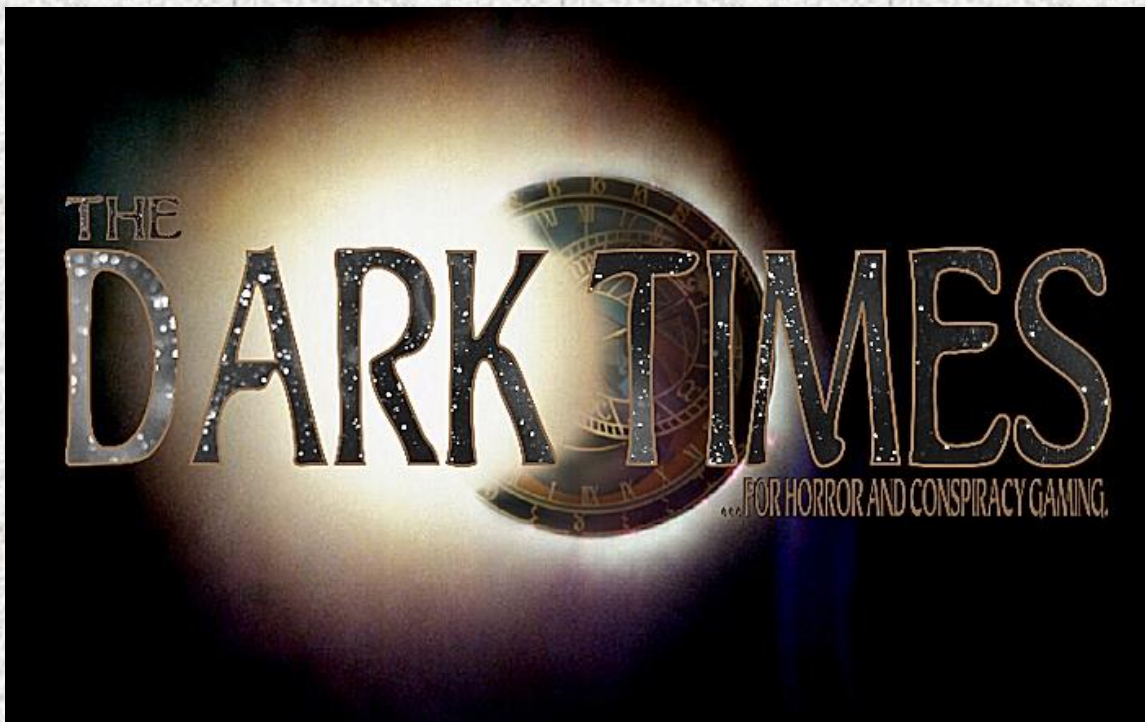


The **DARK TIMES**

Horror & conspiracy gaming



Issue 01
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The DARK TIMES FANZINE Issue 01

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THROUGH THE EDITORIAL EYE

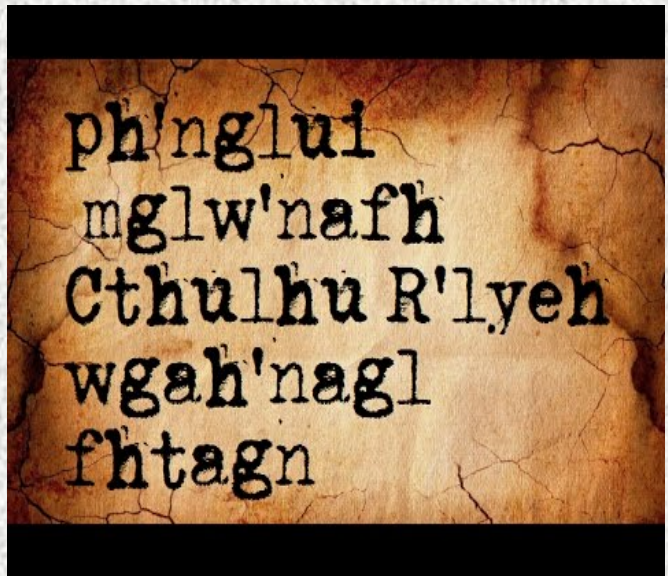


Welcome to The Dark Times Fanzine, a direct and spiritual descendant of Demonground and Protodimension Magazines. Fostered in part with the laying to rest of PDM, DTF is the newest online free gaming magazine with a focus, still, on the "horror-conspiracy-weirdness" sphere along with Modern, Post-Apocalypse and Realism genres. Where our predecessors had a more focused approach to settings & systems, DTF plans a broader, sometimes systemless approach to our fare and offerings.

Fronted by Lee Williams, contributor to Demonground and Editor with Protodimension, DTF is here to serve our fans and community with all we are able to find/scrounge/create to enhance the gaming experiences of all those that download our issues. Providing technical support and a valuable Web Presence is Marcus Bone, Curator and Creator of <http://www.darkconspiracytherpg.info>. Like our predecessors Dark Times Fanzine is not limited to only gaming pieces; fiction, poetry, art and non-fiction articles will also be present in these pages.

Welcome to this, our first issue of The Dark Times Fanzine. Hope you will enjoy it as much as we do creating it.

Tad Kelson (Assistant to it all)



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First Hand Accounts

By Eric Rodriguez

For Delta Green

This is an open ended "whodunnit?" scenario that provides the Keeper with many possible resolutions for the story. Also, it gives players the chance to use their imaginations if and when they engage in an undercover operation to infiltrate a mythos related support group.

Introduction

There is a support group named "Survivors of Sachohelioblastoma" that meets regularly at the Beth Israel Medical Center's Bernstein pavilion in Manhattan on Wednesday nights. Every week these brave souls gather together, talk about their experiences and how they have begun the healing process. To the casual onlooker, "SoS" just looks like any typical, if overly private, support group. They are only partially right.

Sachohelioblastoma is not real. The people belonging to SoS made it up in order to give cover to what they actually discuss amongst each other every Wednesday night; strange aliens, hideous monstrosities and insidious cults, to name a few. These things, by contrast, are very dangerous and very real.

They are survivors of the Mythos and they are starting to disappear one at a time.

Background

Janice Cooke formed the SoS shortly after she encountered a woman who could wipe memories with her voice. Searching online, she desperately sought others who experienced something that defied

reality. Successful, she found that speaking openly with others about their strange encounters gave them all strength. Specifically, the strength to make sense out of what they experienced. She is proud of her accomplishments in getting the others to open up about their traumatic experiences and is constantly seeking to bring new members into the fold.

Hook

Daniel Webb was an accomplished electrician for over ten years. He sometimes talked about seeing "rat men" in the tunnels underneath Manhattan. Everyone laughed at the notion until the day his wife, Kate, filed a missing persons report with the police. Now Daniel's photocopied face is up on every bulletin board and telephone pole in Midtown.

A Friendly working at the local police precinct read through the reports and found the mention of a "rat man" encounter and the shady support group as something that would interest Delta Green.

Investigation

The agents will be instructed to infiltrate the support group and find out what happened to Daniel Webb.

Because of the secretive nature of the support group, Delta Green is suspicious that the SoS may be a front for a cult or something much worse. Discretion and patience are the order of the day.

First, they are to conduct surveillance on them for a week or two in order to find out just what kind of group they are. During this time, the members will be cautiously on the lookout. They heard

about Daniel's disappearance and this has led some of them to think that maybe they are being targeted by an outside group.

When a session finishes, the group will walk one another to their vehicles to ensure safety in numbers. Also, it will be apparent from casual surveillance that most of the members carry some kind of self-protection. Janice carries pepper spray. Nick carries brass knuckles with him, always. William owns a shotgun he keeps in his truck and openly carries a .357 magnum. Michelle carries a knife in her bookbag and has used it on others in the past.

Once surveillance is conducted and the nature of the group is understood, the agents are to construct a fictional persona for their covers—including their own personally fabricated Mythos encounter. Once this is done, they are to contact SoS online and ask for a meeting. This method proves to be surprisingly successful. Janice wants to help others as much as she wants to help herself.

In their first session with the group, Janice will direct everyone to speak of experience with the Mythos. Then, after introducing everyone to the "new people" the agents will need to tell their stories. Like most sessions, the group will break for fifteen minutes to grab coffee and use the restrooms at the pavilion. Afterwards, the meeting will move to a "resolution phase" where members will talk about what new "truths" they have discovered in their search to make meaning out of their individual encounters.

After the agents have their first session undercover, Janice will not be present for the next week's meeting. This will place an already paranoid group on their

highest alert and should show the agents that time is running out for everyone.

NPCs

Janice Cooke - A former social worker from Maryland who was the victim of a cultist's mind control while working for Child Protective Services (CPS). Years ago, she began investigating claims of abuse on an orphanage run by an eastern European orthodox church. By the end of her investigation one of her co-workers had committed suicide and her memory of the entire case had been wiped. When her memory returned, she resigned and moved back to Harlem. Afterward, she felt compelled to look for others that had experienced similar strangeness and share her story.

Nicholas Carmichael - A bartender who doesn't remember five years of his life because "aliens abducted his mind". Nick's mind was transferred to a strange alien body far, far away in the past. In the place of his mind was the alien's whose body he was now inhabiting. This lasted for five years. His mind was forever changed when he returned to his body. Shaken from his experience, it took Nick months to adjust to being human again. Despite this, Nick maintains that these things will be coming for him again. To him, it's simply a matter of when.

William "Billy" Jessup - A truck driver from Mississippi who encountered a strange headless monstrosity at night while on one his interstate runs. Someone ran out in front of his big rig, screaming, and was followed by something he could not describe. Billy stopped the truck, called in what happened, grabbed his shotgun and followed the screaming. He found a headless and bloated corpse with mouths on its hands and a dead woman

in the woods. He fired at the creature but it did nothing. The creature then began to shamle towards him. Billy tells everyone that he continued to fire until the creature struck him and knocked him backward. He then ran back to his truck and locked himself inside until the highway patrol arrived. What he doesn't tell people is that the wound he suffered has not healed in two years.

Michelle Yardley - A young teenage runaway from Gary, Indiana who found acceptance with a cult that worshipped 'the Great Mother' only to find out about the group's more sinister purposes the hard way. Michelle first ran away from home at the age of sixteen. She met the wrong people and was convinced to join a sect called the "Children of the Great Mother". At first, it seemed like just a group of hippies that enjoyed travelling in the outdoors. Then she attended an "anointing" ceremony where someone was tied to an oak tree and murdered. She fled screaming through those woods and never looked back.

Possibilities

It should be noted that each of the members of the support group are suspects. The following are a series of possibilities this scenario could take depending on the Keeper and/or the group's tastes.

It was Nick - There's a good explanation as to why Nick is behind the disappearances; Nick never got his body back. The Yithian that took over his body still remains. He used Nick's story and his connection to the group in order to extract their brains from their skulls as part of this Yithian's growing fascination with the human brain. He lured Daniel to his apartment, murdered him and then proceeded to cut open his skull and

place his brain in a jar. Back at his apartment, Nick has several jars with brains suspended inside. If the investigators confront him or wish to do so before a SWAT team does, he will be waiting with a lightning gun.

It was William - What poor Billy does not realize is that ever since he was struck by that creature in the woods, he has been an unwitting pawn of Y'golonac. He called Daniel out to meet him for drinks, got him drunk and drove him to the nearby woods where the creature was waiting to be fed. In those woods, the investigators will find a headless corpse with mouths formed at the palm of its hands.

