

1990s

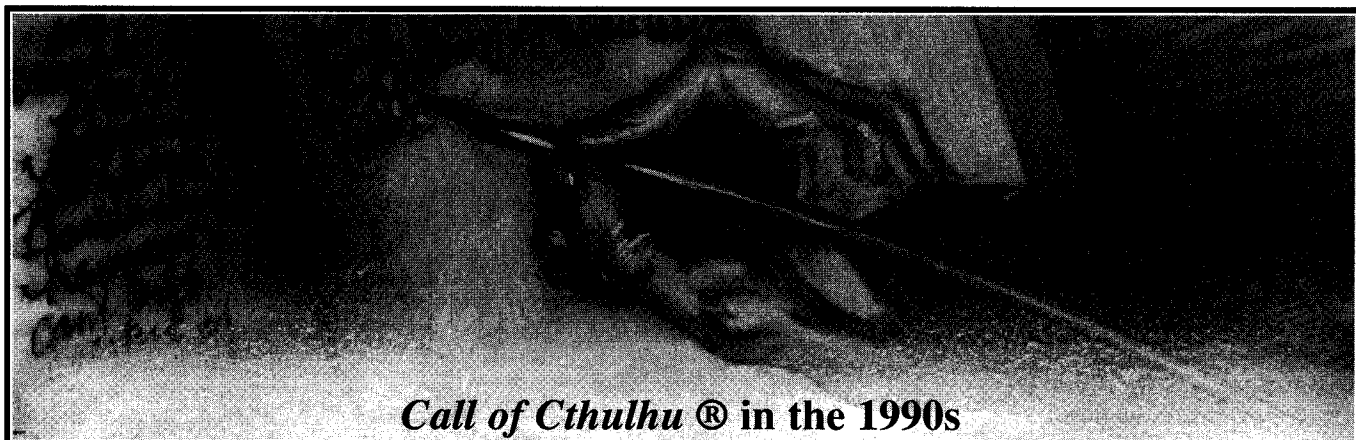
CALL of HORROR ROLEPLAYING CTHULHU

2367

SECRETS

BRIAN M. SAMMONS
PAUL CARRICK





Call of Cthulhu ® in the 1990s

SECRETS

Four One-Session Fright-Night Adventures

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Introduction

Location and time of year for these adventures can be adjusted as the keeper desires. The keeper might choose an area familiar to the players, and describe those settings as he or she knows them. Massachusetts can always be the region, if only by default. The era is similarly transportable. Though set in the 1990s, with very few changes these adventures can be presented as occurring in the 1920s or the 1890s, except in "Cult of One", the plot of which is fixed to today or tomorrow.

These scenarios are intended for novices or relatively inexperienced investigators and players. We expect that each adventure can be played within a single session. With a bit more time, two

might be completed in one night. Most of these pieces also could be inserted into ongoing adventures or campaigns.

Handouts are limited. They are gathered as a unit at the end of this book, for ease of photocopying, each identified by the title of the pertinent adventure and a number—*Closed Casket Papers #1*, for instance. The narrative text refers to handouts in the same way, including the italics.

The sexes of investigators are not significant to the plot, and can be as the players desire. Sexes of non-player characters may be changed by the keeper as seems appropriate.

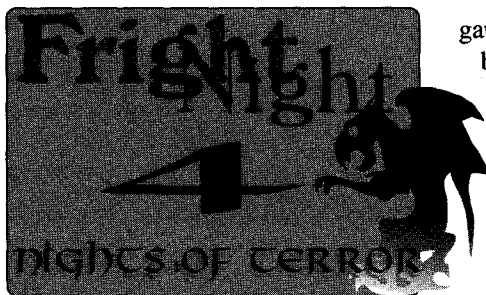


Table of Contents

Closed Casket	3
<i>Wherein the investigators learn that some matters, buried or not, are irretrievable and better left alone.</i>	
A Love in Need	12
<i>Wherein the investigators must master pity, muster condemnation, and see through a love gone silent to everything but itself.</i>	
The Unsealed Room	22
<i>Wherein the investigators strive to put right two lingering wrongs.</i>	
Cult of One	31
<i>Wherein the investigators must unwittingly choose between logic and perception, and live or die by the result.</i>	
Handouts	42
<i>Wherein the handouts for these four adventures are collected.</i>	

Dedication

To Charles P. Zaglanis for his inspiration, friendship, and critical eye.

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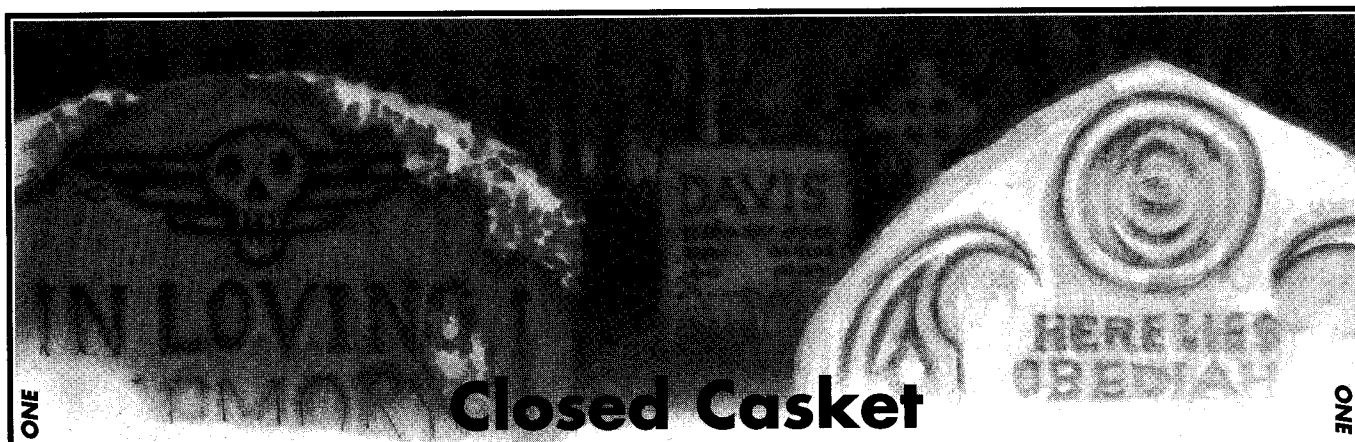
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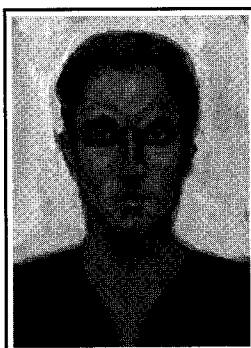
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Wherein the investigators learn that some matters, buried or not, are irretrievable and better left alone.

Keeper's Information

Robert Monroe-Tyler recently learned that he is a ghoul. For most of his twenty years he thought and acted in every way as a normal human would. After he had eaten some tainted meat, he began to notice physical and psychological changes in himself that hinted at a dark secret. His manner became impulsive and opportunistic, and his diet largely carnivorous. His eyes developed a sensitivity to bright light, so much so that he began to spend nights alone outside, wandering aimlessly through swamps or into caves—often places where no normal human could go without risk of injury. His teeth grew slightly longer and sharper. His skin became thicker and drier, and of an unhealthy hue. His muscles became stronger and his endurance increased. His once-pleasant face took on a sardonic, bestial cast. He kept himself apart from other people, at first because he was so changed but later because he felt so superior to the dull, passionless day people.



ROBERT MONROE-TYLER

Nightmares of hunger and pursuit began. Though horrified by them at the start, these deliriums soon transformed into strangely happy dreams in which he fed contentedly on shadowed, feeble, squeaking, unnamable things. At night he frequented cemeteries and graveyards, for people shunned such places after dark. Later, it was the contents of these places that drew him, for his secret had become a tangible craving. Recently he had found there his true family. His true relatives are ghouls living beneath Old Mill Cemetery. When Robert met them they spoke no words, for the sharp sensuality of ghouls is beyond mere words. Their noses divined the secret in his blood and accepted it, and in their warm, ripe, rich, achingly familiar fragrances Robert found at last a cunning peace. He greeted each rising moon with savage joy.

From these strange creatures, over time, he learned the truth about himself, and through them he encountered humans who had once helped to determine his fate. Albert Myers, mortician and owner of Old Mill Cemetery, was a member of a ghoul cult, as had been his family for generations. Albert's

wife and sister, Margaret, was likewise a cultist. As a hospital nurse she long ago exchanged the changeling Robert for the Tylers' human infant, whom she had spirited away. What had become of the human baby no one remembered or cared. Perhaps the infant also had become a corpse-eater, or had died between the jaws of a ghoul, or had died of festering disease in some loathsome burrow. Where ghouls meep and chitter, life and death are equally vivid, equally vague.

