

The Wrong ©1996
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Call of Cthulhu

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Introduction

This is a fairly cruel adventure for the investigators. They will believe that they are going on a well earned vacation on a peaceful island in the middle of a Maine lake. Unknown to the investigators, chemicals leaking from a forgotten illegal dump site have leaked into a marshy area and mixed with the algae, slime and muck encasing the bones of a drowned man. The horrid combination gives rise to a truly alien intelligence, one that is very curious about the world, especially about what is inside those fleshy squishy things...

So, instead of a peaceful week of fishing and lying in the sun, the investigators will have to face a walking pile of slime, muck and death. Not exactly the sort of vacation recommended by your friendly travel agent.

The adventure is set in 1990s and is located in Maine. With a few minor changes it could be located in other times or places.

Keeper's Background

Twenty years ago the US military had to dispose of some rather nasty chemicals that had been created for possible use in the Viet Nam war. Most of these chemicals ended up in legitimate storage dumps, but some were dumped by unscrupulous contractors in various out of the way places around the United States. One particularly nasty collection of chemicals was dumped on an island in a Maine lake and forgotten about. The chemicals lay in their poorly made dump site for years until the 55 gallon drums they were stored in corroded through and the chemicals began to mix and brew.

Fifteen years ago the island the small dump was on was purchased by Brian Hansen, who had made a great deal of money with his line of fishing equipment. He had six cabins built on the island and sold five of them over the years. Hansen knew nothing of the chemicals and spent a lot of time on the island. A year ago he fell out of his boat while fishing. He tried to struggle to shore, but ended up

drowning in the marshy area he was fishing in. His remains lay in the water until chemicals from the dump were washed into the swampy area and interacted with the slime and algae coating Mr. Hansens' remains. As the summer came, the swampy area dried a bit, allowing the bones and coating to bake in the sun. From this terrible mixture arose a truly alien intelligence embodied in a horrid mixture of slime, mold, algae, muck and human bone. This terrible thing will tear itself from muck and slaughter most of the Kysler family, thus starting the adventure.

Getting the Players Involved

This adventure should take place after a particularly harrowing ordeal that the investigators need to recover from. The players should be lured into it by the promise of a relaxing vacation, perhaps one (it should be hinted) that will result in the recovery of a few Sanity points that have been lost battling the terrors of the Mythos. The Keeper can solemnly swear that she will not spring any Mythos horrors on the investigators and that they have nothing to worry about in that respect.

The investigators can receive the free use of a cabin on the island from a grateful NPC from a previous adventure, or perhaps one of the investigators might know someone who owns one of the cabins. In any case, a free vacation on a scenic island in a beautiful Maine Lake will be available to the investigators. In any case, the investigators should be brought to the island.

The Keeper should be careful to prevent the investigators from bringing lots of equipment or weapons on their vacation. After all, people simply do not truck along massive amounts of firepower, LI Goggles, extra radios, combat rations, surgical kits and such when going on a simple vacation. If the players insist on bringing lots of stuff, the Keeper should arrange some suitable accidents to dispose of some of it.

Days of Rest

The investigators will be brought to the island via the lake ferry, which goes to the island once a week. It is large, homemade pontoon boat and can carry about fifteen people and their supplies. It cannot carry cars, trucks or other such vehicles. It can tow boats behind it, though. The journey to the island will be uneventful and will take about half an hour to travel the two miles to the island. The investigators will be able to talk with the other people on the boat, who will be the people staying in the other cabins.

The first few days the investigators are on the island should go by fairly peacefully. The investigators will have the chance to interact with the other people a bit, so as to get to know about them. The more the Keeper can build relationships between the NPCs and the investigators, the better.

The investigators should at least become aware of the obvious traits of the other people. The Kyslers are nice and friendly, Jack Coney is very loud, and Eugene Shider is a victim of the "killer shrew" he is married to. The investigators should witness or hear about at least a few incidents involving Shider and his wife, that way his later actions will not seem out of character. For example, Jack Coney might

say “You know, that Shider chick is a real monster. She was going after that poor guy like some kinda rabid weasel. That’s the kind of wife that drive a guy to murder, just like that guy in the news a while back. Hey, how would you like to see some pictures of some sweet cars? I can get you a great deal, buddy.”

Investigation

Background Investigation

There is not much in the way of background investigation in this adventure as the menace more or less comes out of nowhere. Also, the investigators will not have much in the way of resources to work with on the island. However, there are the following bits of information available.

