brother and if she does that, the effects on Harold's sanity will be devastating.

MARY CARTER - WAITRESS AND TOWN GOSSIP

Sex: F *Age:* 37

STR: 9 DEX: 12 APP: 11 CON: 13

SIZ: 10 INT: 14 POW: 10 EDU: 13

HP: 12 *Sanity:* 50

Damage Bonus: nil

Skills: Conceal 25%, Gossip 60%, Waitress 60%, Fast Talk 20%, Psychology 15%, Throw 40%

EVARD CARTER - COOK AND QUIET HUSBAND

Sex: M *Age:* 42

STR: 14 DEX: 11 APP: 12 CON: 14

SIZ: 16 INT: 13 POW: 8 EDU: 14

HP: 15 Sanity: 58

Damage Bonus: +1D4

Skills: Listen 60%, Dodge 40%, Hide 25%, Natural History 20%, Grind Teeth 25%, Cook 45%

Weapons: Meat Cleaver 60%, damage 1D6+1D4.

MR. "OLD OZ" OSGOOD - STORE OWNER AND TOWN KOOK

Sex: M *Age:* 72

STR: 12 DEX: 7 APP: 10 CON: 6

SIZ: 12 INT: 12 POW: 11 EDU: 16

HP: 9 Sanity: 31

Damage Bonus: nil

Skills: Accounting 25%, Fast Talk 45%, Spin Good Yarn 34%, Psychology 3%, Cthulhu Mythos 5% (just by pure chance)

Weapons: .38 Revolver 30%, damage 1D10.

RODERICK CROMGUARD - AVENGER

Sex: M *Age:* 68

STR: 12 DEX: 9 APP: 5 CON: 13

SIZ: 12 INT: 16 POW: 17 EDU: 18

HP: 13 Sanity: 32

Damage Bonus: nil

Skills: Cthulhu Mythos 64%; First Aid 76%; French 32%; German 52%; Hear Noise 58%; Hide 52%; Latin 41%; Occult 77%; Psychology 60%; Sneak 35%; Spanish 29%; Spot Hidden 45%.

Spells: Bless Blade; Create Tikkoun Elixir; Elder Sign; Flesh Ward; Powder of Ibn-Ghazi.


Weapons:

Sword Cane 70%, damage 1D6.

.45 Revolver 65%, damage 1D10+2

Destined to be the next head of the coven, Roderick rebelled against his dark fate and in a night of righteous anger, murdered his entire family and ran away. Days later, he returned to burn the Church of Twilight Contemplation, as well as his ancestral home, to the ground. He succeeded in setting the church ablaze, but in the process his face was burnt. Unfortunately, he was stopped before he could destroy the Cromguard house and he fled into the night and was not heard from again

until this adventure. Between that time and now, Seth has tried to redeem himself in the eyes of God for the sins of his family. He has been a crusader against the dark forces of the Mythos for fifty years, but in that time he learned not to trust people. That is why he may or may not come to the Investigators for aid.

Roderick has in his possession an assortment of weapons and knowledge that may be of use to the Investigators even if he is dead. His sword cane has been enchanted with the Bless Blade spell so it can affect creatures immune to normal weapons. In one overcoat pocket is a glass vial containing the Tikkoun Elixir that can banish Nyogtha. He carries a journal in which he notes his important thoughts and actions (see Blackwell Handout 8). This book also contains the spells; Create Tikkoun Elixir and The Elder Sign (which he calls Sign of The Burning Eye). Finally, in his suitcase, Roderick has a dozen sticks of dynamite! These are bundled into four groups of three sticks each. Roderick planned to use this TNT to bring his family home down around the magically sealed well to Nyogtha to make sure no one would ever release the Thing That Should Not Be again. 

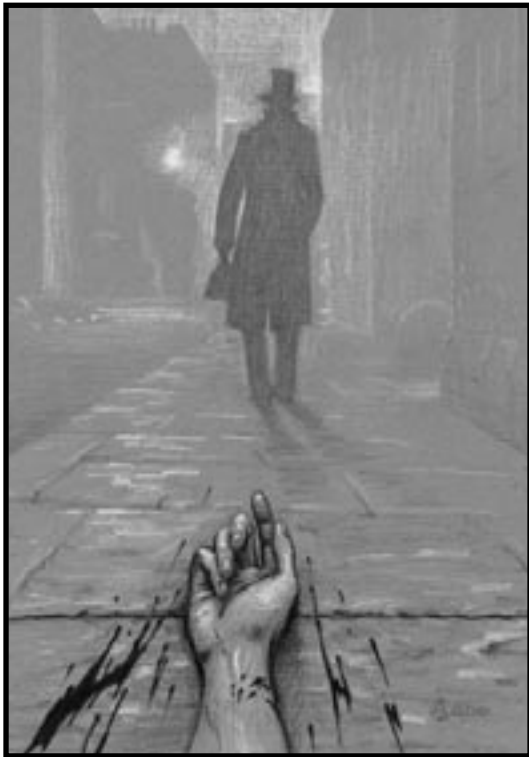
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The Blackwell Horror

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'A Host of Shadows' 2003 Alan M. Clark

General Hospital

(A D20 Adventure)

By J. Michael Tisdell

EDITOR'S NOTE

This adventure originally appeared in the July 2002 issue of *FICTIONAL REALITY* (<http://www.fictionalreality.org/>), another great fanzine supporting Fantasy and Science Fiction wargaming and various forms of roleplaying. It is republished here with the permission of the author.

INTRODUCTION

This is a short d20 Call of Cthulhu adventure for 2 or more Investigators. The adventure is set in Texas in the early 1930's, although with minor modifications, the story could be moved to the 1920's or even to a Delta Green or Cthulhu Now setting.

During this adventure the Investigators come upon the aftermath of a minor car accident and have to rush an injured man to the local hospital. Arriving at the hospital, the Investigators find themselves involved with a murder – and a ghost out for revenge.

BACKGROUND INFORMATION

Jasper General Hospital is a small medical center located at the edge of the township Jasper, Texas. Jasper itself is situated in the pine woods of eastern Texas. The hospital itself is rather unremarkable, however, there are reports of someone – or something – wandering the West wing's halls. Exactly one year ago, Elvis Green was brought to General Hospital with a gunshot wound. Sheriff Carter, who brought the injured Green in, said that he had been shot resisting arrest, after being questioned about the disappearance of a local eight year old girl, Sarah Agnees.

Dr. Cleave, the physician on duty, operated on Green. But the Doctor, whose twin sister had disappeared in strangely similar circumstance to those of Sarah's fifty years previously, intentional failed to seal the wound during the operation. As a result, Green died from internal bleeding two days later – in the West wing. With Green dead and the mutilated body of the missing girl found shortly afterwards, Sheriff Carter closed the case.

Now, on the anniversary of the murder, Green's spirit has returned to exact vengeance on Dr Cleave, Sheriff Carter, and the town of Jasper.

EVENTS

The following events should occur in the order given, with the pacing handled by the Keeper to ensure the game continues moving in a way does not overpower the players - the Investigators should be allowed time to investigate.

Below is a suggested hook to get the Investigators involved in the mystery.

INVOLVING THE INVESTIGATORS

Late one night, the Investigators are driving along a dark two-lane highway. As they round a corner, an elderly man (in his late seventies perhaps) is standing in the middle of the road. He is waving his handkerchief to get the party to stop. The man says his name is Elwood Barber. He is a farmer that lives on the outskirts of Jasper. This evening, Father Gideon from the local church, came to visit Elwood. After supper, they were sitting on the front porch talking about life and the changes in town when Father Gideon passed out.

Elwood quickly carried the Priest to his truck and started towards the local hospital. However, as he rounded the corner here, he lost control of the truck and wound up in the ditch. Unsure what to do, he has been standing on the road for about fifteen minutes hoping to flag someone down.