Accepting his true nature, Robert prepared to leave human society forever. To cover his disappearance, he arranged a mock funeral with Myers and other cultists. This adventure begins at that funeral.

Investigator Information

An investigator, perhaps one who strongly values family ties or one who has a sentimental streak, receives a funeral announcement and short note from Jennifer Monroe-Tyler, an aunt estranged for many years. The short letter states that Robert Tyler, Jenny's son and the investigator's younger cousin, has died in an automobile accident. His funeral will be held at the Myers Funeral Home in a nearby suburb. The investigator and all mourners are invited to attend. With the letter is a hand-drawn map to the funeral home, but the investigator already knows the way. See *Closed Casket Papers #1* for what the investigators know about Robert.

The Funeral

The funeral occurs in the morning in the Myers Funeral Home, adjacent to Old Mill Cemetery, several miles from town. As is often the case, the mortuary is a place of business and a residence. Mr. and Mrs. Myers live upstairs. The residence is accessible by a staircase from the main hall, blocked off by a velvet cord and a notice reading "Private." The many mourners gather in a downstairs hall. Before the funeral begins, the investigators notice several different things.

First, anyone talking to the grieving mother and succeeding in a Psychology roll perceives that her careful composure is stretched to the breaking point. Soon she will have to vent her pent-up grief or she'll explode.

What you know about your cousin, Robert Monroe-Tyler

Jennifer Monroe-Tyler is a daughter of the wealthy Monroe family of Boston. Her house and tastes reflects this. She successfully practiced law for twenty-seven years, and now sits as a federal judge. She was married to Walter Tyler, another lawyer, who died in a boating accident six years ago. Now another tragic accident has claimed the life of her only child, Robert. Her grief at her loss is plain in her note. The investigator wryly recalls that she has sometimes been inclined to histrionics. This time she would seem to have ample cause.

The investigator knows little of Robert. The son was thirteen years old when they last saw each other. The investigator recalls that Robert was bright, and has heard that he graduated high in his high school class.

Closed Casket Papers #1

With successful Listen rolls, each investigator can overhear whispers having to do with Robert's death. Each success yields one of the following:

- The accident happened after midnight on Newbury Road. Robert lost control in the rain and skidded into a large elm tree. His gas tank exploded.
- Robert was badly burned. Mr. Myers could not fix him up for an open-casket funeral.
- Robert was acting strangely weeks before the accident. If his mother had understood the signs, perhaps his death could have been avoided, but she was busy with her career.
- At odd hours several people had seen Robert strolling or sitting in this very cemetery. It's almost as though he knew something awful was about to happen to him, and knew he would be here soon.

Finally, just before the services start, investigators with successful Spot Hidden rolls witness a minor commotion in the back of the room, near the outside entrance. There stands an odd figure, a derelict wearing a tattered, dirty trenchcoat with the collar turned up, and a wide-brimmed fedora pulled down low on his head. Dark glasses mask the stranger's eyes. Striding swiftly to the interloper, Mr. Myers quickly and forcefully ushers the man outside. If an investigator gets up to follow the man who was ejected, Myers then intercepts the investigator, takes him or her gently by the arm, and leads the investigator back to a seat, whispering that the services are about to begin. If the investigator somehow gets outside, the man in the raincoat has disappeared.

The memorial service is long. At the end of the eulogy, mourners line up to pass by the closed coffin and pay their last respects. As the investigator's aunt approaches the casket, she sobs and collapses on the top of the casket, clinging fiercely to the brass rails used by the pallbearers. Two men gently try to pry her away. She doesn't acquiesce and instead holds on. The coffin topples off the dais. The fall jars the lid

open, and everyone can see that there is no body in the coffin, only bricks. The mother faints, and the mourners gasp and shriek. "The body has been stolen!" someone shouts. Now the investigators have something to investigate. What has happened to Robert Tyler's body?

The Chaos That Follows

Having seen dozens of chimney bricks spill out of the coffin instead of her son's body, Mrs. Monroe-Tyler is in shock. Friends and neighbors comfort her. In a couple of minutes a doctor has fetched his bag and offers sedation, but not before the anguished mother is able to beg help from the investigators.

The doctor introduces himself to the investigators as Thomas Tyler, a doctor and brother to Jennifer's late husband. He says he will take her back to his home, where he and his wife can take care of her. Dr. Tyler gives them his card, laden with various phone and fax numbers, and scribbles his home address on the back. The investigators are



JENNIFER MONROE-TYLER

free to visit at any time. If they do, Jennifer offers them substantial money to take the case full-time. Since she knows nothing except that Robert had become increasingly alienated from her, the effect is the same whether or not they do.



DR. THOMAS TYLER

Mr. Myers, the funeral director, tries to calm people. Angry voices are raised. Myers swears he has called the sheriff's office and that somebody will be out here soon to start an investigation. He is totally baffled as to how this could have happened, or why. Nothing like this has ever happened here before. A Psychology roll directed at Myers suggests that he has not told the entire truth, but notices nothing definite. As a funeral director, he has had a lot of practice keeping his motives unobtrusive.

The county police show up, Sheriff Clemens himself in the lead. He speaks to Mr. Myers in private, in Myers' office. After taking statements from the guests, the deputies send everyone home, and soon the building is empty except for the police and Mr. and Mrs. Myers. One officer stands in the main room, next to the stairs leading to the second floor, and the other three are in Myers' office, talking with the old man.

The investigators cannot search the house while the police are here, nor will the police allow the investigators to witness the questioning of Mr. Myers. Fast Talks, Persuades, or credentials make no difference. After an hour the police leave. If the investigators try to question Mr. Myers then, he says that he is tired, and needs to be alone. If the investigators persist, he says he will answer their questions, but only if they come back in the evening. The old man is quite firm on this, and no amount of persuading, bribery, or threats change his mind.

Events for the Day

The course of events this adventure follows is now up to the investigators. They know what mystery they have to solve, but there are many paths they can take to do so. Below is a list of possible actions.

Watching the Funeral Home

The investigators might want to keep an eye on the Myers place after Mr. Myers escorts them out. If the investigators do keep the house under surveillance, they see the sheriff's vehicle arrive again, late in the day. The sheriff is inside for half an hour or more.

To talk to him, go on to the subhead "At the Myers Funeral Home" further in this adventure. To enter the funeral home, go to "Entering the Myers Funeral Home", just below the previous heading.

Searching Robert's Bedroom

The large Monroe-Tyler home is a fifteen-minute drive away. If the investigators choose to search it, they can do so easily. The outer doors can be unlocked. If that is unbelievable to your players, Jennifer Monroe-Tyler can have given them keys, but it is more fun to force them to break in.

The rooms contain only one clue. On the second floor, a STR 25 locked door bars access to the room beyond. This is the entrance to Robert's bedroom. If the investigators have keys, none fit this lock. The investigators can enter the room in several ways.

- A successful Locksmith roll will release the lock.
- There is a crowbar in the basement; they can pry loose the lock in ten minutes.

A Word to the Wise

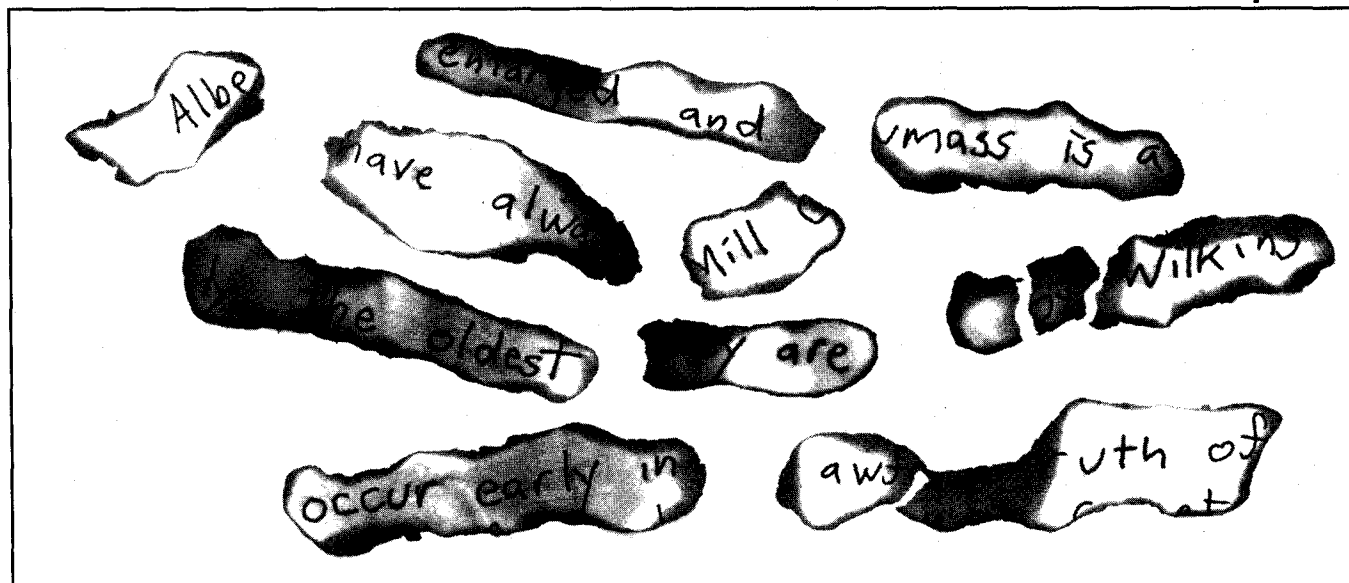
Robert's fake funeral should have gone without a hitch, but now that his body is known to be missing, the plan is in ruins. The cultists implicated by the fake funeral must do whatever it takes to keep secret the existence of their cult. These cultists include Sheriff Rudolph Clemens and the witnessing physician, Dr. Thomas Tyler, who is also Jennifer Monroe-Tyler's brother-in-law. They are perfectly capable of killing prying investigators.