It was Michelle - Michelle never left the cult. This entire support group was used as a clever ploy by the "Children of the Great Mother" to lure out suitable sacrifices. Daniel was called out to a remote cabin in the New Jersey woods where Michelle and a band of cultists descended down upon him, strapped him to a tree and murdered him for their dark goddess. If the investigators go there, they will find corpses, some armed cultists and possibly a Mythos creature or two of the Keeper's liking.



Carcosa Fringe Festival

By Sean Smith

For TRAIL OF CTHULHU

The Hook

An old school friend of one of the players is directing a play at the local fringe theatre. She reaches out and offers the players some complimentary tickets if they'll come to the show.

Encourage the players to build up more details about what they remember of this contact. They were never great friends, but they were once pretty close. *Why haven't you heard from her in such a while?*

The Horrible Truth

The play is the accursed KING IN YELLOW. The players' contact is under the thrall of the lead actress & the performance itself ritualistically aligns part of our world with the plane of Carcosa. If the players survive, they will realise this at the climax of the adventure.

Beginning Anew

The theatre is above a pub in the borough of Camden. The pub itself – **The Old Deer**, has for its sign an enormous hart standing before a blazing full moon. Inside, there is a great pair of antlers above the bar, which has fewer patrons than the antlers have prongs. Soon after the second player has entered the bar, there's a great smashing sound as a pint glass is smashed behind the bar.

The box office is not yet open. However, because of the imminent play, time is behaving irrationally within the venue. Throughout this scene, time will reset to the smashed glass – each time it does

calls for a **2-point Stability test**. Characters refresh Health and Athletics / Fleeing each time that time slips: their other pools do not refresh.

Each time that time slips, the antlers take on a slightly different shape. **Art** or **Outdoorsman** will notice this.

Whilst biding their time, players might succeed at a **Sense Trouble** (difficulty: 3) test to spot one pane of the window to the street instead shows a different city – Carcosa (spotting this calls for a **2-point Stability test**). If they notice this, an Irish gentleman sat in front of the window – **Colm Willem** – will misinterpret their funny looks. Colm is a fighty man.

Box Office Frustrations

The box office is manned by **Susan Firm**, who is typically unenthused by most things. Despite the players' contact's assertions (& even name-dropping), Susan knows nothing about complimentary tickets for them. She will make a fuss and delay the players, particularly annoyed that they'd waste her time in this manner. During their discussions, Susan will happily wave through other punters, not even checking their tickets.

She is particularly susceptible to **Flattery**, or a convenient spend.

Surviving the Play

The production values of the play aren't enormous, but the costume and makeup is good. The lead actress, **Ellen Cowan**, is recognised by some of the players – she's probably once been at the same party as the character with the highest **Oral History** or **Credit Rating**. She is playing the twins, Cassilda and Camilla, using a vertically-split costume and a handheld mirror.

Watching the entirety of the play counts the same as having read it, for the purposes of the rules (see Page 106 of the *Trail of Cthulhu* core book).

During the play, each player rolls the dice once to determine something that happens in the audience. Each event can only occur once – if you would roll the same, instead take the next lowest number available.

1 - Hastur appears in the King in Yellow form & watches from the back of the theatre. This calls for a **5-point Stability test** – with the automatic loss of 2 points of **Stability** and 2 of **Sanity**.

2 - One of the members of the audience walks towards the cyclorama at the back of the stage, idly tearing her clothes off as they go; once her clothes are torn off, she starts tearing at her forearms, before walking straight into the cyc as if it were an inky well. Observing this calls for a **4-point Stability test**.

3 - One of the audience members starts fighting those nearby. She will not stop until she is restrained.

4 - One of the audience members suffers a cardiac arrest. **First Aid** can prevent her dying.

5 - One of the audience members begins to sway and whimper. **Psychoanalysis** or **Reassurance** can steady her.

6 - One of the audience members seemingly falls asleep and begins mouthing along to the play. Observing this calls for a **2-point Stability test**, though this is subtle – only players who succeeded at the **Sense Trouble** test will notice it.

The play is excessively compelling. It would take a **Stability test** (difficulty: 7) to leave at any point. If players do this, take

them straight to Leaving the Venue below.

Meet the Cast and Crew

If the players survive the play – *all the world's a stage* – they can meet their contact and Cowan after the show. Up close, Cowan looks strange and bloated: the kind of puffiness seen in a waterlogged sponge. Her eyes are lively and unfocused.

It soon becomes apparent that their contact is greatly under the thrall of Cowan. If the players don't show suitable supplication, she will attack them.

Cowan's apparent human form is actually a waxen husk, filled with a smack of jellyfish. As her body is damaged, these jellyfish swarm into the air. At its core is a sentient faceless beetle, the size of a large cat.

Ellen Cowan – flesh husk; Athletics 7, Scuffling 13, Health 2; slam attack (-1 damage). When damaged, the husk releases a cloud of jellyfish. Avoiding them requires an **Athletics test** (difficulty: twice the number of strikes she's suffered); failure means being stung (-2 damage).

Once the husk is destroyed, Cowan's core attacks.

Cowan – faceless beetle core; Athletics 10, Scuffling 8, Health 8; razorlimbs (+0 damage); armour: -1 (chitinous hide).

If the players survive, their contact is desolated at the loss of Cowan. There is a very real chance that the jellyfish will settle on her weeping form.

Leaving the Venue

The pub beneath the theatre is empty. None of the patrons or staff are present, and the antlers above the bar are drooping like a parched flower. Allow players a **Sense Trouble test** (difficulty: 4) to notice the strangeness beyond the pub's windows before they leave...

Outside the pub is no longer the teeming streets of London, but rather the desolate conurbation of Carcosa – a revelation that shears **3 Stability points & 1 Sanity points** from all who survive.

– FIN –

*Fun fact! **Rusty Quill Gaming** recorded this module with me, so you can listen to it being played here:*

<https://www.acast.com/rustyquillgaming/rqgthekinginyellowpart1>
<https://www.acast.com/rustyquillgaming/rqgtrailofcthulhupart2>



Web of Deception

For Dark Conspiracy

By Tim Bisaillon

Synopsis:

In this quick adventure PC's are hired by a CEO to retrieve his son. Wen Bao wants a group of "mercenaries" to find and retrieve his son, Windsor. Windsor is part of an urban explorer group that like to go spelunking and exploring forgotten urban sites like old subways, tunnels, and buildings normally in safe zones, also having a few armed bodyguards as well for protection.

Windsor is now in trouble. But, unbeknownst to Windsor, his father had a chip embedded in him to keep tabs on him at all time, though if questioned about it his father says it's an anti-kidnapping fail safe device. The PCs are given the tracker, since the location hasn't moved in days and it's up to them to find him.

Here's the Skinny:

The players are the second group to be contacted to rescue Windsor. The first team didn't make it and there's been no word from them at all. Wen doesn't know what happened but he is hoping the PCs can accomplish what the first team was set out to do.

Scene One: Ultratek Industries

The party is invited to the Ultratek Industries offices to meet with Wen Bao. Upon arrival, they are greeted by Lucy Santos-Williams. She is the public relations officer of the corporation. She walks them through the main lobby that is huge, and richly decorated. It's not hard to spot the security team all decked up and ready to strike if trouble should occur.

Santos-Williams will escort the party to Mr. Bao's office where he is waiting.

Red Herring: A woman in a red dress emerges from the elevator and walks through the lobby. She has nothing to do with the adventure but she is very pleasing to the eye.

Security Guards

Level: Veteran

Skills: As per Veteran NPCs

Armament: Kevlar jacket, pistol, assault rifle or shotgun.

Scene Two: Office Meeting

In the office, Bao has a picture of his family. His wife is a tall blonde woman having a face the PCs know from somewhere. Have them make an Observation check to see if they recognize her. She used to be in a few cheesy B-movies back in the early part of the century. "It Came From The Abyss" "Beach Party Shark Attack" and "Beach Party Shark Attack 2: The One With More Sharks".

Wen explains the situation and also informs the party that he had a chip implanted in his son and has located and it's been in one spot for the past several days. He wants the party to go and see what is happening and bring his son home. He knows his son is still alive since the signal pulses with the beat of his heart, sometimes it's fast but then it gets very slow.

What the players don't know is that that another team was sent but they haven't been heard from. A trio of mercenaries were hired but they have disappeared.

Wen Bao

Experience: Elite

Initiative: 5

Attributes: 7

Skill: 6

Melee Damage: 3

Motivations: Jack of Hearts – Wise, 7 of

Spades: Moderately Ambitious

Scene Three: Our Sewer Gang

The PC's make it to the sewer entrance close to where the tracking device leads them. It's a grate in a courtyard. Once there they are greeted by a Nukid Gang who think the players are "encroaching" on their turf and that maybe a toll should be acquired to let the PCs pass.

	<i>Init</i>	<i>Att</i>	<i>Skill</i>	<i>Dam</i>
Spanky	4	6	5	2
Alfalfa	2	5	4	2
Darla	2	5	4	2
Wheezer	2	5	4	2
Froggy	2	5	4	2
Porky	1	5	2	1
Uh-Huh	5	2	1	1

Spanky is the leader of the gang, he is a human with huge hands with jagged shards of bone sticking out of his knuckles. His melee damage is tripled.

Alfalfa is a tall lanky fellow whose skin is the colour of lime green. He looks more vegetable than man.

Darla is very beautiful, but when she opens her mouth you can see that it's leech like.

Wheezer is a sluggish looking fellow with a huge nose.

Froggy is a toadish looking fellow who basically hops around like his namesake.

Porky could easily be a representative of a monster in one of the earliest roleplaying books.

Uh-huh is a midget with an oversized head and all he says is Uh-huh.

Now this encounter can go sideways really fast depending on how the party reacts to them. You can equip the Nukids any way you see fit.

Scene Four: Spider and the Flies

Descending the rungs 5 meters into the main sewer line which is a circular tunnel with some sludge in the middle trickling away.

Once in the sewers the players can follow the signal for another 100 meters before coming upon cocooned husks of two men. Three bodies have been dried and they look mummified. An Observation check and they can find several shell casings scattered about the place. It seems a huge battle took place here. An assault rifle and a handgun lie abandoned on the ground as well.

In another 50 meters the tunnel will open up into a chamber with a 3 meter ledge around it, a 10 meter drop into a pit and along the side is a huge spider. There are two rung ladders leading down and if they look into the pit they can see a pile of bones amongst the sludge.

There are 5 more cocooned husks hanging over the pit. The spider is in the far corner and feeding on one husk.