A year ago a seventy two year old man named Brian Hansen vanished while staying on the island. His small boat was found drifting in the lake, but there was no sign of violence. The authorities checked the lake and island, but never found his body. It was concluded by the authorities that Mr. Hansen, who could not swim, fell overboard and drowned. No foul play was suspected, so the books were closed on the case.

The investigators might learn of the missing Mr. Hansen from an old copy of a newspaper (the cabins have lots of old magazines and newspapers in them), or from talking to someone. The person who runs the ferry service in the lake, Andy Miller, knows about the old man and sometimes he is inclined to tell such tales. Miller knows a lot of stories about the area, including one about Obo Abulunga, a multitentacled monster who is supposed to dwell in the lake and take victims while they swim or boat. Obo Abulunga is mentioned briefly in some books on monsters, but it is not famous enough to get much mention. Jack Coney, who owns a cabin on the island, will also know about Mr. Hansen’s disappearance, primarily because there is still a \$15,000 reward for information leading to his recovery. Finally, there was a brief piece on a TV show that deals with unsolved mysteries about Mr. Hansen. In the piece it is suggested that Mr. Hansen simply fell out of his boat and couldn’t get back to it or to the shore before drowning. This is actually exactly what happened.

Investigating the Dump Site

The investigators might also be aware of a story in the news a few months ago about how the military dumped all sort of nasty chemicals in various sites around the country and how there were allegations that the military sometimes simply dumped waste in various out of the way places with little or no preparation.

If they come across the dump site, they will find that there are, in fact, leaking military containers on the island. The site is described below, in the map section.

Some of the containers have markings that indicate the contents. An investigator with skills in chemistry will recognize the chemicals as being exceptional complex, unstable and almost certainly extremely dangerous. Investigators with highly advanced skills (60% or better) in chemistry or biology will recognize that the

chemicals are of the type that would be used in advanced biological weapons. They will also recognize that the chemicals are mixed together into some sort of unholy brew.

Investigating The Kysler Place

The adventure begins when Katie Kysler stumbles across the investigators. She will be dirty, her clothes will be torn and her skin scratched from the brambles and such she has struggled through. She will also have an unusually mucky hand print on her shirt from the Wrong as well as spatters of blood from her parents and brother. She will be incoherent and muttering about “the Wrong...the Wrong came and hurt my daddy and took mommy and Billy into the woods...the Wrong...” She will not be a very good source of information, but through the use of the Psychoanalysis skill or effective role-playing, the investigators may be able to coax more information from her about the “bad man” and how it “didn’t have any eyes or mouth or nose...”

If the investigators decide to investigate at the Kysler place, they will find the mutilated remains of Ron Kysler and evidence of the Wrong. The Kysler place is described in the Maps section, below.

Maps

Hansen Island

This island is located in a fairly remote part of Maine (at least two hours from a large town) and is two miles out into the lake. The water around it is fairly deep and cold. The water contains only natural animals such as fish and leeches.

The island has six cabins on it. The terrain consists of some clear areas, three wooded areas and one marshy/swamp area on the northern end of the island.

On the map, the brown rectangles sticking out into the blue are docks. The brown squares near the docks are floats for swimmers.

1. Cabin #1: This cabin belongs to the Hansen family. It has not been used since Brian Hansen died. If there are too many investigators for one cabin, the Hansens will have the cabin cleaned up and the rest of the group will stay here.

2. Storage Area and Ferry Dock: This is where the ferry docks. Near the dock is a storage area which hold supplies for the island, including the generators that supply electricity to the cabins. There are several jerry cans of fuel in the storage area, as well as various spare parts for the boat, extra light bulbs, tools, lumber and such. There is more than enough fuel in here to burn away the Wrong, if it can be effectively used against it. There is a old skiff with an old board motor tied to the dock. It can hold four people. It is there for emergency use.

3. Cabin #2: This is the cabin the investigators will be staying in.

4. Cabin #3: This is in the cabin in which Jack Coney and Matilda Coney are staying. They have a small row boat (holds up to three people) with fishing gear in it.

5. Cabin #4: This is in the cabin in which Jeff Greene and Laura Hesten-Greene are staying. Laura has a speed boat with a large engine. It can hold four people.

6. Cabin #5: This is in the cabin in which Dr. Eugene Shider and Betty Shider are staying.

7. Cabin #6: This is the cabin in which the Kysler family was staying. After the Wrong is through with them, the place will be a mess.

The cabin will be in the following condition after the Wrong's visit: In front of the cabin there will be what look like muddy footprints. They are actually bits from the Wrong's body. The trail goes out into the woods and will be gradually lost in the debris of the forest.

