

Will's Island©1998

By Michael C. LaBossiere

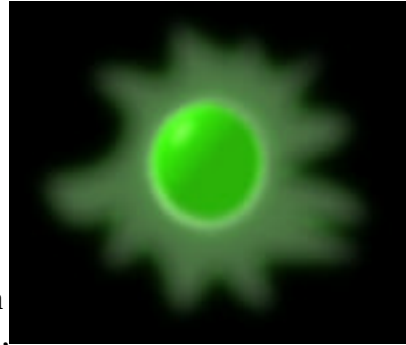
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Call of Cthulhu

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Introduction

This adventure takes the intrepid investigators to a small island off the coast of Maine. The adventure is set in the 1990s, but with some modifications it could be set in another time period.

This adventure is relatively short and is suitable for one session, provided the players do not get too bogged down. It is, however, reasonably dangerous if the investigators are not careful.

Getting the Investigators Involved

Prior to running the adventure, the Keeper should arrange for the investigators to meet Dr. Carl Becker, an expert on the nautical history of New England. Becker should either be a professional associate of one of the investigators (if one of the investigators is a historian or other academic type) or a personal friend.

The investigator who knows Becker will receive a call from him, asking the investigator either to help him with his current project or simply to come for a visit to catch up on old times.

If the investigators agree to go, Becker will arrange to meet the investigators in Bar Harbor, Maine. He will have lunch or dinner with them in town and then they will go to the island on Becker's boat.

Keepers Background

Untold years ago, a human sorcerer delved into matters best left alone. This sorcerer learned of the existence of Fire Vampires and similar creatures, but considered them unsuitable for his needs. Researching further, the sorcerer learned

of a race he dubbed “Sachonian” (this is how the word sounds when pronounced by an English speaking person, the sorcerer’s own language is long lost). He summoned a dozen Sachonians from the “stars” and used his power over them to take control of an ancient kingdom.

These creatures eventually turned against him and he bound them into twelve gold statues. The statues were carved with intricate symbols which served to keep the Sachonians from leaving. Over the centuries the statues passed through many hands and every great while a intelligent (but foolish) was were able to unlock the secrets of the bindings and free a Sachonian to serve him, at least until the creature turned on its “master.”

One of these statues eventually ended up in the orient, where it was acquired by a Yankee trader, Captain Harold Wellsmith of the *Fortune*. Wellsmith was fascinated by the statue and became obsessed with the patterns engraved in the metal. Over the course of his long voyage, he was eventually able to free the Sachonian and use it to increase his wealth.

Unfortunately for Wellsmith, in 1842 the Sachonian soon got the upper hand and began to feed on the crew of the *Fortune*. The crew thought they had been hit with the plague and bravely decided to stay out of port until the disease passed. The Sachonian, eager for fresh food, forced the Captain to set sail for the nearest port.

Fortunately for the rest of the world, John Reeves, the first mate of the *Fortune* and a God-fearing man, became aware of the Sachonian. Quickly learning he could not confront the Captain openly (men who angered the Captain soon ended up dead), he plied Wellsmith with rum and learned that, ironically, the Sachonian feared water.

Suspecting that the Sachonian would spread its evil if it were allowed to reach land, Reeves came up with a plan and acted on it. Reeves and the few healthy crewmen set the *Fortune* on fire. Unfortunately, the crew controlled by the Sachonian managed to ground the *Fortune* on an island off the Maine coast before the ship sank. Reeves and the few surviving crewmen were picked up by a nearby ship and told the crew a tale of madness and plague so no one would go near the island. Reeve, in the hopes of keeping people away from the island, also said that some of the crew had thrown the cargo into the ocean.

The Sachonian, unable to find any intelligent beings, unable to leave the island, and in great pain from its need to feed, was forced to re-enter the statue it had been trapped in. Shortly after it entered the statue, a storm hit the island, sweeping the statue out of the wreckage and burying it.

Over the years Reeves kept watch on the island and did his best to encourage people to stay away from it. Some local people reported seeing strange lights (at first the Sachonian drifting about the island and later people just thought they saw lights on the island at night, which lead them to call it Will-O-Wisp island, which later became Will’s island. The official name of the island is “Plesade Island”, but everyone calls it Will’s island.

For over a century the Sachonian was trapped on the island, waiting for someone to find the statue and free it. Eventually it’s patience paid off.