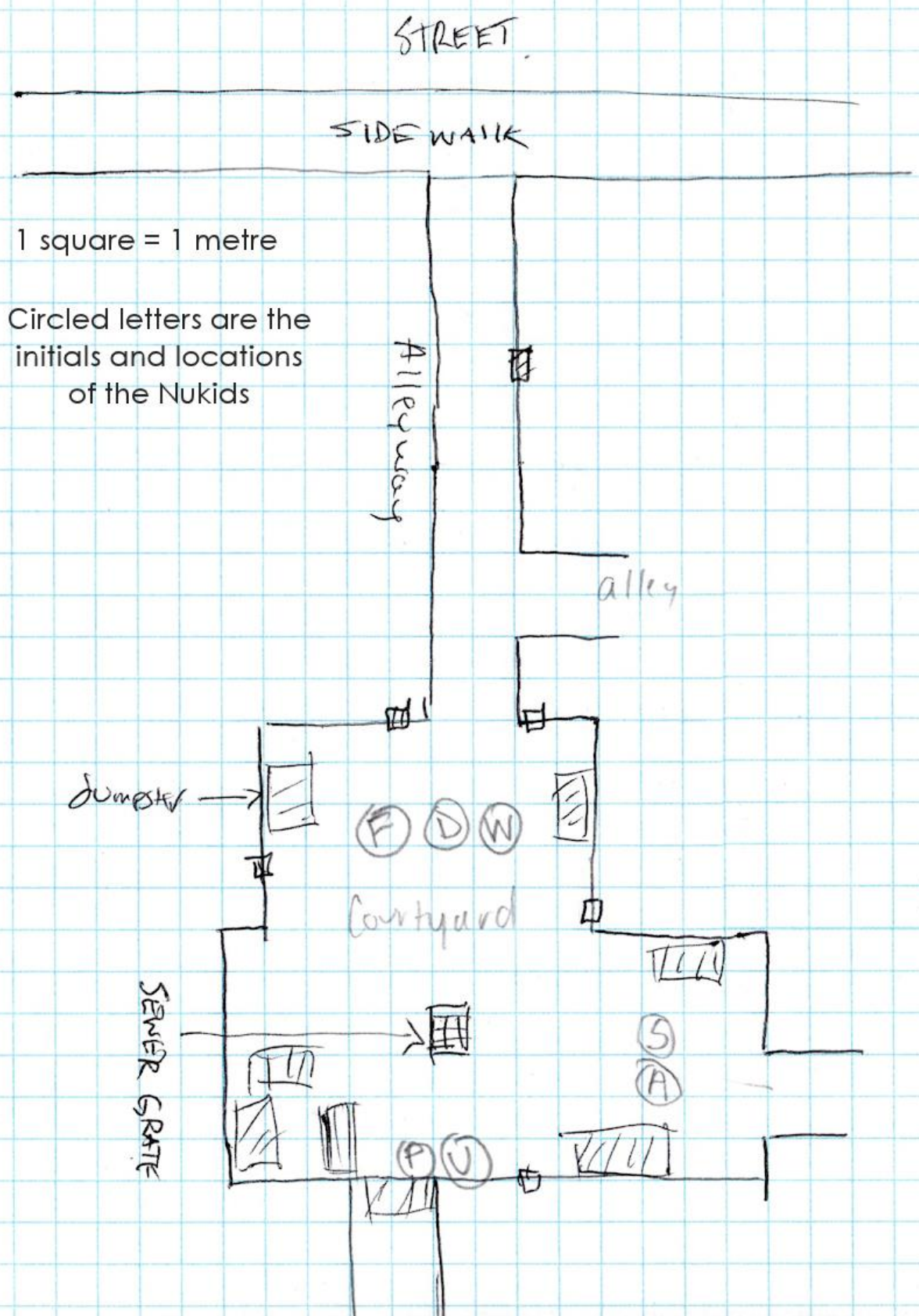
Giant Spider (Beastie)

#app: 1 Initiative: 3 Agility: 5
Attack: 80% Strength: 25
Skill/Damage: 3/3d10 Move: 2/4/8
Constitution: 30 Hits: 100/200

Giant Spiders live in dark secluded places and set up a nest so that they can feed. They never stray too far from their nest other than hunt and feed. Their webs are sticky and require a Hard (Strength) test to break free from.

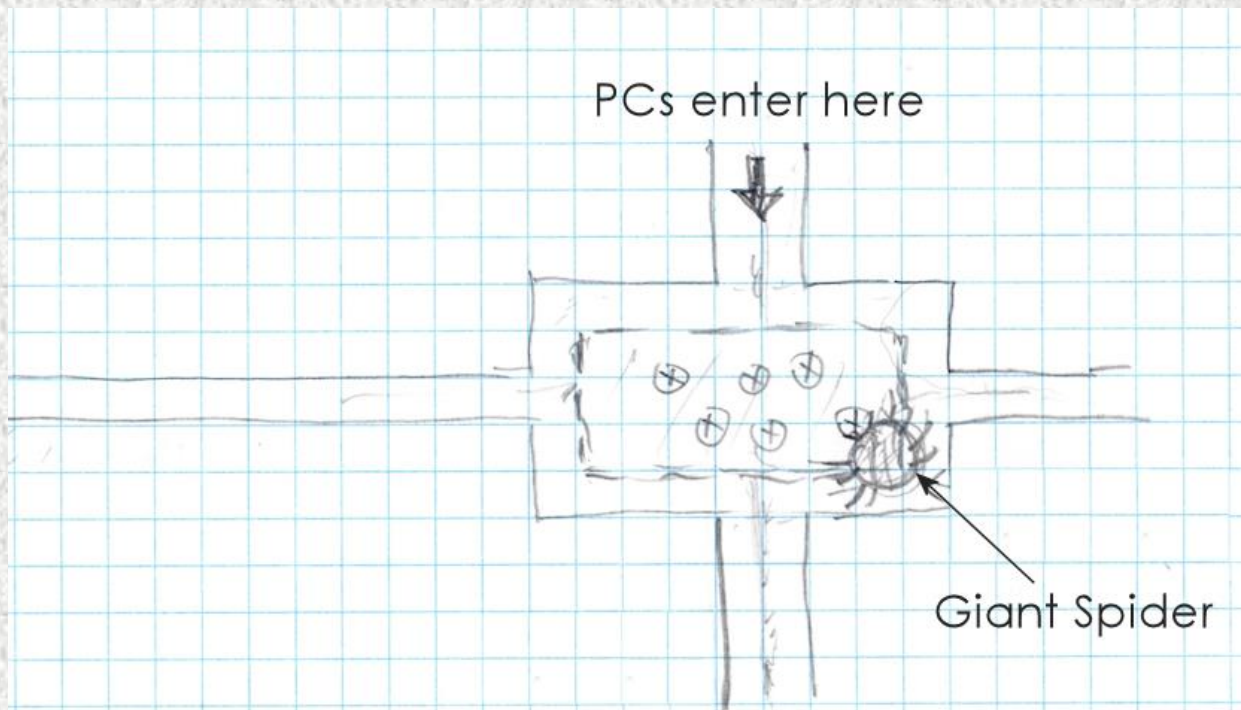
The Aftermath

Windsor Bao is still alive and cocooned but he has been drained of a lot of blood so he's pretty weak and can hardly move. The spider is feeding on the last of him.



1 square = 1 metre

Circled letters are the initials and locations of the Nukids



DARK CONSPIRACY

This seems an appropriate place to mention that 2018 will bring a brand-new edition of Dark Conspiracy. Clockwork Publishing, the English-language arm of German publisher Uhrwerk Verlag, will be releasing Dark Conspiracy fourth edition as physical printed books! Yes, actual dead-tree books at last. This was something that we were unable to achieve with DCIII, and I'm quite eager to see where the team at Clockwork will be taking the game. No word yet as to how different it will be from any previous version, but I do know that the team are most familiar with the original GDW edition. I don't think that Clockwork intend to use a totally different ruleset, as they did with their version of Space:1889, but nothing official has been mentioned thus far.

Check out the teaser text on the website:

<http://dark-conspiracy.com/>

TEN SPIRITUAL PARASITES

By Eric Fabiaschi

For any system

When it comes to the undead there are seldom anything quite so terrifying as those minor parasites who seem to inhabit the corpses of their victims only to infect others with their depravity and horror. Here is a list of twenty minor but very dangerous horrors to deal the harshness of the state of undeath to your adventurers.

1.The Liberator – A type of gut worm that crawls into the victim's nasal cavity & then eats its way into the skull. Replacing key areas of the brain with its own weird nervous system they take on parts of the higher brain functions of the victim turning them into alien zombies of a most sinister aspect.

2.Thrur's Shape – A strange shadow like creature from another plane that attaches itself to the victim's shadow and begins to feed from the very soul of the poor fool. The monster then replaces that piece of the victim with itself. The victim becomes a creature of shadowy substance begins to feed on the shadows of others causing them to be driven insane to the point of suicide. These things are responsible for 60% of all minor suicide cases in rural countries.

3.Gruseus's Goblin of the Mind – An odd creature created from the gall bladder stones of an ancient witch male or female that has made a pact with a rather sinister horror from beyond the Gate & Threshold. These beings are formed from the stones and fluids of witches & held together by the spiritual energies of a demonic essence. They feed on the spinal fluid of children & the elderly whom they

torment to no end finally turning their victims into lesser goblins.

4.Johnson's shadow warts – Small 2-inch parasites made of shadow substance that attach themselves to the lower astral self of victims & feed their victims echoes of past lives to drive them insane. These horrors are particularly drawn to bankers and businessmen whom they convert to other shadow warts like themselves over the course of three days or more. These horrors share a group intelligence & are notorious gossips often comparing notes on victims.

5.Peterson's Cats – These horrors are made from the souls of ancient animals that have passed on in torment and attach themselves to new victims. They feed from the misery of their victims as they harry them in dreams and nightmares, victims have vivid and all too real dreams of being chased and killed by hordes of house cats. Should after seven days they be caught by these strange undead horrors they are converted into a pack of 1d20 cats to continue the cycle.

6.The Burning Eyes of Ko – These strange burning astral eyes are said to belong to some ancient long forgotten god that watches over its victims and causes death, entropy, & misfortune to befall its victims. Should the victims die while under the invisible witness of the eyes their own eyes upon death will be missing from their corpses. The ancient god's undead disease continues to slowly spread across the known world.

7.The Old Days – These are ancient memories that engulf their victims and seemingly force their victims to relive ancient memories not of their own. They drive their victims completely mad & then force them to become ghosts & bit players within the schemes & memories of these horrid spirits. They

are tracked to certain types of antiques and museums that display forbidden treasures & relics.

8. Trouble's Treasures – Weird rings and artifacts which are actually spiritual remains of long lost treasures that find their way into the hands of their victims. Those who claim them become obsessed by these objects which they will incessantly speak of & talk about. These objects don't exist on the mortal plane but on the astral they exist as giant spiritual parodies of themselves. These objects are attached to the souls of their victims & can be seen devouring their victim's souls. These victims become the new object or treasure as the cycle continues.

9. Dilgani's Needles – These ghostly needles are actually spiritual parasites that are attracted to those victims with green eyes. The needles float around the aura of their victims & slowly begin to convert the victim's aura soul over to the mystical equations that make up the needles. The victims become tormented by dreams of needles and spines as their souls take on more and more of these spiritual parasites. The process continues until the victim's physical flesh takes on the characteristics of having needles or spines under the victim's skin. The final stage happens as bones, organs, flesh are converted into organic needles & the victim evaporates into a swarm of the astral needles themselves!

10. Tongue of Thruersur's – These weird slug-like creatures attach themselves to the spiritual auras of those who suffer in torment to lust & perverse depravity. These parasites are attracted to the moment of sexual organism & feed off of the little death each and every time the victim feels it. The tongue will spin the victim the dazzling dreams and visions of erotica

to achieve this state to feed on their souls. The victims become less & less attuned to the physical plane until they are fully converted over to the spiritual plane as nothing more than powerless hallow ghosts. The tongue finally hollows out the last vestige of the spiritual as the physical has long suffered death or worse. These parasites often make way for far more dangerous demonic entities.

Many of these minor parasites of undeath can be treated with and gotten rid of by expensive occult rites, rituals, or exorcisms. Those affected by them can be detected with certain types of esoteric equipment or certain spiritual abilities. Because of the dark times we live in these types of unearthly spiritual entities often go completely unrecognized until it is too late.



A SHORT GUIDE TO AUSTRALIA

By Kevin O'Neill

For Dark Conspiracy

While this article is written with Dark Conspiracy gaming in mind, the information should hopefully prove useful for any GM planning scenarios in the land "down under". It may even prove useful for readers with an interest in Australia in general.