Near cabin are what appear to be chunks of meat and bone, looking like something from a barbecue. These are actually pieces of the Kysler family dog. In the bushes near the remains of the dog is its head. The head is intact, except for being detached from the body. The teeth and muzzle are coated with what looks like black mud. It attacked the Wrong savagely, but was torn to pieces by it.

The door to the cabin has been torn of the hinges and shows marks from the Wrong's hands. The iron bolt to the door has been shattered from the great force of the Wrong's attack, and there is blood on the floor. The interior of the cabin has been torn up. Various personal items have been ripped and torn into pieces. The items are all stained with bits of the Wrong's body. The various appliances have been ripped into pieces and the pages have been laid out around the kitchen.

The door to the bedroom has also be torn of its hinges. There is a lot of blood on the floor and a muck coated kitchen knife is on the floor. The remains of Mr. Kysler are scattered about the room. His body has been systematically torn into pieces. The sight is truly awful: the bones have been cracked open, the organs have been pulled apart and such. Seeing these remains costs the viewer 0/1D4 Sanity. points.

The shredded remains of Mrs. Kysler and Billy Kysler are in the woods by the cabin. They are fairly deep in the woods and scattered about so the investigators are unlikely to find the pieces unless they go looking. Seeing the chunks costs the viewer 0/1D4 Sanity points.

8. Dump: This is the toxic waste dump. The dump consists of a concrete structure buried in the ground. The structure is ten feet by ten feet and twenty five feet deep. The dump is filled with rusted and corroded 55 gallon drums and plenty of nasty chemicals. Some of the drums still have labels on them, some of which identify the waste as belonging to the US military. The concrete shell is cracked and broken in many places, and there is a small trickle of fluid (chemicals mixed with water) leaking from it. The chemicals are very poisonous and noxious. Consuming them

would be fatal and limited skin contact will cause 1D6 points of damage. Falling into the dump would inflict falling damage (2D6+1D4), and the person would be coated with the chemicals, taking 3D6 each round. The Wrong is affected by the chemicals when they are this concentrated, so getting the Wrong into the dump would be an effective (and ironic) way to destroy it.

Cabin Map

The cabins are sturdily built wooden structures. They have limited electricity (enough for the refrigerator and lights), running water and plumbing. All of the cabins follow the same basic plan and are equipped in pretty much the same way.

First Floor

Kitchen: This is a fairly normal kitchen. It has a gas stove (fueled from an external cylinder), an electric refrigerator, a sink (the water is drawn from the lake and filtered), and cupboards.

Living Room: The living room has the usual sort of furniture (couch, chairs, tables, etc.), some games, a small TV, and a radio. Reception isn't all that great out here.

Bedroom: The bedroom has a bed, a small wardrobe, and some other furniture.

Bathroom: The bathroom has a sink, shower and toilet. The water pressure is a bit low, since it is pumped from the lake. The toilet has a small septic tank and is somewhat prone to problems.

Loft

The loft is reached via the stairs. The loft is sloped, because of the roof.

The Loft: The loft contains what amounts to a second bedroom with two bunk beds.

Action

Start: The action begins when Katie Kysler stumbles across the investigators. It will be evident that something awful has happen and the investigators should set out to investigate. It is likely that the investigators will head to the Kysler cabin to see what has happened. They may also want to inform the other people and get them involved. Naturally, the others will think that some crazy person has come to the island and has done something terrible.

When the investigators go to the cabin, they will find the scene of horror described below. The cabin scene should be used to set the stage of horror for the adventure. The investigators should know something bad has happened, but they should not know exactly what.

Reactions: The NPCs will react with horror and disgust at the scene. The Coneys and the Greenes will want to get off the island and go to the authorities. After some

semblance of order is restored, Laura Hesten-Greene will suggest that they go looking for the missing Mrs. Kysler and Billy. Mrs. Shider will say that she wants nothing to do with it and she will demand that she be taken off the island and to safety immediately. She will demand that any armed investigators escort her to the Laura Hesten-Greene's boat and take her to the mainland. Since it is unlikely that the investigators will do this, she will throw a very large fit. After the fit, Laura Hesten-Greene will start searching for the Kyslers with her husband and anyone else who will go with her. The Coney's will stick with those who have the most guns and will try to talk someone into taking them back to their cabin so they can pack their stuff and get off the island.