- They can try to force open the door with their shoulders. On the Resistance Table, match any two investigator STRs against the door's STR.
- An agile investigator can climb onto the roof, shinny down the drainpipe, and open the unlocked window to enter Robert's room. Doing this requires a successful Climb roll and a successful Luck roll. Damage from the fall is 2D6.
- Alternatively, there is a twelve-foot extension ladder in the basement, almost long enough to reach up to Robert's window from the fern bed. Bridging the missing four feet requires a successful Climb roll. Damage from this shorter fall is only 1D6+1. However, the neighbors notice this activity, and may call the police.

In Robert's room, all appears normal. There are a bed, dresser, desk, desk chair, easychair, closet, bookshelves, and lamps. There are clues among the books and in the desk.

The bookshelves contain mostly fiction paperbacks, but on the top shelf is a selection of older hardbound books, some of them clearly occult in nature. A successful Occult

Closed Casket Papers #2



6 – Secrets

roll suggests that these esoteric titles have two main themes. The first deals with changelings, shape-shifters, and doppelgangers, all creatures who steal or mimic a man's identity. The second theme is death, necromancy, cannibalism, and ghouls. Flipping the Occult roll, skimming each book for half an hour gives a good idea of the contents. Reading each of these books takes 1D4+3 hours and adds one percent to the reader's Occult skill. There are twelve books in all. None contains spells and none more than hints at the Cthulhu Mythos. Mrs. Monroe-Tyler permits the investigators to borrow these volumes if they wish.

On the desk are two notebooks, two books with library markings on the spine, one nineteenth-century-style hard-bound book, and a picture of Robert and his mother. The photograph of Robert was taken on his high school graduation day. It shows Robert as a handsome young man with brown hair, blue eyes, a brilliant smile, and a birthmark next to his left eye. (Seeing this photo allows a comparison if the investigators meet the thing Robert has become.)

The notebooks are now blank, for most of the pages have been ripped out.

The three books are *The Truth Behind New England's Folk Tales*, *The Cemeteries of Massachusetts*, and *Necrophagia: Eaters of the Dead*. To read each of these books takes 2D8 hours. Despite all being well written and informative, only the last book is of immediate interest to the investigators.

Necrophagia (by Raymond E. Smith, A.M.) is a minor Mythos tome dealing with the presence of ghouls. It costs 2/1D6+1 Sanity to skim or read, is +3% to the Cthulhu Mythos skill, has a spell multiplier of x2, and contains the spell *Cajoling the Lurkers* (Contact Ghoul).

Those searching around the desk can try a Spot Hidden roll. With a success, someone notices that the inside of the wastebasket is scorched and contains ashes. A few fragments are curled and discolored, but not burnt. Still readable are singed fragments of notebook paper (*Closed Casket Papers #2*) and one larger piece, that of a photocopied document (*Closed Casket Papers #3*).

DRIVING AWAY

As the investigators drive away, a successful Spot Hidden notices a muffled figure walking swiftly along a nearby street. A barking dog follows him at a distance. The man wears a long, dirty trench-coat, an old hat, and dark glasses. A filthy scarf covers his face. Anyone who saw the incident remembers that Mr. Myers escorted him away from the funeral this morning.

If the investigators do not stop, the man keeps walking. If they stop and approach him, the stranger growls at them, turns around swiftly, kicks the dog out of his way, and runs across a back yard toward a five-foot-high stone wall at its rear. The tramp easily clears the wall without breaking stride and races away through the wooded lot beyond it.

The investigators cannot keep up with this fast and nimble figure. If they search the wooded lot, a successful Track

DEPARTMENT OF PUBLIC HEALTH AND WELFARE—MASSACHUSETTS DIVISION OF
CERTIFICATE OF BIRTH 97

CHILD NAME—First, Middle, Last 1. ROBERT MICHAEL TYLER		Date of Birth October 5, 1978		Hour 2b.
SEX Male	THIS BIRTH 4a. Single	NOT SINGLE 4b. Married		COUNTY OF BIRTH 5a. Essex
TOWN OF LOCATION OF BIRTH 4c. Andover		HOSPITAL—Name 5d. Holy Cross Hospital		
MOTHER—First, Middle, Last 6a. Patricia Monroe		This Birth 7c. City, State		

Closed Casket Papers #3

roll picks up the man's trail. The intruder's path winds through the brush to the next street over. With a second successful Track roll, the signs lead to an open sewer cover. There all traces disappear.

STATE RECORDS

If the investigators found the partly burned birth certificate in the wastebasket in Robert Tyler's room, they may want to see what the full certificate says. Such certificates are a matter of public record and can be viewed on microfilm at depository libraries (the local library is not one of these). Individual certificates can be ordered by phone and delivered by mail. Birth certificates are now also accessible on the internet. With a modem and access to the internet, it takes about twenty minutes to find the birth record of Robert Tyler. This document is *Closed Casket Papers #4*.

Researching in The Library

Like all good Cthulhu hunters, the investigators might pay the local library a visit to see what they can dig up. There are no major clues to the adventure to be found here, only a small article in the local daily newspaper about Robert Tyler's fatal accident, found with a successful Library Use roll. The brief story is quoted below and also repeated as handout *Closed Casket Papers #5*.

Fatal Accident

Robert Michael Monroe-Tyler, aged 20, longtime resident of this area, was killed this morning in a solo automobile crash on Newbury Road. Police state that he apparently lost control of his vehicle and hit a large tree. Fire then consumed the automobile.

The deceased is believed to have died instantly. He is survived by his mother, Jennifer Monroe-Tyler, of the Appellate Court.

The police and coroner's reports are now a matter of public record and can be inspected. The only additional points of interest are that Sheriff Clemens personally made out and signed the police report, and that Dr. Thomas Tyler signed the death certificate.

Investigating the Accident

The investigators might want to explore the place where Robert had his accident. Newbury Road is a wooded, deserted gravel road about two miles north of Old Mill Cemetery. After traveling down the road for three miles, the investigators find the spot where the police report declares that Robert's car went off the road. Here the underbrush is flattened and scorched, and just beyond stands an old elm tree that is charred on one side and scarred by an impact. Searching around the tree finds nothing, but with a successful Spot Hidden roll, the investigator finds an empty gas can left fifty yards distant in the brush. The gas can has no fingerprints on it or any other unusual marks, but the smell of gasoline is still strong inside it.

Returning to the Funeral Home

Whenever the investigators return to the Myers Funeral Home, they find a county police car in the parking lot and Sheriff Clemens about to get in the car. He is happy to answer questions in general, but warns that the disappearance of young Tyler's body is serious business and that he cannot disclose all that he knows. He also says that poor Myers is distraught about the stolen corpse and that the investigators should come back later if they hope to speak to him. He sympathizes with their concerns, but in a friendly fashion advises the group to stay out of police business.

Investigators who try Psychology on the sheriff learn only that his answers are very guarded and that he is not telling everything he knows. Any investigators with successful Spot Hiddens for the sheriff notice a fresh, rust-colored stain on the cuff of his trousers. If they also get successful Medicine or First Aid rolls, they have no doubt that the sheriff's cuff is bloodstained.

(The Sheriff drives off, but hides his car in some trees and returns secretly to watch from a distance. If the investigators force their way into the house, he summons a dozen deputies. If the investigators leave, a hunch causes him to hide a deputy nearby. From now on, the county police surreptitiously watch the funeral home. A short conversation with Jennifer Monroe-Tyler revealed to him the occult interests of the investigators. He hopes to protect his participation in the

ghoul cult by framing the investigators for the thrill murder of Albert Myers, as well as for the theft of the body of Robert Monroe-Tyler.