Traditionally, most Dark Conspiracy scenarios have taken place in the USA with a few adventures taking place in other parts of the world and even on another planet. The United States is a prime location for a campaign as it offers a useful mix of terrain, geography, climate, vegetation and wildlife along with high and low population regions and high & low technologies. While countries in Europe offer many of these ingredients, they don't offer all of them and there are only a few regions around the world that do. One of them is Australia and for many readers in the Northern Hemisphere, Australia is a location both exotic and mysterious.

However the first thing any traveller to Australia needs to understand is the "distance factor".

The second thing is population density.

In Asia, Europe and the Americas distances between cities and towns is short in comparison to Australia.

For example, I used to live in the inland town of Kalgoorlie-Boulder. It's a mining town located approximately 600 kilometres east of the capital city of Perth. Once a month I would travel from Kalgoorlie-Boulder to Perth to visit friends for the weekend. The train service typically took nine hours one way while cars typically did the trip in six to seven hours (or five to six hours if they were rushing it).

During the trip, you would only pass through twelve towns for the entire 600 kilometres by car and a few less if travelling by train. Just twelve towns in 600km of travelling and in one section, the distance from one town to the next is approximately 180km (112 miles) – this is the section from Coolgardie to Southern Cross.

Now while in some areas of North America you could easily find similarly spaced towns, the real significance of this comes from knowing that if you decided to leave the road at Southern Cross and travel due north, the next settlement you would find is 360km (224miles) away and it's a hamlet compared to towns in North America & Europe - the town in question is Sandstone with a population in 2011 of just 105 people.

If you travelled approximately due south from Southern Cross, the first population centre you would encounter is 160km away (100miles). This location, Holt Rock, is a minor farming centre, it's not an actual town and the population of the surrounding farms is so small that figures aren't even available on the web.

Population in Australia is relatively small compared to many other nations

Note that population figures quoted here are taken from 2014-2016 calculations.

By way of a quick comparison, the following list shows the number of towns with populations greater than 100,000 for certain nations: -

Afghanistan – 14

Algeria – 42

Argentina – 17

Austria – 5

Brazil – 120+

Canada – 50

Chile – 33

China, People's Republic – 444

Colombia – 39

Czech Republic - 6

France – 39

Germany – 81

Hungary - 9

India – 324

Indonesia – 35

Iran – 55

Israel - 14

Italy – 41

Japan - 228

Netherlands – 23

Poland – 40

Romania – 25

Russian Federation – 161

South Africa – 43

South Korea – 42

Spain – 55

Sweden – 7

Switzerland – 7

Ukraine – 47

United Kingdom – 70

United States – 273

Vietnam – 19

Australia - 17

In many countries, the number of towns can easily amount to triple (and more) the number found in Australia because the number of citizens in that nation can support many more population centres.

Understandably, some countries are restricted by land availability in the number of

people they can support so it's no surprise to see a smaller population figure compared to Australia. It's no surprise that Austria for example, doesn't have a larger population because as most people know, it is a medium sized, landlocked nation in the central area of Western Europe.

In regards to Australia however, one has to remember the "distance factor", we have plenty of land and relatively few people to inhabit it. The amount of land available to Austria sees that nation with a population of approximately nine million, while Australia has approximately 24 million, more than double that of Austria.

What about the "distance factor"?

Austria has a land area of 83,879 km² (32,385.86 sq mi) placing it 115th in the list of sovereign states and dependencies by total area - as found on Wikipedia
https://en.wikipedia.org/wiki/List_of_sovereign_states_and_dependencies_by_area

Australia has a land area of 7,692,024 km² (2,969,907 sq mi) placing it 6th on the list of sovereign states and dependencies by total area. So we have a larger population than Austria and much more land than Austria. But those bald figures don't reveal the reality of the Australian continent.

When you factor population to land area, Australia has a population density of 3.06 people per square kilometre as of 2014. By comparison, Austria in 2014 had a population density of 103.41 per square kilometre – that's almost one hundred extra people per kilometre squared.

To compare with a nation of similar size to Australia, Brazil, with a slightly larger total area, has a population of over 206 million giving it a population density of 24.66 people per square kilometre (again, as of 2014). A nation with similar land mass but a population that was ranked as the 5th largest in the

world as of 2015 and Brazil is still just a quarter of Austria's population density.

I'm hoping that these figures give an idea of the sheer size of the Australian landscape and just how many people it would take to give it a population density approaching even the smaller nations in Europe. Again however, this doesn't really illustrate the human emptiness of the Australian continent.

The vast majority of Australia's citizens live on the coast or within 400 kilometres (250 miles) of the coast. There are some major population centres further inland but they are few and far between. There are areas of inland Australia where the only sign of human habitation you could find for 200 kilometres (125 miles) or more are the passenger airliners passing 8000 metres (26,200 feet) overhead on their way from city to city or destinations outside the country.

If you got lost in the outback, you could potentially wander for days without seeing or hearing proof of human existence – road and rail lines are spaced far apart, air traffic is very low compared to other industrialized nations and if you stumbled onto a farming property, the pastures you travel across could be located 100 kilometres (62 miles) from the actual homestead.

Why did I choose to compare Austria and Australia? Admittedly because there still seems to be some confusion for some travellers about these two nations. Austria is a European nation with a history of urban settlement spanning over 1000 years, the national language is German. Australia is an Indo-Pacific nation with a history of urban settlement of approximately 250 years, the national language is English so yes we do tend to speak a reasonably good approximation of English, thank you for noticing... oh, you thought we were Austrians and we'd speak like Arnold Schwarzenegger...

Humour aside, why do I consider this information important? Because it helps

explain some of the conditions encountered in Australia. We are a young nation, a relative baby in the list of sovereign nations, we haven't expanded as large or as fast as many other countries. Austria appears to be far less populated than Australia if you consider nothing but the total population but the truth is that with a smaller land mass, the density of people is far, far greater. Australia appears under populated by comparison but again, one must consider the land mass and place the population figures in context with the amount of land available.

This lack of population density has seen many Australians develop a resourcefulness and resiliency that is celebrated as part of our national identity. We needed to develop that aspect of our character because when working in the outback your team might be the only people for tens, or even hundreds, of kilometres. If you get stranded in the more remote regions of the outback you might be waiting days to weeks for a rescue. For example, there are a number of websites that provide information on "bush welding", that is, making welding repairs using car batteries in the absence of an arc welder and it should be no surprise that I make use of this example because the majority of websites giving this information, are Australian.

An example of bush welding in action can be seen on the following video:

<https://vimeo.com/38493637>

The phrase "dead heart" of Australia doesn't so much reference the dead centre of the country as it does the arid interior and the all too real threat of death if you enter the region unprepared.

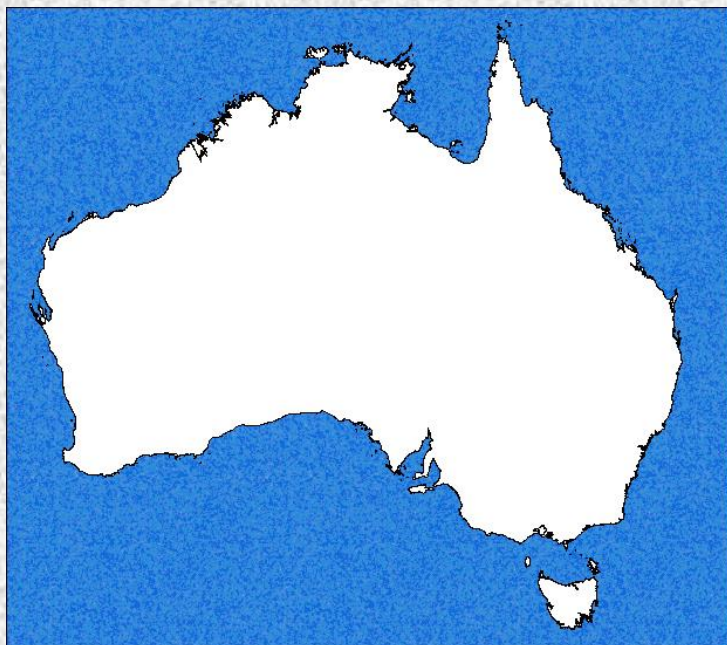


Population density figures taken from <http://www.tradingeconomics.com/>

<http://www.tradingeconomics.com/austria/population-density-people-per-sq-km-wb-data.html>

<http://www.tradingeconomics.com/brazil/population-density-people-per-sq-km-wb-data.html>

<http://www.tradingeconomics.com/australia/population-density-people-per-sq-km-wb-data.html>



THE TROUBLE WITH DOCTOR MURPHY

By Eric Fabiaschi

For Silent Legions

Dr. Ronald Murphy is a brilliant gentlemen scientist whose work in quantum physics, super string theory & alternative dimensional realities has open up vast new vistas. Murphy began to experiment with several alchemist's texts that were willed to him by a friend after Operation Desert Storm. These texts were in an odd alchemist's cipher & took many years of painstaking research to deal with. Inquiries of far flung universities in Ethiopia & parts of India yielded critical bits and pieces in his work. Murphy finally had all the assembled pieces he needed & spend the next years of his life building a gentleman's farm in the nearby hills of your favorite small town.

He became famous for giving school children over the years demonstrations of his giant Tesla Coils which were a part of his work. These were used primarily as a part of the treatment for the dimensional mechanism that would allow Dr. Murphy to transcend death. He spent years and a small fortune to perfect his machinery. When it was done on a cold November night Dr. Ronald Murphy stepped into the dimensional octagon & into local urban legend. The farm fell into disrepair, the house went up for auction by the county but no one stayed. The place gained a reputation as haunted, horrid, & possessed of an evil air about it. Murphy made his crossing over into 'someplace' else back in Nineteen Eighty-Five & hasn't been seen since. His collections, possessions, equipment, etc. has all

long since been broken up & sold off to other collectors of the esoteric & odd.

And what happened to Dr. Ronald Murphy? He found himself in places that man was not meant to go, & wandered across the face of the deepest parts of what some call the Underworld & others call the infinite dimensions of evil known as the Abyss. Dr. Murphy was exposed bit by bit to inhuman & demonic forces that stripped him of his humanity, life, & his very soul. Recently pets & wild animals have been turning up dead, their corpses blackened, twisted, & ravaged by something other worldly. Something that used to be Dr. Ronald Murphy has stepped out from the shadows of worlds back on to Earth but it is not him. This being is a blackened twisted human horror with death haunted eyes & a gaze capable of withering the life from anything it looks upon.

Recently, a happy young couple from a nearby city rented the old Murphy place, but they were not at all what they seemed to be. They were actually black occultists from a London suburb who had moved to the area after coming across an old news article on the internet. They moved into the house specifically to take advantage of the haunted & disturbing aura of the house. The 'Anderson's used several items that the purchased from on line 'black auctions' (auctions run by disreputable dealers in collectibles of victims who died under supernatural circumstances) to summon back to the mortal plane what Dr. Ronald Murphy became.

They opened a gateway to 'the Blasphemous Octagon' & Murphy

stepped through but the moment that the 'Anderson's' thought that they had control Murphy turned his withering gaze on them. Murphy then arranged their blackened & broken corpses into a sigil for his dark demonic Lovecraftian master to step onto the Earth plane once again. L'Pronus 'Master of the Blasphemous Octagon' is a minor demonic god figure whose connected with several Ethiopian plague demon gods but has had several manifestations during the great flu epidemic of 1918. When five hundred million were infected worldwide & its demonic presence on Earth wasn't noticed & its cult's influence spread like wild fire Many were taken in this god thing's name. This wasn't enough for the demon god; its hunger knows no bounds & now its faceless servant that was Doctor Ronald Murphy must find additional sacrificial victims to bridge 'the Threshold' from our world to its reality warping dimension of The Abyss.