Suspicion: Laura Hesten-Greene will be the investigators best ally. She will want to search for the missing people until they are found and will want to take an active approach to the person she thinks attacked the Kyslers. Since there is no new boat present on the island and the island is two miles from shore, Laura Hesten-Greene and some of the others might begin to suspect that someone among the investigators and NPCs is responsible for the killing. This could be played up to turn the NPCs against one another and against the investigators.

Trouble: The Coneys will want to get off the island and will do just about anything to get a boat with a motor. Jack Coney will start off by trying to be persuasive, then he will start making demands and trying to take over. If he gets frightened and desperate enough, he might grab for a gun and try to take a boat by force. This could lead to violence and might result in the investigators and some of the NPCs being stranded on the island.

More Trouble: Eugene Shider will, at some point, decide that the current situation affords him an ideal way to be free of his wife. He doesn't have the courage to kill her directly himself, so he will attempt to sabotage the rowboat and power boat. Once he makes these boats unusable, he will flee the island in the skiff, leaving his wife and the others to die. He will not be thinking very clearly and will not be amenable to reason, so the investigators will have to hurt him to stop him. He will only fight if cornered, but will not be able to fight very well. The Shider gambit should be played at a point at which the investigators are planning to leave the island. The investigators should be given a fair chance to stop Shider, should they choose to leave.

Fighting the Wrong

Of course, the main problem for the investigators will be the Wrong. It will be wandering around the island, looking for things to examine (and tear apart in the process). The Wrong will tend to stay out of the sunlight because it dries its body out, which it finds vaguely unpleasant. It will find everything very interesting, so it will be tearing up plants, trees and local wildlife. It will be especially interested in human beings and will get around to examining them at some point. Naturally, the

investigators will have to destroy it.

The first encounter with the Wrong should be suitably terrifying. It will simply walk out of the woods towards the investigators and try to examine them by tearing them apart. It will not be deterred by attacks against it. Unless the investigators are extremely well equipped, they will probably have to flee the Wrong. After that, the investigators will be stalked by the curious Wrong and they will have to find a way to survive long enough to kill it.

Conclusion

The adventure ends when the investigators defeat the Wrong or they chose to flee the island. If they flee the island, the Wrong will eventually kill everyone who remains. It will also kill those who come to island. After several months, it will walk out into the water in search of new things. At the Keeper's discretion, it may survive the journey under the water and cause a great number of deaths as it wanders about the area. If the investigators do not deal with it, eventually the authorities will, probably by capturing it for study and hushing everything up.

Defeating the Wrong

Although the Wrong has no concept of combat or strategy, it will be a fearsome opponent. Its great strength enables it to inflict a significant amount of damage and it is virtually immune to most weapons. In order to kill the Wrong, the investigators will have to completely destroy its physical body. This can be done by using the gasoline stored in the storage shed, or by dragging the Wrong through the lake. Dragging it slowly, with a rowboat for example, will inflict 1D3 a round. Dragging it at medium speed with a power boat will inflict 1D6, dragging it high speed will inflict 2D6 a round, and using a very fast speed boat will inflict 3D6 a round. Of course, investigators might come up with other ways of defeating the Wrong.

The main advantage the investigators will have is that the Wrong has no fear and no concept of what will hurt it. In fact, it will find the sensation of being damaged interesting, at least for a while. Hence, the investigators might be able to get ropes attached to it and drag it out into the lake if they act quickly enough. Of course, the Wrong is fascinated by human beings and will want to pull the investigators into pieces to see what makes them work.

Awards and Penalties

If the investigators defeat the Wrong, they should receive a 1D8 Sanity Point award. They should also receive a 1D4 point bonus if they keep everyone alive or a 1 point bonus if there are any non-investigator survivors at the end of the adventure (except Dr. Shider, if he successfully flees the island). If the investigators simply leave the island, they should lose 1D3 Sanity points, since they know the Wrong still "lives." If they flee the island and leave people behind, they should lose 1D6 Sanity points for their wickedness. The dice rolls can be modified based on specific events that occur in the adventure. For example, if Dr. Shider is unable to flee and kills his wife and is in turn killed by the investigators, their deaths would not count

against the bonus for keeping everyone alive since the investigators “job” is to keep the Wrong from killing people.

If the investigators defeat the Wrong, the survivors are likely to be very grateful and might prove useful later on as contacts. For example, if the investigators save Jack Coney’s life, they can expect to get a decent used car every five years from his lot. The only person who is likely to be completely ungrateful is Mrs. Shider, since she will simply expect the others to take care of her. If the investigators act in a cowardly or morally suspect manner (staking the NPCs out as bait, for example) then they will not receive any gratitude and may, in fact, be subject to law suits or some sort of retaliation.