THE FARM TRUCK

The truck is front-down in the ditch and its front axle is broken. Father Gideon is in the passenger side of the truck's cabin. A quick examination reveals that Gideon is very pale and his breathing is shallow. A Heal check (DC 15) reveals that Gideon is unconscious, while a second successful Heal check (DC 20) will reveal that he is actually in a coma. Elwood Barber is also looking a little ashen and pale, but with all the excitement, a successful Spot check (DC 25) is required by the Investigators to notice.

ARRIVING AT THE HOSPITAL

Jasper General Hospital is located on the northern edge of town. It's a large single story building with two wings and a parking area in the rear. Nurse Estelle Todd meets the party when they bring the unconscious Priest in.

Todd will give the Priest a quick examination and then help the party move him into Room 1 (see the Hospital map on pg 54). During this time, Elwood Barber is starting to feel woozier and Investigators will notice his ungainly nature with a successful Spot check (DC 20).

If the party has missed Elwood's problems, he will collapse into a chair soon after Gideon is in bed. Nurse Todd becomes concerned at this and, again with the help of one or more of the Investigators, will place Elwood in a bed in Room 10 as a precaution. Elwood, however, is just exhausted from the night's events and Estelle will shoo anyone out of the Elwood's room, saying he needs his rest.

After taking care of the party's new friend, the Nurse will tell the closest Investigator that she is going to get the Doctor and admittance forms for Father Gideon. As she leaves, any of the party remaining with the Priest, should make a Listen check (DC 20). Those who succeed will hear a muffled cry coming from down the hall. If they leave the room immediately, they will see what appears to be a patient leaving Elwood's room and entering the one across the Hall. This is the ghost of Elvis Green exacting his revenge, but as the players are not aware of this yet no Sanity check is required for this sighting. If anyone tries to talk Green or to follow him, he ignores them and enters Room 7. However by the time the Investigator(s) reach the same room there is no sign of the man.

If none of the characters check on Elwood at this point, Nurse Todd returns and asks the party to fill out the admission forms, which take about 5 minutes to complete. If the 'patient' is described to her however she will say that either they were mistaken or, with a smile, that they must have seen the Hospital's ghost.

After completing the paperwork, Estelle will go to check on Elwood and will invite one of the Investigators to accompany her.

Note: Mrs. Dahl, the only other patient in the Wing (in Room 4) is sound asleep. If the Investigators wake her, she will not recall the cry and will not have seen Green.

ELWOOD'S ROOM

When the party enters Elwood's room, something doesn't feel right. Players with the Sensitive feat should make a test (DC 15). A player that passes this test will feel strangely cold in the room.

Meanwhile any Investigator that makes a successful Listen check (DC 25) will hear the faint sound of dripping from somewhere in the room.

Elwood is lying in the bed, with a woolen blanket pulled up to his shoulders. His face is ashen and is contorted into a horrible grimace. Pulling back the covers, the blanket and sheets are stuck together and make a wet sticking sound as they are pulled back. The bed is quickly covered with blood and some of it drips onto the floor (Sanity Loss of 0/1).

Even a cursory examination of Elwood shows that he is bleeding heavily from a small incision on the left side of his chest. A successful Heal check (DC 15) or a Spot check (DC 20) will reveal that the wound on Elwood's body is some sort of surgical incision.

Nurse Todd will approach the bed if no one else acts. She quickly checks Elwood's pulse and then goes to find Doctor Cleave, leaving the Investigators alone.

Investigators with a decent Medical skill or medical background can attempt to save their new friend's life, but (as Doctor Cleave discovers below) Elwood's old heart isn't sturdy enough to survive this sort of blood loss.

If any of the Investigators look around the room, a successful Spot check (DC 10) notices a bloodstain on the floor next to the bed.

THE DOCTOR ARRIVES

Within minutes Doctor Cleave arrives and ushers the party out of the room. Shortly afterwards he approaches them, wherever they may be waiting, and explains that poor Elwood has died, his old heart unable to take the strain of the blood loss.

He will then ask the party what happened to him and query if anyone operated on the poor man. After the questioning, Dr. Cleave asks Nurse Todd to call Sheriff Carter, insists that the Investigators return to Reception to wait for the law. Dr. Cleave remains with the body of Elwood.

As the group leaves Room 10, each should make a Spot check (DC 15). Those who succeed think they see something in Room 9, but again nothing is there when they look closer.

MEETING THE SHERIFF

Sheriff Carter arrives about 20 minutes after receiving the call. He is in a bit of a foul mood at being called out at this time of night and as any observant Investigator will notice, has not had a chance to tuck in his shirt yet.

Carter will question Nurse Todd and the Investigators about what has happened. Although he sounds like bit of a dimwitted oaf with his gruff Texan accent, the Sheriff is quite bright and is good at his job. He is not overly suspicious of the party as people die in hospitals all the time, but he is wary of anyone trying to pull a fast one on him.

He begins his investigation by asking Nurse Todd to confirm the nature of the emergency (to ensure that he has the facts straight) and then turns to the Investigators, asking them one by one what they saw, heard and believe happened here. At some point during this questioning, Dr. Cleave enters Reception.

Carter then questions Estelle. Nurse Todd will reveal that the wound on Elwood's body looks exactly like that of Elvis Green's, at which the Sheriff nods knowingly.

Investigators still listening to the Sheriff and the Nurse should make a Spot check (DC 20). Those who succeed see Dr. Cleave start and an odd reaction cross his face. Recovering he interrupts Estelle and tells the Sheriff that if he wants him he will be in his office. Once there, Cleave makes an entry in his journal.

After all the questions have been answered and the Investigators have had a chance to recover from the recent events, Sheriff Carter will state that, while he doesn't wish to detain them, he will require them to remain in the hospital until the situation is sorted out. No they aren't under arrest, but they can be if they give him any trouble.

At this point the Investigators are free to ask Estelle or Carter any questions they might have and both will answer as honestly as possible. At some point Carter will go and question Dr Cleave and with the physician, inspect the wound on Elwood's body.

ENCOUNTER WITH ENRIQUE

Just as the Investigators are settling in for a long boring night, Enrique, the janitor, comes running into the room where most of the characters and NPCs are gathered (most likely the Reception or Cafeteria). He will be out of breath and acting hysterical. Nurse Todd will fetch Doctor Cleave and, if he's not already in the room, Sheriff Carter.

Between gasps and sobs, Enrique will describe seeing the Ghost of West wing enter Room 4. The figure looked strangely familiar to Enrique, so he followed it into the room. He goes on to say that nobody but Mrs. Dahl, was in the room, but that she was stock still and pale white in her bed, the blankets pulled up to her neck. He say he approached her, asking if she was okay and then seeing signs of blood on the floor pulled back the sheets to discover that her and the bed were covered in blood.

Nurse Todd, Sheriff Carter, and Dr. Cleave will immediately start towards Room 4 and Carter will tell the Investigators and Enrique to stay where they are.

If questioned, Enrique will say that although he had seen, or thought he had seen the West wing ghost before, this time it looked more real, more substantial and reminded him of someone he should recongize, but couldn't. If asked for a description, Enrique describes Elvis Green well enough that any of the staff will be able to recall the murderer.

ROOM FOUR

If any of the Investigators follow the medical staff and the Sheriff regardless of Carter's comment, describe the following.

Mrs. Dahl is laying in the bed, a woolen blanket pulled back. Her face is ashen and like Elwood's has a horrible grimace upon it. Likewise she has bled to death from a small cut on the left side of her chest. The blankets and sheets, and in fact the entire bed, are covered with blood, some of which covers the floor (Sanity Loss 0/2).

A successful Heal check (DC 15) or a Spot check (DC 20) will reveal that the wound on Mrs. Dahl's body is a surgical incision, while with a successful Spot check (DC 10), a bloodstain can be found on the floor next to the bed.

After the initial shock of the scene Carter pushes the Investigator out of the room as the Doctor and Nurse try in vain to save the poor woman's life.

INVESTIGATING THE HOSPITAL

By now the Investigators should be aware that something not quite right is happening in the hospital and with the medical staff busy with the bodies and Carter trying to gather evidence from the murder scene, it is an excellence time for the players to find out for themselves what is going on.