The Murphy Farmhouse – This is a two story 2015 modern farmhouse with solar panels, a porch, a two-car garage, and a lovely front lawn maintained by the Andersons over the last couple of month's their blackened corpses are arranged in the living room as a sense of foreboding & horror hangs over the place. Every 1d4 rounds or so flashes of 'unreality' from the Blasphemous Octagon plane show scenes of torture and depravity from the Abyss to PC's causing momentary shocks of horror. This is a psychic phenomenon as well as mental one. Not enough cause any real soul numbing terror but those familiar with such signs will recognize that something dire is wrong.

The Woods – There are no sounds of nature here & during the daylight hours sunlight is muted & strangely off somehow. The light is sickly & odd as if the place is partly in this world as well as elsewhere. There is something 'off' about the sound quality here as well. Several corpses of neighborhood dogs & cats can be found, here & there under bushes that have been twisted by weird or strange influences. The corpses are twisted at odd angles, bones have been warped, there is odd growths or tumors on the surface of the blackened skin. The animal's remains are desiccated & possibly diseased. There are odd flesh-eating worms or maggots of no known Earthly species here. Psychics will feel incredibly uneasy here as the otherworldly influences feel as if their closing in. The Murphy Thing has been hunting here recently & has been taking animals for the last five days but now has gained enough pseudo material existence to begin hunting people after consuming the souls of the Anderson couple.

The Old Barn – This a twisted caricature of Doctor Ronald Murphy's barn/laboratory that has been brought into existence from the plane of the Octagon. The place is out back of the farm house but shouldn't be there because it was torn down years ago in the 'real' world. Instead this is construct taken from the torn and stripped memories of 'the Murphy Thing' by L'Pronus 'Master of the Blasphemous Octagon' from his servant in this world. The interior of the barn floor is a bio mechanical mass of lower intestine & gears all whirling in sequence with dead alien stars. A strange series of machines pepper the place sparking & arching with unholy energies. This is the Murphy thing's lair

and it's beginning to come into existence in the real world. It will take another four or so murders to wholly import octagon's dimension into the Earth realm. But it's well on its way and its quite easy for the PC's to cross into the Blasphemous Octagon. With each murder by the Murphy Thing this connection grows strong until its demonic master takes possession and its sickness begins to manifest & spread. Should L'Pronus The Master of the Blasphemous Octagon manifest on Earth there will be 1d100 random flu infections within a 1d200 radius. From these 1d100 cultists of the demon god thing will begin to form its new cult on Earth. Then more of victims of it will be taken to its realm to be tortured, stripped of their souls, and sent back as L'Pronus things similar to the Murphy Thing

The PC's must stop the Murphy Thing & break its connection to this reality to send it back beyond the Threshold. The house, the Anderson's remains, etc will all cease to exist once the reign of the Murphy thing is broken.

The Murphy Thing

AC: 7

Move: 40'

HD: 3

Morale: 8

Attack: Claw+3 x2

Damage: 1d4 x2

Skill: +1

Madness: None/1d6

Special: Undead, Death Gaze usable five times per day, ultra-vision, infravision, speaks demonic tongues,

Save: 14+

The Murphy Thing is only partially real & its touch imparts the tortures & horrors it has endured a horrifying experience that inflicts 1d6 Madness each time the thing touches them.

1D6 Random Adventure Hooks To Get The PCs Involved

1. The PC's are friends with the Andersons unaware that they are black occultists who have been watching the PC's to murder them. They have not heard from them in weeks maybe it's time to take a ride over. There's a bad feeling about this that needs your friend's attention

2. Several pets in the area have gone missing & there are rumors of old man Murphy's ghost being seen near the farm and the woods. Maybe you might want to take a look

3. Lights, screams, & weird sounds have been coming from the Murphy place. You wonder if the Anderson's that moved in recently are ok. Maybe it's time for you and your friends to take a look.

4. There were dark motives of Dr. Ronald Murphy & several students of his have recently gone mad - maybe it's time to talk with the Andersons who moved in last winter.

5. Old man Murphy had some valuable equipment at his place & a buddy of yours recently got a hold of a piece of it. Several pieces were up for auction on the usual online sites but someone named Anderson bought it all. Could that be the Andersons who moved in there last month? Maybe it's time to take a look.

6. You haven't seen Lilly that cute kid from up the way or her cat? She loved to play around the Murphy place. That place has a bad reputation. There were several pets found badly abused or at least that's the story. Maybe it's time to take a look and talk with the Andersons who live there now.

IDEAL Conceal "Phone pistol"

By Lee Williams

For Dark Conspiracy & Call of Cthulhu

A much-modernised version of the Derringer concept, the IDEAL can be folded to disguise the weapon as an unassuming mobile phone. This led it to be dubbed the "smartphone gun". When the pistol grip is unfolded, the double barrels are revealed. It is equipped with a belt clip, laser dot sight and an LED torch. Note that the IDEAL cannot be fired in the folded configuration.



For Dark Conspiracy

Ammo: .380ACP

Weight: 0.2kg

ROF: SS

Damage: 1

Pen: Nil

Bulk: 0

Mag: 2i

Recoil: 4

Range: 3

Reload: 2

Price: \$395 (R/R)

For Call of Cthulhu

Base chance: 20%

Damage: 1D8

Base Range: 3

Rate of Fire: 2

Capacity: 2

Hit Points: 5

Malfunction: 98%

Price: \$400, very rare.

The OPEN VEIL

A ghost hunt for Dark Conspiracy

Paul Riegel-Green

The Open Veil

You enter a small room in the back of a seedy mike town bar. Some of those in there you recognize some you don't. There is a round table with chairs for each of you. After you settle into your seats the large flat screen TV clicks on with this report.

Local television reporter comes on the screen, "It has been three years since the disappearance of the Cincinnati Paranormal Chasers team on Halloween. The team led by Kelli Blue, a female legend in the paranormal exploration circles, and five others vanished inside the old Cincinnati Sanitarium.

The group was reported missing three days later when the owner of the land came back to open the gates and they failed to appear. The police were called and they found the base camp destroyed all six missing. A week-long search of the buildings and grounds turned up Steven Gibbs, the team technical manager and the one who manned the base camp.

Steven Gibbs at first ran away from the searchers but was trapped and brought out of the facility. It was determined that he was totally insane. He was charged in the disappearances but was found incompetent and sent to Harding Hospital outside of Columbus.

James Mann was found the following Halloween by a paranormal investigation team. He was crucified in the main foyer of the Cincinnati Sanatorium. His body was examined by the Kenton County Kentucky Coroner. The coroners' results were never released but this reporter has it on good authority that the results were contradictory and confused. The Sheriff's office says it is baffled how Mr. Mann could have been missed or how he came to be there.

Last Halloween, Edward Gemcity and Abigail Brock were found hanging on the gates of the sanatorium when the paranormal group "Ghost Busting" showed up to do an investigation. Again, the coroner did not release a report.

According to my source all three of the bodies were killed within 24 hours of being found but were still wearing the same clothes they disappeared in.

Their clothing, hair, and all other external indications is that they were exactly the same as when they disappeared."

The screen goes blank and a voice tells them "drink the drink in front of you now or else you will forget the rest of this briefing."

As the characters look at the table they see a single shot glass filled with a murky, brown liquid about as thick as a milkshake. As you drink it down it tingles but doesn't really taste like anything.

The deep, commanding voice from the television says "Good, now you will be able to remember." Another report begins: three years before the first report another three teenage girls disappeared while doing a Halloween séance at the sanatorium. This is followed by another report three years before that, again of three girls who disappeared from a new home subdivision, Peaceful Acres, that was developed on the land originally part of the Cincinnati Sanitarium

The deep, commanding voice comes back on. "Every three years going back at least three hundred years, three women disappear on Halloween. Yet before the next three year cycle starts, all memory of the previous disappearances is wiped from everyone's minds. However, their actions are effected, the coroner sealing his findings, Peaceful Acres becoming a retirement community and eventually abandoned.

We have linked it back to legendary creature known as the Hopewell Boogeyman. According to legends it was very human like other than standing between six and seven feet tall with wings and a massive human head. It was said to come out and hunt down women every so often as they are all males. (See below for full description)

The liquid you drank seems to inhibit whatever the cause is of the memory loss. Anyone who did not drink will not remember anything from the briefing by the end of it.

I am making it your job to go in and find out what really is going on and to put a stop to it before more people get hurt."

The Sanitarium: Long abandoned and neglected sits on fifty acres of overgrown land not counting the acres sold off for the Peaceful Acres subdivision. The main gate is closed and padlocked with a big no trespassing sign on it but the walls to with side, within five feet of the gate, are so broken down as to allow reasonably east foot traffic.

About one-quarter of a mile from the entrance gates up a long tree lined driveway sits the Sanitarium. It sits on top of a small hill and consists of a Rotunda, the Main Building and a smaller "Doctor's" Building. To the East at the base of the hill and along a service driveway is a small building that was once a coal bunker. About a quarter mile east of the coal bunker is a large cemetery. The south edge of the cemetery butts up against a new wall that separates it from the Peaceful Acres Subdivision.

The Rotunda: The Rotunda sits in front of the Main Building and consists of a ground floor and an open air second floor.

Rotunda Main Floor: This floor can be accessed via a normal door on the north side and a garage door on the south of the building. When entering via the normal door you see a small room with a ramp leading to the second floor on the right and stairs to the second floor on the left. About ten feet ahead there is a door that leads to the garage. The garage is large enough to house an ambulance a small maintenance bench and several gas powered golf carts as well as a gas pump. On one end of the garage there is a garage door that covers one end of the building.

(Reports) Groups have reported the sounds of chains and horses in the garage area.

(Actual Activity) The sounds are actually a residual haunt of horses being hooked up to the Sanatorium's hearse. So if someone is in the area at a given time they will hear the sounds but will find no source or be able to have any interaction with it.

Rotunda Second Floor: This floor is accessed either by stairs or ramp from below. It is an open platform with brick pillars every so often holding up the roof. It was designed to allow ambulatory tuberculosis

patients to sit in the open air, which was considered a good treatment for the disease.

(Reports) There is a few reports of wheelchairs moving on their own.

(Actual Activity) There are four old high backed wheelchairs on the floor and certain times there will be a breeze strong enough to cause them to move, apparently on their own.

Main Building: The Sanatorium's Main Building consists of a basement and four floors. The floors have nine foot high ceilings with useless overhead florescent lights.

The floors are covered with once nice but functional tile which is mostly intact on the first floor but more and more torn up the higher the floors you go. The windows are five foot tall, with ledges starting at the two foot level and ending two feet from the ceiling, most of which no longer have glass or shades.

The entrance is several steps up to a set of once ornate double doors. It has a cover that goes up to the third floor.

Basement: The basement is accessed via a small staircase off of the Main Floor's Foyer, the main passenger elevator or the freight elevator. The passenger elevators door is half off like someone or something has tried to pry it open and the freight elevator has its doors open and the elevator car is there.

The basement walls, unlike upstairs, are concrete blocks with concrete floors. Built into the concrete floor are rails that lead from the coal bunker in the building to the body chute. Once lighted by long fluorescent lights, long burned out, and a mostly collapsed false ceiling. The air is heavy with humidity, mold, and puddled floors.

(Reports) Reports from various sources claim seeing shadows, hearing conversations, being tripped, and scratching.