If the investigators are defeated, the survivors will be grateful if the investigators are instrumental in helping them escape. If the investigators abandon the others, any NPCs who survive will obviously be very resentful and angry.

Finally, if the investigators recover the bones from the Wrong, they will eventually be found to be the remains of the missing Mr. Hansen. The person(s) responsible for recovering the bones will get the reward money mentioned above.

The Dump

The toxic waste dump on the island is quite illegal since the land is private property and was never authorized as a dump site. The owners of the land would be able to sue the government for damages and will probably win a decent settlement. The investigators might be able to pick up some gratitude and extra money by appearing as expert witnesses in the legal investigation into the matter. They might also be able to sell the story of the dump to a news service.

Unwanted Attention

One hazard of making the events on the island well known is that the investigators and the survivors will receive a great deal of unwanted attention. The media will hound them a bit, especially the tabloid presses. Scientists will also be interested in the Wrong especially those who work on the origin of life. After all, the Wrong certainly appears to be a case of the spontaneous generation of life from inanimate materials. What will be more serious is that the government and various arms companies will be very interested in the Wrong. After all, a creature like the Wrong would make an exceptional terror weapon and could be worth millions. Hence, investigators who are too talkative might end up in some back room getting interrogated. Thus, this adventure could lead into some intrigue with various unsavory characters, which might be a nice change of pace from the Mythos horrors.

Exactly what the consequences of the adventure turn out to be is left up to the Keeper and the actions of the players.

NPCs

Katie Kysler, Lost Child

STR: 6 Con: 11 SIZ: 6 INT: 12 POW: 12 DEX: 13 APP: 12 EDU: 6 SAN: 60 HP: 9

Climb: 25%, Hide: 6%, Jump: 17%, Listen: 25%, Sneak: 6%

Damage Bonus: -1D4

Weapons: None

Description: Katie Kysler is seven years old, has blonde hair and blue eyes. Because of her experience, her eyes will be glazed over and she will have a dull expression on her face. The only thing she will say is “the Wrong...the Wrong hurt them...” Getting her to say more will require the use of Psychoanalysis and a great deal of effort. Seeing her pet dog and her father torn into bits by the Wrong has left her in a terrible state and it will take a great deal of work to get her to even a semblance of normalcy. She can be used as a handy plot device by throwing a monkey wrench into the investigator’s plans. For example, she might run away, requiring a search for her. Or she might start screaming, thus attracting the Wrong. Katie Kysler will not want to leave the island, since she saw the Wrong carrying her brother and mother off into the woods and she thinks they might still be alive. She will eventually convey this information to the investigators.

Jeff Greene, Accountant

STR: 12 Con: 12 SIZ: 12 INT: 13 POW: 13 DEX: 10 APP: 11 EDU: 16 SAN: 65 HP: 12

Accounting: 55%, Bargain: 15%, Computer Use: 10%, Credit Rating: 35%, German: 35%, Japanese: 25%

Damage Bonus: 0

Weapons: None.

Description: Jeff Greene is forty three years old. He has thinning brown hair, brown eyes and is fairly thin. He works as an accountant with a major New York firm and has a very stable, if somewhat bland, personality. He is not very fond of the outdoors and would prefer to be vacationing in a major city. He will be fairly reliable in a crisis, but the last violent situation he was in was when Tommy Roberts beat him up in 8th grade. However, he is extremely reliable (which is why his wife married him).

Laura Hesten-Greene, Accountant

STR: 13 Con: 15 SIZ: 13 INT: 13 POW: 14 DEX: 14 APP: 15 EDU: 17 SAN: 70 HP: 14

Accounting: 65%, Climb: 58%, Credit Rating: 25%, Jump: 44%, Law: 12%, Library Use: 45%, Navigate: 21%, Ride: 26%, Swim: 56%, Track: 15%, Rifle: 45%

Damage Bonus: +1D4

Weapons: .22 Rifle Shots / Round: 1 Damage: 1D6 Range: 40 Shots: 8

Description: Laura Hesten-Greene is forty seven years old. She has brown hair and dark brown eyes. She has a visible scar on her left cheek, from where her previous husband hit her with a bottle. He was a wealthy lawyer and she was his “trophy

wife.” After years in an abusive marriage, she left him. At first she thought she was not going to make it, but she got involved in a support group that was heavily involved in athletics and confidence building. She went back to school and earned a degree in accounting. She met Jeff Greene at work and married him because of his loyalty and reliability. Laura Hesten-Greene is hard working, confident and very focused. Although she is an accountant, she is a “woman of action” and she loves to climb, swim and go target shooting. She has brought a .22 target rifle along with her, even though Jeff Greene does not like guns. She is not prone to panicking and will be all for an active strategy against the Wrong.

