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HALLOWEEN HORROR

The Elder Pumpkin



.....the seeds are right.....

**THE BEST OF OUR CALL OF CTHULHU
HALLOWEEN ADVENTURE
CONTEST**



HALLOWEEN 2005

Three Adventures for Call of Cthulhu

Eyes That Should Not See

by Jim Lynch

Halloween in Dunwich

by Oscar Rios

Terror at Erne Rock

by R. J. Christensen

Layout Assistance: Andrew Dawson

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Eyes That Should Not See

A modern day scenario for Call of Cthulhu

By Jim Lynch

BACKGROUND

Susan Hool is a resident nurse at the Saint Matthew Hospital in Webster, Massachusetts (about 20 miles west of Arkham). As she became overwhelmed with the depression from facing death, she began to look to the occult for a cure. She delved into several religions, then turned to more scientific methods. She delved into the known works of Herbert West, but with little success. She bought and studied books on spells, accumulating a good-sized collection (2 of the 23 are Mythos tomes, with 1D3 spells each), but no success. Then she learned more about trepanation.

One evening, in May 2000, a patient – Lewis Tenworth – was wheeled in, with a hole drilled into the center of his head. Inquiring as to the cause, she learned about trepanation, and that there was an organization – the Trepanation Proponents of America – dedicated to the practice in Webster.

Hool recalled a passage in one of her books about The Eye That Should Not See (a spell), and she related it to the practice of trepanation. She went to five TPA meetings in June and July 2000, but found that their work was mere new-age superstition. However, she linked her knowledge of trepanation with the spell.

Practicing on Tenworth, Hool found herself able to see through him. He was able to function, but his vision interfered with her abilities. So Hool blinded him, gaining full control over his mind and body (his initial admittance was for brain damage) and removed him from the hospital.

To practice, Hool sent Tenworth around Webster. After some “scouting” with Tenworth wearing a baseball cap and glasses, she called him back. Tenworth remains Hool’s most trusted and useful pawn.

As Hool experimented more and more with trepanation, she opened a portal between her and F’Ncec, a powerful entity of dementia and visions; this is also the entity behind the spell most used by Hool. While Hool remains unaware of F’Ncec, this entity began manipulating Hool more and more. Hool performed experiments on more and more people, always hiding the bodies of unsuccessful experiments in the Webster morgue. Hool’s eyes became more and more sensitive to light; by the adventure’s start, she will always wear dark glasses, even indoors.

One day, Hool saw ads for the Ancient Treasures of the Pacific at the Webster Colonial Museum. This exhibit included images of Cthulhu. F’Ncec, deeply jealous of Cthulhu’s dreams and influence, sensed there could be great power in those artifacts. Hool chloroformed Richard D’Eglidio, blinded him, and send him into the museum to steal the greatest artifacts. Unfortunately, a police officer, Ellen Diaz, was nearby and, hearing the commotion, was able to kill D’Eglidio (with a surprising amount of bullets) outside the museum.

And so the adventure begins, with controversy around the museum and the TPA – with Hool planning to deflect attention to the TPA so she can work unobstructed. And F’Ncec plans to materialize once Hool has the artifact...

It is the day of the shooting. Some of the Investigators may be witnesses to the shooting, or part of the investigation, or curious about the headlines, or even TPA members!

[As each day passes, the days will become dimmer. Two successful Perception rolls will show that the night stars seem dimmer as well. By the third day, the gloom will be evident. Meteorologists will attribute this to an “unexplained atmospheric phenomenon.”]

ENCOUNTER 1: The Webster Colonial Museum

The exhibit – “Ancient Treasures of the Pacific” – is a collection of formal and informal art and artifacts discovered along the California coast, as well as at several islands in the Pacific. The work was collected by Professor Ali Parker, a professor of antiquities and part-time archaeologist. Ali, in her 50s, is there with the exhibit; she will be giving a lecture in two weeks. She collected these items from a number of sources, and several were her discoveries. Parker is aware of some of the legends surrounding the artifacts – something about a fish-god called Colooloo – but she has no Cthulhu Mythos knowledge. While she encountered some reluctance to discuss the legends behind the artifacts, she considers them “a natural part of ancient legends, religious beliefs and superstitions.” If pressed, she will admit that she did have nightmares after discovering some of them, but she gives them no significance.

The Webster Colonial Museum itself is a medium-sized building, located on a Shipmoor Street with several other stores. It has a large regular collection of colonial goods, with some ships and marine works, in the lobby. The special exhibits are further in the back. There are paintings up on the second floor, and equipment in the (locked) basement. There is a main entrance, and one (with a fire alarm) in the back.

Bruce Ridge, a cousin of one of the Investigators, is a professional sailor who went with Parker. During one of the dives, he saw a Deep One. He is in heavy denial, telling himself it was a deep-sea hallucination.

The curator, Donald Petra, is a plump, good-natured man who engages in a friendly rivalry with Miskatonic University. He is very concerned about the apparent attempt to rob the museum, and he has taken appropriate steps. An armed uniformed guard stands inside the front door during the day, and a guard and Doberman are there at night. Bars are raised on the windows at night, and the door is reinforced.

Carl Urban is a janitor, who has been stealing from the museum. A few small items have been found missing, and he has been acting nervous recently. He can be followed, passing on small items to people and leaving the museum late at night. This is a red herring.

The exhibit is a collection of found artifacts and formations from beneath the ocean's floors. Some are manmade artifacts, while others are rock formations and lichens that have developed over time. There are skeletons and ship parts from the past. One item appears to be a rock-encrusted circular disc. This is the "Eye of the Deep," which is wanted by F'Ncec. (A successful Cthulhu Mythos roll will give the players the sense that one item is very powerful.)

ENCOUNTER 2: The Trepanation Proponents of America

The Trepanation Proponents of America (TPA) is a small organization, run by its founder – John Croft. Croft is an intelligent, calm man who will put forth evidence that trepanation leads to the expansion of consciousness and inner clarity. He has a clear, uncovered trepanation scar in the center of his forehead.

Croft is very sensitive about the recent attack and the suspicion of the TPA, calling the response "a modern-day witch hunt." He notes that trepanation is a purely voluntary procedure, and, while everyone could benefit from it, he would force it on no one. He adds that the vision gained from the practice is psychic, and no one physically blind could use the third eye as a substitute sense.

There are four other members of the TPA – three practiced, one considering – and they meet at Croft's home once a month. He notes that the police have a list of the members, and he cannot envision any of them being killers. Croft will only provide names of the other members after he gets permission from them; this will take a Persuasion roll, and will not be available for a few hours.

Croft runs a New Age bookstore in Webster, called The Invisible Eye.

If the Players research Croft, they will learn that he did, when a teen, advocate trepanation for everyone. He also has no criminal record. Unfortunately for him, he was at home reading when the museum attack occurred – no alibi.

(If Players get a full listing of participants, they will learn that Susan Hool visited in June and July 2000. Lewis Tenworth vanished in September 2000.)

ENCOUNTER 3: The Saint Matthew Hospital

The Saint Matthew Hospital is a medium-sized building. It has a solid reputation. The players will most likely deal with Martin Wilmarth, the chief of staff.

Investigators who look into the previous disappearances will learn (with the proper authority) that the four people reported missing – Richard D'Eglidio, Jessica Spires, Douglas Lynch, and Lewis Tenworth – were all checked in here. Ailments varied, with none too serious. Lynch and Tenworth vanished (official explanation: escaped), while D'Eglidio and Spires checked out and were last seen a week or two later.

With successful research, the players will learn that the doctors for the first three were Sanjay Joshii, with Dr. Katharine Layne treating D'Eglidio. Susan Hool was the nurse for all of them. If called for questioning (roll on Luck to see if she's there), she will appear slightly nervous and uncomfortable. If pressed, she will try to shift the blame on John Croft, describing him as a visitor and upset that she didn't know what was going on.

3A: The Morgue

If the trail leads to the morgue, they will learn that four of the 15 bodies down there have not been registered. These are unsuccessful trepanations, with the bodies dumped there by Hool. One of the bodies will be one of Hool's servants, who will instantly attack if uncovered. This will serve as a signal to Hool (who now senses her servants' feelings all the time), and she will summon Tenworth and rush to the museum.

ENCOUNTER 4: Research

In order to perform research on trepanation, the players will need access to some Mythos tomes. Miskatonic University is the best place, if they can find a way to access the Special Collections on short notice.

The tomes abound with information on visions. For each 3 hours spent skimming books, each player researching must make 3 Library Use rolls and 2 Luck rolls. If these are all successful, the player will learn about F'Ncec. Considered a female "visionary of the real," F'Ncec is a very minor entity compared with the Great Old Ones. She has few followers, and is considered more annoyance than a major factor in the Mythos. Her goal, according to the tomes, is True Sight.

Players learning this will also find a spell called Positive Darkness for defeating F'Ncec. By the casting the spell (two sentences: Yhe mntr F'Ncec adeph / min niat enva tur) over and over, the personification of F'Ncec will be "embraced by darkness" and cast back to her oblivion. Before F'Ncec is summoned fully, the spell costs 3 POW; after, opposed test between the caster's POW and Hool's.

As for the Police, unless characters have links to an official organization, police officers will not comment on an ongoing investigation. They have never experienced anything like this, and so they are very fearful of breaking procedures.

ENCOUNTER 5: Caught!

While the players are searching, one of Hool's servants had been caught in the woods. This servant (Henry Alleyn) was walking along the sewer pipes – searching for an underground route to the Museum – when a number of hunters came across him. When they tried to help (seeing his eyes) he attacked them, killing one before the other two brought it down "with a hell of a lot of bullets."

Alleyn will be tied down and struggling. Even so, he will be uttering words of pain, and he is clearly suffering. A successful Psychology roll will reveal that the creature is being compelled to act. Two successful Psychoanalysis rolls will reveal that he is almost schizophrenic.

ENCOUNTER 6: Hool's Home

Hool's home, about 20 minutes away from the hospital by car, is a small, one-story residence with basement. If the players go to Hool's home, they will find it empty. If they break in (standard locks for doors and windows), they will find nothing exceptional above. In the basement, however, all the lights have been smashed. Without external illumination, nothing can be seen.

A cursory glance through the basement will reveal some clothes, a washer-dryer, some tools, etc. Players making two Spot Hidden rolls will discover a small trail behind a bookcase. Back here is a bloody pick axe (with the blood and a substance on the thin side), along with several crumpled articles on trepanation and a newspaper article on the museum exhibit.

Hool has a file, a collection of her notes. These begin fairly normally, with a large number of photocopies. As they go on, there are more and more handwritten notes, with the handwriting becoming more and more erratic. A successful Psychology roll will reveal that the interest of the papers shifts from life after death to true vision. There will eventually be references to F'Ncec, along with the spells for The Eye That Should Not See, The Blind Path, and Positive Darkness.

There is a bust of Cthulhu, which has been smashed. Making a Cthulhu Mythos roll will let the players know that some entity was here recently...

After a few minutes here, any players will be attacked by a Servant of F'Ncec, hanging on the ceiling. This one will not have a hole in its forehead, suggesting that the trepanation is not the key.

ENCOUNTER 7: The Museum Siege

By the end of the adventure, Hool will gather up her remaining servants (equal to the # of players) and try to break into the Museum by force. If nighttime, the lights of the building will cease functioning. If during the daytime, the dimness will be almost palpable.

To enter, Hool will have her servants smash down the door, remaining behind. She will have her Servants take down the guard, or use the pickaxe herself. She will go straight for the exhibit.

If she has possession of the Artifact, she will begin chanting the Passage of Entry. Once complete – about 2 minutes – F'Ncec will manifest herself in Hool's place (Sanity roll, $2/1D20+2$). This will double Hool's physical stats. This entity will try to grab and blind anyone who sees her, with a 45% grapple to do so.

F'Ncec's body will still be vulnerable to the Positive Darkness. If a Player begins reciting it – 2 minutes – F'Ncec and her Servants will focus on stopping the caster. If the spell works, the Servants will collapse – mercifully dead – and F'Ncec will be seen to depart from Hool's body (Sanity check, $1/1D6$). Hool will survive, insane, blind, and trying with all her might to make a hole in her forehead.

ENCOUNTER 8: Alternate Ending

If Hool is thwarted in obtaining the artifact, she will attempt the summoning elsewhere. As she seems to need darkness but not night, she will seek out someplace where darkness is all but guaranteed. This will be the abandoned Sweetrock Mine, a few miles north of Webster.

Adventurers can make a Know guess as to what sort of place she'd be heading to – perhaps there's something on it in her file – and a local who's helping them will know about it as well.

Once there, players can try to stop her. If they fail, and F'Ncec manifests herself ($1/2D8$ Sanity roll), they can try to collapse the mine on her.

Webster, Massachusetts

Susan Hool – nurse/host for F’Ncec

Lewis Tenworth – Hool’s servant

Richard D’Eglidio (initial attack)

Jessica Spires

Douglas Lynch

Henry Alleyn – servant/missing person

The Webster Colonial Museum

--Ancient Treasures of the Pacific

Professor Ali Parker – archaeologist

Bruce Ridge – cousin, saw a Deep One, in heavy denial

Donald Petra – curator

Carl Urban – janitor, thief

The Trepanation Proponents of America (TPA)

John Croft

The Saint Matthew Hospital

Martin Wilmarth – chief of staff

Sanjay Joshii – doctor

Katherine Layne – doctor

Ellen Diaz – police officer who killed Stanley Gould

CHARACTERS

SUSAN HOOL

STR: 30 CON: 30 SIZ: 9
INT: 11 POW: 15 (currently 6) MOVE: 8
DEX: 7 APP: 7 SAN: -- EDU: 12

HIT POINTS: 20

Attack: Chisel, 40%
Damage: 1D4 + 1D6
(on impale, attacks center of head)

Vulnerability: Bright Light
Wears sunglasses always
Exposure to bright light reduces POW by half

Spells known: The Eye That Should Not See
--costs 2 Pow, opposed POW vs. POW to take control of person
--if victim blind, Hool's POW vs. ½ victim's POW

Vulnerable to spell Positive Darkness

SERVANTS OF F'NCEC

Stage 1

STR: 26 CON: 13 SIZ: 12 INT: 4 POW: 3
DEX: 10 APP: 6 SAN: 3 EDU: 12

HIT POINTS: 13

Climb: 90% (can climb on sheer surfaces as well)

ATTACK: Claws, 45% (Damage: 1D4 + 1d6)

Vulnerability: Bright Light (stuns for 1 round, may roll vs. Hool's POW to break control)

Armor: 1 point

Sanity Loss: 1/1D4

Stage 1 Servants have a pale tint to their skin. Their horrific appearance comes mainly from their gouged-out eyes, and the unceremonious hole in the head.