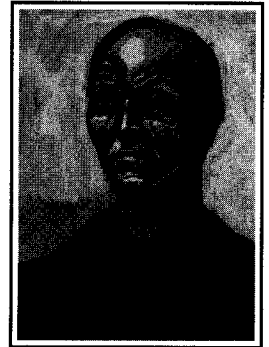
ENTERING THE MYERS FUNERAL HOME

The building is securely locked, including the garage, and no one answers doorbells, calls, or knocks. A sign on the front door reads "Closed." If the investigators believe the sheriff and leave and then come back later, they meet the same response. Once night falls, they notice that no lights are on in the house—perhaps Myers and wife have left town for a while.

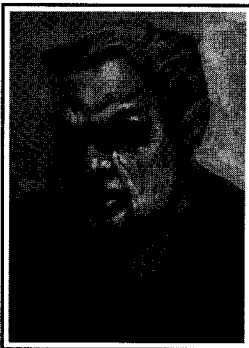
At some point (immediately, the sheriff hopes) the investigators will be tempted to enter the building. They need to roll a successful Locksmith roll to pick a lock, to smash a low window and crawl through it, to make a successful Electronics roll to open the garage door, or to break down the front or side doors (STR 21 on the Resistance Table) to gain entrance to the house.

The ground floor of the two-story building is entirely devoted to the funeral business, while Myers and his wife live on the upper floor. There is also a basement, for basement windows can be noticed from the outside of the building. The ground floor contains no clues and is entirely above-board. The upper floor and the basement offer the investigators some startling discoveries.

THE UPPER FLOOR: The upper floor has a bathroom, kitchen, living room, dining room, office, and large bedroom. The only point of interest is in the bedroom, where the body of Albert Myers lays on the bed in his best suit with an ornamental knife through his heart. Sanity loss to see this is 1/1D4+1 SAN.



ALBERT MYERS



SHERIFF CLEMENS

Closed Casket Papers #4

DEPARTMENT OF PUBLIC HEALTH AND WELFARE—MASSACHUSETTS DIVISION OF HEALTH				STATE FILE NUMBER	
CERTIFICATE OF LIVE BIRTH				973 72 304123	
CHILD NAME—First, Middle, Last 1. ROBERT MICHAEL TYLER			DATE OF BIRTH—Month, Day, Year 2a. November 5, 1978		HOUR 2b. 4:48A
SEX 3. Male	THIS BIRTH—Specify 4a. Single	IF NOT SINGLE BIRTH—Related Births 4b.		COUNTY OF BIRTH 5a. Essex	
CITY, TOWN OF LOCATION OF BIRTH 5b. Bolton		INSIDE CITY LIMITS 5c. Yes	HOSPITAL—Name 5d. Holy Cross Hospital		
MOTHER'S MAIDEN NAME—First, Middle, Last 6a. Jennifer Attria Monroe			AGE—At Time of This Birth 6b. 32	STATE OF BIRTH—If not in U. S. A., Country 6c. Massachusetts	
RESIDENCE—State 7a. Ma.	County 7b. Essex	City, Town or Location 7c. Bolton	INSIDE CITY LIMITS 7d. Yes	STREET AND NUMBER 7e. 7 High Lane	
FATHER'S NAME—First, Middle, Last 8a. Walter Gillis Tyler			AGE—At Time of This Birth 8b. 34	STATE OF BIRTH—If not in U. S. A., Country 8c. Massachusetts	
INFORMANT 9a. Jennifer Monroe-Tyler			RELATION TO CHILD 9b. Mother		
I CERTIFY THAT THE NAMED CHILD WAS BORN ALIVE AT THIS TIME AND PLACE 10a. <i>[Signature]</i>			DATE SIGNED 10b. Nov. 5, 1978	ATTENDANT—M. D., Midwife 10c. M. D.	
CERTIFIER—Name 10d. Thomas Tyler M.D.			MAILING ADDRESS 10e. Holy Cross Hospital		
WITNESS—Signature 11. <i>Margaret Myers</i>			DATE RECEIVED BY LOCAL REGISTRAR 12. NOV 23 1978		

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If the investigators inspect the body for life signs or otherwise remain in the room, call for Luck rolls. The investigator with the highest Luck result is the one nearest the bedroom closet door, and he or she is the one who is attacked by Mrs. Margaret Myers as she jumps out of the closet wielding a second blade. Her attack is so sudden and so surprising that she receives a 30 percentile bonus to hit on her first stab. Investigator DEXs are halved for this round only. If she hits, add an extra point of damage for her nurse's training—she knows just where to put the blade.



MARGARET MYERS

Mrs. Myers is dressed primly in her freshly pressed nurse's uniform from Holy Cross Hospital. After her first attack, hit or miss, she screams the following: "Get away from him! You're not to be here! We must be consumed, not you!"

She then attacks again. If she is still able to speak following that, she says, "Leave, before they come back! They won't eat us if you're here. You snoops will not ruin our immortality!" She continues to attack the investigators until she is incapacitated or killed.

If they examine the room after the attack, investigators will likely be struck by a peculiar painting which is displayed above the bed. It portrays a woman hanging upside down from a branch in the middle of a swamp. Serpents twine all about. There is nothing else of interest in the room.

THE BASEMENT: The basement is a series of rooms where Myers (or an employee) receives and refrigerates the bodies awaiting embalming. While they are being worked on, the corpses rest on steel tables and are there drained of arterial blood, which is replaced with formalin or some more complex embalming fluid. Cavity fluid is also drained off by means of gigantic needles and replaced by a similar fluid. Myers cosmetically prepares dearly beloveds to be seen at their funerals, incinerates remains or cremates the body in a special furnace, and records what was done. All is as it should be down here, unless the investigators direct Spot Hidden in every room. If they do, in the little records room the investigators notice that the room seems to end further out from the back wall than do the rooms on either side.

Examining further, to the blind side of the cabinets, there is an inconspicuous depression in the back wall. Pressing the depression brings an audible click! and causes both file cabinets to vibrate. If anyone now tries to move the file cabinets, they prove to be mounted on ball bearings and roll smoothly aside. Behind them a low archway leads into a secret room.

THE SECRET ROOM: This hidden room is where the Myers meet and worship with the ghouls that live beneath Old Mill Cemetery. To view the horrible contents of this room costs 2/1D8+2 SAN, for the floor is littered with human remains such as broken-open skulls, cracked bones drained of marrow, and slippery bits of rancid meat. The walls are blood-spattered, bear strange symbols drawn on them, and in places are covered in a suspicious, thin leathery

material. Meat hooks hang from the ceiling, and impaled upon them are several bodies being aged to proper states of decay. An altar made out of what seems to be piled-up tombstones stands in the center of this room.

Upon that altar sits a tome bound in human skin. Four candles (made from human tallow) can be lit to illuminate the book. It is a nearly illegible handwritten English translation of about two thirds of the *Cultes des Goules* with the following stats, reduced compared to the original volume written in French: Sanity loss 1D3/1D6+1, +5 to the Cthulhu Mythos skill, and x2 spell multiplier. The spells within include Contact Ghoul and one other of the keeper's choice. If the investigators take this book, title it the Myers Cults of the Ghouls, to distinguish it from the original.

Anyone who closely examines the bloodstained altar, and who also gets a successful Spot Hidden roll, notices two things. First, the worn and faded stones all bear the last name Wilkins. Secondly, with a successful Idea roll, they see that these thinner slabs of marble are not tombstones but rather broken slabs perhaps used to finish an interior, such as in a bank or a mausoleum.

There was once another passageway out of this nightmarish chamber, cut into the floor and perhaps leading deeper than this chamber. That underground exit has been blocked by a cave-in. A successful Geology roll testifies that the cave-in was very recent, perhaps today.