(Actual Activity) Shadows in the basement area are mostly shadows of investigators or on occasion a

Winged Monkey. Hearing conversations are usually being transferred from different floors via the elevator shafts. The scratching noises are from a family of raccoon that live in the freight elevator shaft.

The basement consists of a small room at the base of the stairs, which also where the elevator shafts end. There are the remains of signs on the wall with arrows. To the right the arrow says "Boiler Room" and the one to the left says "Morgue"

Down the left corridor consists of several small storage rooms, a room marked Autopsy and a final room marked morgue. The storage rooms contain little other than deteriorated hospital supplies and rats.

Autopsy Room: The only thing in the Autopsy room is a large metal table used for autopsy procedures. The morgue consists of a small room with nine body coolers on the west wall.

(Reports) There are reports of persons seeing an ongoing autopsy through the open doorway then the sighting disappears. In addition, there are disembodied voices and sounds. Finally if someone lays on the autopsy table then they will feel the presence of something around them. Lastly, should someone lay in one of the coolers they will feel that they are not alone in there.

(Actual Activity): The ongoing autopsy scene is a typical residual haunt. The disembodied voices and sounds are natural sounds of rats and the like being misinterpreted. The presence felt on the autopsy table and in the cooler is the Hopewell Boogeyman probing the characters mind

At the end of the left corridor consist of a long underground tunnel commonly called the "Body Chute". It was originally a tunnel used to bring coal up from the bunker which is down the hill some quarter mile away. It was also used to take the dead out to the coal bunker where they could be picked up out of sight of the patients in the main building.

Down the right corridor consists of large storage rooms on the right side that once housed furniture used on the facility.

The first door on the left side of the right corridor is a coal bunker. The remainder of that side of the hall is dominated by the boiler rooms which provided heat and electricity for the all the buildings of the Sanitarium Complex.

(Reports) There is a report that one of the maintenance men was burned over 90% of his body from the boiler and subsequently died. So the sounds of metal boiler doors being opened, shovels picking up coal, and a disembodied man's scream.

(Actual Activity) The maintenance man was killed by boiler burns after he saw one of the Winged Monkeys in active mode. The monkey grabbed him and held him against the boiler. The sounds are residual haunts from the maintenance man's death. There is a chance of encountering an active winged monkey.

Satan Room: The last door on the right of the corridor was a storage room but once opened the characters can notice five burnt candles on the floor at the points of a black painted pentagram. The air feels heavy in this room. On the far wall there is the image of a goat headed demon which at first looks to be burnt into the wall but under scrutiny will appear that the wall itself is undamaged and if scraped it will fill back in. In the center of the pentagram is a small pile of human bones.

(Reports) There were reports that humans were sacrificed by Satanist in this room that has been turned into a satanic temple.

(Actual Activity) There was some satanic worshipers who had set up a temple here. There were thirteen of them then one night at the end of the ritual four winged monkeys appeared in the doorway and attacked. Six of the coven members disappeared as the rest ran for their lives. When they brought back the police there was no evidence of the other six, who remain missing persons to this day, ten years later. The remaining coven members were eventually admitted to the psychology ward. Should candles be lit or words of the Satanic Bible be read out loud then winged monkeys will come down from the attic to investigate.

Body Chute: This is a tunnel that runs from the basement of the main building to the coal bunker. It is six foot wide and eight foot at the apex of the arched roof. The floor is concrete and has two metal rails for the coal car built into the floor. The walls and ceiling are made of cinder block and angle up to an arched ceiling.

(Reports) There are a lot of reports of the sound of squeaky wheeled gurneys and of moans and screams.

In addition, there is the report of the Body Man, a man whose job it was to transport the bodies down the body chute. This man appears as a large shadow man who will appear and charge at the observer in an attempt to keep the activities of the body chute secret.

(Actual Activity) There is a squeaky wheeled gurney about a hundred yards into the body chute from the coal bunker side. If the Winged Monkeys feel that someone has gone too far inside the body chute they will move it sending echoes of the squeaks and moving sound up the tunnel.

It that does not deter them the Winged Monkeys will use the legend of the "Body Man". The Body Man was once a shadow man that haunted this site. He subsequently was released from his haunting but the legend persists. The Winged Monkeys will use Human Empathy to project the image of the Body Man into the minds of those who they think are to close. Animals with the humans effected will act normally, which may give the characters an indication that this is not a true haunting.

First Floor: The floor his has a much nicer tile than the rest of the building.

Main Entrance Foyer: This is a large room that is dominated by a large staircase to the mezzanine (second) floor with wooden balustrades. The steps are made from marble. To each side of the staircase is a personal elevator and a freight elevator.

(Reports) (Actual Activity)

To the right and left of the room are three steps going down to hallways.

The personal elevator shaft is to the left of the staircase, taped off with yellow "CAUTION" tape and a closed with an iron worked doors. The elevator car, long since non-functional car was capable of carrying eight persons easily.

The cargo elevator shaft is to the right of the staircase with a door that closes from top and bottom and taped off with yellow "CAUTION" tape. Its car is two and a half times the size of the personal elevator. It also had the capacity to go down to ground level and exit out of the building through its own doors.

Across the foyer at mezzanine level is a beam. This is where James Mann was found crucified from.

(Reports) Many individuals are overcome with a sense of dread and foreboding of evil upon entering the Main Entrance. Also, at the witching hour (0300 hours) there are reports of mysterious lights appearing on the cross beam where the one investigator was crucified.

(Activity) The sense of dread and foreboding of evil is natural with all those who have read of the legends and stories about this place.

At 0300 six lights will appear near the cross beam, they will fly up and combine in the center of the beam where the body of James Mann was found. Then there will be a large flash of light and they will disappear revealing another body.

The new body is that of Clarence Williams who was taken tonight along with his girlfriend Libby Hayes. They thought it would be a quiet romantic spot in one of the abandoned homes of Peaceful acres. There they were taken by the Hopewell Boogeyman. Libby is the first of the trio it needs tonight and is being cocooned in the attic. This information is not available to the characters unless they access local (??) Should the characters elect to recover the body, which is a tricky feat in itself they will find that Clarence is dead of unknown causes but having no marks on him other that bruises atop his shoulders (That being from the grip of a Winged Monkey that brought the young man here).

East Wing: The east wing consists of six large and twelve small treatment rooms. These include what is left of a dentist's office, two operating rooms, and a barber / salon room.

(Reports) There is a report of seeing a man being decapitated in the barber chair. In addition, there are reports of disembodied screams and shadow men.

(Actual Activity) The decapitated man is a suggestion based off of myth that is as old as the sanatorium. The screams and other disembodied sounds are just that unexplained noises. Shadow men are a trick of the eye converting mists and dark into a humanoid that can never be caught.

East Wing Addition: This was added after the main building was built. It includes a three hydrotherapy rooms, a large laundry room, and some isolation (i.e. rubber) rooms.

(Reports) There are reports from here of several drownings and several deaths in isolation rooms.

(Actual Activity) The Hopewell Boogeyman used the isolation rooms to extract empathic energy from and those seeing them and reporting it were just deemed to be having visions as part of their insanity. Many times all of their Empathy would be drained and they would simply be found dead in the cell with no explanation. There is a chance of encountering the Hopewell Boogeyman in this area.

West Wing: The right wing off of the entrance foyer has what's left of ten administrative offices and two small supply rooms.

Solarium: Behind the building on the ground floor is a large open-air solarium used by the tuberculosis patients. There are still about six abandoned wheelchairs.

(Reports) There are reports of giggling and seeing a child apparition.

(Actual Activity) Often paranormal groups will come with toys, balls, stuffed animals and the like, and they do rarely appear to move. These movements

are more often than not caused by the wind from a winged monkey's flapping wings. There is a chance of encountering a winged monkey in this area. The giggling is a character's misinterpretation of the little noise made from the Winged Monkeys wings.

Mezzanine: The Mezzanine overlooks the foyer.

Nurse's Station: The Nurse's Station is in a loft overlook of the main foyer and consists of a long counter being which are built in filing cabinets and shelves. There are still patient files and other paperwork strewn about.

(Reports) There are reports of investigators being pushed and of a floating nurse apparition in this area.

(Actual Activity) The floating nurse apparition is a combination trick of the light, and wishful thinking.

Those who have been pushed are being hit by but sudden winged monkeys swooping down and hitting the individual in the back trying to force them over the railing. In order to be successful the monkey must roll a d10 equal to or less than 20 – (Character's STR + # feet from the railing). If successful the character may make a 1/8 AGL check to grab the railing after being flipped over, Failing the AGL check the character will take 2d10 points of damage.

To either side of the Nurse's Station is stairs leading to the third floor. Under and behind the staircases are the shafts for the personnel and freight elevators, both having their gate closed and caution tape across.

East Wing contains Wards A through D. These were large open wards containing beds and nightstands for up to forty patients each. These wards were for male patients.

(Reports) Sounds of all sorts are reported in this room from bed creaking to moans to crying to an ominous "Get Out" have all been reported here over the years. There is also reports of a Gentle Giant Shadow Figure by the name of "Tommy" that is said to haunt here.

(Actual Activity) Tommy the Gentle Giant Shadow Figure is misinterpretation of various shadows seen and recorded by various paranormal groups. The noises are unexplained disembodied noises. At various times there are beds creaking and moans that seem to come from all over the room. Should Tommy be called on, many times there will be a gasp. Should someone suggest playing then rapid clapping can be heard. Should it be pointed out that the people who were there are dead then crying can be heard. Should Tommy specifically be told that he is dead then his disembodied voice will respond with an angry "Get Out".

East Wing Addition: The addition contains Ward E. This was commonly referred to as the "Death Ward". It was where terminal patients were taken to pass away. Unfortunately, bodies could only be removed late at night since the freight elevator was in the middle of the building. This movement became known to the patients as the "Death Rattle" because one of the cot that was used to move the dead had a bad wheel that rattled as it went down the hall to the elevator. This is a commonly heard noise both in this area, in the basement morgue area, and in the body chute.

In the south end of the room there seem to be several, the exact number cannot be determined unless they are dug through, woven cocoons of human sizes.

(Reports) There have been reported to have black shapes being seen and disembodied screams being heard as well as the rattle of the gurney that is used to haul the dead out after midnight.

(Actual Activity) The black shapes are 2 Winged Monkeys who will defend the pile of cocoons from being examined. The cocoons are all opened and just tossed into the end of the room. This was a room of death and the Hopewell Boogeyman wraps up those who are caught up in its search for the three. They are preserved just as they were caught with the exception that the Hopewell Boogeyman will drain them of all their Empathic energy over time, sometimes taking several years. While in the cocoon the individual is in a suspended animation status right up until death from Empathic energy draining.

West Wing: The west wing contains Wards F and G, for women and Wards H and I for children. The children's wards still contain several cribs and some toys even spread around the room.

(Reports) There are reports of screams and giggling thought these wards. In Ward H there is the story of Olivia.

According to reports there have been several sightings of "Olivia" a child spirit between the ages of six and twelve. She has been seen as both a full sized apparition and a small shadow. These sightings are rare. The most common interaction is playing with a ball or toy.

(Actual Activity) Olivia does exist in this area but she has never made herself known. She doesn't appear, she doesn't make noises, and she doesn't play with visitors. The sightings of Olivia are mere wishful thinking and bragging. As anything unusual in this area is always attributed to Olivia. Olivia is afraid of the Hopewell Boogeyman and the Winged Monkeys. If toys are left and things are quiet she might come out and play with them.

Third Floor: The third floor is in worse condition than the Mezzanine level.