Stage 2

STR: 32 CON: 18 APP: 3

HIT POINTS: 19

Climb: 90% (can climb on sheer surfaces as well)

Attack: Claws: 50% (Damage: 1D4 + 1d6)

Armor: 2 points

Vulnerability: Bright Light (stuns for 1 round, may roll vs. Hool's POW to break control)

Sanity Loss: 1/1D6

These Servants' skin has taken on a fairly blue tint. While they can pass in public when heavily dressed, a decent look will reveal the changing physique. The skin is tighter.

Stage 3

STR: 46 CON: 22 App: 0

HIT POINTS: 23

Attack damage: Claws 55% (Damage: 1D4 + 1D8)

Armor: 6 points normal, 3 points exposed to bright light

Vulnerability: Bright Light (stuns for 1 round, may roll vs. Hool's POW to break control)

Sanity Loss: 2/1D8

These are the "true" servants. Their skin has tightened, almost within their bones. Speech is almost impossible, and the body is permanently hunched over. The bluish pallor is ever present, and easy to spot.

Scott

Your character is a professor of music at Arkham University. He is blind, and has been all of his life. He can get by without glasses, but the vacant stare will be evident to most of his impairment. He almost always travels with his seeing-eye dog, Chomsky.

Several skills are, to quote *Monty Python and the Holy Grail*, right out. Some that would normally require visual skills (like Throw) are there, but almost impossible. Skills with an asterisk are usable, but only under special conditions: This character can perform research well, but only if the information is available in Braille or through the Internet.

As someone who has been in fights, the professor can Grapple well, once he gets a hold of the target. So, the first Grapple is to get them in his grip, with the second doing damage.

The professor was between semesters, and decided on a change of location for a break. He had heard some good things about Webster, and decided to take a visit there. Your character has a room for two weeks at the Red Roof Inn, where his specialized laptop is. At the start of the adventure, you are walking down Shipmoor Street when you hear a commotion...



Kris

Your character – Denise Lyndon – is a small-time criminal from New Jersey. Denise’s main skill is breaking and entering, but she’s not afraid to perform muggings or throw down if necessary. She’s also good with cars, and drives an un conspicuous Ford that she stole. Denise isn’t violent, and she won’t carry her gun or lockpick equipment unless she expects to need them.

Denise has traveled to Webster, Massachusetts to meet her cousin, Bruce Ridge, who works at the Webster Colonial Museum. You’re walking up the street to go there and find out when he’ll arrive, when you notice a commotion...

Yvonne

Your character – Melissa Rousch – is a private investigator. Loving the old film noir and pulp fiction novels, Melissa likes to think of herself as an old-fashioned gumshoe. She's still more than ready to get in a fight, and even to use her gun if need be (high Fist and Revolver skills). She knows the value of research, and is ready to hit the streets to learn what she wants.

Melissa has been sent on a missing persons case – find someone named Douglas Lynch, who was last known going to Webster, Massachusetts for surgery; he hasn't been seen or heard from after that, about 2 months ago. As far as you've learned, no one's used his credit cards since he went to Webster, so you decide to go there personally and do some digging.

At the start of the adventure, you're wandering around Webster, getting a feel for the place. You're walking down Shipmoor Street, when you notice a commotion...

Rachel

Your doctor is something of a prodigy, being a pretty successful doctor at the age of 22. Perhaps because of the pressure of this early success, she is not the most mentally stable of people. (This doesn't mean she hears voices or occasionally tries to kill people; she's more high-strung, apt to react strongly to disappointment.)

Raised in Virginia, your doctor has a love of the outdoors. She knows how to ride a horse, and she enjoys hunting with a .30 Lever Action Carbine Rifle. Most of her other interests have been focused on developing her surgical skills, at which she excels.

At the start of the adventure, your doctor has traveled to Webster, Massachusetts to learn about employment at the Saint Matthew Hospital. You've met with its chief of staff, Martin Wilmarth, and you liked the place but haven't committed to working there yet. As you ponder your decision, you decide to visit the Webster Colonial Museum, to see what sort of historical items they have there. You also recall some fliers about Pacific Treasure or something. So the adventure begins, with you walking down Shipmoor Street, when you notice a commotion...

Halloween in Dunwich

A classic 1920's scenarios for Call of Cthulhu

By Oscar Rios

Introduction:

Dunwich is beautiful this time of year, with the leaves turning shades of orange and gold. You're family left their automobile in Dunwich village and were being driven by horse and wagon up to Great Grandpa Silas's farm. The trip was like going back in time; to a simpler age. It's a warm day for late October, without a cloud in the sky. Today was going to be a wonderful day.

Nobody knew how old Great Grandpa Silas was, but he was old. Really old, maybe close to a hundred. That didn't stop the man from working his farm or being more active then men half his age. Great Grandpa Silas was a very fortunate man, well liked by his neighbors, with a prosperous farm (a rare thing in Dunwich) and a large family. He's a tough old bird who enjoys the simple things in life, good food, a good pipe and parties. The only thing Great Grandpa Silas liked more than a good party was Halloween.

All your lives you'd had four favorite days during the year: Christmas morning, the last day of school, your own birthday and Great Grandpa Silas's Halloween party. The trip to the remote farm was a long one, the roads poor but your family wouldn't miss this for the world. During the day there'd be loads of activities for the younger family members to enjoy – apple picking, pumpkin carving, hayrides and potato sack races. After dark there would be a huge feast followed by lots of desserts. As the hour grew late the adults would tell ghost stories before retiring for the night. You're families would then leave the next morning, returning home and starting to look forward to next year.

You arrive at the large house deep in the hills of Dunwich, a place where all of you can trace your roots back to. Great Grandpa Silas had plenty of land; his nearest neighbor almost three miles away. As the families gathered in the front yard, exchanging greetings Silas comes out of the house. Greeting everyone by name (the old man was still as sharp as a tack) he saves his warmest welcome for his six great grand children. "Welcome back ta the farm! Ah'm ah hopin yer ready for ah good time, cause ah've gots plenty planned fer ya ta do today." Hugs are given, as his rough hands sneak a silver dollar to you, with a sly wink. "Lets keep dis quiet, don't want ma grand children ta think ah'm spoilin ya. Ah did da same when dey were yer age,



don'cha'know. Come on now, round back, Ah've got some cake laid out. Who wants some cold cider?"

Yes, today is going to be a wonderful day. A day you looked forward to all year long. There just wasn't anything better in the world than Halloween in Dunwich.

Keepers Information: Great Grandpa Silas actually is 100 years old and a dark family secret of the past is about to be return. The story starts 100 years ago and centers on Silas's mother, a woman named Maureen Whateley. Unknown to her husband William Morgan, Maureen was a witch, a powerful and devoted servant of Nyarlathotep. On Halloween night, she snuck out of her home to fulfill her part of a dark bargain she'd made. She'd receive eternal life from her master in return for the life of her infant son.

Going to a sacred place in the hills of Dunwich, she stole away with her son, Silas. There she built a bonfire and performed the rituals to ready the sacrifice. Her husband, however, discovered her and the baby missing, summoned his five brothers and began searching for her. Expecting her to have been abducted by dark forces the Morgan boys brought their Kentucky rifles.

Easily tracking her to Altar Rock, the young men came upon the unholy rites. Maureen rushed to kill her son and complete the ritual, as her husband and brother-in-laws arrived. Shots ran out, Maureen called frantically to her master for help. Out of the shadows a huge boar like creature, walking on two legs entered the light of the bonfire. The sight of the Dark Demon, avatar of Nyarlathotep, drove some of the brothers insane. In the next chaotic moments Maureen was killed, Silas saved and the Dark Demon departed (as it's servant was now dead).

Young Silas was brought home and William quickly re-married. The woman, a good God fearing woman from Providence, raised young Silas as her own and the pair were happy. The Morgan family passed down the story of "The Witch of Altar Rock" through the years but all reference to the woman's true identity was left out. Within a generation none living knew the family secret, even Silas himself doesn't know the truth.

A hundred years has passed and Nyarlathotep has granted it's servant one final chance. Giving Maureen just enough power to make her a ghost he's promised to return her to a physical form and make her immortal. To earn this she must finish what she started, she must give to him the life of her only son, Great Grandpa Silas. Her plan is to visit the Halloween party, using her magic to charm those she encounters. She'll deliver a few jugs of fine "Applejack" moonshine, laced with a potion she concocted. The magic of the potion will trigger at midnight causing those who drink it to fall into a deep sleep (12am-2am), then into a coma (2am-4am), and then into death (just before dawn). If Maureen, the Ghost Witch of Altar Rock, isn't stopped before dawn Silas and all the adults at the Halloween party will die and she'll be resurrected into a living physical body. It's up to the investigators, all children between the ages of 11 – 13, to stop her.

Part One – The Party

Silas' Farm: This large and well-run farm lies in North Dunwich. The roads to it are poor, but still better than average for Dunwich. Silas still works the farm but the bulk of the work is done by hired labor. Some of the farmhand's fathers worked the farm before them, the job being passed down to them. None of these workers are at the farm during the party, as they were given the day off.

There are two large buildings here, Silas's home and a large red barn. The barn has three horses, a cow, a wagon, a work area and lots of stored farm tools. The house is two stories tall and detailed below. There is also a chicken coop here, as well as a pen with two pigs and a small pond for a number of geese.

The farm has an apple orchard, a cornfield, a barley field and a large pumpkin patch. The soil in this valley is rich for Dunwich and Silas owns much of it. The farm is rather remote, nearest neighbor more than three miles away, as he values his privacy

Silas's Party (adults): The families arrive at Silas's farm around 11:30 AM. For adults there will be tables and chairs set outside with food and drink laid out for them. Around 2 PM a band of local musicians arrive to perform for the guests. It's a relaxing time for the adults, one filled with conversation as they catch up with one another. Over the years the family has spread across Lovecraft County and this party is one of the few time a year they get together. The party moves inside at sundown, around 4:45 PM.

Silas's Party (children): Silas adores children and looks forward to their Halloween visits. For decades he's thrown this party, bringing joy to three generations of his family. First were his children, then grandchildren and now the six investigators, his great grandchildren. There are plenty of things for them to do.

Note – A mysterious figure arrives at the party. As she is sixteen years old she'll spend most of her time with the adults. She will make it a point to speak to each investigator (never more than two at a time) and Keepers should work this in whenever it seems convenient. (see "Cousin Maureen" below for more details).

Apple Picking – Each investigator is given two large baskets to fill. Silas explains that one basket is for them to take home and the other is for him to keep. He'll explain that he needs the help on the farm (an obvious lie as 1/4th of the trees have been left unpicked for this occasion). Silas explains, "But don'cha think ah'm not gonna pay a good day's wages fer da help. Now, get ta pickin ya lazy youngin, let's see how long et takes y'all. Hurry now, when yer done they'll be a hayride to da pumpkin patch. Now scoot!" Investigators presenting Silas with two filled baskets are slipped another silver dollar with a wink and a hug (if female) or firm handshake (if male).

Hayride – The hayride leaves from the farm and follows a bumpy road for almost a mile. Silas will take the ride with his son, Saul (grandfather of investigator Gordon Brewster). There will be singing on this ride with Silas leading in. On the ride there investigators notice a large barley field. On the way back to the house investigators pass a huge cornfield with a forest beyond it. Silas will point out that "Dats tha haunted forest where witches once gathered fer dark rites. Did aye ever tell ye youngin bouts that? No? We'll ah'll be telling dat one tonight, when we're telling ghost stories ba da fire, if ye children kin stay up dat late." Scarecrows stand guard over both fields.

Pumpkin Picking – At the pumpkin patch investigators will be given sacks and work knives to cut the pumpkins from their vines. (One third of the field hasn't been harvested just for this occasion. They'll be told to select a pumpkin to make Jack-o-lanterns out of. "We'll be needen um ta scare off da spooks en hobgoblins dat er sure ta be out tonight. Don'cha be fergettin wot tonight is now. Da fate of the entire family es en yer hands! Now scoot!")

Once back at the farm investigators will be asked to carry their pumpkins to a table prepared for them. They'll carve jack-o-lanterns, with Silas's promising each a reward for any that meet his high standards. Investigators should roll a DEX times four, with a bonus of 1/5th of any artistic or knife skills they possess (Ex: a 50% artistic skill equals a +10 bonus to the DEX Roll).

Investigators making the roll will produce pumpkins suitable for enchantment by a pumpkin candle (see below).

Potato Sack Races – The children will be lined up and made to race with potato sacks over their feet. Investigators should roll two DEX times 3 rolls and two Luck rolls. The one with the most successes is the winner and given a prize-a fine pocketknife if male, a beautiful country quilt if female.

Cousin Maureen- Walking up the road to the house is a beautiful young woman with two baskets. She'll introduce herself as cousin Maureen, from the other side of the Valley. Maureen is dressed in a simple dress and shoes. The baskets contain cornbread, an apple pie and two jugs of fine applejack moonshine. She has many features that resemble the family and it's obvious that she's somehow related. The adults will not remember her from other family gatherings and if questioned about who her parents are none of the names seem familiar. With her high Fast Talk and Persuade scores, natural charm ability and her gifts, she'll have no problem being welcomed.

Cousin Maureen appears to be sixteen years old. A few of her features are striking, as she has the pale ice blue eyes that sometimes appear in people living in Dunwich (a sign of Hyperborean decent). She'll make a point to speak with each child sometime before dark. She'll ask their names, ages and where they are from, introducing herself to them as well. She'll smile and mention, "Now, ah'm knowin ye youngins might be tempted ta git into the moonshine. Et's mighty strong stuff en kids yer ages shouldna be drinkin et no-hows. Stay clear oh et, ya hear?" By the time her warning has been given one adult at the party has sampled some.

Investigators should make a POW vs POW roll on the resistance table when meeting Cousin Maureen. If they fail they are overcome by her innate charm ability immediately coming to like and trust her for some reason. If they succeed this roll they'll receive a fleeting vision of her. For a moment they'll see the beautiful young woman as an ancient, rotting corpse dressed in a filthy dress and smell the horrid stench of rotting bodies. This lasts only a moment before she once again appears normally and costs Investigators 1/1d4 Sanity points. The adults will have no chance of receiving this vision. Investigators attempting to warn adults of what they have seen will not be believed as it's Halloween night and such warnings seem an obvious prank.