WAITING FOR THE GHOULS' RETURN

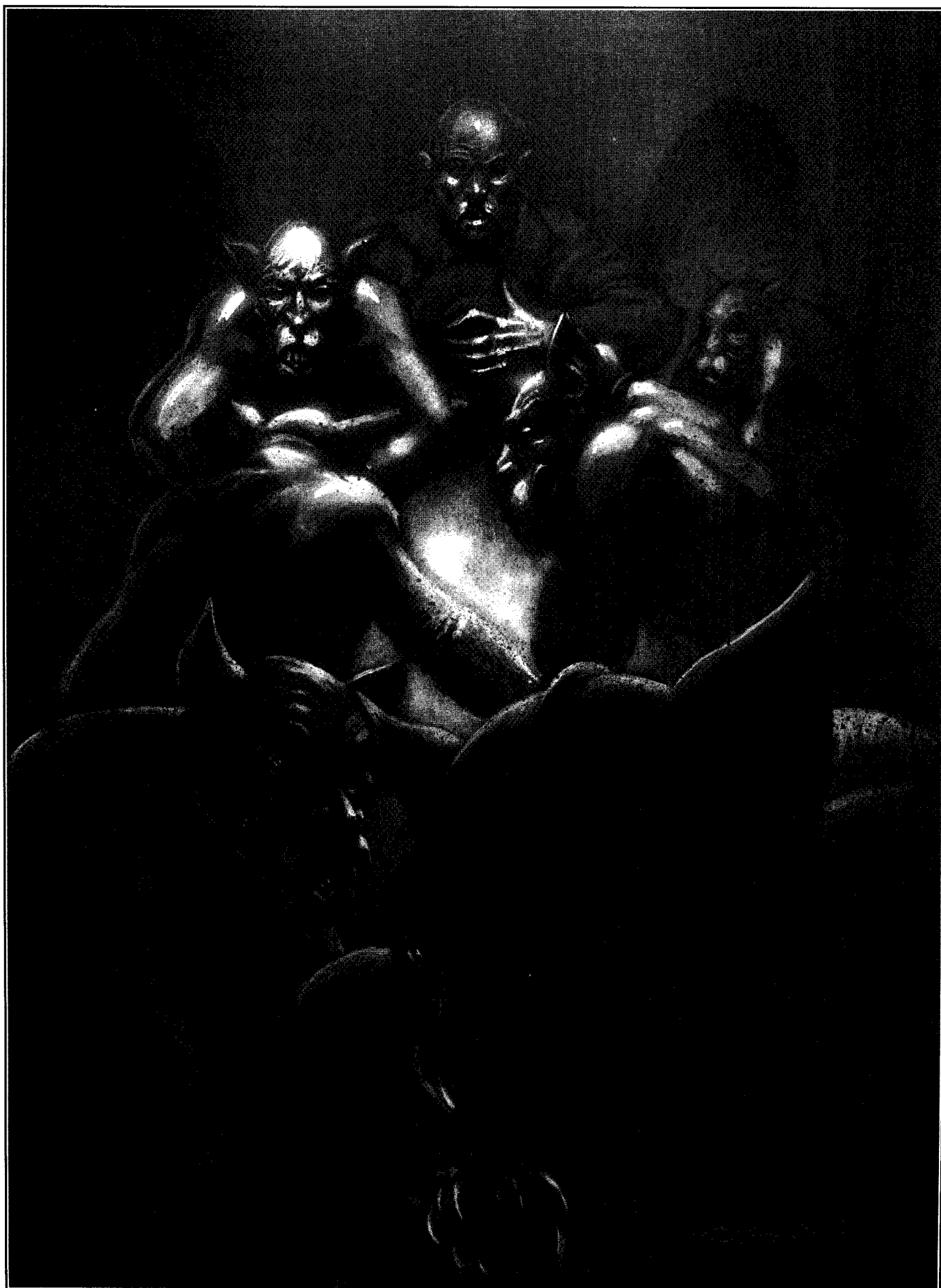
Mrs. Myers said that someone was coming to eat her and her husband. The investigators might want to stay at the funeral home and ambush them. If they do, three ghouls enter the funeral home at midnight. The trio quietly forces a back window and makes their way upstairs. If the investigators hide, they surprise these ghastly creatures. If the investigators try talking to the creatures, the ghouls have a 40% chance of attacking and a 60% chance of running away. With any attempt to capture a ghoul, or at any gunshot, the ghouls certainly attack. (A fight with these ghouls makes a final peaceful outcome with Robert difficult.)

Old Mill Cemetery

As everyone knows instinctively, cemeteries are safer in the daytime. If the investigators come at night, two ghouls stealthily follow them as they make their way through the graveyard. Ghouls have 80% Hide and 80% Sneak, and the cover of night additionally lessens the chance for humans to see anything.

The old Wilkins family mausoleum holds the only clue in the cemetery, an entrance to the underground lair of the ghouls. The investigators could discover this in a couple of ways—from the seared fragment in Robert Tyler's waste basket, or by reading the inscriptions on the piled finished stones that make up the altar in the secret room at the funeral home. The Wilkins mausoleum is also visibly older than any other mausoleum, and obviously long uncared-for—it might draw attention simply on that account.

If the investigators pry open the mausoleum's gate during the day, they encounter no resistance and enter unmolested.



After a short search of the long-neglected little building, they pull out a loose stone panel and see beneath it a tunnel hewn through the vault's floor. This narrow, filthy passage leads deep underground. At its end, they encounter the former Robert Monroe-Tyler and his ghoul family. The ghouls are surprised and annoyed by this intrusion but not necessarily hostile, since they have fed recently. They greatly protest bright lights, but will accept dim light, like the light from a flashlight held a few inches above the ground and pointed down.

If the investigators try to pry open the mausoleum door at night, they are surprised to see it swing outward by itself. Standing beyond it will be Robert and the other ghouls.

MEETING ROBERT

The former Robert Monroe-Tyler wears filthy pants and a shirt. His transformation is not yet complete, and he often feels a little cold. Even though most of his features have changed, it is still possible to recognize who he once was. In broken, guttural, hissing English he tells them that they are in no danger, yet. He expresses both admiration and concern that the investigators have found him, for he wished to disappear forever from the world of man. He can describe how he learned he was a changeling, and how he thought his death would be easier for Jennifer to accept than the truth behind his disappearance. He still has some respect for her. Concerning the death of Albert Myers, the changeling sneers that, among ghouls, it is an honor to be consumed by one's family, for it is a way of living forever. Since Robert's funeral had doomed Myers among men, it would be a mark of Robert's favor to grant him and his sister immortality.

If the investigators have not killed any ghouls, he says that since he and the ghouls have done no wrong, and have not killed any who did not wish to die, there is no need for bloodshed now. He only asks them to help hide the truth from his former mother, and to speak of this to no one.

If the investigators have killed one or more ghouls, there is a 25% chance per dead ghoul that no peaceful solution can be made and that the remaining ghouls will attack. This also happens if the investigators do not agree to keep the truth a secret, or cannot find it in themselves to let ghouls continue to pollute sacred ground. Then a terrible and deadly battle will commence.

Conclusion

The investigators' commission, to find Robert's body, has succeeded, but they cannot tell Jennifer Monroe-Tyler what they have learned. The simplest white lie is that one or both of the Myerses went mad and incinerated the body. Both the investigators and the sheriff wish to put all the blame on the Myers. The sensational apparent murder of the husband by the wife satisfies all the tabloids as well.

The sheriff and Dr. Tyler go undetected as cultists. They are not the business of the investigators, though the investi-

gators may deduce that they may have had deeper roles than has so far been learned. Surviving members of such a cult offer a basis for more adventures.

At first Jennifer Monroe-Tyler reviles the investigators and their manufactured tale, because mere cremation seems so pointless and unprovable. Eventually she accepts the notion, lacking anything better. But it gnaws at her, and her sadness never leaves her. In a few years, she commits suicide. By then Robert is transformed and unreachable. Were the investigators right to keep a promise to a ghoul? They never quite decide. For obvious reasons, they always avoid learning where poor Aunt Jenny was buried

If they reveal the truth to Jennifer Monroe-Tyler, it causes her great anguish and mental harm, and she needs years of psychiatric help to recover from it. But she does recover. The betrayal of their promise to Robert, and the subsequent difficulties his mother faced, costs each investigator 1D6 SAN. Was Robert right—should they never have told her? They never quite make up their minds.

Finally, if the sheriff's machinations work the way he hoped, the investigators wind up in some asylum, condemned as a cult of insane murderers. While incarcerated, they read of Jennifer Monroe-Tyler's death. Each investigator loses an additional 1D10 SAN.

REWARDS

If the investigators learn what happened to Robert Tyler, grant each 1D6 SAN. This bonus is awarded whether or not a peaceful solution is obtained, or if some or all of the ghouls are killed.

Statistics

RUDOLPH CLEMENS, age 60, County Sheriff and Ghoul Cultist

The County's sheriff is a friendly-seeming man, always accessible to the citizens upon whom he counts for votes. He's been re-elected three times to his post, so he must be doing something right. His protection is largely why the ghoul cult has been able to prosper in the area. The ghoul cultists look to sheriff Clemens as their natural leader.

STR 12 CON 13 SIZ 14 INT 14 POW 15
DEX 11 APP 12 EDU 16 SAN 0 HP 13

Damage Bonus: +1D4.

Weapons: 9mm Automatic 60%, damage 1D10

Cult Knife 30%, damage 1D4+1+1D4

Spells: Contact Ghoul.

Skills: Bargain 65%, Cthulhu Mythos 11%, Credit Rating 80%, Drive Auto 60%, Fast Talk 80%, Ghoul 30%, Listen 65%, Martial Arts 25%, Psychology 60%, Sneak 30%, Spot Hidden 75%.

ALBERT MYERS, age 64, Mortician and Cultist

His family has worshiped ghouls for generations. In appearance and manner, Mr. Myers is the soft-hearted, compassionate, and somber man his role as mortician dictates that he be. In reality, he is as savage and murderous as the ghouls he worships. The inves-

tigators have few dealings with him, thanks to the sheriff and Mrs. Myers. Though some would call his death a murder, Albert called it a great honor.