Becker, after a few years of research, managed to find the remains of the *Fortune* (Becker is doing a book on historical ship disasters). In his initial investigator,

Becker and his assistant Bill Jones found a few silver items in the burnt and buried wreck. Becker and Jones returned with more students, including Randy Kesk. Unknown to Becker, Kesk had gone massively into debt. Seeing the gold and silver items that Becker had turned up, Kesk decided to get out of debt by selling out the expedition. Kesk quickly got into contact with Michel LaBeau, a notorious scavenger of historical sites. When Kesk told LaBeau's agent about the large amount of valuables that Beckers' expedition was finding, LaBeau dispatched Anthony Park and his team to secure the site and steal all the artifacts.

After Becker leaves to go meet the investigators, Park's team will move in (several people will go with Becker for lunch in town, giving Park his best opportunity). When Becker and the investigators return, they will be met by Park's people.

Investigation

The situation will not permit the investigators to do much in the way of preparatory research. However, they will have a chance to talk to Becker over lunch and on the trip to the island.

Becker's Information

Becker will be able to provide the investigators with the following information:

- He believes he has found the *Fortune*.
- The *Fortune* was a trading ship operating out of New England.
- The *Fortune* was supposed to have picked up a valuable cargo in the East, including some items of historic interest (cultural artifacts mainly).
- According to the First Officer, John Reeves, the crew was infected with some sort of "exotic plague that fevered their brains" and they threw most of the cargo overboard, thinking it had made them sick.
- After the death of Captain Wellsmith, according to Reeves, he grounded and fired the ship to prevent the plague from spreading.

If the investigators ask if there is anything unusual about the island or the ship, Becker will smile and say "almost everything about New England is unusual." He will be able to relate the following information:

- According to some legends, the Plesade Island was haunted after the *Fortune* went aground there. According to these legends, some night fishermen and passing ships saw lights on the island. No one landed because the lights were thought to be either the souls of the crew looking for their ship or desperate thieves looking to pick the bones of the ship.
- The legends about the lights caused the locals to refer to the island as "Will-O-Wisp Island" and finally as "Will's Island."
- The lights have not been reported for years. The last reported sighting was in 1852.
- Becker has a letter Reeves sent to a relative. The letter is fairly mundane, but does contain some passages that should interest the investigators.

Reeves' Letter

If the investigators ask about Reeve's letter, Becker will be able to print them a copy from his portable printer (he has all his documents scanned into his notebook computer).

May 7, 1872

Dear Henry,

I trust this letter finds you well. It was good to hear that you are in fine health and that Sarah wishes to accept your marriage proposal. I only wish I had good news to share with you.

My health is fading and I feel that I shall not be long of this earth. Because of this, I feel the need to divulge to you certain facts (for though they shall appear dubious, you know I am scrupulous as to the truth).

As you know, in the 1840s I sailed with Captain Wellsmith. The Captain was a good man, but a bit eager for profit. I suspect that this was the hubris that brought him low. In the East we came across a Chinaman who sold the Captain a small statue of gold. The Captain was pleased by the price and thought it would bring him luck.

At first, it seemed that it had. Our next few voyages were extremely profitable. A bit blinded by the wealth, I did not think to wonder at our good fortune. If only I had, things might have turned out differently.

Early on our last voyage, I suspected that something haunted our ship. One man went missing and the crew complained of bad dreams and of hearing things. The second mate also reported that he had heard the Captain talking to himself in his cabin. Over the next few days, two more men went missing and the second mate decided to press the issue with the Captain. The next morning the mate was not to be seen. Fearing to take direct action, I plied the Captain with Rum. In that sorry state he whispered to me that something had come out of the statue. At first, it had served him well, but now he feared it was the master. He called it a "sackonian" or "sachonian." He said that it fed on the souls of men and even now stalked his ship. Before fear stayed his tongue, he revealed to me that the thing feared the sea.

Meeting quietly with those of the crew who accepted Jesus as their savior, we agreed to fire the ship when we neared the coast to prevent the thing from escaping. We would then jump into the sea and hope to reach shore or another vessel.

We acted on our plan, but the Captain was able to run the ship aground. Thanks be to Jesus that the ship still burned to the water line.

Though we were tiring in the water, none of us thought to make for the island where the *Fortune* burned. Fortunately, the *Whippet* saw the smoke and came to our rescue. I told her captain that the *Fortune* had been struck with a plague and that we had to set her afire to protect the rest of the world.