Nurses Station: This is a small section about the size of three office cubicles. It has a waist high desk. There are some papers and filing cabinets in disarray behind the counter.

To either side of the Nurse's Station is stairs leading to the fourth floor. Under and behind the staircases are the shafts for the personnel and freight elevators, both having their gate closed?

East Wing: The east wing contains Wards J and K. These were originally used for more tuberculosis patients but were converted to house those who were deemed criminally insane. The ward doors have been changed to metal with heavy locks. In one end of the room is a section that has been separated from the rest with a bars and a locking door.

(Reports) This wing is populated by sounds of screams and the rattling of chains. There have been

reports of several different shadow people and of people being attacked and scratches.

(Actual Activity) There are some residual sounds that will become stronger around Halloween. The attacks are from winged monkeys who will come into this area to try to put off those exploring the building.

East Wing Addition: In the addition to the east wing contains Ward L. This was for more critical patients that has been turned into a series of cells used to isolate to most dangerous patients. There are a series of barred rooms made to house individual patients each containing a bed with four point restraints.

(Reports) The noises here include scream, cell doors slamming, and heavy footsteps. Jed, a serial killer of children who was sent onto the Ohio Sanitarium, only to escape and return here, has reported been seen in spectral form in this area.

(Actual Activity) Cell doors do slam on their own usually caused by a winged monkey. The specter of Jed does appear many times in this area but never on Halloween as even it, in death, does not want to meet the Hopewell Boogeyman again.

West Wing: The West Wing of the third floor is a series of treatment rooms. Among these rooms are two small ones that are set up for electroshock therapy. On the west end of the floor is a large kitchen that provided food for the patients and staff.

(Reports) There are reports of huge fluctuation in EMP fields in this area as well as disembodied screams, the sound of electricity crackling through the air, and loud thumps. There has also been seen full scenes of an electroshock therapy that supposedly killed a patient by the name of Amy Mae.

(Actual Activity) There are huge fluctuation of electromagnetic fields here and a very high electromagnetic base. This is caused by some strange anomaly in the sight that produces them. Some people are susceptible to his EMP fields and those are the ones that report the sightings. These

EMP fields will draw the Hopewell boogeyman to it as it used the energy to help it move like a lizard uses the heat of the sun. There is no evidence to support the Amy Mae story or any other tales from this area.

Fourth Floor: The fourth floor is the worst maintained of the floor with most of the tiles broken up and the false ceiling partially and light fixtures collapsing down.

Immediately at the top of the stairs was the check in desk which tried to regulate traffic and keep men out of the women's section.

Behind a small desk is a locked door which opens onto the only staircase to the attic. Also against the south wall are the passenger and freight elevators. The Passenger elevator car is located about halfway into the fourth floor stop and the doors are missing. The freight elevator shaft is wide open and the doors have been jammed open.

(Reports) scratching and footsteps are reported and a ghostly scream from the open freight elevator shaft.

(Actual Activity) If characters are caught alone or even in a pair on Halloween a Winged Monkey will appear out of the darkness and attempt to shove any males into the open freight elevator shaft. It will also try to capture any female character and take them to the attic for the Hopewell Boogeyman.

East Wing and Addition: This is designed to house the nurses, female orderlies, and maids that work in the hospital. This consists of a series of rooms the largest designed to hold eight beds down to individual women's rooms, depending on the seniority of the staff. Also, in the East Addition are restrooms, baths and showers for all the women in the wing.

(Reports) According to reports by several groups there is a black ooze that appears first to travel down the walls then across the floor towards any living beings.

(Actual Activity) The black ooze is the after effects

of the Hopewell Boogeyman's processing of the bodies. It is a material form of the victim's intelligence and soul attempting to find a new host to live in. It will move at 5 feet per round and it allowed to touch bare skin it will suck its way up to the elbow immediately. It will travel five inches per hour until it reached and covers the head. Once it does so there will be a fight between the two consciousnesses.

The Black Ooze will have a Strength of 2d10 minus the number of feet it had to move to capture the victim, what it called its Consciousness. The Black Ooze will roll a d10 + its Consciousness and the player will roll a d10 and add the characters INT and WIL. Whoever is higher is in control. If one side doubles the score of the other they win the battle and take over the control of the body. The side in control of the body has consciousness goes up by 1. This will continue until one side doubles the other.

If the character ends up winning the battle they must spend the number of rounds that they fought resting and removing the ooze from them. Should the ooze win it will take them the number of rounds, equal to the length of the combat to fully control the character's body's actions. Once it does it will see anything living as its enemy and will attack with unarmed melee attacks with any STR bonuses of the character taken over.

West Wing: This is designed for any male nurses, orderlies, and maintenance personnel that work in the hospital. Like the east wing it consists of a series of rooms the largest designed to hold eight beds down to individual men's rooms, depending on the seniority of the staff. At the west end of the building contains restrooms and showers for all the men in the wing.

Attic: This is accessed by stairs from the fourth floor. It is an unlit room that occupies the entire floor above the fourth floor. It once housed extra supplies but now is mostly empty and covered in dust and cobwebs. The ceiling is the roof of the building itself. The floor varies from floor boards to loose boards laid across the studs to the back side of a plaster that used to be the ceiling of the fourth floor.

(Reports) There are no reports of any activity in the attic as the Hopewell Boogeyman uses all of its powers to keep people out of the attic and to forget anything that they see or hear.

(Actual Activity) There is a Hopewell Boogeyman there and at least one victim being placed into a cocoon. Should the characters be able to threaten the Hopewell Boogeyman it will screech and all of the dozen of the winged monkeys in the facility will respond as quickly as they can. The Hopewell Boogeyman will consider this its lair and will fight to defend it.

As you move to the east towards the addition the cobwebs get more dense and harder to cut. Finally you reach where the east wing addition would be there is a solid wall of webs. There is a small hole about two foot across near the south wall.

Once past the wall of webs there is a small pathway between little alcoves that heads towards the north end of the addition. Each of the alcoves are round, two foot across and six foot deep. They are stacked up to the ceiling. In each the characters will find the bones of women who have been kidnapped and used as an incubator over the years.

As you get closer to the front the characters will find three fresh cubicles that are unoccupied. Once past them, the falls go back to the full space of the attic but still covered with the thick web. The only thing in the open section is two Winged Monkey floor lamps. The only other opening is a round window at the front of the building. If the window is examined it can easily be determined that the window has been opened recently.

The Doctor's Building: This is a two-story building to the right and connected by a second-floor walkway and ground floor breezeway to the main building. Upon entering the building whose entrance is off the breezeway enters into a foyer

Foyer: The foyer was once nicely tiled floored entrance with an ornate staircase leading to the Mezzanine level and a small plain staircase leading to a basement. In addition, there is an old non-functioning elevator with an art deco metal door.

Basement: The basement of the Doctors Building consists of what was a pharmacy and storage area for the Sanitarium.

(Reports) There is a report of a violent spirit in this area.

(Actual Activity) This is actually Leo a former child resident of the Sanitarium. He is human, quite insane, but very tricky. He has 0 EMP and knows every hiding and escape route in the entire complex so he has managed to elude the Hopewell Boogeyman and the Winged Monkeys.

If cornered he will fight with a machete. If the characters can get him to talk he will tell of the wild winged beasts.

Mezzanine Level: The stairs come up to a landing that overlooks the Foyer and contains what remains of a small check in desk and chair. There is a large central lounge area and what amounts to seven apartments that were used by single or visiting doctors. There is also a place for the elevator to stop and stairs leading to the third floor.

The lounge one housed several overstuffed chairs and couches a table with chairs for eating and two small writing desks, most of which has been removed or turned to dust. This lighting was provided by rout floor lamps that were sculpted out of what appeared to be Winged Monkeys.

The apartments included a bed dresser a small closet and a small restroom with a shower. They also each has a window.

Third Floor: At the top of the landing, which has the open elevator with the car in place and two doors. The first door goes into the formal lounge and the second into the medical library.

Formal Lounge: The Formal Lounge is done in dark wood with a large ornate bar. It once housed a pool table and a card table in addition to several overstuffed armchairs. Each corner houses a Winged Monkey floor lamps, which are the only things intact in the room. Again most of this has long since been turned into rubble with the exception of the floor lamps and the bar. The bar looks as polished

and clean as the days when the doctors used this lounge.

(Reports) There are reports of footsteps and moaning. In addition, more than one paranormal investigator has reported being scratched.

(Actual Activity) The footsteps sounds are being made by the winged monkeys moving. The moans are made by the winged monkeys' wings being unfurled. The scratches are made by the winged monkeys where they feel they can scare humans out.

Library: This was once a very nicely appointed medical library. It has walls covered floor to ceiling in book shelves with a sliding ladder. There were two large and several small tables with chairs spread around the room, or what is left of them. The only thing in the room intact are Winged Monkey floor lamps in each corner.

(Reports) Again there are reports of footsteps and moaning. In addition, more than one paranormal investigator has reported being scratched.

(Actual Activity) The footsteps sounds are being made by the winged monkeys moving. The moans are made by the winged monkeys' wings being unfurled. The scratches are made by the winged monkeys where they feel they can scare humans out.

Attic: The attic is accessed through a small panel in the library which has a telescoping ladder that comes down when it is open. The ceiling is formed by the roof and the floor is mostly covered with rough-hewn planks laid across the floor studs.

The characters will find two more Winged Monkey floor lamps in the attic. The only other objects in the room are over fifty bones which appeared to be chewed on. The bones appear to be very old and from many different bodies. In one corner of the room near a Winged Monkey are several newer bones and some blood staining the wood.

(Reports) There are no reports from up here because it has never been explored before.

(Actual Activity) Nothing will happen unless a character begins poking around the pile of bones. Should they do that the winged monkeys will attack regardless of the odds. Winged monkeys from the second floor will reinforce those in the attic in order to protect their lair.

The north window has been opened recently. Also if the room is searched you will find claw marks on the floor walls and ceiling.

Coal Bunker: The Coal Bunker is a one-story concrete building which can be entered through the body chute, through a steel door or through a metal dump door.

The dump door leads directly into the coal bunker that occupies half of the building. It is filthy for coal dust. There is a small pile of coal in one corner and it contains some personal effects and ghost hunting gear of the Cincinnati Paranormal Chasers. This room also has a metal door in the wall that leads to the hallway.

The main door leads to a small hallway that has a pair of metal rails that lead up the body chute. On the rails is a gas powered coal hopper car that was used to transfer coal from the bunker to the boiler in the Main Building. Also next to the door is a dilapidated desk and chair and an intact Winged Monkey floor lamp. In addition, there is a gurney that was left here from the last body sent down the body chute.

(Reports) There are reports of the coal bunker door opening and slamming. In addition, there is supposed to be the ghost of a man who died after his legs were crushed by the coal car.

(Actual Activity) The bunker door does open and slam when the winged monkey here comes and goes. The ghost is actually people catching glimpses of the winged monkey moving around.

Cemetery: The Cemetery is about a quarter of mile south east of the Coal Bunker. A packed dirt road leads to its entrance. The entrance is marked by a two story, brick archway. There are several acres of overgrowth that constitutes the cemetery.

Near the entrance are about thirty plots that have been used for staff that have died while working or shortly after working at the facility. These plots were the best maintained and all at one time had stone head stones. Most of the headstones have been knocked over. Those head stones that bore some form of religious symbol on it are broken up over the years.

(Reports) According to local legend the headstones were destroyed by evil demons or spirits.

(Actual Activity) The headstones were destroyed by Satanists that at one time occupied the main building.

Once you move past the staff graves you enter the Hospital Graves Section. These graves were neatly laid out and had wooden markers at one time that were replaced by small head stones. The condition of the headstones is like those of the staff graves.