STR 11 CON 14 SIZ 13 INT 13 POW 13
DEX 11 APP 10 EDU 18 SAN 0 HP 13

Damage Bonus: +1D4.

Weapon: none.

Skills: Art (Cosmetics) 75%, Art (Prepare Corpses) 55%, Cthulhu Mythos 21%, Feign Sympathy 71%, Ghoul 25%, Medicine 58%, Psychology 60%.

MARGARET MYERS, age 59, Child-Swapping Nurse

Albert's devoted wife is also his sister. She too has been a life-long member of the ghoul cult. Margaret switched Jennifer's human child with a changeling, who was brought up as Robert Monroe-Taylor. Margaret acts like everyone's favorite grandmother, so her ruthless, murderous nature goes unsuspected. When encountered by the investigators, Margaret has with her a sacrificial knife that is covered in archaic symbols and is made from a sharpened human femur, or thighbone.

STR 7 CON 10 SIZ 9 INT 15 POW 14
DEX 9 APP 12 EDU 18 SAN 0 HP 09

Damage Bonus: +0.

Weapon: Ghoul Knife 45%, damage 1D4+1

Spells: Contact Ghoul.

Skills: Cthulhu Mythos 17%, First Aid 70%, Ghoul 15%, Medicine 44%, Persuade 56%.

JENNY MONROE-TYLER, age 51, Grief-Stricken Mother

She is a strong, intelligent woman who comes from an old and wealthy professional family. She is unaware that anything unusual happened to her son, at birth or death. She was once friendly and jovial. After her son's death, she is inward-looking and somber.

STR 11 CON 12 SIZ 9 INT 16 POW 14
DEX 12 APP 14 EDU 21 SAN 50 HP 12

Damage Bonus: +0.

Weapon: none.

Skills: Bargain 65%, Credit Rating 80%, Law 79%, Library Use 65%, Persuade 56%, Psychology 60%.

ROBERT MONROE-TYLER, age 20, Ghoul Changeling

Robert is not quite a ghoul, so his ghoul skills and attacks are a little below normal. He has embraced his fate. There is no way to stop the transformation, nor does he want it to stop. As his last act of human compassion, Robert tried to hide the truth from his adoptive mother. He still wants to keep his new life a secret from her, but now will do nothing to help his foster-mother, because he no longer truly cares. He is changed. Does he act peaceably toward the investigators or does he try to kill them? That depends on how recently he has fed.

STR 15 CON 14 SIZ 12 INT 14 POW 13
DEX 14 APP 3 EDU 16 SAN 0 HP 14

Damage Bonus: +1D4.

Weapons: Claws (x2) 25%, damage 1D6+1D4

Bite 20%, damage 1D6

Armor: firearms and projectiles do half rolled damage, fractions rounded up

Spells: Contact Ghoul

Skills: Burrow 50%, Climb 70%, Cthulhu Mythos 06%, Ghoul 50%, Hide 40%, Jump 70%, Library Use 54%, Scent Decay 40%, Sneak 60%, Spot Hidden 44%.

Sanity Loss: 0/1D6 to see a ghoul; 1/1D8 for investigator related to Robert.

DR. THOMAS TYLER, age 67, Medical Doctor and Ghoul Cultist

A tall, gruff man, he is semi-retired from his practice. There is a coldness in his eyes that patients find unnerving. Tyler was known to his peers as a man who was unruffled by pressure or danger—this was because he was absolutely mad, and has been for the past twenty-five years. When his deep voice says, "Trust me, I am a doctor," you would rather do anything but

STR 10 CON 11 SIZ 13 INT 15 POW 16
DEX 10 APP 11 EDU 21 SAN 0 HP 11

Damage Bonus: +1D4.

Weapon: Scalpel 45%, damage 1D4+1+1D4

Spells: Chant of Thoth, Contact Ghoul.

Skills: Bargain 30%, Biology 55%, Chemistry 15%, Computer Use 20%, Credit Rating 70%, Cthulhu Mythos 19%, Drive Auto 35%, First Aid 50%, Ghoul 30%, Latin 35%, Library Use 30%, Listen 60%, Medicine 70%, Persuade 40%, Pharmacy 35%, Psychology 55%.

SIX GHOULS, Robert's Natural Relatives

Robert's real family may be surprised by the intrusion of the investigators, but will not necessarily be unfriendly.

Ghoul	STR	CON	SIZ	DEX	POW	HP	db
One	15	13	11	14	14	12	+1D4
Two	17	14	14	11	10	14	+1D4
Three	15	15	15	12	12	15	+1D6
Four	16	14	12	10	13	13	+1D4
Five	18	16	16	13	11	16	+1D6
Six	15	12	14	14	13	13	+1D4

Weapons*: Claws (x2) 30%, damage 1D6+db

Bite 30%, damage 1D6+automatic worry**

* May attack with both claws and bite in a single round.

** When a Bite attack strikes home, then the creature hangs and worries the victim with its fangs for an automatic 1D4 damage per round. A successful STR vs. STR Resistance Table roll dislodges the ghoul.

Armor: Firearms and projectiles do half of rolled damage, fractions rounded up

Skills: Burrow 70%, Climb 70%, Ghoul 50%, Hide 70%, Jump 70%, Scent Decay 75%, Sneak 80%.

Sanity Loss: 0/1D6. ■



Wherein the investigators must master pity, muster condemnation, and see behind a love gone silent to everything but itself.

Keeper's Information

This story begins three years ago with a sick boy, a distraught mother, and a magician of minor notice. The magician was "The Amazing Kraygen", an obscure illusionist and sleight-of-hand artist. His promotional material portrayed him as a mysterious European, purportedly of noble birth. It is true he had an accent, but it was an accent without discernible nationality—changing amplitude like a weak short-wave transmission, and with odd phrasings and vocabulary choices such that no one had ever heard. He was Kraygen to everyone. He used no other name.

Stage magic is about showmanship and illusion. Though a genuine mage, Kraygen was poor at tricks. Thinking about some serious metaphysical problem, he might stumble over his stage patter, lose the dove hidden in his hat, or forget to load his card decks. He scraped out a living on the national school assemblies circuit. That was the best he would ever do. Though he stayed overnight in Boulder City several times, Kraygen would never play Las Vegas—or appear on national television, or enjoy positive cash flow.

He did not care. The tricks kept him fed. He preferred to think deep thoughts, and was content. He believed that good luck was merely opportunity perceived. When his meager career took him to Hutton Lake, to perform at a school assembly, he stayed overnight at the Sandersons' boardinghouse. There he met Phyllis Sanderson and her dying seven-year-old son, David—for Kraygen, opportunity had arrived.

Two years before Kraygen's visit, Mrs. Sanderson's husband had succumbed to an affliction called Mallin's disease. A rare infection, it steadily rots away the victim's musculature, including those of the heart and respiratory system, and is fatal within a few years. Science knows it, and lacks effective treatment for it.

Phyllis Sanderson's husband died in two years. His degeneration greatly affected her, but she was able to reassemble her life. Seven months later, however, her only son, David, was diagnosed with the same disease.

By the end of the year, Phyllis Sanderson had decided that the disease would not do to David what it had done to her husband. She planned to kill her son and then join him in suicide. She was about to put this plan into effect when

her latest boarder offered to help her son. The Amazing Kraygen had come to town.

When Kraygen took a room at the boardinghouse, he was astonished by the powerful aura surrounding the plain, slightly plump proprietress. She was the woman of his dreams, a veritable volcano of magical energy. He was no fool—he immediately comprehended the state she was in, and he learned that evening of the doom awaiting her son. But he had fallen in love with her at first sight. He abandoned his theatrical work and stayed on. The next afternoon he told her he might be able to cure her son, a statement that only made her glare. When he demonstrated to her how he could reach through walls, she began to listen.

In his long studies, Kraygen had learned many spells. He truly thought he might be able to help her son. And so it was. But when Kraygen had in his hands the raging, slimy essence of the disease, he realized he had nowhere to put it. "We need another container," he mused. Remorselessly, they drugged a transient, transplanted the disease, then slew and buried the still-dripping corpse.

For a while all went well. David blossomed and the couple was happy together. The former Mrs. Sanderson became the new Mrs. Kraygen, though the name of the boardinghouse stayed the same. Then David worsened, and they understood that Kraygen was able to find only the active form of the disease. The latent infection would remain in him.

As the months passed, a routine developed. Kraygen studied his ancient books and puttered with alchemy. Mrs. Kraygen ran her boardinghouse, as she always had. David's miracle cure was widely celebrated in the press, and he attended school like any normal child. And every two or three months the happy couple sought an appropriate vessel, put the developing disease in it, and murdered and buried the body in the cellar. More than a dozen corpses slowly rot under the basement floor. Friends say of the Kraygens that they have never seen such connubial bliss.

Then a victim resisted the opium draught and escaped before the sickness could be fully planted in him.