As the sun goes down everyone gathers for a delicious dinner. Some may notice that Cousin Maureen is no longer at the party. Adults will assume she left early to walk home before dark and no one remembers her saying goodbye. The adults fill the huge main table with the investigators relegated to a smaller "Children's Table" in the kitchen. Roast Goose with all the fixings will be served, followed by various pies, cakes and puddings for dessert. Investigators will be given a chance to talk about their day before the evening ghost stories begin.

Part Two – Ghost Stories until Midnight

After dinner everyone will gather in the living room, the largest room in the house. Jugs of moonshine will be passed around, with pipes being smoked and dips of chewing tobacco enjoyed. The adults will fill various couches, armchairs and rockers, all making a semi-circle around an enormous brick fireplace. The investigators will be seated in the center of this gathering, sitting upon pillows on the floor, while Great Grandpa Silas occupies his favorite rocking chair beside the fire.

Ghost Stories – For several hours the adults all take turns telling ghost stories. The Morgan Family, living across Lovecraft County, has heard plenty of them over the years (more than a few of them true). Just before midnight Silas will lean forward and take his turn as the gathered generations of his clan quiet, lean forward and listen.

“Now, tanight we been hearin lots ah stories. All of em good, all of dem entertainin, but how many kin say der story es true? Not many ah gather. How many kin prove der story is true? Even fewer ah’d be guessin. Now...ma story kin do both. Et’s true, en ah kin prove et ta be so. Why, en dis very house lies some oh da possessions oh da Witch of Altar Rock, encludin her black dagger which she used to offer children up as sacrafice ta da dark forces pushin ta get en our world.

Now, when ma father was alive, long afore any here wus born, he told me dis story. Da family’s been passin et down ever since. When ah was jus ah baby, livin in dis house, which ma grandfather build wit his own hands, ah went missin. Now, first off, I couldn’t yet walk, second, et was night time en lastly, et was Halloween night! Snatched outta ma crib, rite out from under my ma and pa’s nose! How ye sez? Well, cause ah’d be carried away ba evil spirits, taken by a servant of tha dark lord himself. Ah was kidnapped by tha Witch oh Altar Rock.

Ma daddy knew just what ta do. He had no time ta spare. He gathered up his five brothers, one, ma uncle Jonas was ah preacher. They took up their Kentucky Rifles, da good book en a couple oh trusty huntin’ dogs and set out ta track her down! Her trail led into the woods, da very woods out behind where ma cornfield now sets.

They say that evil spirits rose up to try ta spook em, but our kin er made of sterner stuff den dat, ain’t we? Yes sir, da Morgan’s always had nerves oh steel en lets hope we always do! Anyhows inta tha forest dey went, following tha dogs to a place deep in the woods up on a hill. Der wa a set of boulders set there, one of em covered with carvin with a flat top. Et was a place dey all knew about, a place ye kin still find if yer brave or foolish enough, Altar Rock.

Dat night der wus ah bond fire set up. Der I wuz, laid out on da table surrounded by jack-o-lanterns. Why, ye say, well uncle Jonas always said et wuz ta keep da evil spirits at bay, cause ma soul was to be offered to something else, something far more foul. Da Witch was there beside me, beautiful they say she wuz, with eyes glowin in da night. She took up her dagger and raised it above ma head, callin on Da Dark Demon ta save her. Our kin shot, jus en da nick oh time. Da witch went down, calling out ta her master as she lay dyin. Den something, something big and dark en evil came outta da woods. Ma pa en his brothers shot et, da dogs attacked it, but it jus kept comin.

All seemed lost, until da witch drew her last breath, den all da evil she’s conjured up went with her when her soul got sucked enta da pit of hell. Da evil spirits, da dark demon, dey all faded

away like wood smoke en da wind. Dat night something else happened too, two people who suddenly went blind en another who was mute were suddenly cured! Ya see, they'd been cursed by da Witch oh Altar Rock.

Anyhows, dey took me home en warned everyone ta stay outta da forest near Altar Rock, en never ta go near it on Halloween night. But, ye know people, some hadta see fer demselves. Folk went dere en not all of em come back. Some who returned said they saw something up there. The ghost oh a beautiful woman, coming towards em with outstretched hands. Ya see, such a dark soul ain't even welcome in hell. The devil spit that witch back out en ta dis day her ghost haunts the woods round Altar Rock.

Ye don believe me ye say? Yer thinking oh seein fer yerself? Well, like ah said, ah kin prove ma story es true...why...upstairs en dis very house es.." At this point the grandfather clock begins to chime the stroke of midnight and he stops speaking with a mighty yawn.

The Chime of Midnight – During the chiming of the clock Keepers should have Investigators attempt a Spot Hidden Roll. Those succeeding notice that not only their grandfather is yawning but all of the adults in the room are as well. By the final stroke of midnight everyone, other than the investigators, is asleep. Drinking the Applejack moonshine brought to the party by the Ghost of Maureen Whately causes this. Within the Applejack was a deadly magical poison brewed by the ghost witch.

The sleep of the adults, including the parents of each investigator, is very deep. They cannot be awoken in any way. The sleep will grow deeper as the night passes. By three AM everyone under the spell will sink into a coma and in the last moment before dawn all of them will die. That is, unless the Investigators can stop this from happening.

Searching the House – Upstairs in Great Grandpa Silas's room are several things the investigators will find useful. The door is locked, which can be picked or forced open (STR 12) by investigators. The key can also be found by searching Silas. There are a pair of hiding places in the room, finding them requires two successful Spot Hidden rolls:

A box under a floorboard in the closet- This box is locked, which can be picked, unlocked if investigators have the keys or broken into by beating a STR 14 on a resistance table. In the box are the following items.

- a) A Silver Dagger - This wicked looking weapon has long ago tarnished to black. It has a wavy blade, which is still razor sharp and a handle wrapped in black leather. It is enchanted and causes 1d4+2+db points of damage.
- b) Three black candles – These three candles are short, fat and should burn for about an hour each. Keepers should have anyone handling these candles roll a Spot Hidden roll. Those who succeed will notice that the bottom of these candles is caked with some dried vegetable matter. Investigators who examine it and make a successful Know or Idea roll will identify it as pumpkin. These are the candles that lit the magical Jack-o-lanterns the witch used in her ritual.

If the investigators have created a suitable Jack-o-lantern (see part One) they may utilize these candles. When placed into a Jack-o-lantern and lit the light these candles produces drives off weaker spirits and causes damage to some of the stronger ones (if the light is shone on them from less than 6 feet away). The jack-o-lantern can be transported with the

investigators but will blow out as easily as any candle. A good supply of matches can be found in the house. More on this can be found in the encounters in Part Three.

A rotting, ancient journal, once kept by Maureen Whately-Morgan, is the other item. It can be found under a false bottom of the draw of a woman's dressing table, still found in the master bedroom. The journal starts falling apart as soon it's handled, the binding rotten and the pages loose and moldy. Some scattered pages will give the investigators valuable clues to what is going on.

The scattered notes (#1)

...fears of death are no longer within my mind. The pain and suffering that brought me to death's door will be only a memory. My master has consented to teach me yet another ritual, one greater than all the others. There is a price I must pay, a deep one, but one I willingly pay. I will mourn, cry perhaps but I will pay it just the same. I would fear for my eternal soul in paying this price, but the thing I will obtain will make such concerns a thing of the past. One cannot be sentenced to eternal damnation after death if one lives a life everlasting. I shall be as deathless as the turning of the seasons, able to further serve my lord and master for all times. I must not fail, I cannot, the price of failing in this will be great.

The scattered notes (#2)

Edith spoke out against me in the market place. She claimed to have seen me meeting with a strange man in the woods while she looked for a lost lamb. Luckily my husband knows of her spiteful nature and I was able to convince him that her words were nothing but lies.

Other whispers she does against me, drawing eyes to me. Her jealousy of me has been a thing I have put up with for far too long. Her husband has great wealth; her family good standing. She thinks she can slander me, say anything she likes and get away with it. She is wrong. Tomorrow when she awakens her voice will be gone, ripped from her and devoured by a spirit I have summoned.

I am certain her husband will speak out on the pulpit, voicing his suspicion of vile magicks and witchcraft. I cannot have him stirring up trouble. I will give him a chance, one chance. If he takes his wife's punishment as a warning and heeds it I will spare him. If he is filled with words of warning and damnation I will poison him with the *Venom of Midnight's Sleep*. His sleep will deepen through the hours between midnight and dawn, death claiming him with the first cock's crow.

Part Three – Crossing Dunwich

Seeking Help - The nearest neighbor is many miles away; so seeking outside help will take longer than their families have. If they go to the barn to try and mount horsed or hitch up a team to the wagon they'll find all the animals asleep, similarly poisoned by the witch. Once outside they will be faced with various threats that should make them reconsider the lengthy trip to the nearest neighbor.

Keepers should have Investigators wishing to fetch outside help make Idea rolls. They will then realize that no one is likely to believe them as it's Halloween Night and they are children. They'll also figure out that the trip will take several hours and at best, help would arrive shortly before dawn. If not dissuaded Keepers should allow them to reach the nearest farm. The neighbors don't believe their story. They are returned to the farm the next morning only to find everyone dead. The investigators become orphans, their lives totally ruined. They grow up plagued with the guilt of having had a chance to save their families but failing to as they ran to get help like cowards. For such investigators the scenario ends in total failure.

The Plan - At this point the investigators should have gathered enough information to make the following deductions:

- 1) Their families are all victims of the Ghost Witch of Altar Rock, poisoned by "The Venom of Midnight's Sleep"
- 2) Their families will all be dead by morning unless they stop the witch.
- 3) The candles and pumpkins can be used for protection (and as a weapon).
- 4) The Ghost Witch can be found at Altar Rock, in the forest beyond the cornfield.

These deductions made, investigators should be planning to journey to Altar Rock to save their families. The investigators from Dunwich will know how to find Altar Rock with a successful Navigation roll. Failing that investigators can find a trail leading to Altar Rock with a successful Spot Hidden roll if searching the area where the cornfield meets the forest.

Gathering Supplies- There are several items around the house that investigators may wish to gather. The following items are the obvious ones. Keepers should allow the investigators to find any normal household items within reason.

- a) Lanterns – There are several oil lanterns around the house, as the farm isn't wired for electricity.
- b) Silas's Rifle – Once an avid squirrel and rabbit hunter Silas keeps a Remington Model 14A Slide Action rifle on a gun rack beside a Springfield M1903 rifle and a Remington M1894 Double Barrel shotgun. Investigators will find NO ammo for the Springfield or shotgun. The Remington Rifle is fully loaded (5 rounds of .25 caliber ammo doing 2d6) has 10 HP, is pump action, and a range of 50 yards.
- c) Matches – For lighting the candles and lamps should they go out.
- d) Bandages and other medical items – The medicine cabinet is fully loaded with supplies. These will be needed if investigators are to attempt First Aid or Medicine rolls.

- e) Simple weapons – There are a variety of makeshift weapons in and around the house such as – Hammers (1d4+1+db, as small club 25%), pitchforks (1d8+db, 15%), shovels (1d3+db, as small club 25%), fireplace poker (1d6+db, as small club 25%), kitchen knife/scissor/straight razor (1d3+db, 25%), Hatchet (1d6+1+db, as club 25%, can be thrown via Throw Skill), Wood Axe (1d8+2+db, as Axe skill 20%, can be thrown via Throw Skill).

Leaving the House – The Ghost of Maureen Whately has summoned a variety of entities to the area around the Morgan farm. Most she has instructed to terrorize anyone traveling outside. Other, stronger spirits were placed into three scarecrows, animating them. The most powerful spirit she bound to the cornfield itself.

Hobgoblins - Weak, mischievous spirits, called Hobgoblins, are a form of poltergeist. These spirits can make groaning sounds and move small things about. They will seek to terrorize the investigators, trying to scare them back into the house. Once investigators leave the house a campaign of terror will be waged. Once every 10-15 minutes they'll make a moaning sound, cause something to move apparently on it's own (ex: slam a door, open a window, cause a tool to go flying across their path) or touch an investigator with a icy caress. Each of these manifestations will cause investigators to make a Sanity Check for 1/1d3 points.

If the investigators carry a Jack-o-Lantern lit with one of the black candles from Silas's room they'll be totally immune from such attacks. The enchanted light will keep these spirits from getting close to the investigators. Unless so protected hobgoblins harass the investigators until dawn.

Up the Road – Investigators must go through or around the apple orchards to approach the cornfield, a trip of a few hundred yards. Once past the orchards the investigators will be nearing the area where the barley and cornfields are set out. Keepers should allow Investigators specifically looking around for trouble to attempt a Spot Hidden roll. If successful they'll notice some of the numerous scarecrows are missing.

Before entering the cornfield (there is no other way to the forest but through it) the investigators will be attacked by one of three animated scarecrows. It will lie motionless and hidden until they are close enough to attack. After combating it the other two will be attracted, shambling towards the investigators. This lasts until investigators flee back to the house, they catch up to investigator and attack or they enter the cornfield.

Animated Scarecrows

STR 10 CON 10 SIZ 12
INT 3 POW 6 DEX 6
HP 12, 11, 11 DB - 0 -

Weapons: Club with arms 35%, 1d3

Armor: None, but piecing weapons do minimum possible damage. Fire can be effective against them.

Spells: None

Sanity Loss: 0/1d6 Sanity points to see an Animated Scarecrow.

NEW CREATURE

Animated Scarecrow

These creatures are normal scarecrows given life by the power by the witch, Maureen Whately. She enables an evil spirit to take control of the scarecrow's physical form and enslaves it to her will. The light of day will dispel her magic and cast the spirit out of the scarecrow, returning it to its normal state. Until then it will be a living servant of the Ghost Witch of Altar Rock as they shamble about on Halloween night. These animated scarecrows will leap down from their posts and attack anyone they see attempting to enter the forest around Altar Rock. The light of a properly enchanted Jack-O-Lantern will cause them 1d3 points of damage per round.

Char.	Rolls	Averages
STR	2d6+2	10
CON	3d6	10-11
SIZ	3d6	12
INT	1d6	3
POW	2d6	6
DEX	2d6	6

Move 8 HP 12

Av. Damage Bonus: -0-

Weapons: Club with arms 35%, 1d3

Armor: None, but piecing weapons do minimum possible damage. Fire can be effective against them.

Spells: None.

Sanity Loss: 0 / 1d6 Sanity points to see an Animated Scarecrow.

Crossing the Cornfield – To get to the forest the investigators will need to cross the cornfield. The most powerful of the spirits summoned by the witch was bound to the field itself. Once the investigators are about half way across it will manifest itself all around them, forming a woven ring of living corn and attack. The investigators will be trapped, unable to escape the ring until the creature is destroyed.