The following descriptions correspond to locations on the Jasper General Hospital map (see page 54 below) and contain a number of items that may be of interest to the Investigators.

Parking Lot

There are currently 3 cars (in addition to that of the Investigators) in the lot and an older ambulance parked near the Emergency Room doors. These cars belong to Nurse Todd, Dr. Cleave, and Elizabeth Dahl respectively.

Reception

This area is about 20' square with a number of tables and chairs scattered about. Two pay phone booths are situated against the northern wall by the Business Office and there is a single reception desk in the middle of the room.

Nurse Todd works here nights, while a Nurse Schirmer handles the reception duties during the day.

There is a telephone on the reception desk which connects to a switchboard in the business office. The desk is complete with normal office items.

Business Office

The Business Office is about 30' long. There are four desks here for the office staff plus a switchboard. In addition, there are 12 4-drawer filing cabinets.

Eight of the filing cabinets contain patient records while the other four have business records.

Each desk has a typewriter, telephone, and numerous general office items.

FILE CABINET SIX

In the top drawer of cabinet 6 is the patient file for Elvis Green. It is not very thick and lists Dr. Cleave as the attending physician and Nurse Todd as the surgery nurse.

The cause of death is listed as "complications resulting from gunshot wound" and both Doctor Cleave, as the operating physician, and Sheriff Carter have signed the death certificate.

SECOND DESK

A successful Spot check (DC 25) will reveal that the corner of an old newspaper is sticking out of the left side drawer of the second desk.

This is the front page of a year-old copy of the Jasper Tribune, used as a draw liner. The headline and lead story on the page is about the discovery of Sarah Angees' body. The article includes information about Elvis Green and Sheriff Carter (see General Hospital Handout 1).

SWITCHBOARD

Taped to the side of the switchboard are Jasper's emergency numbers, this includes the Police station, the Fire Department, and Sheriff Carter's home phone.

Doctor's Office 1

This is Doctor Cleave's office and is where he keeps his personal medical records and books. There is a large couch along the east wall and a large desk against the north end of the room. Various potted plants are scattered around the office.

DESK

In the top right drawer of the desk, Dr. Cleave keeps a .38 revolver. It is loaded.

FILING CABINET

In the filing cabinet, a folder containing clippings from various newspapers about the Elvis Green incident (see General Hospital Handout 2, 3 & 4) can be found. While a subsequent successful Spot check (DC 20) will uncover a clipping from another event – the disappearance of Dr. Cleave's sister, Sissy, fifty-odd years previously (see General Hospital Handout 5).

POTTED PLANT

A thorough search or a successful Spot check (DC 24) will reveal that one of the plants can easily be removed from its pot. Under the plant is Dr. Cleave's Journal (see General Hospital Handout 6).

Doctor's Office 2

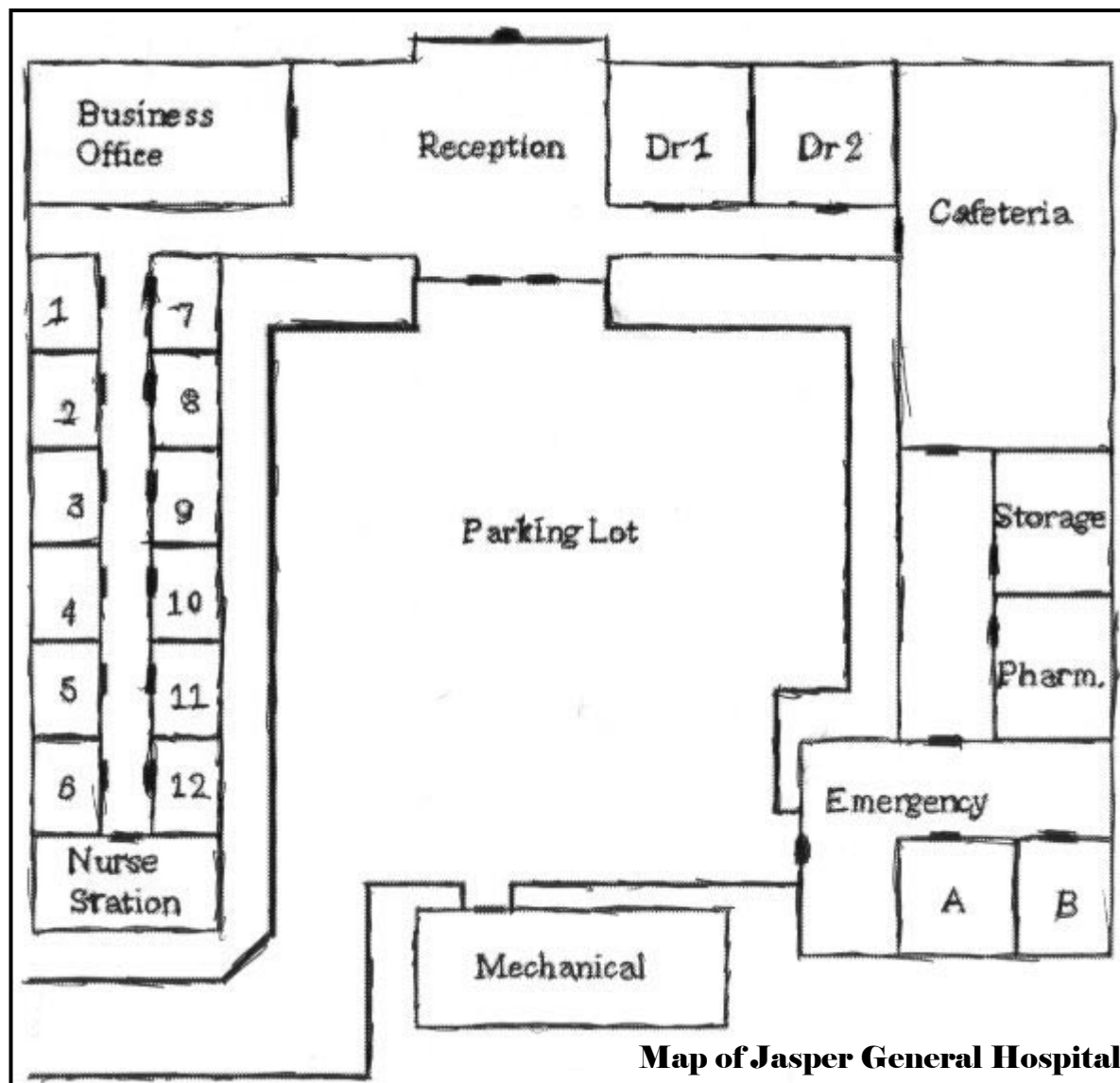
This is the office of Doctor Applegate, the attending physician for the day shift. It is of a similar layout to Dr. Cleave's, without the plants or incriminating evidence of course.

Cafeteria

The cafeteria and kitchen is large enough to fit about twenty people.

During the evening, sandwiches are available in the icebox and the institutional coffee pot is always full. Enrique Gomez, the night custodian, keeps the kitchen clean and keeps the pot full.

'General Hospital' 2003 By J. Michael Tisdell



Map of Jasper General Hospital

Storage

This room is full of custodial and office supplies.

Along one wall are a washer and dryer as well as shelves full of bed linen. An autoclave is also here.

Pharmacy

The door to the pharmacy is locked, but is not difficult to pick (Open Locks DC 15).

If opened, this room is laid out in a similar fashion to the Storage room. However, in place of the washer and dryer is a pair of electric refrigerators for storing medication (Enrique also has a few bottles of homemade beer hidden in here).

A successful search (Spot, DC 20) will reveal that a number of the prescription sleeping pill packets are empty. These have been taken by Dr. Cleave to help him sleep.

Emergency

The Emergency room is kept very clean and orderly. There are a few cabinets along the north wall where emergency supplies are stored but most of the area is open so as to not obstruct access to the Operating Theaters.

The outside doors to the Emergency room are locked, a testament to how quiet Jasper's emergency services really are. If these doors are approached from the outside a hand-written note can be seen, instructing people to see Nurse Todd in reception for assistance. There is also a crude map on the lower part of the note that directs them to the main hospital entrance.