After my rescue, I decided to stay in Maine and keep a watch on the island. When people said they saw lights on the island, I was horrified and urged people to stay away, saying that the plague could still be present on the island.

Thank God that no one ever went to that haunted island. I believe that God Himself has been watching over us, guiding people away from the island. However, as they say, God helps those who help themselves, so I am writing to ask you to

occasionally check on the island. But, for God's sake, never go there.

Your Uncle,
John Reeves

Map

The map shows the details of Plesade island. The island is approximately one mile off the Maine coast. It is a small island, with some scrub vegetation and a few stunted pine trees. The beach area is fairly rocky.

Remains of the *Fortune*

The *Fortune* is much the worse for wear. The ship burned to the water line, leaving only blackened timbers visible. Tides and storms have further worn the wreckage down, leaving little that is recognizable. Around and in the wreckage is scattered some of the surviving cargo of the *Fortune*, including the statue. The area has been marked off with strings, indicating the various grid areas for the digging.

Camp

The camp consists of three six person tents, one of which is used to store gear and supplies. There is also an awning set up to protect the work area. The camp has a short wave radio, a flare gun, a generator, TV, radio, lights and such. There are no weapons, though.

Action

The following suggests the events that should take place during the course of the adventure. The Keeper may, of course, alter the events as needed.

Arriving in Maine

The investigators will, if all goes as planned, meet with Becker in Bar Harbor. If the investigators need to purchase any items, they should be able to find most of what they need in the area (provided that they are looking for legal, readily available items).

Becker will tell the investigators that he has located what he thinks is the wreck of the *Fortune* and will be able to provide them with the information specified above. Becker will also tell him that he will need to go back to the island soon, to pick up most of his team and take them back to town so they can have a chance to get decent showers and food.

After the investigators eat and take care on any business they need to take care of, Becker will want to show them the island. He has a good sized cabin cruiser that he will use to take them to the island.

To the Island

The island is a relatively short trip. When they get to the island, Becker will introduce the investigators to the team and show them the site. After the boat is loaded, they will depart for Bar Harbor, leaving behind Kesk, Jones and the ranger.

After Becker drops off his team, he will remember that he left some photos and

other material on the island that he needs to get to the university right away. He will ask the investigators to go back with him. If the investigators chose to stay in town, Park and his fellows will ambush Becker, take the valuables from the site and leave. The Sachonian will be freed and do a fair amount of evil, but the investigators will probably never learn of it. Alternatively, the Keeper can arrange for them to go after the missing items and develop an adventure around that.

Back to the Island

While the investigators are on their way back to the island, Park will also be on his way there. Kesk told him that Becker takes most of the people back to the mainland before dark, leaving only a couple people. Dealing with only a couple people is much easier than dealing with many, so Park decided that night would be an opportune time to do his work.

Park and his men will arrive on the island and, aided by Kesk's treachery, quickly secure the island. They will then go through the wreckage with metal detectors. They will find the statue and some other valuables.

Just as Park's men are turning up several valuables, his look out will spot the lights from Becker's boat. Park will decide that he needs more time and will set a trap for the investigators. He will move his boat, the *Shark*, behind the island (so the tents will block any sight of it) and he and his men will conceal themselves. When the investigators get off the boat, they will be facing several men armed with SKS carbines. Park will tell them that it is "just business, so if you cooperate, it will work out best for everyone." Park will be true to his word. If the investigators realize they are in a hopeless situation he will take the valuables and leave. If the investigators try anything, Park's men will open fire on the trouble makers.

If all goes as Park plans, he, his men, and Kesk will depart the island. Before he leaves, he will break the radio and sink Becker's boat.

If the investigators manage to defeat Park and his men, the Keeper will need to decide how to continue the adventure. One possibility is to have some other member of the team free the Sachonian, or have it taken back to the university and freed by someone else.

The Return of the *Shark*.

If Park gets away with the valuables, Kesk will start looking at the items, anticipating the wealth that will be his. He will find the statue strangely compelling and will pick it up. After staring at it for some time, he will make contact with the Sachonian. He will be startled by the experience, but his greed will urge him to free it. The investigators will be able to see this as a bright, but sickly looking, green flash out on the water. The Sachonian will be very "hungry" when it is freed and will immediately go after Park's men. In the ensuing confusion, one of Park's men will shoot several holes through the hull and the engine, causing the boat to begin to sink. Panicked, the Sachonian will stop its attack and try to force the survivors to take it to the mainland. Kesk will realize that the boat will never make it to the mainland before it sinks and will be able to convince the Sachonian to go back to the island until repairs can be made. Kesk will, of course, use his new found ally to take over and he will plan on keeping all the valuables for himself.