Living Cornstalks

STR 9 CON 8 SIZ 35
INT 3 POW 6 DEX 8
HP 22 DB: - 0 -

Weapons: Two biting ears of corn per round 40%, 1d3 points

Armor: None, but piecing weapons do minimum possible damage. Fire can be effective but may spread to engulf wielders as well.

Spells: None

Sanity Loss: 1/1d6 Sanity points to see a Living Cornstalk.

NEW CREATURE**Living Cornfield**

Created by The Ghost Witch of Altar Rock, these normal stalks of corn are given life. Animated by an evil spirit placed within the field by Maureen Whately, this creature now inhabits the cornfields that block access to the forest where Altar Rock sits. The stalks will bend to block the path of anyone traveling through the field, surrounding them. The spirit can move through the cornfield before picking the moment to strike. When attacking the ears of corn open, as if cut down the center, to reveal rows of sharp pointed teeth. These attempt to bite up to two victims per round. If enough damage is done to the creature the spirits are driven from the field. Damage to cornstalks that are not currently animated does nothing. The light of a properly enchanted Jack-O-Lantern will cause these creature 1d3 points of damage per round.

Char.	Rolls	Averages
STR	2d6+2	9
CON	2d6	8
SIZ	4d8+2	35
INT	1d6	3
POW	3d6	6
DEX	2d6+2	8

Move 12 HP 22

Av. Damage Bonus: -0-

Weapons: Two biting ears of corn per round 40%, 1d3 points each.

Armor: None, but piecing weapons do minimum possible damage. Fire can be effective but may spread to engulf wielders as well.

Spells: None.

Sanity Loss: 1 / 1d6 Sanity points to see living cornfield.

Once past the hobgoblins, the animated scarecrows and the living cornfield investigators should be at the edge of the forest. They can now enter the forest and travel to Altar Rock or find the trail leading to it (see above). It is likely by now the investigators have lost a fair amount of Sanity (especially if they failed to create any enchanted jack-o-lanterns) and Keepers should take note of this.

Part Four – The Witch of Altar Rock

As the investigators enter the forest they find an old trail. Those familiar with the area realize the trail wasn't there a few days ago. Those examining it realize it's a very old trail that had been overgrown. The reason it's now visible is that all of the plants that were growing on it are now dead. Plants on either side of the path seem to be growing fine. This was caused by the repeated passage of the Ghost of Maureen Whately.

The trail leads up into the hills of Dunwich. Keepers should build mood at this time, describing the dark forest of nearly bare trees looming all around them. All the usual animal sounds are gone, the forest unnaturally quiet. Unless already drive off by the light of an enchanted Jack-O-Lantern the Hobgoblins cause many problems (Ex: putting branches in front of people's feet, rustling the undergrowth as they pass by, etc.)

The Hill - Eventually the investigators come to a large wooded hill. There are strange stones all around the base of the hill glowing softly in the darkness. If examined investigators will notice strange writing upon the stones. The inscriptions are ancient Hyperborean and the rocks once the outer wall of "Zerrow's Tower", home of a powerful sorcerer. The tower was constructed over a place of power, a weak point between this world and another. The stones are glowing because they're being used to focus mystical energies as part of a spell. Gerdy Pope will know this with a successful check in any of the following: Hyperborean Language or History, Know or Idea.

If Simon, the ghost who's befriended Donald Sutton, approaches the area the magic has an effect on him. He'll become visible and Investigators will also be able to hear him when he speaks. Seeing Simon requires a Sanity Check for 1/1d4, Donald, of course is immune to this.

At the top of this hill is a small clearing. A fire is burning in its center, just visible through the trees. Once atop the hill investigators will find a ring of six poles each nine feet tall. They are set upright and hung with bones, claws, feathers and bundles of sticks tied into strange shapes. The ring is about 20 feet across with a fire burning in its center, over which boils a large black cauldron.

Strange wisps of green and white rise from the bubbling fluid inside the cauldron. These wisps seem to defy the current of the wind and drift about, slowly vanishing into the forest. Anyone making a Spot Hidden roll will notice glowing eyes in the wisps of vapor, which requires them to roll a Sanity Check for 0/1d2. Anyone making a successful Listen roll will hear low cries for help coming from the cauldron, in the voices of those currently asleep at Great Grandpa Silas's farm. Hearing this requires investigators to make a Sanity Check for 0/1d2.

At one end of the clearing, within the ring of poles, is a large glowing rock. The rock is flat and covered with Hyperborean runes. This is Altar Rock. Anyone approaching Altar Rock, attempting to touch the poles or cauldron immediately causes the Ghost of Maureen Whately to appear.

At first she'll appear in her human form claiming to be "Cousin Maureen". The investigators must roll a POW vs POW against the witch to see through her disguise. Success means investigators get a brief glimpse of her as a rotting corpse dressed in a filthy dress and must make a Sanity Check for 1/1d4. "Cousin Maureen" will warn them that they shouldn't be out in the hills on Halloween night and tell them "Dark things be loose on nights like this." She'll comment

how brave they are for getting all the way out here and then say “Come’on now, ah’ll take ye’all back ta the house where et’s safe.”

The Investigators believe her - If they follow her, that’s just what she does. By the time they arrive at the farm dawn breaks, a rooster crows and everyone inside the house dies. Maureen Whately is given an immortal physical form and vanishing with a gleeful laugh. She has won and for the investigators the scenario ends in failure.

The Investigators confront her – If the witch’s doesn’t fool the investigators they’ll likely move against her. They can do this by either confronting her or attempting to disrupt the ritual. If they do either she’ll loudly screech, stunning everyone on the hill unless they roll a POW times three (see below). As she screeches she’ll shift into her non-corporeal form, appearing as a translucent rotting corpse, causing those viewing her to roll a Sanity Check for 1d2/1d6.

The Final Offer- After shifting into this form she’ll attempt to speak to the investigators. She does not wish to kill them but won’t hesitate to do so if they threaten her plans. Her wish is to convert them to the worship of Nyarlathotep, forming her descendants into coven with her at the center. The blood bond between them combined with the powers some of the children possess Maureen knows that they’d be quite a powerful cabal. Also, deep down she realizes they are of her bloodline and only children. She’ll work the following arguments into her attempt to persuade them:

- 1) She doesn’t wish to kill them but will do so if she must.
- 2) They are not powerful enough to stop her, so they shouldn’t even try (a lie).
- 3) She’ll tell them they are family, all descendent from her. She is their great-great grandmother and as family she loves them all.
- 4) She was betrayed and murdered by her husband and his brothers because they found out about her beliefs. (the truth, omitting details of Silas’s sacrifice)
- 5) If they allow her to finish the ritual she’ll be alive again. Once living she promises to raise them and provide a loving home.
- 6) She’ll teach them magic, school them in the nature of her faith and help them attain powers they cannot possibly imagine.

If investigators accept her offer the scenario is over. Their families perish in the ritual. Maureen Whately is resurrected and granted immortality. She keeps her word, raising them and teaching them magic. Their young minds are warped by the training of their great-great grandmother and their souls corrupted by the worship of Nyarlathotep. Within a few years they become a powerful coven of witches and sorcerers living deep in the wilds of Dunwich. If this occurs the adventure ends in failure.

The Final Battle – If investigators see through her lies and resist her temptations the final battle ensues. The Ghost is much weakened, investing nearly all her powers in the ritual going on. By the time she engages in battle she’ll have shed her temporary physical form. She’ll dart about attacking with her icy touch and by hurling malicious spirits scooped out of the cauldron (see below).

NEW CREATURE

The Ghost of Maureen Whately.

STR 3 CON 26 SIZ 12
INT 15 POW 15 DEX 12
APP 16

HP 19 DB -0-

Weapons: Icy Touch 50% 1d4

Hurl Malicious Spirit 45% 1d4 + Sanity Check for 1/1d3

Armor: None, but immune to normal weapons, fire, cold, electricity, acid or poison.

Skills: Fast talk (60%), Psychology (65%), Persuade (50%).

Spells: Many and varied but too weakened at this point to cast any.

Sanity Loss: 1d2 / 1d6 Sanity points to see Maureen Whately.

In Combat – The ghost of Maureen Whately, after investing nearly all of her energies in the ritual to resurrect herself, is in a rather weakened state. She'll be reduced to darting over to an investigator and clawing at them with her icy touch. She can also go to the boiling cauldron, scoop up a handful of misty malicious spirits and hurl them at an investigator. These spirits will howl angrily as they are thrown. If the hurled spirit hit an investigator they immediately attack, clawing and biting as they disperse into thin air. These attacks last 1 round, cause 1d4 points of damage and require victims to make a Sanity Check for 1/1d3 points.

If investigators choose to battle the Ghost of Maureen Whately her non-corporeal form and immunities will make defeating her a challenge. Investigators should by now possess two items that can help them defeat her. These are:

- 1) An Enchanted Jack-o-Lantern – If the light from one of these touches Maureen Whately it will cause her 1d3 points of damage. The light must be shone on her from less than 6 feet away. She will react as if burned by the light and instantly thrash out extinguishing the candle inside. The Jack-o-lantern can be re-lit the following round.
- 2) The Enchanted Dagger - Found in Great Grandpa Silas's room, this affects her normally. She'll react with total outrage to having it wielded against her. She created the weapon over 100 years ago and had it pried out of her cold dead hand.

Investigators can also attempt to enlist an ally in their battle:

- 3) Simon – The ghost of the little boy named Simon, who is seldom far from investigator Donald Sutton can help. As he exists on the same plane as Maureen Whately he can physically attack her (50% for 1d3). His help will have to be requested by the investigators and a Fast Talk or Persuade roll might be needed to secure his assistance. If Simon suffers any damage while battling her he'll flee.

The Ghost of Maureen Whately can be defeated in another way. If all six poles are destroyed (6 HP) or torn down (requires a STR vs STR roll on the resistance table against a STR of 6) her spell starts to become disrupted. She'll instantly focus her attacks on anyone attempting to do this. Likewise the cauldron can be overturned (requires a STR vs STR roll on the resistance table against a STR of 20, up to three investigators can pool their strength) or broken (20 HP). If all six poles are torn down or broken, along with the cauldron being overturned or destroyed, Maureen Whately is defeated. Her ritual is ruined and the second chance her master gave her ends in failure. With a scream of anguish and rage she fades away into nothingness. With the end of the spell all the stones around the hill stop glowing and Simon, if still in the area, goes back to being invisible.

The End, All Saints Day – If Maureen Whately is defeated the investigators should have plenty of time to return to the farm before people start to stir. Everyone at the farm awakens with the first cock's crow across the farm suffering terrible hangovers. They have no idea what's happened between midnight and dawn. Depending on what occurred during the night the investigators may have a bit of explaining to do (especially if any of them are injured, insane or worse).

Sanity Awards

For each Jack-O-Lantern enchanted – 1d2

For each Animated Scarecrow defeated – 1d4

For defeating the Living Cornfield – 1d4

For defeating Maureen Whately by physically battling her – 1d6

For enlisting the ghost Simon in the battle – 1d3

For defeating Maureen Whately by disrupting the ritual – 1d8

Name: Alice Sanders Age & Sex: 13 & Female Profession: Future Occultist
Birthplace: Innsmouth, Massachusetts Languages: English (50%).

Str: 10 Dex: 10 Int: 14 Idea: 60 Damage Bonus: - 0 -
Con: 12 App: 13 Pow: 14 Luck: 60 Magic: 14
Siz: 11 Sanity: 70 Edu: 7 Know: 35 Hit Points: 12

Skills with Additional Points: Anthropology (40%), History (40%), Library Use (40%), Occult (56%), Swim (30%), Pilot-Boat (16%), Art-Fishing (20%), Fast Talk (35%), Psychology (20%), Persuade (25%), Spot Hidden (45%).

Weapons

Weapon	%	Damage	Range	Attacks	Shots	Hp Mal
Switchblade	55%	1d4	Touch	1	/ 10 /	

Equipment: Switchblade, trashy “romance” novel in poor condition, tube of lipstick.

Investigator History: You’ve always loved living on the water, always been fascinated by the sea. Your family’s business is fishing and you’ve been working on the docks with them since you were eight years old. You’ve always been told your father died before you were born, but you’re starting to think that might not be true. Your mother keeps things from you, telling you not to worry about it for now and to enjoy your childhood while it lasts. You tell her you’re already a teenager and that you have a right to know what’s going on. She’s promised to tell you everything “when your friend comes”.

You’re favorite family member is your aunt Margie. When you were eleven a man grabbed you. He pulled you into an alley, tore your clothes and started touching you. He was drunk you could smell it on him. He covered your mouth so you couldn’t scream. You had your fish-gutting knife in your pocket. You grabbed it...there was blood, a lot of blood. He let you go, but you couldn’t move. He fell at your feet, so much blood. Aunt Margie found you, took the knife away and dragged the man’s body to your uncle’s boat. She told you that you did the right thing, she told you not to tell anyone what happened. She covered you with her coat, took you to her house and washed you up. She said you were a good girl and that her brother would be proud of you. Then she gave you the switchblade and told you to always keep it with you. The next day she told you it was all taken care of and not to worry about it. Sometimes you wonder if you’re a bad person because you’ve never felt guilty, you’re glad he’s dead.

A year ago Aunt Margie got sick. The family said she was going to “go away” to get better. Now her house is deserted. Sometimes when you pass it you see someone in the attic, staring down at you. Sometimes at night you can see a light on up there. You’ve been thinking about breaking in and seeing who’s up there. You think you know what you’ll find if you do, Aunt Margie wouldn’t have left without saying goodbye.

Name: Edward Derby Age & Sex: 12 & Male Profession: Student
Birthplace: Arkham, Massachusetts Languages: English (47%), Latin (21%).

<u>Str:</u> 6	<u>Dex:</u> 8	<u>Int:</u> 15	<u>Idea:</u> 75	<u>Damage Bonus:</u> -0-
<u>Con:</u> 11	<u>App:</u> 10	<u>Pow:</u> 11	<u>Luck:</u> 55	<u>Magic:</u> 11
<u>Siz:</u> 7	<u>Sanity:</u> 55	<u>Edu:</u> 6	<u>Know:</u> 30	<u>Hit Points:</u> 9

Skills with Additional Points: Library Use (60%), History (50%), Physics (30%), Astronomy (30%), Occult (50%), Persuade (60%), Psychology (30%), Sneak (40%), Hide (40%), Cthulhu Mythos (10%).

Equipment: Spare pair of eyeglasses, copy of Beatus Methodivo (Latin Occult Book).