Operating Theater A

This room is a modern (1930's), fully equipped Operating Theater. There is all the usual surgical equipment available and within easy reach.

Operating Theater B

This room is similar to A Theater and is the room where Dr. Cleave operated on Elvis Green. In the past month many of the hospital staff have reported that the room is cold and some have had the feeling that they are either being watched or are not alone.

With a successful Listen check (DC 20) from Investigators entering this theater, the faint sounds of an operation can be heard. The noise is distant, but voices can plainly

be distinguished and identified as those of Dr. Cleave and Nurse Todd.

With a successful Spot check (DC 24), a small bloodstain can be seen on the floor at the head of the operating table and with a successful Psychic Focus check (DC 15), a character with the Sensitive feat will get the impression that something very wrong happened in this room.

Mechanical

This large room holds the emergency power plant for the hospital. There is a workbench with various tools and a folding table and chair. This is where Enrique spends most of his downtime. There is a radio here tuned to a Spanish station.

Nurse's Station

This room is a combination locker area, break room, and materials storage. There is a large sofa here, as well as two cots and a small dinette with a hot plate and a sink. Along the northern wall are cabinets filled with medical equipment and some common drugs (the rest are in the Pharmacy).

Patient's Rooms

All of the Patient's Rooms are single occupancies outfitted with a bed, radio, wardrobe, toilet, and two sitting chairs. Each room also has a window covered at night with heavy curtains. Around the bed is a track for isolation drapes and a bedpan can be found under the bed. Unless otherwise noted below, all of the rooms are empty but prepared. Note that only rooms of interest are listed below.

ROOM ONE

This is the room in which Father Gideon is placed when he's brought to the hospital.

ROOM FOUR

Patient Elizabeth Dahl is staying in this room.

ROOM NINE

This is the room in which Elvis Green died and is currently empty. However on a successful Listen check (DC 20), the faint sounds of raspy and pained breathing can be heard and then with a successful Spot check (DC 24), a small bloodstain can be found on the floor at the foot of the bed.

Upon a successful Psychic Focus check (DC 10), a

character with the Sensitive feat will get impressions that the room is occupied by a non-corporeal force.

ROOM TEN

This is the room in which Nurse Todd places Elwood Barber.

AFTERMATH

Unless the Investigators can somehow stop Elvis Green he will slowly but surely kill off everyone in the hospital (the Investigators included) in an attempt to drive Dr Cleave insane. With each additional murder that occurs the Keeper must make a Sanity check for the Doctor. If he fails, he finds the pressure of knowing why and who is stalking the hospital unbearable and will return to his office to kill himself with his revolver.

If Cleave does commit suicide then Nurse Todd will reveal all and confess the actions of the Doctor. If Carter is still alive, he will arrest Nurse Todd as accessory to murder.

The arrest or suicide of Dr. Cleave and the arrest of Nurse Todd will satisfy the ghost and Elvis Green will not return. Sheriff Carter will clean up the mess, but he will suggest that the Investigators leave town as soon as possible.

If the party dispatches the ghost, Nurse Todd will confess to them what she knows and if they are still alive, Sheriff Carter will arrest both Todd and Dr. Cleave.

A trial will be held at the Town Court later in the week and the Investigators will be called as witnesses. A story will be fabricated about the pressure on Cleave and his malpractice in respects to the death of Elvis Green. Strangely the deaths of the other patients will not be mentioned during the trial.

EXPERIENCE AND SANITY AWARDS

If the Investigators manage to uncover the evidence of Dr. Cleave's crime and turn it over to Sheriff Cleave before Dr. Cleave commits suicide, they will receive 1,000xp.

If the Investigators dispatch the Ghost and/or uncover the evidence of Dr. Cleave's crime, they will receive 750xp.

If the Investigators do not uncover the evidence of Dr. Cleave's crime, they will still receive 500xp.

For stopping Elvis, the Investigators should receive 1d8+2 Sanity.

If Cleave is driven insane or is killed, then the Investigators should lose 1d4 Sanity (he was responsible for killing Green - be he a murderer or not!)

For each additional person killed by Elvis there is a Sanity loss of 2 points.

NPC STATISTICS

ELVIS GREEN

Elvis Green was a drifter and handyman. He came into town about a month before his death and began working at the Meacham farm west of Jasper. Elvis was an odd sort, and he was often found loitering around the local girls school.

When Sarah Angees was reported missing, Sheriff Carter immediately thought of Elvis, and went out to the Meacham farm to question him. He found Elvis working on a tractor but when the Sheriff went to talk to him, Green fled. Sheriff Carter first ordered him to stop and then fired a warning shot. But as this had no effect he had no other choice than to use deadly force to stop Green's flight (firing centre mass). The Sheriff third shot hit Green in the side and dropped him to the ground. Almost immediately the lawman could see it was a grievous wound and with little delay rushed Elvis to the Hospital. During the admission process, Carter explained to Dr. Cleave why he went to see Green.

As a result, when Doctor Cleave operated, he intentionally did not close up the wound correctly and two days later Green died from a loss of blood.

On the day after Green passed away, the mutilated body of Sarah Angees was found buried in a haystack near the Meacham's Barn.

Now on the anniversary of his death Elvis Green has returned to exact vengeance on those who murdered him. He is set on driving Cleave insane and also blames the hospital staff and Sheriff Carter for not doing anything to help him.

The ghost appears as an ashen-faced man dressed in a hospital gown. The gown has a very large and has a large wet blood stain its left side. Elvis appears solid but closer inspection (Spot vs. DC 20) reveals that his bare feet do not touch the ground. He doesn't react to light or sound and can only manifests himself between sunset and sunrise.

Up until this night Green has haunted the West wing of the hospital and Operating Theater B as formless

spirit unable to enter the other areas of the hospital. But tonight, he is more substantial and has gained powers, which up until now, he could only wish for - powers to exact his revenge.

If Dr. Cleave commits suicide, the ghost of Elvis Green will appear next to his body and laugh – though no one without the Sensitive feat will be able to hear him. After a few minutes, the ghost will disappear.

And, just for the record, Elvis Green was indeed responsible for kidnapping, molesting, and then dismembering little Sarah Angees.

Elvis Green (Ghost; Undead)

S: 16; D: 13; C: -; I: 9; W: 11; Ch: 12 (16)

HP: 35(3d12); Speed: 30; AC: 11; Will: +2;

Reflex: +1; Attack: +1; Initiative: +5;
Manifesting; Corrupting Touch*
(1d4+1); Incorporeal; Darkvision (60');
Rejuvenation (2d4 reform; DC 16;
d20+3); Move Silently: Auto; Hide: +8;
Listen: +8; Search: +8; Spot: +8; Feats:
Improved Initiative; Sanity Loss; 0/1d8

*= Corrupting Touch is described
on pg 193 of the D20 CoC rule

book. It is a variant of this touch that Elvis uses to kill his victims.

DR. ADAM CLEAVE

Dr. Adam Cleave, M.D., has been the presiding physician at Jasper General Hospital for fifteen years. In that time, he's lost a few patients, but there has only ever been one that he had a hand in dispatching.

When Elvis Green was brought in and Dr Cleave heard Sheriff Carter's story, Dr. Cleave intentionally left a minor artery unsutured. As a result, Elvis Green slowly bled to death over the next two days.

Doctor Cleave has been tormented by the event ever since and although he has yet to cross the line into insanity, he is rapidly approaching it. Shortly after the murder, Dr. Cleave began to keep a journal, which he hides in the bottom of a pot plant in his office.

As for the reason he killed Green, Dr Cleave is very reluctant to talk about it. The 'disappearance' of his sister is still an unsolved crime, although he is certain that Martin Grice, a local drift was responsible, but with a lack of evidence was never arrested for the crime. In Green, Cleave saw the same sort of arrogance and self-

Hospital Ambulance 2003 By Marcus D. Bone



serving attitude that he had witnessed with Grice all those years ago.