Investigator Information

This adventure begins late one night when the investigators are driving through the little town of Hutton Lake. They can be passing through, or be in town for a specific reason, as the keeper wishes. Perhaps they are returning home from a pre-

vious adventure, or on their way to see a friend. In any event, late at night their car is alone on Hutton Lake's Main Street. At an intersection, the investigators see a second car weaving toward them. Its headlights are off—even the investigator driver barely notices it in time.

Call for a Drive Auto roll. If successful, the investigator manages to evade the weaving vehicle. In doing so, the investigators' vehicle jumps the curb and hits a nearby telephone pole. This causes no injury to the investigators, but the car is damaged. The second vehicle runs up the curb on the opposite side of the street, crashes into a large mailbox, and is also disabled. Failure of the Drive Auto roll means that the oncoming car hits the investigators' car. Call for Luck rolls from everyone—damage is 0/1D6 hit points, depending on the outcome. In either case, neither car can be driven. They come to rest near each other.

After checking themselves, the investigators can examine the second car. When they draw near to it, they see a strange reddish-green slime oozing from the driver's door. Opening the door releases a wave of fetid air and they hear a sickening slurping noise that is tortured breathing. Those who look inside lose 1/1D8 SAN. Slumped in the driver's seat is a pitiful travesty of a man. He is shaking and shivering, his limbs are twisted and withered, and his skin has open, weeping sores covering it that drain a noxious ichor, the source of the slime on the driver's door. The man wears only pajama bottoms.

Slowly, laboriously, in a glottal effort that sounds as though he were talking through a mouthful of mud, he whispers, "Horrible ... it ... must stop" Assuming that the investigators telephone for help, he dies before an ambulance can reach the scene. If they have time to search the car, they find nothing, not even a registration slip. There is no wallet, obviously, in his pajamas.

Soon the police arrive and question the investigators about what happened. They whistle at the ghastly corpse. A tow truck comes for the investigators' car and the driver advises them to let him take the damaged vehicle to Gary Long's Garage, the only one in town with a hoist.

A patrolman drives them to the Sanderson boarding house, the only place in town that rents out rooms. He asks them not to leave town immediately, because of the death. They should plan on making statements at the police station in the morning.

The Boarding House

The boarding house is a large, rambling, two-story affair, with an attic floor as well, and a basement. It is painted an unblemished white, surrounded with well maintained lawns, and a beautiful flower garden grows along the street. Even after midnight it looks cheerful and inviting. Inside, lights glow.

The patrolman rings the bell. The door is answered by a mountainous woman, Mrs. Phyllis Kraygen. She welcomes

the investigators and says that they are lucky to find her up this late. Sometimes she has trouble sleeping. "But not my husband," she laughs. "He sleeps like a dear baby." Three rooms are available. One is a double, two are singles. If more beds are needed, she has some cots that can be moved in, however the investigators want them arranged. Once the deal is made, she enters the investigators into her register and computer and checks their credit cards. The cost is \$50 each for the singles, and \$65 for the double. Each cot is an extra \$7.50.



PHYLLIS KRAGEN

She tells them the rules of the house. First, the ground floor of the house, except for the dining room, is for her, her husband, and her son. It is off-limits to paying guests. The rooms have no private baths, but there are two full bathrooms on the guest floor upstairs. The only guest phone is on the front counter downstairs. Long-distance calls are added to the bill. Breakfast is served between seven and eight, lunch at twelve, and diner is set at six. She wishes all the investigators a good night. Nothing else will happen tonight.

The Next Morning

Loud clangs come from downstairs at 7:00 a.m. Breakfast is served. When the investigators enter the dining room they see a young boy setting out the food. There are platters of eggs and thick slabs of ham, a deep bowl filled with steaming hash browns, a platter of sliced fruit, and coffee, milk, orange juice, toast, jam, and butter.

Already present are a man and a woman, sitting apart, whom the investigators have not met yet.

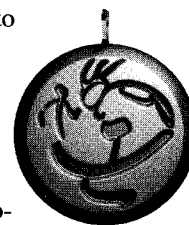
The boy is Phyllis' ten-year-old son David. When he places a plate in front of an investigator, that one receives a Spot Hidden roll. Those with successes notice a silver chain around the boy's neck, and attached to it a small amulet that bears a strange symbol (*Love in Need*



DAVID KRAGEN

Papers #1). If asked about the necklace, David smiles, takes the necklace out of his shirt to show them, and says "This is from my new father. He says it is magic." If the investigators press further, Phyllis Kraygen interrupts and tells David to quit fooling around and finish setting the table.

The woman at the end of the table introduces herself as Dr. Amanda Kliss. She is reading a paperback horror novel by Stephen King. She says that she is on her way home after visiting her parents up north. She is a general practitioner in the small town of Kuddow, on the other side of the state line. This is her first vacation in years. She stopped here last night and found it so relaxing that she is staying tonight, and perhaps tomorrow night as well.



At the other end of the table sits a silent and unfriendly young man dressed in black jeans and a black tee-shirt. If greeted, he gives a partial smile and nod. If asked his name, he replies, "John Bog", and does not elaborate. In truth, he is really Ed Jawolalski, a drug dealer who has recently made the heroin score of a lifetime. But his buyer is late. The buyer should have arrived three days ago. The young man is nervous and angry. He is beginning to think he is being set up. If the investigators ask him too many questions, he may do something stupid and violent.

Dr. Kliss chats with whomever is willing to talk. John Bog eats in silence. Mrs. Kraygen bustles pleasantly about, but keeps a close eye on the investigators. Only two noteworthy things happen during the meal.

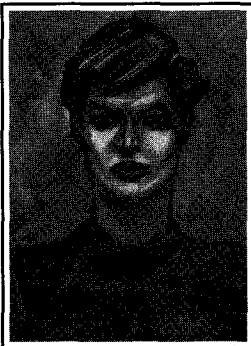


JOHN BOG

Dr. Kliss asks Mrs. Kraygen what the loud crash was last night. Mrs. Kraygen says she heard nothing unusual. Dr. Kliss says that last night, around eleven, she thought she heard a smashing or a shattering sound. Mrs. Kraygen says she heard nothing, and that she was in the living room then. Dr. Kliss then ask Mr. Bog if he heard anything last night. He answers, "No."

(In truth everyone heard the sound of shattering glass as the intended victim jumped from his second-story room to escape the hideous emplacement of David's sickness, but Bog and the Kraygens do not want to raise questions in the minds of the investigators. Dr. Kliss went to bed early that night, and never met the victim, so she doesn't know that the boarding house had another guest.)

Later in the meal Mr. Bog clears his throat and asks Mrs. Kraygen if she remembered to buy salt. Mrs. Kraygen apologizes; she forgot, she calls out. Mr. Bog mumbles under his breath and continues to eat. The table has pepper, but no salt.



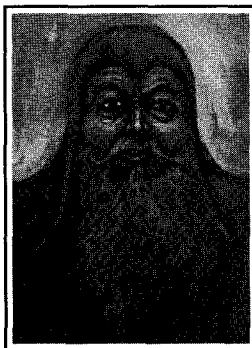
AMANDA KLISS

KRAYGEN (THE AMAZING)

Mr. Kraygen appears for breakfast. He is a meek pudgy man with a long salt-and-pepper beard. He wears casual clothes and an old tweed jacket. On his head is an odd skull cap something like an aviator's hat, but also reminiscent of a yarmulke, of navy blue, and with small ear flaps that descend to the tragus of each ear. The hat is Tibetan, he always says. It is worn for good luck. He opens the very large old book he has brought with him and reads subvocally, one finger keeping place line by line. "My husband was a magician on the stage, and now he is a scholar," Mrs. Kraygen calls proudly. Mr. Kraygen smiles a little sadly and silently downs cup after cup of black coffee. He does not touch the food.

After a while, Kraygen looks down the table and admonishes Mr. Bog, who is gulping his breakfast. "Salt is bad for you," he pronounces. Mr. Bog snorts and leaves the room.

If the investigators ask about his work, Kraygen modestly says that he is currently studying the deontological principle as enunciated by Immanuel Kant, wherein the highest moral motive is a person's respect for the moral law, and (as well) the issues developed by W. D. Ross and the later "rule utilitarians." Ethics, he says, is a wonderful human creation, and fully as intriguing as the concept of sanity. Such intellectual daring! He almost claps his hands, so full is he with admiration for these innovations. He is also learning



THE AMAZING KRAYGEN

Arabic in order to properly to read *Maimonides' Guide of the Perplexed*, he adds.

He says that he is glad he chose to stay in Hutton Lake because the issues of death, action, and the ethical life are more sharply focused in a small town. Every sort of issue can become personal. "There is no abstraction here," he beams. "It is all real."