Investigator History: Your father is an ancient history professor at Miskatonic University. Since you were old enough to walk you've been able to read. Two years ago you discovered your father kept certain books locked in his desk. Instead of asking him about it you made a copy of the key and snuck into the library when he was at work. There you found some rare books, a Latin one called Othuum Omnicia and two in English; The Secret Watcher and Marvels of Science. It took you a more than a year but over time you were able to read all three without being discovered. What you read fascinated you. They tell of another world hidden just below our own reality, they illuminated secrets that most men would run screaming from.

You applied yourself in school, learning Latin, astronomy and physics. While other boys are building soapbox racers you're reading any occult books you can sneak out of the library. You have a theory. Certain angles, in certain places have power. These powers can be heightened by the positions of the stars making it possible to open gateways between various times, places, maybe even realms of existence. The possibilities fill you with excitement and sometimes with fear. It's like a voice in your head at times. You know, you just know that with enough time you could figure it all out. Part of you is eager to explore this while another part of you fears what may lie beyond those doorways. From what you've read some of these doorways appear to have been carefully constructed and shut, as if barriers were somehow put in place to stop travel from one side to the other.

You're looking forward to the trip to Great Grandpa Silas's farm. The air, the food, the simple mindlessness of it all really recharges your mind. Maybe you'll figure out what's bothering you about those books and theories. Maybe not, but you're sure there will be candy apples there. You just love those things. Besides, if your calculations are correct Dunwich is supposed to have lots and lots of those sealed doorways between this reality and what lies outside of it. Not quite as good as candy apples but something to keep an eye out for.



Name: Gertrude “Girdie” Pope Age & Sex: 11 & Female Profession: Future Hobo
Birthplace: Dunwich, Massachusetts Languages: English (90%), Hyperborean (30%)

<u>Str:</u>	7	<u>Dex:</u>	13	<u>Int:</u>	11	<u>Idea:</u>	55	<u>Damage Bonus:</u>	-0-
<u>Con:</u>	13	<u>App:</u>	14	<u>Pow:</u>	15	<u>Luck:</u>	75	<u>Magic:</u>	15
<u>Siz:</u>	6	<u>Sanity:</u>	75	<u>Edu:</u>	5	<u>Know:</u>	25	<u>Hit Points:</u>	10

Skills with Additional Points: Dodge (35%), Hide (40%), Listen (40%), Sneak (40%), Spot Hidden (50%), Psychology (35%), Occult (25%), Hyperborean History (22%).

Equipment: 5 ancient hyperborean coins wrapped in a napkin tied closed with a ribbon.

Investigator History: Most people think you’re crazy; it’s probably easier for you that way. Who cares what people think. You’re not crazy and you’re not stupid, you just get confused at times. It’s hard to stay focused when you seem to have two sets of memories bouncing around in your head. You spend your days wandering around the hills and valleys of Dunwich, happily exploring until the sun starts to go down.

Once in a while you’ll be somewhere new, a place you know you’ve never been before, but you remember it somehow. Not as it looks now of course, but when it held streets and towers and shops, when the whole place was lit with glowing lights and magic, a time when you were; Oh look, a butterfly! Um.... what were you talking about?

Sometimes you’ll get an urge to dig and when you do you always find something. An old clay pot or a piece of statue, sometimes you find these pretty coins with strange writing on them. The writing isn’t strange to you; you can read it clear as day. What’s strange is that no one else seems to know how to read it. You’ve got five of these coins now and you stopped showing them to people. In fact, you try not to talk about any of these things. It’s bad enough that people stare at you.

You suppose they can’t help it. You’ve got pale skin, almost like snow, with platinum blond hair. You’re ice blue eyes don’t make it any easier. You’re not the first person in Dunwich born with these features; the elders say it crops up once in a while, usually in someone “Touched”. Anyway, you’re never seen anyone with eyes or hair like you in Dunwich, not even your ma and pa. It’s weird but you’re use to weird things. You’re not even sure what “normal” would feel like. But that’s who you are, Solinia of the...um...what was that? You’re Gerdie, Gerdie Pope, yea, that’s right.

Anyway, today is Halloween! Yea! You love Halloween and you love being around your cousins. They don’t see you most of the year so they usually don’t treat you like you’re a loony. It’ll be a day of food, games and ghost stories. Great Grandpa Silas always handed out silver dollars too! Yes, this was one of your favorite nights of the year, not like that one night when the city was burning and...oooh look, cookies!

Name: Donald Sutton Age & Sex: 11 & Male Profession: Future Artist
Birthplace: Kingsport, Massachusetts Languages: English (25%).

<u>Str:</u> 6	<u>Dex:</u> 14	<u>Int:</u> 14	<u>Idea:</u> 70	<u>Damage Bonus:</u> -0-
<u>Con:</u> 8	<u>App:</u> 11	<u>Pow:</u> 15	<u>Luck:</u> 75	<u>Magic:</u> 12
<u>Siz:</u> 6	<u>Sanity:</u> 75	<u>Edu:</u> 5	<u>Know:</u> 25	<u>Hit Points:</u> 9

Skills with Additional Points: Art: Sketching (50%), History (30%), Library Use (35%), Persuade (30%), Psychology (25%), Occult (30%), Spot Hidden (45%), Listen (45%), Fast Talk (40%), Sneak (30%), Hide (30%).

Equipment: Handkerchief, sketching book (half blank/half w/sketches), pencil, sharpener.

Investigator History: Both your parents are artists who own their own gallery in Kingsport and you hope to follow in their footsteps one day. You're seldom without your sketchbook and are told you have a remarkable gift for one so young. You're a rather sensitive person, one able to see things in a way few others can. That gift helps you in your art you suppose but it also helps you in other ways, way you don't always like.

Sometimes you see things, people mostly, who are dead. Ghosts, you guess. You've always been able to see them. It doesn't happen every day mind you but at least a couple of times per week. Mostly you ignore them; once in a while you'll give one a nod to acknowledge their presence. They usually keep to themselves, expect for Simon. Simon seems to never be far away.

Simon is a nine-year-old boy, who died in a carriage accident along time ago. He's been hanging around with you since you were six. You talk almost every day; he looks out for you by giving you advice or warning you if a bully is planning something mean. Simon's always been a good friend; you guess he's just lonely. When people catch you talking to him you just tell them he's your imaginary friend (they can't see him of course). That excuse is starting not to work so well. You've asked Simon to sorta give you some space this weekend. You don't want to get caught talking to yourself again, you've overheard your parents talking about it. They're worried about you, thinking you need more "real" friends.

You always loved the parties at Great Grandpa Silas's farm. The food, running around playing, picking apples, it's something you look forward to all year long. You know you'll be sketching for weeks after all the things you remember seeing on your trip. It's great inspiration. You usually see lots of ghosts in Kingsport at this time of the year, which is another reason you enjoy being in Dunwich for the holiday.

Name: Gordon Brewster Age & Sex: 12 & Male Profession: Future Farmer
Birthplace: Dunwich, Massachusetts Languages: English (30%)

Str: 14 Dex: 11 Int: 10 Idea: 50 Damage Bonus: +1d4
Con: 14 App: 9 Pow: 12 Luck: 60 Magic: 12
Siz: 13 Sanity: 60 Edu: 6 Know: 30 Hit Points: 14

Skills with Additional Points: Accounting (20%), Climb (40%), First Aid (40%), Natural History (40%), Medicine – Veterinary (35%), Navigation (45%), Track (50%), Rifle (50%), Cthulhu Mythos (5%).

Weapons

Weapon	%	Damage	Range	Attacks	Shots	Hp	Mal
Wood Axe	50%	1d8+2+db	Touch	1	/ 12 /		

Equipment: Wood Axe, whetstone, handkerchief.

Investigator History: Dunwich is good country if you're willing to work it. Your family's been here for a long time, going back to when the village was first settled. You've taken your place beside your father and brothers working the family farm. It's a good life, an honest one. You earn extra money for the family by cutting firewood for your neighbors. Yes sir that axe is always with you. Besides, sometimes folks in Dunwich do things, bad things. It's better to have an axe and not need it than to need it and not have it.

When you were eight kids around Dunwich started to go missing. You Ma and Pa kept you close to home for weeks. Eventually one of the kids got away from the folks doing it. Polly-Ann had been missing for a week before she turned up at your farm. Soon lots of folk showed up with shotguns, rifles and hunting dogs and set off to follow her trail back to where she'd come from. The little girl was all beaten up, covered with scratches. She didn't talk, just rocked back and forth, screaming if anyone touched her.

After her parents took her home, you got your rifle (which you hunt squirrels with) and ran after the others when your ma wasn't looking. You caught up to everyone, as they were setting fire to the cabin of one of your neighbors. The members of the Gardner family had already been shot dead by the time you got there. There were horrible to look at in the light. Their faces and limbs twisted, hunch backs and sharp teeth, like they were monsters. Your Pa spotted you hiding nearby and ordered you to stay close (after smacking you for doing something so foolish).

The men found the bones of the missing children under the chicken coop. There were only bones left, bones that had been gnawed on after the flesh had been butchered from them. You don't remember anything after that. They say you seized up and didn't come out of it for three months.

You try not to think about it. Most times there is too much work to get done to dwell on things. You love Great Grandpa Silas's party and know it will be a great day of fun. You visit the old man often, cutting firewood for him and helping out on his farm. In the winter you go hunting on his land with you're father and grandfather, sometimes the old man himself joins you too.

Name: George Weedon Age & Sex: 13 & Male Profession: Future Pro Athlete
Birthplace: Arkham, Massachusetts Languages: English (35%).

Str: 13 Dex: 12 Int: 9 Idea: 55 Damage Bonus: +1d4
Con: 14 App: 12 Pow: 12 Luck: 60 Magic: 12
Siz: 12 Sanity: 60 Edu: 7 Know: 35 Hit Points: 13

Skills with Additional Points: Throw (50%), Dodge (27%), Jump (45%), Hide (45%), Spot Hidden (60%), First Aid (50%), Sneak (40%), Sports Trivia (20%), Listen (45%).

Weapons

Weapon	%	Damage	Range	Attacks	Shots	Hp	Mal
Baseball bat	60%	1d8+db	Touch	1	--	10	--
Kick	50%	1d6+db	Touch	1	--	--	--

Equipment: Baseball, baseball mitt, baseball bat, three comic books.

Investigator History: There is nothing you enjoy more than a good game. Baseball and football are your favorites. You hope to be a pitcher or a quarterback one day and are already working to make that dream a reality.

Your father pushes you to do better, try harder, to be the best. It's not easy to try harder when you're already giving it all you've got. Sometimes you dream about him, screaming at you as you strike out with the bases loaded. In the dream he's calling you worthless and weak, making everyone laugh at you. Sometimes in those dreams you just stand there, other times you dream of showing him just how hard you can swing that bat. Thank goodness for your mother, if it weren't for her you'd be lost. She's always there, telling you that she'll be proud of you and love whether you come in 1st or dead last. When you push yourself it is for her, not for your father. When you make it to the majors, it'll be for her.

Arkham isn't a big city but you like it well enough. It's quiet and boring most times, at least if you let it be. Moving about the town on your paper route you've glimpsed things out of the corner of your eye. There are storm drains you never get too close to, abandoned houses you stay out of and things you just don't talk about. They say the college has lots of spooky old books and things professors brought back from Egypt and the Amazon that are cursed. Sometimes at night, when the air is still you can hear things whispering and moving about in the graveyard across the street from your house. Spooky, if you pay attention to it. It might be dangerous too, but only if you go looking around corners. Yea, Arkham can be a dull place, but only if you let it be.

You've been looking forward to this trip all year. With baseball season over Great Grandpa Silas's party is how you like to celebrate. You're looking forward to running around all day long with your cousins just enjoying the time outside. Great grandpa really throws a great party, going out of his way for you and the other kids. You wish all adults were as nice as he is.

Terror at Erne Rock

A 1920s Era Adventure for Call of Cthulhu

by R.J. Christensen

This Scenario is made for 3-5 Investigators of Beginning or Intermediate experience and do not need to know each other beforehand. It may also be inserted into an on-going campaign as a short-lived break from battling the mythos and the location may be modified for any number of rugged and isolated coastlines.

BACKGROUND

The investigators find themselves aboard the private yacht of J. Kramer Worthington III, heir to a New York City publishing company, for a private Halloween party to Halifax, Nova Scotia for fun, frivolity, hot jazz, and of course, illegal whiskey. Having made the acquaintance of young Mr. Worthington (from school or perhaps being covered in a previous adventure), the investigators believe themselves in for a few days of glorious rest & relaxation. The luxurious yacht "Globetrotter" has an additional 20 other passengers besides the investigators, 6 musicians, and 19 crewmen. The yacht leaves New York City on October 29, and that night and following day are filled with continuous joyous Jazz Age partying with free-flowing liquor and festive foods.

The morning of the 31st brings continued smooth sailing, allowing the passengers to rest up for that night's big event, but Investigators out on deck will notice an ominous fog bank looming directly in the Globetrotter's path with towering dark clouds hanging overhead. The skies grow dark and the seas turn to a stiff chop as the wind picks up later in the afternoon, but causes no immediate worry. However, by 6pm when guests and Investigators are returning to their cabins to get into their Halloween costumes, the winds pick up and a stiff rain begins to fall. Conferring with the crew will reveal that this storm seems to have appeared out of nowhere, as weather reports had indicated clear sailing weather for the next week. At this time, the Investigators will need to reveal what sort of costume they are wearing to the party. In the 1920s, historical, exotic, fairy tale, and comical themed costumes are the norm; with horrific subjects being in poor social taste.

THE TERROR OF THE WAVES

At 7 pm, Worthington starts his Halloween party by firing up his six-piece jazz band and popping the champagne corks. Besides alcohol-fueled socializing, the festivities include games of apple bobbing, duck-walking, and “Pin-the-monkey tail-on-William-Jennings-Bryan”, along with sing-a-longs and a Charleston contest. But no more than an hour goes by and several of the guests are recuperating in their cabins with seasickness from the constant churning waves as the storm gets stronger in intensity. The brash young host in his flowing “Sheik of Araby” robes merely suggests it’s all just preplanned atmospherics, but by 9pm, the festive mood is gone. Dinner cannot be served and Worthington is in a corner drinking himself into a stupor over the failure of his party. As the waves cause the ship to pitch and yaw, at 9:32pm a tremendous crash rocks the yacht, throwing all to the floor. Amidst the tossing and the listing of the yacht, the investigators and other passengers are suddenly ordered to rush to a lifeboat. Investigators will have no more than five minutes to get back to their cabins and gather their belongings; otherwise, they will need to roll two DEX checks to prevent being trapped in the sinking yacht. Attempts to bring anything larger than a knapsack will result in that luggage being heaved over the side in the name of survival.