Dr. Adam Cleave

S:11; D:13; C:8; I:17; W:16; Ch:15; SAN:30

HP: 9 (4d6); Speed: 30; AC: 11; Fort: +2; Ref: +2; Will: +5; Attack: +1; Pistol .38 (1d8 20 x3).

Heal: +8; Gather Information: +6; Sense Motive: +5; Slight of Hand: +6; Weapon Proficiency; Point Blank Shot; Quick Draw

SHERIFF TIBERIUS "T" CARTER

Sheriff Carter has been the Sheriff of Jasper for over thirty years. He is a large man with a prodigious gut and is prone to swagger and chew tobacco. In all respects, Sheriff Carter is the perfect Hollywood Sheriff.

Carter is prone to be rough with suspects, but this is not unusual in 1930's Texas. He loves his job and follows the news of Bonnie and Clyde Barrow with great interest.

Sheriff Carter believes that Green killed Sarah and regrets that he didn't get a chance to see him rot in prison.

Sheriff Carter

S:14; D:9; C:14; I:14; W:14; Ch:15; SAN:70

HP: 16 (5d6); Speed: 30; AC: 9; Fort: +3; Ref: +3; Will: +6; Attack: +3; S/W Revolver (1d8+2 20 x3).

Gather Information: +12; Sense Motive: +10; Sense Motive: +8; Intimidate: +10; Weapon Proficiency; Point Blank Shot; Quick Draw

ESTELLE TODD, R.N.

Estelle Todd has been a nurse at Jasper General Hospital for ten years. She has always worked the night shift – she enjoys the hours and not having to deal with all the people.

Nurse Todd assisted Dr. Cleave when he operated on Elvis Green and noticed that he didn't close up as normal. At first she thought that she was just mistaken, but after the young girl's body was discovered and the evidence, circumstantial though it was, pointed towards Green as the perpetrator, she decided that the pervert got everything he deserved.

Nurse Todd's statistics shouldn't be required during the


adventure, but need be she does have a high Medical skill.

ELIZABETH DAHL

Elizabeth Dahl, the wife of the hospital's Pharmacist, admitted herself this morning with a pain in her abdomen.

She had an emergency appendectomy in Operating Theater B just before lunch and at the beginning of the adventure is resting in Room 4.

ENRIQUE GOMEZ

Enrique Gomez is the night janitor. He is responsible for keeping the place tidy and the coffee pot full. Gomez's statistics haven't been included as he can be used to act in the most appropriate way for the Keeper (e.g. can be used to assist the Investigators or become another victim to the vengeful ghost). 

On the Unbound Website

General Hospital

- BRP Stats for General Hospital

Visit the Unbound Book Website @
www.unboundbook.org

Handouts for The Black Dog

Black Dog Notes #1

From Legends of Gloucestershire by Henry Carpenter

"The legend of the Somerville Black Dog dates from 1701 when Sir George Somerville and his friend, Sir Gilbert Morley the notorious Severn Valley occultist, excavated a Roman villa on the Somerville estate. In a chamber below the ruins of the villa the two men found a many faceted black stone. The stone was apparently of no interest to Morley who promptly departed the area in search of new monuments to desecrate with his ham fisted digging. Sir George however had a reputation as something of a decadent with a taste for the occult, or at least the trappings of the occult. He summoned a band of likeminded cronies and they spent a wild and debauched evening capering around the stone.

Just after midnight Sir George let out a terrifying scream that stopped the revellers in their tracks, then fell into a dead faint. Taken back to the manor house and revived he claimed to have seen the living image of "a black devil dog" in the stone. None of his companions admitted to seeing anything and Sir George's claims were dismissed as the ravings of someone driven to the edge of madness by their own excesses. Sir George barricaded himself in his bedchamber refusing to come out for fear of the "devil dog".

Ten days after the ceremony screams were heard coming from Sir George's bedchamber. When his wife and servants battered down the door they found Sir George being savaged by a monstrous black hound. The creature proceeded to kill the first two servants through the door diving into a corner of the room and simply vanishing.

"The hound's second visitation occurred in 1779 when it appeared in the nave of Moreton-under-Hill's parish church in the middle of a Sunday service. On that occasion it killed several worshippers including Sir William Somerville, the then master of the manor. The hound's appearance was blamed on a local woman Alice Lewington, supposedly a witch who had summoned the beast after being jilted by Sir William following a love affair.

"Although the Black Dog legend seems to have its origins in the 18th century there is evidence to suggest that it is a relatively modern variation of a much older tale. The obscure Romano-British historian Tilda writing in the late 490s mentions a pagan warrior cult that worshipped a fierce wolf like deity whom they summoned using a black stone located near the present day village of Moreton-under-Hill, Glos. These Sons of the Wolf as they styled themselves were led into battle by their god and killed a great many Saxons in skirmishes across the South West of England. Tilda acknowledges that the Sons were fierce and brave fighters, but also states that they were feared and hated by their fellow Britons for their blasphemous and unnatural religion: Their Wolf deity had a monstrous desire for human flesh. In times of war this could easily be provided and the creature satisfied. However, when peace was made with the Saxons after Mount Badon the local Britons feared that the Sons would turn on them in order to appease their God's unnatural hunger. To forestall this a band of warriors fell upon the Sons while they were at worship. The wolf cultists were killed or scattered and their temple destroyed.

"Given that both legends associate a canine monster with the black stone it seems logical to conclude that the ancient wolf deity and The Somerville Black Dog are one and the same."

Black Dog Notes #6

Brichester Herald 14 Sep 1923

Horrific death of Sir Edward Somerville

The mutilated body of Sir Edward Somerville was found in the early hours of this morning. The body was discovered in the grounds of Somerville Manor by Mr George Gordon, a member of Sir Edward's staff. Police and a doctor attended shortly afterwards. The body has now been removed to Mercy Hill Hospital, Brichester pending post mortem.

Black Dog Notes #3

Brichester Herald 25 Oct 1923

Open Verdict in Sir Edward Inquest

The inquest into the death of Sir Edward Somerville has returned an open verdict. The inquest was troubled that none of the wounds on Sir William's body could be adequately explained by the post mortem report.

Black Dog Notes #4

Brichester Herald 13 Dec 1922

Famous Authoress Moves to Moreton-under-Hill

Miss Barbara Lewington, acclaimed writer of "To and Fro from Hell" recently moved from Brichester to the village of Moreton-under-Hill. Currently staying at the Coach and Horses Inn she told the Herald's reporter that she intends to settle in the village. "My family is from here originally," she said. "This is a kind of homecoming for me." Miss Lewington went on to say that she is currently working on her second book, a volume of local history.

Black Dog Notes #5

Brichester Herald 8 Feb 1923

Authoress and Knight Settle Dispute

Sir Edward Somerville and Miss Barbara Lewington have settled their dispute over the ownership of Piker's Cottage, Moreton-under-Hill. Miss Lewington had previously alleged that the property had belonged to her family before they were forcibly dispossessed by the Somervilles in the eighteenth century. The exact terms of the settlement are unknown although it is believed that Sir Edward has accepted Miss Lewington's claim and ceded ownership of the derelict property to her. Several local solicitors have expressed surprise at the settlement as Miss Lewington's case was thought to be weak.

Brichester Herald 15 Jun 1924

Famous Artist Visits Severn Valley

Renowned artist and war hero Gerald Hanley has taken up residence in Moreton-under-Hill. Mr Hanley, told the Herald that, "I've just come here to paint, and get away from London for a while." Moreton is of course already home to authoress Miss Barbara Lewington. When asked if he thought Moreton was becoming something of an artist's enclave Mr Hanley replied, "I don't know about that, it just seems like a nice spot, somewhere quiet where I can paint in peace".

Mr Hanley initially found fame as a landscape artist but his later works, inspired by his war experiences, have proved controversial.