Park will quickly realize that guns will not be effective against the Sachonian. He will suspect that Kesk will feed them all to the Sachonian, so he will be busy trying to find a way to either deal with it or escape.

While any mechanically inclined people are forced to work on the boat, Kesk will have the others start digging for more valuables. The Sachonian will also select some victims to satisfy its hunger. Kesk will give it Jones, whom he has never liked, as well as some of Park's men.

If the investigators are unable to stop the Sachonian, the boat will be repaired and Kesk will depart with Park, intending to sell the valuables directly to LaBeau. Kesk will initially plan to simply strand everyone else, but the Sachonian will talk him into letting it kill them all. Hence, the investigators will eventually have no choice but to try to fight for their lives.

The investigators might decide to grab Kesk. If they can get a hold of him, they can force him to order the Sachonian back into the statue. If they kill or disable Kesk, the Sachonian will be free to do as it will. In this case, it will force the survivors to repair the boat. Then it will kill everyone but one person and then it will force that person to take it to the mainland.

Conclusion

The adventure comes to an end when the investigators defeat the Sachonian, are themselves defeated or they give up.

If the investigators provide a temporary solution to the problem (such as forcing the Sachonian back into the statue and securing the statue) they should receive a modest (1D3) Sanity Point Award. If they permanently destroy the Sachonian, they should receive a 1D6 Sanity Point Award.

If the investigators are defeated or simply give up, then any survivors should receive a Sanity Point Loss based on the magnitude of their defeat, but no more than 1D4. With the investigators out of the way, the Sachonian will be able to reach the mainland and feed regularly on people. Surviving investigators might decide to go after it again, but it will have built up a base of operations by finding greedy and weak minded people to serve it.

If the investigators are able to protect the items found at the site, such as the statue and other items, they will probably get some small measure of fame (coverage in the local news) and Becker will be very willing to help them out in the future. Of course, LaBeau will be outraged that his plans were thwarted and might be motivated to take action against the investigators if he learns of their involvement.

Very unscrupulous investigators might decide to sell the items at the site. The results of such misdeeds are left to the Keeper's discretion.

The investigators will also have to decide what to do about Park and his men, assuming they survive. If Park survives and has the upper hand, he will take the valuables and leave, then radio for a boat to rescue the investigators after he is safely away.

If the investigators have the upper hand, they might elect to turn Park over to the authorities. He is wanted for several thefts and the investigators could receive a reward for turning him into the proper authorities.

NPCs

Dr. Carl Becker, Historian and Archeologist

STR: 13 CON: 13 SIZ: 14 INT: 15 POW: 12 DEX: 12 APP: 11 EDU: 20 SAN: 60 HP: 14
DB: None

Important Skills: Anthropology 25%, Archaeology 55%, Drive Auto 30%, Geology 10%, History 70%, Law 15%, Library Use 55%, Natural History 35%, Navigate 20%, Latin 20%, German 20%, Pilot Boat 50%, Swim 45%

Weapons: None

Description: Becker has brown hair and brown eyes. He has a full beard and moustache and favors turtlenecks and brown sport coats. His main area of work is in the nautical history of New England and he has published several books and articles on the topic. Becker is an experienced diver and boat operator. He has read many ghost stories but does not really believe in the supernatural. However, he is a rational man and when he is confronted with the existence of the Sachonian he will do his best to aid the investigators.

Bill Jones, Student

STR: 12 CON: 11 SIZ: 13 INT: 14 POW: 13 DEX: 11 APP: 10 EDU: 16 SAN: 65 HP: 12
DB: None

Important Skills: Archeology 35%, Geology 5%, History 35%, Library Use 45%, Swim 50%

Weapons: None.

Description: Jones is a slightly overweight young man. He has black hair and brown eyes. He mostly wears jeans and sweaters. Jones is working in archeology and is pleased to be on Becker's project. Jones is an experienced diver, but despite his regular swims he has trouble keeping the weight off. Jones does not believe in the supernatural, but will help the investigators.