Getting to their assigned lifeboat just in the nick of time, the still-costumed Investigators find themselves along side the yacht captain James Noble, one burly crewman, a panicking Worthington along with three of his other guests, and of all things, a pet Pomeranian belonging to the female guest, Babs Tipperwinkle, who is wailing hysterically. (Cruel Keepers could have her screaming for her “Baby back in her cabin”, leading overly heroic Investigators to risk life and limb for the dog). Once free of the now sinking yacht, all male passengers in the lifeboat are ordered to take to the oars, of which there are eight. Any female Investigator who takes an oar is instantly ordered by the captain *“Give that oar to a MAN! Our Lives depend on it, Girlie!”*. If there are less than 6 male passengers in the lifeboat, the captain reluctantly allows it.

Of the other three lifeboats, Roll a ship handling skill of 60% for each. If a roll fails, the occupants of the investigators lifeboat will see a crushing wave capsize that particular lifeboat, taking its occupants to a watery grave, causing a SAN check (0/d8) for all who witness it. If the rolls succeed, the occupants of the investigators lifeboat will see those surviving lifeboats fade away into the driving rain and fog. The captain orders the rowers to hurriedly make for where he believes shore is.

While braving the fierce waves and winds of the storm while in the ocean, each passenger in the lifeboat must roll a LUCK to avoid being washed overboard; if failed, that passenger has 2 attempts to grab onto something to avoid being swept into the sea; roll DEX x 5 to grab onto something inside the boat, and if that fails a second roll is needed to grab onto the gunwale; a third failure has that unlucky passenger in the cold and storm-swept water. Such characters must roll Swim; if failure occurs again, consult the Drowning Rules. Any Investigator in the lifeboat may attempt a rescue, but will need to roll 2 Swim rolls, and STR and CON checks to succeed. First Aid will be required to revive a near drowned passenger. Any drowning will require a SAN check for the witnesses. Cruel Keepers could toss in a few doomed crewmen and guests as hapless victims for horrific atmosphere.

After a half to 1 full hour of rowing, someone will spot a flashing light off in the distance (Keeper's choice of a Spot Hidden). The Captain will identify it as from a lighthouse, but will angrily curse it as malfunctioning and then fire his flare gun. Happily, it is answered with another

flare from the shore and two blasts of a fog horn, which will repeat every minute until the lifeboat nears shore. Roll the Captain's Boating skills to reach the craggy and surf-swept shore, where a pair of bobbing lights are seen amidst the sound of crashing waves and screaming winds

SAFETY ON THE SHORE

Upon reaching the jagged shore, the party will be rescued by the Erne Rock lighthouse keepers, Ben Purdie and Dan O'Keilly. Purdie will fire a line to the lifeboat with a modified rifle, landing the line directly on the boat with a successful Rifle roll. Any failures, he will take another minute to fire another. But the rough nature of the island shore make landing the boat very difficult and once again, with another boat handling roll needed to land without mishap. Luckily, the rescuers have gaffs and ropes to reach any swimmers.

The two lighthouse keepers will take the soaked and weakened party to their two-story cement block cottage, attached to a 100 tall reinforced concrete lighthouse; it's light jerkily turning around and flashing off and on in a slow and sputtering blaze, as if it is gasping for breath in the rain-choked wind.

The cottage is attached to the lighthouse tower and is constructed of cement blocks, and both are painted a brilliant white. The green window shutters bang incessantly in the wind as the party makes it way to the front door. The interior is primitively modest; old worn furniture, dusty carpets on well-worn wooded floors, meager heat coming from a pot-bellied stove and a kitchen oven, wood paneling on the walls, and a moth-eaten moose head on the window-less east wall. Once inside, the survivors are given wool blankets, bowls of hot soup, and steaming mugs of coffee. Purdie adamantly apologizes for the faulty light which is caused by their fluctuating generator, but that he & his assistant O'Keilly will do their utmost to make them comfortable. In fact, Purdie is almost joyous they have some company and will proudly show off as much of his lighthouse as time can permit. While Purdie is cheerfully upbeat about the new arrivals (considering their predicament), O'Keilly is held back & reserved. A Psychology roll will indicate that he is holding something back from his fellow keeper and themselves. Captain Noble rants and raves about the accident and threatens to have their jobs, if not having them thrown in prison, but no doubt the other party members will be relieved to dry their clothes and consume hot soup & coffee. Purdie says when the weather breaks they will radio for a rescue ship, and if the wireless is still not working then, he will lend the survivors a motor launch, docked on the other side of the island. Any attempts to use the launch now will be greeted by even worse weather and bird attacks (see below).

As the evening progresses, the storm outside intensifies and the electrical problem continue. Purdie explains that the lightning is probably the reason that the wireless and lights are out of order. O'Keilly nervously hangs back, performing routine duties and talking to no one. Meanwhile, Babs Tipperwinkle is constantly complaining about the horrid experience, the horrid conditions of the cottage, and how she wants to go home to New York. Worthington simply begins to imbibe his remaining flasks of whisky and gin, while the Captain fumes over the loss of his employer's ship, continuing to blame the two Canadians. Meanwhile, Purdie tries to make the most of the remaining Halloween evening by telling spooky stories dealing with Erne Rock Point (see Legends of Erne Rock). The effect of the tales combined with the storm outside should be atmospherically chilling; if not informative.

One true tale is brand new; a battered lifeboat having washed up on the rocks just last week; containing a dead man whom Purdie & O'Keilly buried on the island. The poor soul had apparently died of exposure and thirst in the Atlantic, grasping onto a steamer truck, now stowed upstairs awaiting the authorities in a week. Little do the Investigators know is that the deceased may soon be getting company...

DANGER AT THE LIGHTHOUSE

The first sign of trouble will be ominous flocks of seabirds; ernes, (sea eagles) seagulls, puffins, etc, flying about in the swirling winds. When first arriving, the birds swarm all over the lighthouse, then 20 minutes after the survivors arrive will begin attacking anyone outside with beak and talon. Impaling weapons only delays their enraged swoops, while shotguns will bring down several birds until out of ammo. Anyone who steps out of the lighthouse or the cottage is instantly attacked by a flock of sea birds that will peck and claw at that person's face, head, hands, and legs. 1d10 Gulls, Puffins, and Ernes sweep and dive at any character outside the building. Roll a SAN Check for anyone caught by this aerial assault (0/d3 loss); if Insanity ensues during a bird attack anytime during the scenario, the stricken will come down with a severe case of Ornithophobia (Fear of Birds) after coming to. Any type of flexible cover (raincoats, tarps, blankets, etc) held over someone going outside will reduce the number of attacking birds to 1d6; a more solid form of protection (boxes, tables, etc) will reduce the number to 1-3 birds.

Meanwhile, yacht crewman Tomas Vila is becoming quite ill, complaining of aches and stomach cramps. Accusations of food poisoning alleged by Captain Noble will prove for naught as everyone ate the same items. Medical or First Aid rolls reveal nothing at this time. Noble yells at the sick crewman, accusing him of ethnic laziness, and man tries his best to help, but is soon unable to even stand. Finally fed up with the apparent bungling of the lighthouse crew for the past hour and a half, the Captain drags O'Keilly up the lighthouse stairs to fix the light, ordering his charges to remain below in the bungalow. But several minutes later, as the birds start crashing into the cottage windows, a painful scream rings down from the light house tower, followed by a thumping sound coming down the staircase. If Investigators rush to see is the matter, they are nearly bowled over by the smoldering body of the Captain slowly thumping down the stairs.

Investigators running up the stairs to investigate must make a DEX check to avoid being knocked down or off the stairs over by the tumbling corpse (1d3 Dam if failed). Everyone who happens upon the body must make a SAN check (0/d6) upon seeing the dead Captain, his eyes literally boiled away from the electricity. O'Keilly will run down afterwards, explaining that the Captain somehow electrocuted himself. A Medical roll reveals this to be true, but how did the body manage to fall down the stairs?

In reality, O'Keilly hit the unwary captain with a live wire halfway up and pushed him down to make sure of death. A Psychology or Psychoanalysis use will determine that O'Keilly is not truthful or sane. If pressed, he will panic and race to his room and bar the door, if not, he will become even more nervous and agitated. Normally this could be credited to the bird attacks and the captain's death, but using Psychoanalysis skill will reveal that something else is plaguing O'Keilly.

THE HIDDEN HORROR

Six days ago, the battered remains of a lone life boat containing the body of a young man with no identification and a trunk. The trunk, labeled in Italian, contained among other things a 12' tall statue of a nude Grecian youth. The idol is that of Gloon, an ancient Atlantian god entombed at the bottom of sea. Gloon uses the idols to first mentally possess a human (Character POW Vs Active 21 on Resistance table, then psychically drain the victim of 1 pt POW daily until dead or insane; poor O'Keilly has become such a victim. The intrusion of the castaways has heightened his paranoia about keeping the idol for himself. To his now insane mind, the interlopers are all out to steal his precious Idol of Gloon and all must die. When alone with the idol, O'Keilly carried on impassioned conversations with it, as if Gloon is egging the poor fellow on to commit horrid crimes. The otherworldly nature of the statue is now also causing a huge shift in the local magnetic field, affecting electrical gear, watches, and compasses.

And as to make things worse, the power of the idol is not only attracting the thousands of crazed seabirds, but also scores of Deep Ones, who desire the idol themselves. These Deep Ones are not as advanced as their cousins across the globe, having once cross-evolved with the proto-human Voormis of prehistoric Hyperborea. These types of Deep Ones have stringy, coarse black hair on their backs, larger canine teeth, only live about 100 years, and being only rudimentarily intelligent, have not developed the cold scientific and artistic endeavors of their more southerly cousins off of Insmouth. They are worshipers of Gloon and the close proximity of the Idol of Gloon has begun to agitate them.

The shipwreck survivors must discover how to rid themselves of the idol before the Deep Ones or the crazed assistant lighthouse keeper kills them all.

THE SECRET OF GLOON'S IDOL

To uncover Gloon's presence, the investigators have two main avenues of research; the contents of the trunk (now in the upstairs storage room) and the warped mind of keeper O'Keilly. The trunk contains the following; various articles of fine clothing, 3 fur stoles, the equivalent of \$425 in 6 national currencies, over \$500 in jewels, and also a logbook written in German and emblazoned with a weathered gold Eagle clutching anchors on the cover. This is the logbook of a German submarine commander from the Great War. This tells the tale of a doomed German U-boat (which can be read straight from H.P. Lovecraft's "The Temple"), sent to oblivion by the evil curse of Gloon.

With a successful German roll and 1-2 hours of reading with reveal the curse of idol. The captain of the U-29 reported sinking a neutral freighter and finding a drowned man clutching a statue, which was taken by the executive officer. That statue was another idol of Gloon, which caused the crew to go mad. As the submarine's engines failed, crewman began dying, and after a failed mutiny attempt, only the commander and his insane second officer were left alive at the bottom of the Atlantic amid the ancient sunken city of Atlantis. After the crazed executive officer killed himself trying to swim to a brilliantly lit temple, the submarine commander put his log in a flask, determined to enter the underwater temple in a diving suit. The log was found last year and was being shipped to the Miskatonic University Archeology department with another Idol of Gloon (uncovered in Crete) via a west-bound luxury ocean liner when an unfortunate jewel thief on board broke into the shipping crate, stole the idol and was driven insane. The thief then took the

idol and his pilfered goods, stole a lifeboat, and died of thirst while out on the Atlantic, another victim of Gloon's terrible power.

After becoming entranced with the stolen statue, O'Keilly hid it in his nightstand, located in his small quarters on the second floor. Investigators who happen to walk in will quickly be set upon by O'Keilly, at first with objections of privacy, then with dark threats, and finally with violence if the intrusions continue. Investigators with sharp ears (ie 1/2 Listen rolls) may catch O'Keilly muttering about Gloon and "their" plans to deal with the intruders. Careful and skillful use of Psychology will reveal more than with forceful interrogations. O'Keilly will demonstrate clear signs of paranoia and the beginnings of sociopathic schizophrenia.

As for the idol itself, an Archeology roll will indicate it is ancient, possibly of Greco-Roman origin; a Natural Science or Geology roll will tell that the idol is made of some unknown material, an halved Occult roll will indicate the investigator has read it in Theosophist Helena Blavatsky's book "Secrets of the Ancients" listed as "...a possible artifact of ancient Atlantis". A successful Cthulhu Mythos will indicate it as the Human manifestation of Gloon. Unfortunately, anyone who picks up the idol must make a Resistance roll against an active Power of 21, or be possessed by Gloon and try to keep the Idol for themselves, with the same paranoid delusions that O'Keilly demonstrated. The idol can be picked up by mechanical means with no danger of possession, but is not easy to grip. If picked up using several layers of material (about 4" thick) for insulation, add 20 to the Resistance roll.

UNINVITED GUESTS & MYTHOS MAYHEM

As the investigators ponder over the eerie events, Bab's continually annoying pet dog Pippy will be in a continued state of agitation, growling at the walls, doors, windows, and at both O'Keilly and the horrible ill Vilas. The birds will be occasionally crashing up against the shuttered windows and constantly squawking outside. As the storm increases in intensity, the main generator will finally go out. Without 3 consecutive successful Electrical Repair rolls, the survivors will have to make due with the lighthouse's 10 oil lamps (with sufficient fuel for a few weeks) and cast iron stoves. An hour and forty-five minutes after their arrival, Pippy will become fiercely agitated at "something" outside the cottage. These "somethings" turn out to be an advance scouting party of 3 Deep Ones. They sense the presence of the Idol and are trying to find its exact location. If entered into combat with the party, one will try to get back to the main group while the other two conduct a delaying rearguard action.

3D10minutes following her dog's distress from the outside (or when the Investigators have a moment of quiet), Babs will begin to scream maniacally and claim that a "monster" peeked in the window. Naturally, there is nothing there now, so Purdie suggest that poor Babs is suffering from both trauma from the sinking and the spooky Halloween holiday, and that she should lie down in O'Keilly's room as his own is badly leaking. This will infuriate the mad assistant even more and after several agonizing moments, he will try to violently remove the young woman from Gloon's presence, babbling incoherently about the Idol and the ancient undersea god. Purdie will try to stop O'Keilly, but will only be rewarded with a sudden fire axe to head, killing him instantly. If investigators decide to help Purdie beforehand, the senior keeper will be killed first and then O'Keilly will take his madness out on those other interlopers. After witnesses take a SAN check for the gruesome murder, the investigators can either manhandle O'Keilly or shoot him in self defense.