The largest portion of the cemetery is the Tuberculosis Graves Section. There are several thousand marked graves in this section. Unfortunately not all the graves were marked and sometimes a grave plot was reused. A reused plot will have one of more simple pine caskets. Just piled on top of another. About a third of the graves still retain their original metal markers.

The last section of the cemetery contains the unclaimed bodies of the criminally insane that died on the site. These bodies went unclaimed and were buried in mostly unmarked graves. These graves are spread out along the new wall that separates the sanatorium from the Peaceful Acres subdivision.

(Reports) There is a report of several different ghosts.

(Actual Activity) This activity includes sightings of the Hopewell Boogeyman, winged monkeys, and Leo (See Doctor's Building Basement)

Peaceful Acres: This is a home subdivision that sits on land once owned by the Sanatorium. It is surrounded by the old Sanatorium wall on the outside and a new wall that was built to separate the development from the cemetery.

There is a single entrance that splits into three large circles containing sixty homes. They are all pretty much cookie cutter homes with two bedroom single story homes and three bedroom two story homes. It was originally built for families but has slowly been bought out by senior citizens, with many of the three-bedroom homes being unoccupied.

(Reports) There are reports of several different ghosts.

(Actual Activity) This activity includes sightings of the Hopewell Boogeyman, winged moneys, and Leo (See Doctor's Building Basement)

Build my fear of what's out there
Cannot breathe the open air
Whisper things into my brain
Assuring me that I'm insane
They think our heads are in their hands
But violent use brings violent plans
Keep him tied, it makes him well
He's getting better, can't you tell?

No more can they keep us in
Listen, damn it, we will win
They see it right, they see it well
But they think this saves us from our hell

Metallica - Welcome Home (Sanitarium)

NEW ADVERSARIES

Hopewell Boogeyman

Strength	5	Education	0	Move	20/40/60/200*
Constitution	4	Charisma	0	Skill/Dam	4/1d10
Agility	4	Empathy	10	Hits	40/80
Intelligence	5	Initiative	5	# Appearing	1

Mythology

According to legends it was very human like other than standing between six and seven feet tall with wings and a massive head. It was said to come out and hunt down women every so often as they are all males.

The Reality

The reality of the Hopewell Boogeyman is that they are from an ancient line of the same creature. They migrated to North America with the first humanoid inhabitants. While never very numerous they found homes in Ohio River Valley, northern Georgia, the Pacific Northwest and the Yucatan peninsula. They have died off, or been killed off over the years. Every three years they go on the hunt for human females. They usually collect three because one out of three can bear them an offspring. Each of the three "mothers" die in childbirth. They must hunt every three years because they only have a four-year lifespan and only can attempt reproduction once in their life.

Physical Description

When seen on the ground they are seen as stocky humans, squatting, with massive human skulls. They have been known to wear rags for clothes. They stand between 2 and 2.5 Meters tall.

The skull is a very distinctive feature of the Hopewell Boogeyman. The face portion is almost human but had larger eyes that can see in the dark and infrared spectrum. Behind the face the cranium houses a huge brain. We don't know what all of its brain capacity as it does not appear to have any extraordinary intelligence.

It has long jet-black hair running from its head to past its shoulders. The creature has a thick torso and powerful legs. Despite its size, the stride and power of the legs gives the creature

great speed.

The creature's back houses two large bat like wings in cavities behind the shoulder blades. These wings are not only capable lifting the creature up to several thousand feet in the air and move in level flight at great speed.

Weaknesses

One of the main weakness of the Hopewell Boogeyman is its natural sensitivity to light. It does not come out during daylight. If it should be subjected to direct sunlight it will suffer 1d10 points in burns and will flee until it is under cover. Light other than direct sunlight can cause it temporary blindness, cause it to flee, or to cower in place.

The creature requires Empathic energy like a cold-blooded creature requires heat. Often it is found moving at night near camping or rural subdivisions near its home. It will suck up empathic power up to half-mile away, the closer the more empathy it can suck. In order to do so the creature must be stationary and uninterrupted for one minute for every point. The character being drained will feel lightheaded at first, followed by having a headache, followed by debilitating migraine. The character will regain one point of empathy per hour of rest.

Strengths

The creature can use an empathic memory wipe (negated by the drink the characters were given) that can wipe the memory of any encounter or if dealing with a strong empathy the retelling of the encounter will come across the tale of someone who is drunk, deranged, or a faker.

The creature has an invisibility screen. A character in proximity to the creature but not directly looking at the area that contains the Boogeyman that is trying to remain unnoticed, must make a Very Difficult check to notice

something is wrong. If looking directly at the area containing the boogeyman then the check becomes a Difficult one. Should the creature be pointed out by someone who has noticed something wrong then the check becomes Normal, Easy if they have already identified the creature.

Once it has been noticed something is wrong then it takes an Observation check of Normal to determine exactly what it is.

Should the creature move more than 20 then all checks to notice and identify become one level easier. Should the creature be caught in the open or under some form of spotting, light – infrared- or thermal, the noticing becomes two levels easier and the identifying it is one level easier.

The Hopewell Boogeyman has a special dash move that it can use (the 200 move) that it

can use once per encounter. This can be used to get away or to charge right up onto an opponent.

Limitations

The creature will avoid combat unless hunting or backed into a corner.

Combat

The creature will at first use Human Empathy to either distract the individual so that they can slip back into their Invisibility Screen or instill fear in them so that they will hesitate. They will use Human Empathy to cause the individual to go into a sort of trance like state. As a last resort, they will use a bite attack with their giant mouth to bite off an opponent's appendage.

Winged Monkeys

Strength	8	Education	0	Move	5/10/25
Constitution	8	Charisma	1	Skill/Dam	2/1D6
Agility	6	Empathy	0	Hits	10/20
Intelligence	4	Initiative	6	# Appearing	1-6

Mythology:

Late at night you're out walking in the woods when you hear what you think is a large bird overhead. The next the person will know they will hear a collection of chatter, whoops and screeches that is usually replied by several other sets. Before you know it swooping out of the dark sky is a large apelike creature with powerful wings, and all four claws extended. That would be the last you would see.

The Reality:

The reality is that the magician-sorcerer Torgol was seeking more and more powerful minions from various protodimensions. He penetrated one protodimension in which he found nothing he thought was living all that was there were hundreds of different stone carved creatures, some similar to those on earth but always perverted.

He left the protodimension but the creatures there were fascinated and forced the portal open and began to come through. Winged Monkeys, Gargoyles, Demonic looking

creatures and giants all eventually found their way through. Each having a special defense of appearing as nothing more than a stone statue when they are still.

Physical Description

When encountered in their "stone" form they look like a granite statue of three to five feet in height looking like a chimpanzee-monkey-gorilla hybrid. Extending out of the back of its shoulders are two leathery bat-like wings.

Each of the creature's hands are capped with long powerful claws that can grip and hold a horse or to tear it apart.

When standing erect the creature will measure between five and seven feet in height with their wings extending another one to three feet above that. This creature has a wingspan of eight to twelve feet.

When in stone mode the creature cannot be distinguished from some while when active they have jet black skin and silver eyes.

Weaknesses

Damage from sunlight: When not in stone mode the creature will suffer 1 point of damage for every turn spent in direct sunlight.

Screech: When they move in for an attack or are cornered they will let out a monkey style screech that can be heard by everything within $\frac{1}{4}$ mile. This will expose the Winged Monkey's position to those that may have been Strengths

Quantum Locked: When they are stationary and the wish it they will literally "turn to stone" which is referred to as Quantum Locked. When in this state the Winged Monkey can see and hear everything that is going on around them.

It takes them $\frac{1}{2}$ of a movement to change state so they could come out of being quantum locked and move one half normal movement. The round they come out of quantum lock they cannot fly.

When quantum locked they have an armor value of 3 unless being attacked by tools specifically made for use with rocks (picks etc.) or explosives. They are immune to fire and heat attacks when quantum locked.

Stealth: When moving in the darkness they will appear as shadows or mists unless exposed by light. They move virtually silently despite having claws.

Loyalty: These creatures are extremely loyal to their master, which is almost always a more powerful empathic creature. Once they give their loyalty they will do anything without question even if it involves their death.

Limitations

None

Combat

Screech: The Winged Monkey screech can be let out when the winged monkey is stationary and not in hand to hand combat. It will cause any non-winged monkeys within fifty feet and not wearing some form of hearing protection will suffer two level penalties on all skills checks for the next round.

In addition, the screech will reveal the winged monkey's location to anyone within a line of sight. Also everyone within a $\frac{1}{4}$ mile will be aware of the creature's approximate distance

and direction.

Claws: The winged monkeys have four claws that are fearsome enough but they have long talons. Attacks with the claws ignore the first level of the targets armor if they hit with more than one claw in a round.

In addition to being strong, they somehow glide silently across even the hardest of floors without making a sound.

Lift and Slam: The favorite tactic of the winged monkeys is the lift and slam. This is used when the winged monkey swoops in from above and grabs its opponent. This type of attack limits the winged monkey to just two claw attacks. If both attacks hit, not necessarily doing damage, then they have grabbed their opponent and will begin to lift them off the ground. When lifting the monkey with deal damage equal to $\frac{1}{2}$ a normal claw total for the two claws holding the victim.

Once grabbed the victim of the attack can attempt to wrench themselves free taking an additional round of claw damage, in addition to the lifting claw damage. The Player will roll a d10 and add the characters strength and the GM will do the same for the winged monkey. Should the players total be higher than character has freed themselves from one claw. If the players total is double that of the winged monkey then character falls free and is subject to normal falling damage. If the character is free of one claw then the winged monkey cannot climb and starting the second round will have to descend 10' per round. Once the winged monkey has achieved an altitude they will dive and release the victim to plummet into the ground doing triple the normal falling damage as calculated from the height of the dive.

Another tactic is for the winged monkey to fly as fast as it can towards a wall or cliff then releasing the victim to smash into the wall. This does a d10 of damage for every round spent flying towards the wall.

Spotting

They will be seen as statuary



Well, here it is! The premiere issue of The Dark Times has arrived at last. I thank all our contributors and supporters old and new, as well as everyone who supported Dark Times's predecessors DEMONGROUND and Protodimension Magazine. Thanks all!

Now, you will have noticed that the production values of this first edition do not quite match some of the best issues of previous publications that I was involved with. This is down to my having to learn how to work new-to-me layout software and also to re-learn old skills with other software. I don't have a specific style in mind for future issues so they will probably look nothing like this one!

I shall now close out this issue with a list of the games that we have permission to cover, all within the Dark Times' chosen sphere of horror-conspiracy-weirdness gaming of course.

Atlas Games - Feng Shui 1&2, Over The Edge, Unknown Armies all editions

Atramentis Games - Zas Irkalla

Cakebread & Walton - Dark Streets, Clockwork & Cthulhu

Chaosium - Call of Cthulhu all editions

Cthulhu Dark

Dark Conspiracy - all editions

Delta Green all editions

Eden Studios - All Flesh Must Be Eaten, Army of Darkness, Conspiracy X, Witchcraft

Just Crunch - The Cthulhu Hack

Little Fears & Little Fears Nightmare Edition

Modiphius - Achtung:Cthulhu

Pelgrane Press - GUMSHOE system (Esoterrorists, Fear Itself, Night's Black Agents, Trail of Cthulhu)

Popcorn Press - D6xD6 RPG

Purple Duck Games - 4Saken

Sine Nomine Publishing - Silent Legions

Submissions can be sent to Dark Times here:

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