Randy Kesk, Treacherous Student

STR: 12 CON: 11 SIZ: 12 INT: 13 POW: 10 DEX: 12 APP: 11 EDU: 15 SAN: 50 HP: 12
DB: None

Important Skills: Archeology 25%, History 35%, Law 15%, Library Use 35%

Weapons: None

Description: Kesk is a thin man with long brown hair. He wears glasses and generally wears jeans and sport coats. Kesk is addicted to gambling and has gotten himself into a great deal of debt. Since he subscribes to the view that a person should look out for number one, he decided to sell out Becker to get the money he needs to pay his debts. Kesk will work with Park to get the valuables and he won't be adverse to hurting people to reach his goal.

David LaBrett, Ranger

STR: 14 CON: 14 SIZ: 15 INT: 13 POW: 12 DEX: 13 APP: 12 EDU: 14 SAN: 60 HP: 15
DB: +1D4

Important Skills: Dodge 34%, First Aid 45%, History 30%, Mechanical Repair 35%,

Natural History 35%, Pilot Boat 35%, Track 25%, Handgun 35%

Weapons: .357 Magnum Revolver 35% Damage 1D8+1D4 Range 20 Attacks 1 Shots 6 Mal 00

Description: LaBrett is a tall man with brown hair and brown eyes. When on duty he wears a ranger uniform. LaBrett is an experienced ranger and has often worked guarding archeological sites (it gives him a chance to catch up on his reading, since most sites are fairly isolated). LaBrett is Catholic, but does not really believe in the supernatural outside of his religious beliefs. However, his religious background does keep him fairly open minded about the possibility of evil supernatural beings. LaBrett will be willing to help the investigators.

Anthony Park, Treasure Stealer

STR: 14 CON: 14 SIZ: 14 INT: 14 POW:13 DEX: 14 APP: 13 EDU: 15 SAN: 65 HP: 14 DB: +1D4

Important Skills: Anthropology 15%, Archeology 17%, Painting 25%, Bargain 45%, Climb 50%, Computer Use 25%, Conceal 45%, Fast Talk 45%, First Aid 45%, History 35%, Hide 35%, Law 25%, Listen 35%, Locksmith 25%, Martial Arts 25%, Mechanical Repair 31%, German 15%, Japanese 12%, French 14%, Persuade 25%, Sneak 20%, Spot Hidden 30%, Swim 35%, Rifle 45%, Submachinegun 35%

Weapons: 9mm 60% Damage 1D10 Range 20 Yards Attacks 2 Shots 15 Mal 99, Fighting Knife 45% Damage 1D4+2+1D4 HP 15

Description: Park is a tall man with blonde hair and grey eyes. He appears to be in excellent health. He dresses well, favoring expensive (but comfortable) clothing. Park was in the British military for several years and then attended college. After college, he worked for a while as a businessman. He soon found that boring and decided on a career as “one who acquires valuable items for a suitable price.” Park is quite good at what he does. He considers his operations to be “business, nothing personal” and prefers to avoid violence. To this end, his main strategy is to act quietly or put people into situations in which they will decide to simply give him the valuables without a fight. Park is a practical man and has no real belief in the supernatural. However, he is intelligent and will recognize the Sachonian as something “very nasty.” If properly persuaded, he might be willing to aid the investigators. Park will not willingly reveal that he is working for LaBeau, but will not risk his life to conceal LaBeau’s involvement.

Park’s “Boys”

STR: 14 CON: 13 SIZ: 15 INT: 11 POW: 10 DEX: 12 APP:10 EDU: 10 SAN: 50 HP:14 DB: +1D4

Important Skills: Dodge 30%

Weapons: SKS Carbine 50% Damage 2D6+1 Range 90 Yards Attacks 2 Shots 30 Mal 97, Punch 1D3+1D4 65%

Description: Park’s men are people he has hired to act as muscle. Most of them are small time criminals looking for some easy money. They would prefer not to shoot anyone, but will do so if they have too. Their main concern is getting their money. When things go bad, they will try to get away and save their own skins. There will

be a number of “boys” equal to the number of investigators plus 1D6.

Mythos Beings

Sachonian, Lesser Independent Race

Description: Sachonians originated on a far away world and once possessed conventional material bodies. When their world was threatened by a terrible disaster, a mysterious stranger appeared and presented a plan for the survival of their race: hundreds of chosen Sachonians would be transformed into creatures of almost pure energy and, in their new forms, the Sachonians would be able to survive the disaster that threatened them.