Jack Coney, Loud Mouth

STR: 12 Con: 13 SIZ:16 INT: 12 POW: 11 DEX: 11 APP: 12 EDU: 14 SAN: 55 HP: 15

Accounting: 24%, Bargain: 58%, Credit Rating: 45%, Fast Talk: 70%, Law: 15%,

Persuade: 25% Psychology: 35%

Damage Bonus:+1D4

Weapons: None.

Description: Jack Coney is fifty one years old. What little hair he has is black and he always has a cigar in his mouth. Everything about him is loud (except his actual income): loud voice, loud clothes, etc. Jack Coney sells used cars in New Jersey and is one of the most successful dealers in the state, mainly because he is great at talking people into buying what they don’t need. His favorite phrases are “Let me tell you this...”, “I have such a deal for you”, “and I know just what you need.” He will always try to take control of any situation and will try to come out on top, preferably with a fast buck. Outside of the car business, he has no clue and he is secretly a complete coward. So, if the investigators allow him to participate in the planning or (God forbid) take charge, they will all be in trouble.

Matilda Coney, Wife of Loud Mouth

STR: 9 Con: 8 SIZ:13 INT: 11 POW: 10 DEX: 11 APP: 13 EDU: 12 SAN: 50 HP: 11

Bargain: 28%, Credit Rating: 35%, Fast Talk: 35%

Damage Bonus:0

Weapons: None.

Description: Matilda Coney is forty eight years old. She has light brown hair and brown eyes. She is fairly out of shape and overweight. Like her husband, she is fairly loud. She will go along with whatever his husband wants to do. She has a small “yippy” dog named “Precious” which she adores more than life itself. Needless to say, the Wrong should rip Precious into tiny bits.

Dr. Eugene Shider, Henpecked Husband

STR: 11 Con: 12 SIZ:12 INT: 14 POW: 7 DEX: 14 APP: 12 EDU: 18 SAN: 35 HP: 12

Accounting 15%, Biology: 50%, Chemistry: 25%, Credit Rating: 45%, First Aid: 65%,

Library Use: 35%, Medicine: 57%

Damage Bonus:0

Weapons: None.

Description: Dr. Eugene Shider is almost six feet tall, but he is extremely thin and gaunt looking. He is forty seven years old. His eyes typical have a look of desperation and hopelessness in them. He has blonde hair and brown eyes.

Shider has been controlled by others all his life and he is just about to the breaking point. As a child, his parents made all his decisions for him and carefully molded him into what they wanted him to be. When he went to college, they forced him to attend the college in his home town and made him live at home. Even though he wanted to be a teacher, his parents forced him to go to medical school. His parents even picked out his wife for him and she more or less took over for them in dominating the poor man's existence.

The one thing that has kept Shider from going over the edge was the fact his uncle owned a cabin on Hansen Island and while he stayed on the island he was mostly left to his own devices (his parents assumed he wouldn't be able to do anything on the island). Since his uncle died and left him the cabin, Shider has been taken his vacations at the island, alone. However, this time his wife (suspecting that he might be having an affair or, worse, doing something he enjoys) made him take her along. She hates the cabin, the island, the people, the lake and perhaps even the entire state of Maine. She will eventually push him over the edge and he will take the actions described above.

Betty Shider, Shrew

STR: 8 Con: 9 SIZ:9 INT: 10 POW:12 DEX: 13 APP: 14 EDU: 12 SAN: 60 HP: 9

Art 10%, Art History: 22%, Credit Rating:35%, Persuade: 20%

Damage Bonus:0

Weapons: None.

Description: Betty Shider is a small, attractive woman whose appearance is marred by the constant sneer of disgust on her lips and the cruel vacuity of her eyes. She has brown hair and blue eyes. She is thirty seven years old.

Betty Shider (formerly Betty Ferstuver) is from an "old money" family in Massachusetts. Her parents and the Shiders more or less arranged the marriage for their children. Betty was spoiled rotten as a child and her parents convinced her that they (and she) were better than anyone else. Betty is used to dominating and controlling all those around her and expects the deference she believes her wealth is due (even though she has not earned a penny of her money). She makes Eugene Shider's life a living hell because of the person she is and how she acts.