Black Dog Notes #7

Black Dog Notes #2

Witchcraft in the Severn Valley by Richard Gardner

“Even in the late 18th century it was still possible to be accused of being a witch and made subject to summary justice. In 1779 a woman in Moreton-under-Hill was drowned by a lynch mob after supposedly summoning a “black devil dog” that slaughtered several villagers as they prayed in the local church.”

Handouts for Baggage Check



Baggage Papers #1

Baggage Papers #2

Part of the mummification process involved the removal of some of the subjects organs. The intestines, liver, lungs, and stomach were dried and then placed in specially made containers called canopic jars. (The heart was left in the body since it was believed that it would weighed to judge the soul in the afterlife. The brain, which the Egyptians did not view as a useful organ, was removed through the nose and then discarded.) The Egyptians thought that in the afterlife the body would be reassembled, just as Osiris had been after he was murdered by Set. Each organ had a protective deity associated with it- Qebhsenuf (falcon-headed) for the intestines, Imseti (human-headed) for the liver, Hapi (baboon-headed) for the lungs, and Duamutef (jackal-headed) for the stomach. The four jars were usually kept together, near their respective mummy, in a chest. Statues in the shape of canopic jars have never been reported.

Baggage Papers #6

Egyptian Cults

It is interesting to note there are no major fire-cults in Egyptian society. While obviously the some aspects of worship of the sun-god Ra overlap with the myths of Mesopotamian gods like Ishum or Nusku-Gibil, or Moloch of the Philistines, it would seem that the forces that drew the people of those lands to the worship of fire were not as strong in the Nile Kingdom. Indeed, the influence of these two cultures in this regard is very limited.

A small cult did exist briefly in the time of the New Kingdom. Devoting themselves to an otherwise unknown son of Ra called Ptah-Thu-Ga-Ra, also known as the Undying Flame. An obscure group centered in the Nile Delta region, they were secretive and accused by some ancient authors of waylaying lone travelers. They were strangely fixated on astronomy. Unlike the bulk of Egyptian society, that held the star Sirius in reverence, this unwholesome group held lonely Fomalhaut to be sacred. An ecstatic cult they devoted themselves to orgiastic rites under the night sky. Some sources hint at darker practices.

Under the rule of the Ptolemies this cult was banned and extensively persecuted, having been blamed for an attempt on the life of Ptolemy IV. They are believed to have been totally annihilated by the second century B.C.

Consider also the legends of Kathigu-Ra, a lesser son of Ra. Like other divinities he was linked with a stellar body; in this case Fomalhaut, a bright star in the constellation Piscis Austrinis, the Southern Fish. After being discovered attempting to force himself on his aunt Nephthys, he was banished to the outer reaches of the sky forever. Fomalhaut was said to be the lantern lighting his barge as he searches for a way back to the dwelling place of the Gods. His worship diminished around the time of Alexander's conquest. No doubt his Empire's civilizing effect on Egypt had much to do with this decline. No papyri preserve this cult or its practices, happily.

Baggage Papers #5

Horror dwell not just below the earth. What are the howls that pierce the dark night of the black desert of lost Irem? Who dances atop the Mountain of Jirab but climbed it not? The sky is no safer than the earth, for while the land bears marks of Their passing, the air is Their very breath. The night shines not with stars but with eyes, all watching outside, waiting and hungry.

Yet there are some who wait not. The Living Flame Ethugha is one who sleeps not, though is not yet fully free. Ethugha dwells afar but the living tendrils of His fires walk the void. These Afrit, as the cursed one called them, can be called down from the sky to do His bidding. That thrice-damned one spoke of men of the Nile's mouth whose prayers in dead tongues are heard between the rushes, when Fum-al-hut rises in the sky.

I have seen such a one in the court of the Sultan Murad. He was a slave purchased from an Italian trader and he bore the terrible marks of his devotion. He was gravely ill but from his fevered whispers I learned much of his God and His minions. In my chamber he spoke to me of countless blasphemies, one of paramount terror. Know this: the Living Flame can be called from the Void.

He can only be called forth from the open sky, when his own Fire is visible. Once a fitting tribute had been made, round a great bonfire they would chant, "Fa'nglui mug'l'm naf Ethugha naga-ga nafil". If the offering is propitious and the stars are right then His fire will grow and He will be at hand.

Know this as well: His hunger is great. The slave then told me things I dare not repeat, even in my last hour. Sleep not under the open sky.

Baggage Papers #7

The Dreams - Baggage Papers #10**Dream One (Sanity loss 0/1)**

[This dream can be played either as a dream or as a waking vision on an unexpected player.]

You awake from a restful sleep in your room. After dressing you are startled by a knock at the door. A waiter enters your room with a room-service cart. "Ah, breakfast," you hear yourself saying. The waiter wheels the cart towards you. It is only when you are signing the receipt that you notice his jacket is smoldering. You are about to say something when you notice that your hand is aflame, and that the room itself is starting to smoke. As you watch the waiter's face begin to char he says "Fah nglewiy moglewaf Kah Thu..." and then his face collapses completely into ash. You turn and begin to eat your ashen breakfast. Then you awake.

Dream Two (Sanity loss 0/1d2)

You are naked and dancing around a large bonfire. All around you are others chanting in some unknown language, their feet stomping the muddy soil. Above you the night sky blazes. Slowly, but with growing speed, you and the other dancers circle the fire. Over and over you and the others chant the same words, "ka-tug-ah ka-tug-ah ka-tug-ah." Near to the fire you see a few young men and women, bruised, bound and weeping. You know they have nothing to fear. In the shadows you see writhing bodies; part of the sacred orgy. It is then you remember this is all wrong somehow. You notice horrible scars on the limbs and torso of the dancers around you and on your own arms as well. You struggle to control your arms and legs, but you cannot stop your quickening circle around the flames. It is with a growing sense of horror you realize that it is not a circle around the bonfire but a spiral. Much as you try you cannot stop, cannot hold yourself back from the flames. Overcome, you throw yourself into the flame and feel its embrace. Your agony only matches your joy. You awake with a start.

Dream Three (Sanity loss 1/1d2)

You are enveloped in total darkness. All about you is a frozen vacuum, far colder than you can know. Just as you begin to fear never being warm again you notice that far in the distance is a dim white light. It warms you, despite its great distance. For an eternity you float there, basking in its glow. As the ages pass the light grows brighter. At some point you realize that instead of getting brighter, it is you who is moving closer to the light. The light grows until it becomes a vast ball of fire. You feel safe and protected by its brilliant light.

Your speed seems to quicken as you grow ever closer to the light. Soon it is all you can see before you, a great wall of white fire, tendrils larger than continents arcing before you. As you stare in awe of the endless seas of fire, you notice a ball of flame break away from one of the great columns of fire. Behind it trail tiny motes of light, all circling the burning orb. You hear the motes calling to you, their trails spelling out secrets beyond anything you have known. You stretch out your arms to welcome them, only then realizing that you too are made of bright white flames. You race to join your brothers dancing about your master, singing and crying out in endless joy. Unexpectedly, one of His tendrils reaches out to engulf you and you feel yourself absorbed into Him. Just as your very consciousness begins to fade, you awake with a scream.

BODY FOUND

A body was found today in an undisclosed city hotel. The charred remains of an adult male were found early this morning when patrons complained of the smell of smoke coming from the room. Hotel staff entered the room and made their grim discovery. According to one witness, the body was in the bed and much of it had been burned, possibly by gasoline. As of press time the Police have had no comment on the identity of this man. Police sources have suggested robbery as a motive for this awful crime. Police sources have refused to comment on reports of two Arab or Indian men been seen leaving the room. Anyone having information regarding this crime are urged to contact the authorities.

Baggage Papers #9

Fomalhaut: (fom-al-hoe) From the Arabic for "mouth of the fish", Fomalhaut is a bright blue-white star (though due to atmospheric interference it appears reddish) in the constellation Piscis Austrinus. It was called Hastorang by the Persians, was cataloged by the ancient astronomer Ptolemy, and was one of Dante's Tre Facelle. Fomalhaut has, like the other brightest star, a number of mystical stories attached to it. Sometimes called "the Solitary One" due to the lack of other bright stars near it. As stated by one guide, "The loneliness of the star, added to the somber signs of approaching autumn, sometimes gives one a touch of melancholy. In November and December, when the winter stillness has fallen upon us, a glance toward the southwest will discover Fomalhaut, still placid and alone." Fomalhaut is completely visible in latitudes south of 53 degrees North from July - September.