If taken down alive with grappling or a well-aimed fist, O'Keilly will begin screaming for his precious and beloved Gloon; successful Psychology or Psychoanalysis rolls will reveal the cause for his insanity and the location of the idol in his bottom nightstand drawer. If indeed blasted by gun-toting investigators, O'Keilly will crawl to the drawer and grasp the Idol of Gloon one last desperate time. The investigators will have little time to try thinking things out by themselves, for soon more horrid dangers will start to surface.

Meanwhile, any further Medical or halved First Aid rolls will reveal that Tomas¹ entire body is undergoing some strange transformation. His body temperature is down to 85 degrees and falling, his skin is turning a greenish blue, his thick black hair is falling out in clumps, and his eyes are watery and becoming puffy and clouded. There are no known medical causes for this, but the true reason is that Vila is a hybrid Deep One/Human spawn from Innsmouth, Massachusetts. Being only 20 years old, he is not yet due for his transformation, but the effect of the nearby Idol of Gloon has begun to rapidly accelerate the process.

Within the 1st hour: Stomach Cramps, intestinal pain, dizziness, chills.

2nd hour: Hair Loss, Chills, skin discoloration, intense internal pain, watery, puffy eyes.

3rd hour: Coughing up blood, peeling & discolored skin, nails start turning into claws.

Just before the fourth hour, Vila will suffering with intense interior pains, muscle spasms, and insane babbling in Portuguese and English. Listeners will here about "Returning Home to My Immortal Ancestors", "The Deep... the Deep...", and finally the Deep Ones' chant to Dagon of "Ph'nglui mglw-nafl Cthulhu R'ylth wgah-nagl fthagen". Then after four hours of close contact with the idol, his body will seem to explode in a gruesome fountain of blood and skin and become a seminal Deep One (1/1 d8 SAN Loss to witnesses). Vilas then turns on his fellows with claw and fang, in an attempt to get to the sea, even if seriously wounded. Being of the immortal Deep One breed, he will help this tribe of proto-Deep Ones and their fight against the humans, but will not fight to the death as this local species of Deep Ones will do.

LAST STAND AT ERNE ROCK

If the investigators cannot completely defeat the Deep One scouts, they can expect an attack by 5d10 fanatical Deep Ones in 3d10 minutes. If the investigators manage to defeat the scouting party, they will be visited by another scout group in 5d10 minutes. If these scouts are also dispatched, the main group arrives an hour later. If Deep One Vila manages to escape, he will alert the main party and the second scout group The proto-Deep Ones will try to take the cottage first, and if the investigators take the idol up the tower, the fish things will follow with wave upon wave of their number. Their main tactic will be to storm the building's doors and windows, and if that fails; they will start tearing the cottage building down (Passive STR of 40) or tearing through the roof (Passive STR of 30) The reinforced cement tower will be impervious to such damage.

Meanwhile, the enraged seabirds increase to their attack to its full fury against the windows of the lamp room, shattering several panes and letting in the wind-whipped rain. The Deep Ones morale is fanatical as they clamber over the grass-covered cliffs towards the lighthouse where they will fight to their very last member or the last investigator...

If the Investigators manage to hold off the Deep One attackers, the creatures' leader-shaman will first try casting Dampen Lights, then Implant Fear, and finally a Wave of Oblivion spell to try and destroy the Lighthouse outright. If the Investigators do not witness the Shaman's gesturing and croaking chanting, the first sign of the impending doom will be a giant 60 foot wave coming towards them. The Lighthouse has a Passive STR of 85. If the tower does collapse, all characters need to roll a CON check; if passed they will take 2d10 DAM, if unsuccessful they take 4d10 DAM. Of course, any remaining proto-Deep Ones will quickly be scouring the ruins for both the Idol...and fresh meat.

Attempts to flee to the docked Motor launch will require getting past the attacking bird flocks and outrunning the Deep Ones all the while as the fierce storm winds whip and tear at them.

HOW TO DEFEAT THE POWER OF GLOON

First, Gloon's presence must be identified. This can be done by any of the following:

- 1) The statue can be found and identified with a 1/2 Archeology, or successful Occult or Cthulhu Mythos roll
- 2) Dan O'Keilly and another other affected characters can be psychoanalyzed.
- 3) References from the U-Boat commander's diary (roll German skill)
- 4) Knowledge of the Atlantian myth (Roll 1/2 Archeology or Occult and a KNOW roll).

To dispose of the dangerous idol, all one has to do is drop it into water of 50 feet deep or more. If the idol is smashed or broken, the accursed thing will reassemble five minutes later, even if the pieces are separated, causing a SAN Loss of 1 for witnessing this bizarre event.

If the investigators choose to hide the idol, simply toss it away, or dispose of it improperly, the Deep Ones will still appear and attack. If the idol is simply given to waterborne monstrosities, they will take it and try to kill everyone anyway for their sacrilege against Gloon. The only way to deal with the attackers is to either wipe them out or by flinging the Idol into the raging waves 60 yards away. This requires a Successful Throw roll (modified for the distance) or the Idol simply falls to rain-soaked ground below and the Deep Ones will continue their attack against the despoilers of their underseas god. With the Idol of Gloon back in its purifying element of the sea; the Deep Ones will cease their attack, the enraged birds will return to their normal behavior, and the storm shall subside until the morning sun arises across the Atlantic.

If desired, a Keeper can resume supernatural attacks the next day and the next until the Investigators escape the island, dispose of the Idol in the sea...or run out of Investigators.

FINISHING THE ADVENTURE

Basically, all the investigators have to do is survive the Deep Ones' attacks and/or dispose of the evil idol in the ocean. If the Idol is cast into the ocean, the morning's good weather will allow use of either the wireless or the motor launch. If not, the storm continues, but a Canadian Navy ship will arrive in late afternoon to investigate the loss of contact with the lighthouse. Surviving the night is rewarded with 1d6 SAN points plus an additional point for each NPC who also survives. Any investigator who goes temporarily Insane can either be afflicted with any of these phobias; fear of the sea, of Storms, of monsters, or birds.

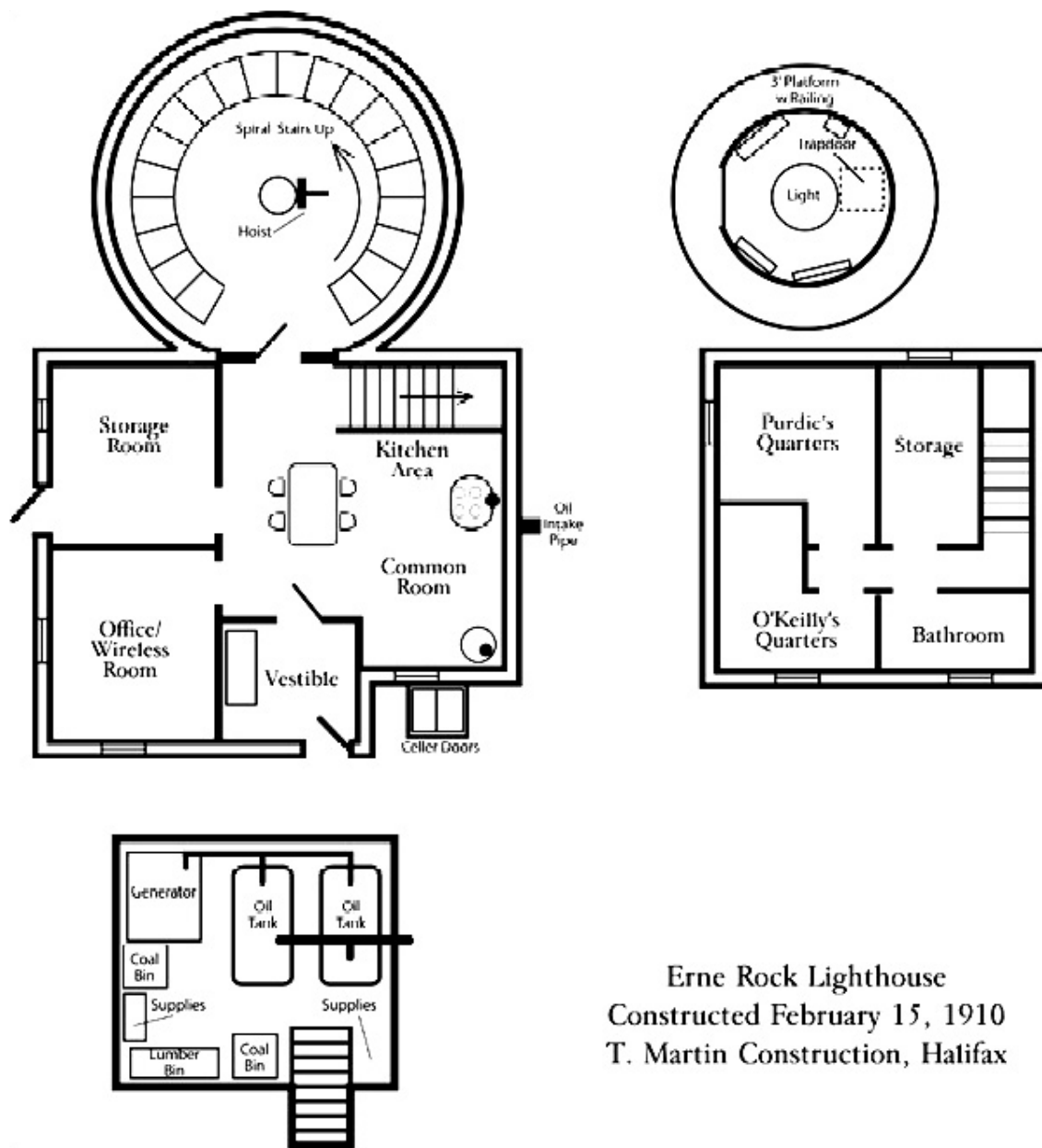
The stolen items in the trunk can be returned or kept. Miskatonic University will reward the investigators \$500 for the return of the Idol and diary. Getting rid of the statue imparts an extra 1d6 SAN knowing that no one else shall be endangered by the terrible power of Gloom-maybe....

KEY TO THE LIGHTHOUSE

- 1) VESTIBLE: This small room keeps the foul weather out of the Lighthouse cottage and is where the "Rescue Rack" is located, a large cabinet containing various rescue gear and supplies, which Purdie locks up when they first enter.
- 2) COMMON ROOM: The main living area for the lighthouse keepers, this features a kitchen area with a coal-fired cook stove, icebox, and an old dining table with 4 rickety chairs. A potbelly stove, an old Ottoman, two chairs, and a checker board bedecked table are in the SE corner, overlooked by an old moose head.
- 3) OFFICE: The "control center" of Erne Rock Lighthouse, this room features the wireless set which is unnervingly out of working order for the last two days. A successful Electrical Repair roll will indicate the set is in perfect working order and that some sort of local interference is blocking transmission. Various nautical charts, books, and log books are also found in here as well as keys to the motor launch.
- 4) SUPPLY ROOM: This room is where the keepers stow most of their gear; notable lifesaving, boating, camping, and repair equipment in various wall racks and worktable.
- 5) CELLAR: Used for emergency shelter in event of fierce weather, the cellar features the malfunctioning 500kW Generator, two 1000gallon oil tanks, a coal bin, lumber bin, and numerous boxes and shelves of food stuffs. There is only one way and out. Attempts to repair the generator will automatically fail, but a successful Electrical Repair roll will indicate that "something" is interfering with the generator's electromagnets.
- 6) PURDIE'S QUARTERS: A small but exceptionally neat room with a bed, dresser, washbasin, electric light, steamer trunk, and a shuttered window. However, there are several new leaks in the ceiling, so any Purdie will have to offer female survivors a room in....
- 7) O'KEILLY'S QUARTERS: Much more cluttered than Purdie's, this room contains the dreaded Statue of Gloom in the bottom of O'Keilly's nightstand, underneath several dozen "naughty" Police Gazettes. O'Keilly will try and prevent anyone from entering.
- 8) STORAGE ROOM: With no need for a third keeper, the spare room has been converted into storage space; it is where the recovered travel trunk containing the submarine log is kept.
- 9) BATH: Contain a flush lavatory, a large ceramic wash basin, and a claw-footed cast iron tub. Hot water is literally pumped up from the kitchen stove
- 10) LIGHTHOUSE: 60 feet of steel-reinforce concrete with 90 steps to the Lamp room which houses the massive, but malfunctioning light, its controls, a telephone, and controls for the foghorn (located 20 yards away from the main complex. On the bottom floor is the main junction box for the light; utilizing 5000 volts; its wiring snaking up the concrete walls. At the top of stairs is a 4x4 platform with a 6 foot ladder leading to trapdoor opening to the Lightroom.

- 11) LIGHTROOM: The giant light takes up most of the room with its pedestal and reflectors, the main controls to the left and right of the staircase. Glass completely surrounds the room, with 4 overhead lights on the ceiling. Outside beyond two glass doors is a 3' wide promenade with 4 rail mounts for the telescopes on north, south, east, and west points. The trapdoor is not lockable, but various pieces of equipment can hold it down (Relative Passive Resistance of 1d3x10).

FLOOR PLAN OF ERNE ROCK LIGHTHOUSE



Erne Rock Lighthouse
Constructed February 15, 1910
T. Martin Construction, Halifax

AVAILABLE EQUIPMENT AT THE ERNE ROCK LIGHTHOUSE

VESTIBLE: In the Rescue Rack is the Line Throwing gun with 1d6+3 remaining line shots (1d8+impale) a Remington M1895 Break-action single barrel 10g Shotgun & 14 rounds (4d6/2d6/1d6), 12 Flare gun rounds ((1d4+db+1d3 Burn), (2) 100' ropes, and an 8' Gaff (d8+db)

COMMON ROOM: Antique Boer War Saber (1d8+1+db), fireplace poker (1d6+db), cast iron stove covers (1d6+db), moose head (1d3+db+ block).

KITCHEN AREA: Cooking Fork (1d3+db=impale), flatiron (1d3+1+db) butcher knife (d6+db), paring knife (1d3+db), broom (1d2+db), (2) boxes of Canned Food, 24 cans per box, mostly soup, corned beef, vegetables, condensed milk (4) boxes of Hardtack and crackers. 5 salted Hams, 7 Summer sausages.

OFFICE: typewriter, letter opener (1d2+db), (2) electric torches & (8) cells, radio equipment, scissors (1d3+db), and Purdie's Flare gun.