Betty Shider hates the cabin, the island, the lake and the people that are not her "equals." By the time the action gets started, she will have worked her way up to hating the whole state of Maine. She will attempt to boss everyone around and will make all sorts of unreasonable demands. She has little concern for anyone other than herself and will expect other people to treat her as someone very special. This traits can be used to annoy the investigators and interfere with their operations. For example, she might decide that she needs to use some critical piece of equipment, such as a radio, boat or light and simply take it. If caught, she is likely to simply break an item rather than turn it over. She is also prone to screaming when she gets

frustrated or angry, which might attract the Wrong.

The Wrong

The Wrong

Characteristics	Rolls	Averages	The Wrong
STR	1 D6+18	21	22
CON	1 D6+18	21	23
SIZ	2D6+6	12	13
INT	2D6+6	12	15
POW	3D6	10-11	11
DEX	2D6	7	9
HP		17	18
Damage Bonus		+1D6	+1D6

Move: 6

Weapon: The Wrong attacks with its “hands”, at 50% doing 1D3+db. If the Wrong strikes with both hands, it will rend the victim for an additional 1D4+db.

Armor: None, but impaling weapons do 1 point of damage and all others do half damage. The Wrong can also reform itself at the rate of 3 points per round.

Sanity Loss: 1/1D8 Sanity points to see The Wrong.

Skills: Listen 45%, Hide: 65%

Description: The Wrong is an extremely rare sort of being, in fact, only one is known to exist. The Wrong arose when certain chemicals from a secret military dump were washed into a swampy area and interacted with the slime and algae coating Mr. Hansens’ remains. As the summer came, the swampy area dried a bit, allowing the bones and coating to bake in the sun. From this terrible mixture arose a truly alien intelligence embodied in a horrid mixture of slime, mold, algae, muck and human bone.

The Wrong looks roughly like a man made out of muck, slime and algae. It does not have any real features, like eyes, nose, mouth or such. It moves with a sort of rough shambling and pieces of it slough off as it walks. Pieces of it occasionally dry up and flake off, making it an unpleasant sight.

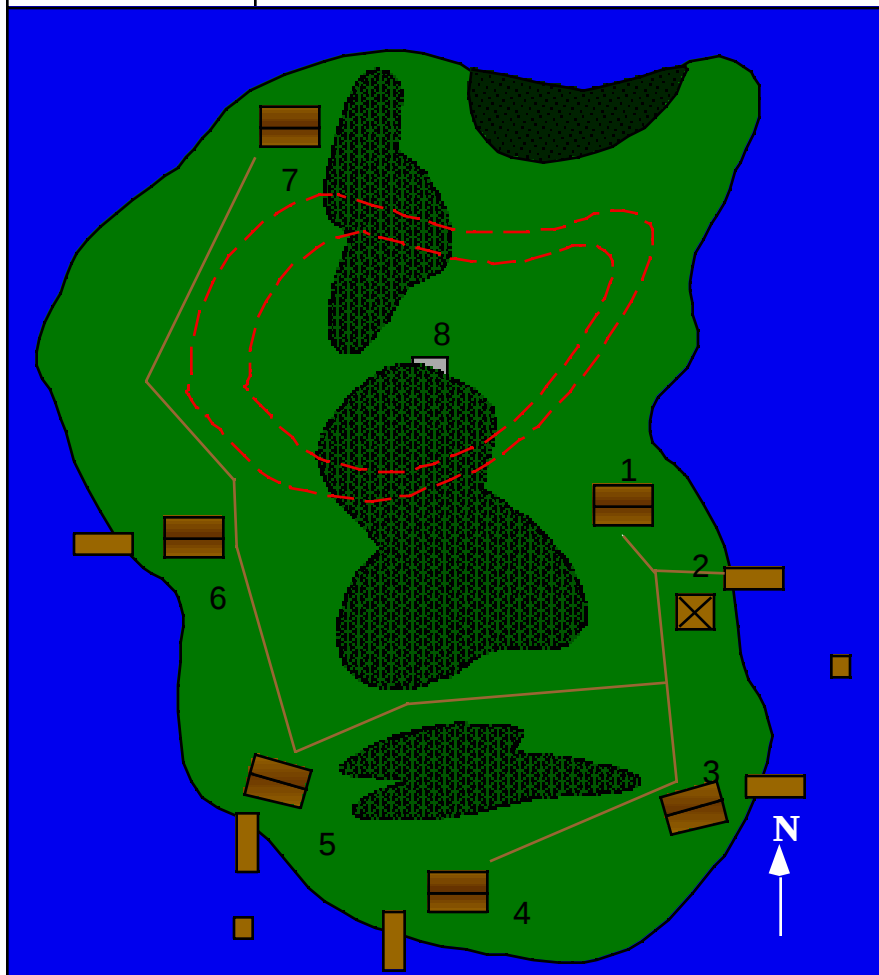
The Wrong lacks conventional sense organs, but it can somehow sense its environment enough to get around as well as a human being. It has senses that are roughly equivalent to human vision and hearing, although it lacks a sense of smell. The Wrong feeds on just about any organic material, absorbing it slowly into its

mass.