Baggage Papers #4

EGYPTIAN ANTIQUITIES STOLEN

Officers of the Klauffen and Stern auction house announced today that certain items intended for auction in Athens have been reported as stolen. In a statement to this paper, Mr. Karl August Bierwald said that the goods, listed as lots seventeen, thirty-seven, and one-hundred-eighty-two, were taken from the hold of the ship *Olympé* of the P&O line. The theft occurred some time between when the ship was loaded and when the ship was to depart for Athens.

The lots, with an estimated value of over £100, were acquired from an unnamed party a few months ago.

According the auction catalog, lot seventeen consisted of bronze and silver coins dating from around 30 B.C., and assorted bronze medallions, lot thirty-seven was an alabaster canopic jar, and lot one-hundred-eighty-two was made up of rare scroll fragments from the time of the pharaoh Tutankhamun.

Despite the loss of these goods, the auction will be held as scheduled. Mr. Bierwald indicated that his firm has lodged a formal complaint against the P&O Line for their failures in this matter. Inquiries made to agents of the P&O line have received no reply by press time.

Baggage Papers #3

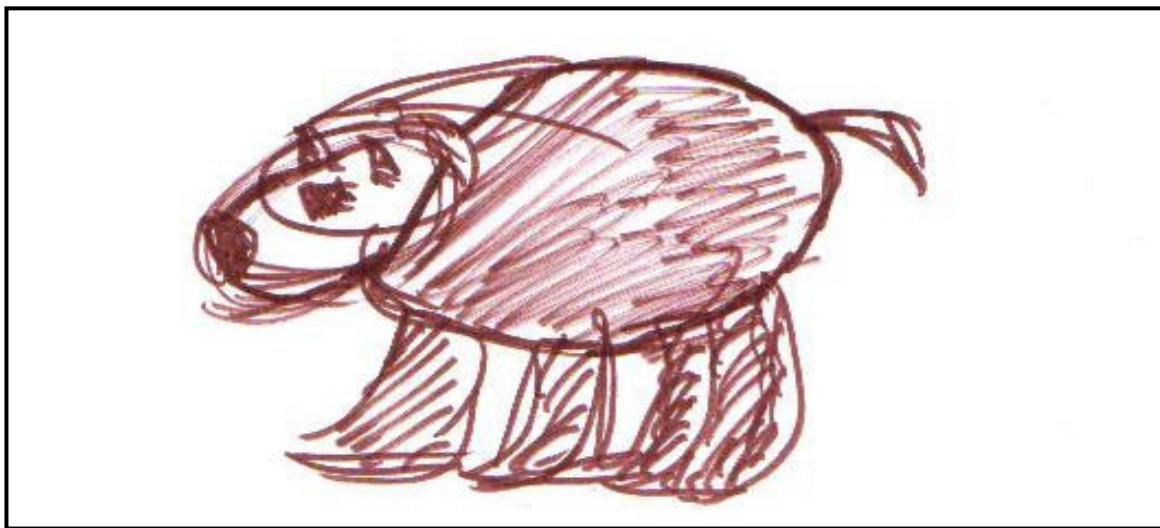
Pha-Ni-Go-Li Ma Ga-Lah-Wah Naph Kah-Te-Thu-Guh E-Yah E-Yah Kah-Te-Thu-Guh

Handouts for Blackwell Horror

Blackwell Handout #1



Blackwell Handout #2



Blackwell Handout #6

Richard Hall, age 56, beloved father and reporter for our own Rock Glen Gazette, was found dead this morning in his carriage just outside of town. The cause of death has been ruled as heart failure. Richard leaves behind one son, Simon, who says he will carry on his father's work as a reporter here at the Gazette. Services will be held Sunday at the First in Faith Baptist Church. Goodbye Richard and God bless you. You will be greatly missed.

The Editor, Rock Glen Gazette. 28th Jan, 1954

Blackwell Handout #4

Rock Glen Gazette

March 12, 1875

MURDER MOST FOUL

Simon Hall

In the early hours of yesterday morning, a grisly discovery was made at the Cromguard home in Blackwell, Maine. Reverend Seth Cromguard was found viciously murdered, along with his wife, Margaret, and their daughter, Amelia. It appears that all were murdered while they still slept soundly in their beds. Local police say the attack was savage and brutal, and think the victims were hacked to death with an axe. It is believed that Reverend Cromguard's body alone sustained over thirty devastating wounds to the head, chest, and shoulders.

Noticeably missing from the massacre was the Cromguard's eighteen year old son, Roderick. A search of the youth's room showed signs that the young man hastily packed a bag and left, and police say the blood stained axe was found in Roderick's closet. This leads the Blackwell Sheriffs Department to believe that, for reasons unknown, the Cromguard boy murdered his entire family and fled into the night. Police from three different counties are assisting in the search for Roderick Cromguard at this time.

Blackwell Handout #5

Rock Glen Gazette

January 7, 1854

A STRANGE NEW CHURCH

Richard Hall

Our close neighbors to the west in Blackwell have started to build a church. This project was told to me by "Reverend" Seth Cromguard as I passed through that town two nights ago. Normally a project like this is good news, but for me there are just a few questions I think need to be answered before I can join in the celebration.

First, this Church of Twilight Contemplation, as Mr. Cromguard called it, has no ties of any kind to any of the major Christian religions. It is not Baptist, Catholic, Protestant, or any of the other various fine faiths. Even some of the more obscure off-shoots of Christianity claim to have had no knowledge of the Church of Twilight Contemplation until I told them about it. In order to be thorough, I even contacted members of the Jewish faith and asked them about the mysterious Church of Twilight Contemplation. They hold no claim to it. So for me the question is; just what exactly is the philosophy behind this unusual church?

Secondly, there is Mr. Cromguard's self appointed title of Reverend. Seth Cromguard comes from a wealthy family who made their money mining copper, not serving the Lord. As far as anyone can tell me, Seth has never studied any of the religions training needed to become a proper priest. Moreover, most of the town of Blackwell can't remember Mr. Cromguard ever expressing any interest in becoming a reverend. So where and when did he get the title Reverend.

Is this perhaps the desperate attempt of a rich man to buy his way into heaven? Or perhaps a honest, yet mysterious, man trying to do some good for his community. Either way, rest assured faithful reader, that I will get some answers to these questions and pass them on to you in all due haste.

Blackwell Handout #8

.....More have perished to my blade and bullets. I send their souls to meet the Dark Gods they profess to worship. This time it was a group of six who committed horrid acts in the name of the Man in Black. Through use of force I did not enjoy, I was able to trace their connection to a nearby cult that worships the Thing That Should Not Be. Further investigation is called for, but I pray that this Thing is not the black beast I barely escaped from so many years ago.....

.....My worst fears are confirmed, and I know that the Thing That Should Not Be is the same Lord of Darkness my father, and his father before him, have worshiped. Tracking this new coven and killing them all I was nevertheless damned with the sight of that black abysmal horror I thought I left behind. May my cowardly heart be damned, but when I saw that living darkness well up from the torn and bloody earth, I ran. I ran faster and farther than I thought these old crippled legs could carry me. I ran and left the woman there, the one the witches were going to sacrifice. I left her chained there and ran for my life, forfeiting hers. I can even now still hear her screams.

By the light of the next day I returned to that wooded glen and found no trace of the witches' bodies, nor of the poor innocent woman I left behind. The only thing I could do was to use the Seal of the Burning Eye to block this entrance to that vile darkness. No more innocent lives would be lost in this town, but did that really matter? All the dark horror would do is go to another town, like my hometown; like Blackwell.....