Unfortunately for the Sachonians, the mysterious stranger was Nyarlathotep. He neglected to tell the Sachonians that the process of transformation required the consumption of the life energy of living beings. Millions of Sachonians perished when Nyarlathotep guided the chosen ones through the ritual that transformed them. Seeing their fellows perish in horror and pain drove most of the transformed Sachonians mad and the horror of their new existence drove the rest insane. To complete his torment of the Sachonians, Nyarlathotep developed an enchantment for summoning the Sachonians from their dead world. Nyarlathotep taught this spell to other races, including humans.

Sachonians appear as balls of pulsing green light, with the center brighter than the outer areas. When they move, they leave a faint, swirling trail of greenish “mist.” Sachonians are intelligent, but are insane. They are also driven by a horrible need to feed on the life energy of other living creatures. Sachonians feed by coming into contact with other creatures. Such contact causes cellular damage (1D8 of damage per attack) and drains one Magic Point. A creature drained of Magic Points in this manner will die, leaving behind a corpse with strange neural and cellular damage. Most armor will not protect a target from a Sachonian attack. However, protective items (such as insulated gloves or special clothing) that would stop electricity would block the discharge damage and Magic Point Drain.

Sachonians cannot regenerate Magic Points on their own, but they can store a number of Magic Points equal to twice their POW. Once a Sachonian is “full” it can no longer drain Magic Points, but it will still inflict damage.

In combat, Sachonians can attack by contacting their opponents (as described above). A Sachonian can also project “pieces” of itself. These pieces fly from the body of the creature and look like tiny, brighter versions. These pieces can travel up to 100 yards before dissipating harmlessly. They inflict 1 point of damage for every Magic Point the Sachonian puts into the attack. Most armor will not protect the target. Protective items or armor that can stop electrical discharges can block such attacks.

Because of their nature, Sachonians are effectively invulnerable to most weapons, such as firearms, poisons, fire, and physical attacks (anything striking a Sachonian will sustain 1D8 damage from the discharge). They can be attacked with water or other things that can cause an electrical discharge or disrupt their integrity.

Sachonians have some abilities that have made them appealing to sorcerers. First,

Sachonians can render themselves invisible to the naked eye. This costs them 1 Magic Point for every ten minutes they stay invisible. If an invisible Sachonian attacks, it will discharge energy and be visible. Since Sachonians can see and hear, they can serve as invisible spies. Second, Sachonians have the ability to “see” the “life energy” of other creatures. They can use this ability to see how the creature is feeling and can even use it to tell when a creature is lying (based on the changes in the life energy). Third, some Sachonians know spells that they can use and teach to others.

Their nature also gives Sachonians some limits. First, they do not heal damage naturally and have to expend Magic Points to heal themselves. Each Magic Point a Sachonian expends heals one point of damage. Second, Sachonians need to feed fairly regularly. Every nineteen hours (one day on the Sachonian home world) a Sachonian loses one Magic Point. If a Sachonian runs out of Magic Points, it simply dissipates. Sachonians can only acquire Magic Points from intelligent beings (those with at least 2D6 in INT). Sachonians feel unimaginable pain when they go without feeding, which has forced even the best of them to feed.

Because of their condition, all Sachonians are insane by human standards. Their constant feeding on other intelligent beings has also made them rather evil and they regard other creatures solely as food and diversions from the boredom of their existence (Sachonians are effectively immortal and will exist as long as they can feed).

The Sachonian in this adventure has only ten magic points at the start.

Characteristics	Rolls	Averages	
STR	N / A	N / A	N / A
CON	3D6	10-11	14
SIZ	1	1	1
INT	3D6+3	13-14	15
POW	2D6+8	15	17
DEX	4D6	14	17
HP	CON	10-11	14

Move: 10 Flying

Damage Bonus: N / A

Weapons: Touch 85% Damage 1D8 energy discharge and magic point drain. Energy Attack 65% Range 100 yards, Damage Variable

Armor: Sachonians are beings of nearly pure energy and are not harmed by most material weapons. They are harmed by things that can cause their energy to discharge faster than they can control it. Large quantities of water harm them and they sustain 1D3 for every gallon of water that strikes them. Exposure to other things that could cause their energy to be drained away or disrupted (such as powerful electric currents or large explosions) can also harm them.