The Wrong is extremely intelligent and curious, but it lacks knowledge and experience. It is not truly evil, since it does not act from malice or cruelty, however it has no sense of morality and is so alien that it is probably incapable of developing anything like human morality. When it acts, it acts out of curiosity and in accord with its alien intellect and motivations. It will do terrible things for what appear to be no discernible reason, such as tear living things apart, simply because of what it is.

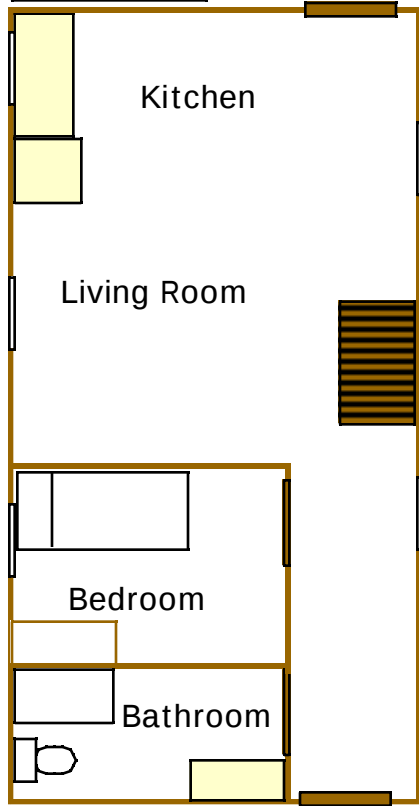
The Wrong engages in combat by smashing at its victims with its “hands.” It does not really understand fighting, for example it will spend minutes tearing apart one victim, examining its parts carefully, while other people are shooting at it. The Wrong is exceptionally difficult to destroy. Its “body” has no vital organs and the muck that makes it up will simply be splattered or pushed away by physical attacks. Attacks against it by impaling weapons only inflict 1 point of damage, attacks by other weapons inflict half damage and it is not affected by poisons and such. It is, however vulnerable to fire and acids. Regardless of the damage done by conventional attacks, it will reform itself at the rate of 3 points each round. The only way to permanently destroy the Wrong is to destroy its entire physical mass or disperse it completely. This can be accomplished by an intense fire, such as a bonfire or by forcing it into a fast moving body of water that will slough away its physical mass. This could be done by physically dragging the Wrong through the water using a powerboat. In general, to destroy its entire physical mass, an attack will have to inflict its twice its full hit points in one round, or continuously damage it in such a way that it eventually reaches a negative number equal to twice its hit points (so this Wrong would have to be brought to - 36 before it is destroyed). Because of this quality, the Wrong is extremely difficult to destroy.

Hansen Island

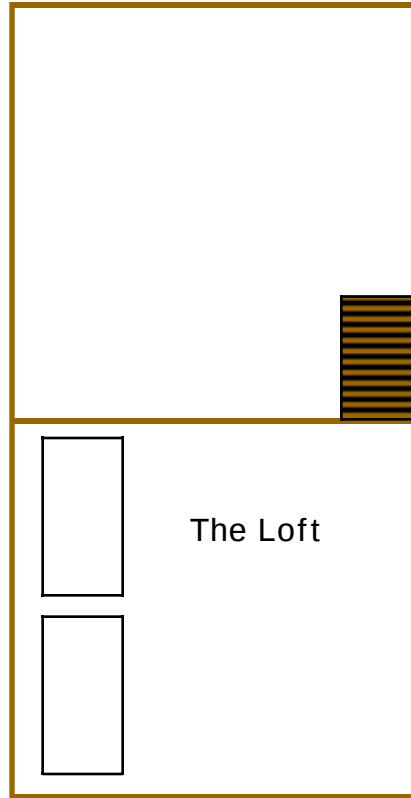


Cabin Map

First Floor



Loft



Hansen Island

Players' Map