.....Many sleepless nights have passed since my cowardice was shown in the face of my ancient enemy. He who is living Darkness. He who is Hate. He whose name I know to be Nyogtha. For was it not my family that brought him the town of Blackwell to feed on? Was it not my ancestral blood that worshiped him over countless bloody years? Was it not my duty to take up the mantle from my father and become head of the Church?

Those dark nights so long ago. Mightily have I tried to block those images from my mind. The nights of discovery of my blood curse. The finding of my great, great, grandfather in the form of that hideous thing. Then the blood, the axe, my night of righteous anger and judgment. I thought I had ended it there. With my family dead and that infernal church burnt to the ground, how would the coven survive? Then I knew. I failed to destroy my house, the original seat of the Dark's power. I should have not let the pain of the Sheriff's bullet in my crippled leg stop me. Dear God, have more lives been lost to that thing in my house? Is that why my soul is damned despite what I do?.....

.....I have decided that I must let the cursed town of Blackwell rest, even at the cost of my own life. For far too long have I have fled from my blood, my fate, and my duty to send that devil back to hell. A Cromguard brought it here, and a Cromguard should send it away. I have used some of my underworld connections to acquire the explosives needed to bring my family home down once and for all. Though that shall stop the coven, their dark god would suffer nothing but a mild inconvenience. Therefore, I must go down, beneath my evil house, to where its well lies. On said well I will use the Sign of The Burning Eye to seal it with my own spirit and block forevermore Nyogtha's access to the townspeople I abandoned so long ago. With me I take a vial of the magical Tikloun Elixir. It took me over a year to track down the exotic ingredients that comprise the formula, but legend says that Nyogtha will be driven away if the vial is soundly thrown at it. May this small glass bottle grant me the protection I need in this, my darkest hour.....

Blackwell Handout #7

Folklore of the New England Natives - 1901**by Professor A. Brown**

.....Some of the most intriguing legends of the Indians of this region concern themselves with evil. One such tribe of Indians, called the Wammick, lived in the central and northern part of Maine. To them, evil came in the form of a foul beast whom they said was; "as black and as shapeless as the night its self." Interestingly, this foul spirit resembles the arch-fiend of Christianity, Satan, in many ways. Both are sometimes referred to as "The Lord of Darkness", both are said to be corrupters with secret groups of infernal followers, and both come from the Earth itself. Whereas Satan's Hell has traditionally been thought to be under the earth, the Indians' "black and shapeless" evil is born of the earth. However, unlike the Christians, the Wammick know exactly where to find "hell". Legends tell of a lone hill on cursed earth as the place of evil. On this hill is said to be a cave, or crevasse, that leads right to the Dark Lord below. The Indians call this hole the "Wellspring of Living Blackness" and will not set foot on the hill or the surrounding lands, but the followers of the Dark Lord do. Tales of human sacrifice to the hill are common among the Wammick, but virtually unknown in other tribes in the area. Still, other tribes do have their own frightening tales.....

Blackwell Handout #3

Rock Glen Gazette**March 29, 1875****MORE HORROR FOR BLACKWELL**

The small town of Blackwell had not even recovered from the shock and grief over the loss of one of its most respected citizens, when tragedy struck again. As you may recall, Reverend Seth Cromguard, his wife and daughter were recently found dead in their home, the victims of a savage murder. The good family was hacked to death with an axe while they slept in their beds on March 10th. Incredibly enough, the prime suspect for the murder is their missing son, Roderick as the young man was not among the dead, and the murder weapon was found in his bedroom. It is believed that Roderick went mad and, after

murdering his family, fled the scene of the crime. So far, the manhunt for the young murderer has turned up no trace of the boy, but it now appears that Roderick came back last night of his own free will and with dark plans for his home town. Last night, at just after midnight, the curious Church of Twilight Contemplation was engulfed in flames. This is the church that was started and overseen by the late Reverend Cromguard. Witnesses report they saw Roderick Cromguard running from the fire with a burning torch in his hand. Suspecting the worse, the town's sheriff went to the abandoned Cromguard

house in case the deranged youth went there. Within the hour, Sheriff Donald Hicks reported that Roderick did return to his family's home with the intention of burning the house down. The Cromguard boy resisted arrest, drew a gun and opened fire on the sheriff; who returned fire. When the smoke cleared, Sheriff Hicks saw Roderick Cromguard limping away into the woods leaving a trail of blood behind him. The sheriff says he shot Roderick in the leg and although they have yet to find him, it should only be a matter of time before they come across the young man, dead or alive.

Simon Hall

Handouts for General Hospital

General Hospital Handout 6

April 22, 1931

Today I killed a man. Sheriff Carter brought in Elvis Green, a drifter, two nights ago. Our trigger-happy Sheriff had plugged Elvis as he was trying to get away. While I was scrubbing up, Carter let me know that Elvis was to be questioned about the disappearance of a little girl.

In surgery, something came over me. I had just finished removing the bullet from Green's chest and was ready to close up, but I didn't. At least, I didn't do it correctly. The wound was seeping – and it wouldn't close on its own. In a few days, Green would bleed to death. I knew Sarah Angees, her mother works for the Pink Ladies here at the hospital. She reminded me of Sissy so much. I even commented to Sarah's mother about it.

Hearing what that bastard was wanted for made me snap. That's the only explanation.

Nurse Todd was assisting me. She didn't say anything when I closed up, but I think she noticed.

September 22, 1931

Six months ago, I killed a man. I thought I had gotten over it, but lately my dreams have been troubled. I see Elvis Green in his patient's gown with blood all over it. He is chasing me. I hear his voice repeating, "You killed me!"

I've had to steal pills from the pharmacy to sleep nights.

April 10, 1932

The nightmares have returned, but they're different. Elvis is still chasing me, but now he says "I want revenge!" I have to take the sleeping pills again.

April 22, 1932

There's been an incident in the Hospital tonight. A patient was killed. His body had the same wound as on Elvis Green. I know it's Elvis. He's come back looking for me. I won't let him take me!

General Hospital Handout 5

Search Called Off

Today the Rockbury Sheriff's department called off the search for Sissy Cleave, the daughter of local Doctor Randolph Cleave.

Sissy, aged 6, was last seen four weeks ago outside Spencers Shoe store in town, in the company of her brother and twin Adam.

Although questioned about the disappearance, Adam was unable to shed any light on the events surrounding the incident, except to say that a man, about the same age as his father had stopped and spoken to them both shortly before she his sister.

Sheriff Granger approached the community for information, stating clearly that he believed the situation was a case of foul play.

A number of leads were forthcoming, but none were substantial enough to make any further progress in the case.

Local drifter, Martin Grice, was briefly detained for questioning late last week, but was released shortly afterwards after assisting the Sheriff with his investigation.

Although the Cleave family has refused directly to talk to the papers, we have it on good authority that Doctor Cleave has his practice up for sale and is planning on moving his family west.

General Hospital Handout 2

death of Elvis Green as a result. Officials at Jasper General Hospital have refused to make any comments, except to say that

Cut along the line

General Hospital Handout 3

and so with the discovery of the body in the Meecham's haystack, Sheriff Carter and his deputies have begun to question neighbours door to door about the events of the fateful day. The community, shocked by these events are expected to turn out for the funeral tomorrow

Cut along the line

General Hospital Handout 4

with the unfortunate shooting of Elvis Green as a result. Sheriff Carter had little to say about the incident except that Green was wanted for questioning and has "attempted to resist arrest". A State Marshall is due in town on Wednesday to interview Carter and assess the case for any wrong

Cut along the line

General Hospital Handout 1

BODY FOUND

Today the body of Sarah Agrees was found in a undisclosed spot south of Jasper. Residence of our fine town are shocked at this development and many have spoke of finding and lynching the guilty party.

Sheriff Carter has called for calm, stating that due legal process will be used to find and apprehend the perpetrator.

Our sources say that the Sheriff could already have such a man in custody, with eye witnesses mention Elvis Green, a farm hand, was shot during the investigation.

The Sheriff has denied all claims saying the man in question was injured in an unrelated incident and was only being transported to Jasper Hospital due to the nature of the incident.