Spells: A Sachonian has a chance equal to its POW X3 of knowing 1D3 spells. The Sachonian in this adventure knows Implant Fear (12 Magic points to cast, causes 0/1D6 Sanity point loss), and Mental Suggestion (8 magic points to cast, last 1 round) Sanity Loss: Seeing a Sachonian causes no Sanity loss.

Items

The Statue

The statue is composed of gold and weighs 2.5 pounds. It has been made in the shape of a ugly human figure with a serpent wrapped around it. The figure is squatting, with its arms crossed in front of it. The gold is deeply engraved with symbols. The symbols are not in any known language and many of them appear to be geometric diagrams. The statue is normal gold, but the engravings transform it into a vessel for holding a Sachonian. If an intelligent being holds the statue and studies the symbols (for at least five minutes), they will appear to swirl into strange patterns. If the being keeps hold of the statue, he will come into mental contact with the Sachonian (assuming it is in the statue, of course). The Sachonian will plead to be released, promising wealth and power. If the Sachonian is released, it will be unable to directly harm the person who freed it and will have to serve him (even returning to the statue if so ordered). However, the Sachonian will do its best to plot against its “master” by corrupting him, making him paranoid, making him despair or anything that will free it from its servitude. The Sachonian is, of course, free to harm others and to do anything that it is not expressly told not to do.

While in the statue, a Sachonian will not lose Magic Points. However, it will not be capable of doing anything, except contacting a being who holds the statue and studies the symbols.

Players' Handouts

Handout #1: Reeves' Letter

May 7, 1872

Dear Henry,

I trust this letter finds you well. **I**t was good to hear that you are in fine health and that **Sarah** wishes to accept your marriage proposal. **I** only wish **I** had good news to share with you.

My health is fading and **I** feel that **I** shall not be long of this earth. **B**ecause of this, **I** feel the need to divulge to you certain facts (for though they shall appear dubious, you know **I** am scrupulous as to the truth).

As you know, in the 1840s **I** sailed with **Captain Wellsmith**. **T**he **Captain** was a good man, but a bit eager for profit. **I** suspect that this was the hubris that brought him low. **I**n the **E**ast we came across a **Chinaman** who sold the **Captain** a small statue of gold. **T**he **Captain** was pleased by the price and thought it would bring him luck.

At first, it seemed that it had. **O**ur next few voyages were extremely profitable. **A** bit blinded by the wealth, **I** did not think to wonder at our good fortune. **I**f only **I** had, things might have turned out differently.

Early on our last voyage, **I** suspected that something haunted our ship. **O**ne man went missing and the crew complained of bad dreams and of hearing things. **T**he second mate also reported that he had heard the **Captain** talking to himself in his cabin. **O**ver the next few days, two more men went missing and the second mate decided to press the issue with the **Captain**. **T**he next morning the mate was not to be seen. **F**earing to take direct action, **I** plied the **Captain** with **Rum**. **I**n that sorry state he whispered to me that something had come out of the statue. **A**t first, it had served him well, but now he feared it was the master. **H**e called it a "sackonian" or "sachonian." **H**e said that it fed on the souls of men and even now stalked his ship. **B**efore fear stayed his tongue, he revealed to me that the thing feared the sea.

Meeting quietly with those of the crew who accepted **Jesus** as their savior, we agreed to fire the ship when we neared the coast to prevent the thing from escaping. **W**e would then jump into the sea and hope to reach shore or another vessel.

We acted on our plan, but the **Captain** was able to run the ship aground. **T**hanks be to **Jesus** that the ship still burned to the water line.

Though we were tiring in the water, none of us thought to make for the island were the **Fortune** burned. **F**ortunately, the **Whippet** saw the smoke and came to our rescue. **I** told her captain that the **Fortune** had been struck with a plague and that we had to set her afire to protect the rest of the world.

After my rescue, **I** decided to stay in **Maine** and keep a watch on the island. **W**hen people said they saw lights on the island, **I** was horrified and urged people to stay away, saying that the plague could still be present on the island.

Thank **God** that no one ever went to that haunted island. **I** believe that **God Himself** has been watching over us, guiding people away from the island. **H**owever, as they say, **God** helps those who help themselves, so **I** am writing to ask you to occasionally check on the island. **B**ut, for **God's** sake, never go there.

Your Uncle,

John Reeves