SUPPLY ROOM. 20 flares (1d4+db+1d3 Burn), (6) 100' ropes, Crow bar (1d4+1), (2) Hammers (1d4+1+db), 3 Kerosene Lanterns, (4) boxes of 100 Nails, Pickaxe (1d6+1+db), (3) Pipe Wrenches (1d6+1), Rake (1d2+db), 6 screwdrivers (1d2+db), 2 shovels (1d3+db), Sledge Hammer (1d8+2+db), Tank Sprayer & 10 gallons weed killer, Trowel (1d3+db+impale), (10) 30lb bags of cement, (12) 2lb bags of repair plaster, boxes with 24 light bulbs, and (2) Water-based fire extinguishers. (3) spare brooms (d2+db)

CELLER: 50 bricks (1d4+1+db), Coal shovel (1d4+db), 300ft of chain in various lengths (1d4+1+db), (30) 2x4s, (6) boxes of Canned Food, 24 cans per box, mostly soup, corned beef, vegetables, condensed milk. (6) boxes of Hardtack and crackers , (5) Broken oars, (2) broken boat hooks, and a metal pole.

PURDIE'S ROOM: (2) Straight Razors (1d3+impale), Mirror (1d3+1d6), ceramic wash bowl & pitcher, 2 electric torches, broom (1d2+db), blankets, bed, assorted toiletries.

O'KEILLY'S ROOM: (1) Straight Razor (1d3+impale), Mirror (1d3+1d6), ceramic wash bowl & pitcher, blankets, bed, assorted toiletries, and 14 "Police Gazette" magazines

BATHROOM: Broom (1d2+db), cast iron claw foot bath tub, mirror (1d3+1d6), ceramic wash bowl & pitcher, Toilet Plunger (1+db)

UPSTAIRS STORAGE ROOM:

The trunk that washed up on the shore contains the following: (3) Fur coats, (6) Pearl necklaces, (4) diamonds necklaces, 7 gold watches, 32 male and female rings, 18 silverware pieces, \$326 in various world currencies, the U-29 log book, and a broken box frame with blue glass and gold-painted frame pieces.

LIGHTHOUSE TOWER: Water-based fire extinguisher, powered hoist (for lifting equipment upstairs), (2) 10' lengths of small iron chain, (5) 1 quart cans of lubrication oil.

LIGHTROOM: 2 telescopes, 3 binoculars, a spare flare gun (5 rds), and an ultra high tech Carbon Dioxide fire extinguisher.

LEGENDS OF ERNE ROCK

The jagged and treacherous black crags of Erne Rock have inspired many ghost stories and bizarre stories in Coastal Canada. Here are a few:

- a) Erne Rock, named for the hundreds of sea eagles that roost there, was referred to by the local Indian tribes as the "Gateway to the Realm of the Great Raven God" and therefore a "forbidden" area. The first white men to explore here were Dutch traders who, after landing and killed a hundred or so birds, were attacked by the Indians for breaking the taboo. After defeating the natives with their superior firepower, the Europeans' ship mysteriously disappeared into a unseasonably dense fogbank, never to be seen again.
- b) The ghosts of deceased ship crews that perished off shore often wander the rocks never being able to rest. On dark and dismal nights, spectral figures have been sighted by lighthouse personnel, local fishermen, and even other ship crews and passengers. These tales are untrue, but can be quite unnerving to easily spooked investigators and quite funny to nasty Keepers.
- c) The Erne Rock light house is actually the fifth to be built in 150 years; the first and third were washed away by storms, the second one was burned to the ground by an insane keeper in 1871 and the previous collapsed in on itself in 1909. If not for the danger to shipping, the current lighthouse would never have been built.
- d) On dark summer nights, the bellowing fog horn has often been known to be "answered" by some mysterious sea creature far off shore. The bellowing whale-like call has been described as "Eerily forlorn, as if a desperate cry for a long lost mate from across the centuries".
- e) Some Canadians claim that Erne Rock was used for blasphemous rituals by a sinisterly evil group of Indians over 400 years ago, feared by all other tribes. These rituals allegedly involved mating with creatures from the deep bringing treasure, good fishing, and promised immortality in exchange for human sacrifice. The other tribes united against them and wiped out every single member of this evil tribe and then forsook their cursed land for generations.
- f) Back in the 1880s, an 25 year old assistant keeper at murdered the other two keepers and then claimed that they "were killed by a horrible, slimy monster from Mars", which was then defeated by him with the help of an English "Doctor" & a near naked female savage who both materialized out of thin air in a "10 foot tall blue box that was bigger inside then out." The poor man lived out his days in the Nova Scotia Provincial Asylum for the Criminally Insane.

NPCs:

Yacht Survivors

JAMISON KRAMER WORTHINGTON III, Tipsy Rich Boy

STATS- STR: 12, CON:11, SIZ:12, INT:11, ROW: 10, DEX: 14 (7 when drunk), EDU:16
HP:12SAN:50.

Skills- Fast Talk 55%, Small Boat Sailing: 25%; Mix & Pour Drink: 80%.

The quinessential party boy of the 20's; dim, flippant, and happy-go-luck chap who never had to do a lick of work in his life, if you do not count socializing as "work". A friend to all he meets, he seems to be a most carefree and happy fellow... most of the time. He is either non-chalantly upbeat and boisterous, or brooding & depressed when the party atmosphere disappears.

Equipment: Rain coat, Arabian Sheik Costume, 2 bottles of scotch (1d3 unbroken, 1d4+impale if broken (use as knife) 1d3 Burn if set aflame.); 3 metal flasks of whisky, gin, and vodka each.

BABS TIPPERWINKLE, Spoiled Debutante

STR:9, CON: 10, SIZ:9, DEX:15, INT:12, POW:11, EDU:16, HP: 10, SAN:55.

Skill- Bargain 65%, Fast Talk 30%, Persuade Male:55%, Spot Hidden: 40% Scream Loudly:70%, Pamper Pet 75%.

A stereotypical New York rich girl, and one of Jamison's many female admirers; probably the 4th best admired by Jamison. Before the shipwreck, she was the life of the party, happily greeting and merrily socializing with all who met her, particularly ballplayer Dale Muhlenburg. However after the wreck, she will constantly complain about being wet, cold, hungry, the dingy surroundings, the storm, the food, and will scream manically at the appearance of mice, violence, and unusual events, particularly those involving monsters. She and any female investigators will appeal to the male Deep Ones' sordid mating instincts.

Equipment: Little Bo Peep costume, Shepard's Crook, chinchilla fur coat, purse with makeup bag, leash, and doggie treats.

"Pippy" the Pomeranian: Bab's obnoxiously annoying and pampered pet, Pippy will squeakily bark at all unusual events, sounds, and monsters, proving his worth to the group. He will growl incessantly at crewman Vilas and Lighthouse Keeper O'Keilly.

Attacks: Nip 35%, 1d2 pts. Damage, HPs:4.

SCHUYLER MORTON, Social-Climbing Writer

STATS: STR:10, CON:11, SIZ:10, DEX:14, INT:17, POW:11, EDU:17, HP: 10, SAN: 55.

Skills- English:88%, French 40%, History 65%, Latin:45%, Library Use 60%, Listen 40%, Occult:20%, Psychology:35%, Persuasion:35%.

An bespectacled intellectual would-be writer from Manhattan, Morton is trying his best to come across as the next F. Scott Fitzgerald, but his bookish looks and cracking voice completely ruins the attempt. He is, however, a former classmate of Worthington, and this got him a writer's deal with dear ol' Dad. During the adventure, Schuyler will actively try to take detailed notes during

the evening for an possible story and provide loads of useless advice based on literary events, but will only panic and hide when real trouble erupts.

Equipment: "Merlin the Magician" costume, Pad & Pen, Magnifying glass, copy of 'Weird Tales #4"

DALE MUHLENBERG, Hotshot Baseball Rookie

STATS: STR:17, CON: 16, SIZ:16, DEX:16, INT:10, POW:11, EDU:10, HPs:16, Damage Bonus +1d6, SAN:55;

Skills- Climb 55%, Club 45%, Kick 40%, Grapple:70%, German 15%, Head Butt 30%, Punch 60%, Spot Hidden 35%.

The brawny, blond third baseman of the New York Titans is a rookie sensation from the Plains of Nebraska, and this is his first major foray into New York Society. He is, however, a friend and genial fellow, offering autographs to all and horsing around with like-minded yacht guests. All throughout the scenario, Dale eagerly follows orders from anyone in charge (being no different then the team manager), but will try to prove his heroic manliness (mostly to Babs and any Female Investigators) in the most inappropriate times; being impulsive, rash, and a bit foolhardy in his actions. He literally will go down swinging.

Equipment: Raccoon coat, Jungle Man costume, Louisville Slugger baseball bat (1d8+db)

JAMES NOBLE, Angry Yacht Captain:

STATS: STR: 13, CON: 17, SIZ:16, DEX:11, INT:12, POW:14, EDU:12, HPs:16, Damage Bonus= 1d4, SAN:70.

Skills--Small Boat Sailing: 70%, Large Craft Sailing 85%, Navigation 55%, Electrical repair 35%, Swim 50%, Boss around Subordinates or Passengers 70%, Act Rude toward Females: 85%.

A brash, heavy set man of 56 who doesn't believe in "old wives tales" like those of Erne Rock. He believes in good charts, good equipment, and blames the wreck on miserable weather forecasting and the incompetence of the lighthouse keepers. He will also berate all female investigators who try to lend a hand, fostering his belief that women should stick to the kitchen back on land. He will try to fix the broken light, but will instead die horribly at the hands of the insane assistant keeper.

Equipment: Flare gun, pocketknife, telescope, rain slicker, Map case with map of Nova Scotia area.

TOMAS VILA, Doomed Yacht Crewman

STR: 15, CON: 17, SIZ:13, DEX:11, INT:12, POW:11, EDU:9, Damage Bonus=+1d4, HPs:15, SAN:55

Skills- Small Boat Sailing: 70%, Large Craft Sailing 50%, Swim 80%, Portuguese 30%, Punch 67%, Grapple 70%.

One of the lesser crewmen from the yacht, Tomas is a hardworking young seaman originally from the immigrant tenements of Boston, who managed to work his way from fishing boats to freighters to liners and then to the luxurious "Globetrotter" s a deck hand. However, completely unbeknownst to Vilas, he is of Innsmouth blood, and thus he shall become an immortal Deep

One like his father. Currently young and viral, he becomes more and more invalid under his suddenly rushed transformation.

Equipment: Fishing knife, flashlight, rubber boots, rain coat

Tomas as Deep One stats-STR: 15, CON:11, SIZ:16, DEX:11, INT:11, POW:10, HP: 15, Move:8/10 Swim, Weapons: Claw 25%, Dam=1d6+1d4, Armor=1pt skin.

The Lighthouse Keepers

BEN PURDIE, Friendly Senior Lighthouse Keeper

STR: 12, CON: 13, SIZ:14, DEX: 10, INT:12, POW:13, EDU:12, HPs:13, SAN:60.

Skills: Electrical Repair 40%, Mechanical 55%, Rifle: 45%, Shotgun: 40%, Small Craft Sailing 45%, Spot Hidden 45%, Tell Sea-based Ghost Story 80%.

Mr. Purdie is dedicated to his job of maintaining the light at Erne Rock Point, however, a rash of minor mishaps and malfunctions have reduced the lighthouse to aggravating labor. Constantly apologizing for the malfunctioning light, he tries to keep his new found guests entertained with his collection of stories dealing with Erne Rock. Sadly, for all his trouble, Mr Purdie will be brutally murdered by his insane assistant.

DAN O'KEILLY, Insane Assistant Lighthouse Keeper

STR:11, CON: 14, SIZ:8, DEX:12, INT:10, POW:9, EDU:10, HPs:11, SAN: 10.

Skills: Pilot Boat: 40, Dodge 35%, Electrical Repair 45%, Cthulhu Mythos 30%, Wield Axe in Insane state 65%

Having gone insane from picking up the Idol of Gloom from the wash-up trunk, O'Keilly sees everyone as threat to his "special" relationship with the statue. Small in stature and mousy in normal behavior, he will more then make up for this with the burning madness in his mind. If calmed down and thoroughly psychoanalyzed, he will be able to tell of crazed dreams of Atlantis and of the god Gloom (0/d3 SAN Loss to listen).

Monsters:

HYPERBOREAN DEEP ONE SCOUTS

STR: 15, CON: 11, SIZ: 16, INT: 11, POW: 10, DEX: 11, HP: 15, Move:8/10 Swim

Weapons: Claw 25%, Dam=1d6+1d4,

These deep ones are ashore trying to find the Idol, which they will perceive psychically. They will do nothing worse then smash a window, but if confronted by any humans, two will fight and one will head back to the sea to bring reinforcements.

HYPERBOREAN DEEP ONES

STR: 15, CON: 11, SIZ:16, INT:11, ROW: 10, DEX:11, HP: 15, Move:8/10 Swim,

Armor=1pt skin. SAN Loss: 0/1 d6. Sneak:50% Swim.85%

Weapons: Claw 25%, Dam=1d6+1d4
Spear 30%, Armor=1pt skin. SAN Loss: 0/1 d6.

DEEP ONE SHAMAN

STR:13, CON:12, SIZ:16, INT:16, POW:15, DEX:12, HP:14, Move:8/10 Swim

Armor=1pt skin. SAN Loss: 0/1 d6. Sneak:50% Swim.85%

Weapons: Claw 25%, Dam=1d6+1d4, Armor=1pt skin. SAN Loss: 0/1 d6.

Spells: Command Seabird, Contact Gloom, Dampen Light, Implant Fear, Mist of R'lyth, Wave of Oblivion (to be used as a last resort as The Idol of Gloom may be damaged or lost)

SEAGULL ATTACKS

2d10 for the number of swooping birds/character outside. DEX= 16, AVE HPs= 3

Bite: 35% DAM= 1d3

ERNE ATTACKS

1d10 for the number of attacking Sea Eagles/character outside. DEX= 16, AVE HPs= 4

Bite: 35% DAM= 1d3+2

Claw: 55%, DAM=1d6+1

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HALLOWEEN HORROR

...

Three adventures from the Halloween Adventure Contest:

The Trepanation Proponents of America believe that trepanation leads to the expansion of consciousness and inner clarity.

Dunwich is beautiful this time of year, like going back to a simpler age. Today was going to be a wonderful day.

Aboard a private yacht for fun, frivolity, hot jazz, and of course, illegal whiskey, the investigators believe themselves in for a few days of glorious rest & relaxation.

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