Leaving the House

The first time the investigators leave the boarding house, call for Spot Hidden rolls. A success notices sunlight glinting from a shiny object in the loose gravel of the parking lot. It is a Swiss army knife laying among the loose rock. Its three-inch blade is open and smeared with now-moldy slime, a little like that which dripped from the door of the dead man's car last night.

Exploring Town

The Garage

The investigators need to know what is wrong with their vehicle and how much the repairs will cost. From the boardinghouse it is eight blocks to Gary Long's Garage. Gary is a thin, stoop-shouldered man with a slight Southern drawl. The front end of the car is badly bent in, and the radiator and fan are damaged beyond repair. One set of headlights is also broken. It will take two days for him to get the parts and cost about \$500 for parts and labor. Anyone wanting to examine the automobile can do so, and a successful Mechanical Repair roll suggests that Gary's estimate may be low. The damage is obvious and inarguable.

The damaged car will hold the investigators in town for two days, but they can try to speed things up. For instance, Gary can rent them his old Buick so that they can drive the fifty miles to the nearest parts dealer, and bring back the needed items today. That will save an entire day, though Gary or his assistant ("Feckless Bob" Greener) still must find time to hammer out the front end properly and effect the repairs.

The Police Department

Since the case of the dead man is unusual, Sheriff Mike Tageret is asking the questions. A recording officer is present, taking down the information in preparation for formal statements from each investigator. The sheriff is uncertain about the investigators and so he separates them and asks the same questions of each, independently. If he thinks they are being honest, he'll give them a chance to ask some questions, too. If they obviously lie or try to deceive him about something, he will warn the lot of them not to leave town until the coroner's inquest is held and a judgment made as to the cause of death.

Stage these interviews so that the investigators understand that so far they are the only conceivable suspects. They should feel uneasy as they mull over their situation. The sheriff wants to know the following:



SHERIFF TAGERET

- Where is the home and what is the occupation of each investigator? Does anyone know them in Hutton Lake?
- Why was the investigator in Hutton Lake last night, where did he or she start from, and where was he or she going?
- What exactly happened last night? (The sheriff wants to be sure that the story they told the patrolman last night matches today's story.)
- Did the investigator touch anything inside the car, did he or she take anything from the car, and did the deceased say anything?

After these questions are answered, the investigator can ask the sheriff some questions in return. The sheriff is a practiced interviewer, though. To learn anything from him, an investigator must receive a successful Fast Talk roll per item below. As a follow-up, a successful Psychology roll reveals the sheriff's attitude about the parenthetical information.

The dead man's name is unknown as yet. The car is registered to a Jason Andrews, who lives about a hundred miles away. (Repeated calls to that man's phone number have not been answered; the dead man probably is Andrews.)

So far, no one in Hutton Lake has reported anyone as missing. (The pajama bottoms strongly suggest the dead man hadn't come far.)

The coroner has not stated what killed the man in pajamas, but has said informally that it probably is not infectious. If the investigator begins to feel ill, he or she should immediately contact a doctor. (The sheriff is a big fan of the *X-Files* television series, and is uneasily afraid that something awful and unstoppable, perhaps back-lighted by arc lights, has come to Hutton Lake.)

Sheriff Tageret could be a fine ally in this adventure, but the investigators have to approach him carefully. The sheriff treats stories of monsters or magic with no little disdain, no matter how much he enjoys science fiction; if the investigators men-

tion anything like that to him, they may start to be watched closely. But he is not rigid. If the investigators can supply evidence of corpses or disappearances, Tageret moves swiftly.

Town Library

This small building is quiet and clean, but not very modern. The back issues of the town's newspaper, *The Voice*, are bound into big monthly volumes and easily available. If the investigators look for anything related to the Kraygens or Sandersons, each successful Library Use roll uncovers one of the following—or the librarian will be glad to help. She and the investigators are the only people in the library.

In a paper five years old, dated March 5th, a lengthy obituary records the tragic death of Ronald Sanderson, owner of the Sanderson boarding house. Sanderson was afflicted with Mallin's disease, a rare disorder that occurs in only one in two million people, but is fatal and without effective treatment. Mr. Sanderson bravely fought this illness for two years before succumbing to it. Ronald was survived by his wife, Phyllis, and five-year-old son, David.

In a five-year-old paper, dated September 17th, there is an article about five-year-old David Sanderson being diagnosed with Mallin's disease, the same dreadful sickness that claimed the life of his father earlier that year. Mallin's disease is extremely rare and thought not to be contagious, so the chance of a father and son both being afflicted with it is extraordinarily small, and heartbreaking. There is a photograph of Phyllis Sanderson, looking quite thin and distraught, sitting next to her son as he lies in bed, covered in weeping sores.

In a paper dated April 11th, three years ago, a front-page story records David Sanderson's amazing recovery from Mallin's disease. After nineteen months of struggle with the same illness that had claimed the life of his father, seven-year-old David had forced the sickness into complete remission. Doctors were baffled by David's sudden recovery, but said his recovery seemed complete.

In a three year old paper, dated June 14th, the modest wedding of Phyllis Sanderson to the Amazing Kraygen is announced in the society column. An accompanying photo also shows her and the groom, still wearing his skull cap. She is at perhaps a third of her present weight.

If the investigators wish to learn about the Amazing Kraygen, each successful Library Use roll will uncover an article in the paper from three years ago, dated April 7th, saying that famed European magician The Amazing Kraygen, had arrived in town for a school assembly performance. There is no other information.

Anyone looking up Mallin's disease and receiving a successful Library Use or Medicine roll finds the following in a medical text: *A little known affliction that strikes about one person in every 2,500,000. The symptoms are open weeping sores on the skin as well as a withering and wasting away of the patient's muscles. Death occurs when the muscles of the lungs or heart begin to fail. This rare, fatal disorder offers little chance for scientific study. There is no effective treatment or cure. It is named after Einar Mallin, a 19th-century Norwegian, whose case was the first one recorded.*

Exploring the Boarding House

If the investigators decide to search the house, it is up to the keeper to decide when, where, or even if the Kraygens discover their snooping. If either thinks the investigators has uncovered too much, he or she may attack immediately. If the investigators are not yet prepared for a confrontation, they may well die.

If the investigators study the outside of the boarding house, call for another Spot Hidden roll. Those with successes notice a broken window on the second floor, above the parking lot. The window is mostly concealed by the leaves and limbs of a large tree growing near the house. A successful Idea roll points out that the window must have been broken recently: it is covered by new looking cardboard that shows no ill effect of wind, sun, or rain.

The Ground Floor

The ground floor includes the living room, dining room, kitchen, two bathrooms, David's bedroom, and the Kraygens' bedroom, as well as stairs leading up to the guest floor and down to the basement. Guests are allowed only in the dining room. All other ground floor rooms are for the Kraygen family. If the investigators are found where they have agreed not to be, an explanation will be needed. Only rooms containing clues are discussed.

THE LIVING ROOM

Two points are of interest here, both at the little front desk where guests check in and out.

The first is that, in a bottom drawer, Phyllis Kraygen keeps not one but two guest registers. When a likely guest arrives when the couple needs a new vessel in whom to place David's latest occurrence of sickness, she gives him or her the false register to sign. (If the guest somehow escapes his or her awful fate, she or Kraygen writes that name in the real register.) The real register contains a long sequence of names and dates in chronological order, while the false register contains one name at the top of every second page—more than a dozen names in all. "A fresh page," Mrs. Kraygen always says, extending the book and smiling. A long, thick rubber band holds the false register open to the pair of blank pages next to be used, incidentally keeping the registrant from glancing back over the previous entries. Except where Mr. or Mrs. Kraygen have signed in someone, the real guest register is an entirely accurate compendium. The false register is mostly accurate as well, but only of their murders.

Secondly, the Kraygens keep payment records on computer. Naturally, Mrs. Kraygen deletes all the credit card numbers and other information for the people they kill, and never submits a charge for a dead person's room. She thinks

her tracks are covered. However, her computer system contains a utility that keeps files retrievable even after they have been discarded, unless their space on the hard drive is actually overwritten. Therefore all or nearly all of the data she believes she has deleted still exists, ready to be opened and examined, hidden only by the fact that mountains of such files still exist. Each such file name has had its first alphanumeric replaced by a question mark. The files potentially relevant to the murders bear the suffix .FD4, for Front Desk 4.0, the software that handles the guest registry and payment.

DAVID'S BEDROOM

An entirely normal room for a ten-year-old boy, filled with toys, posters, and clothes scattered about. David is often found in this room, playing with toy soldiers or video games. He reminds the investigators that his mother does not want them in this part of the house, but he is happy to talk with the investigators, for he is often lonely. If asked why, David says that his mother and new father are busy all the time. If asked about his illness and how he feels now, he says that a long time ago he was real sick and almost died. It was the same kind of sickness that killed his daddy, but his new father knows how to cure him. David has no other useful information.

THE KRAYGENS' BEDROOM

This large room has in it a jumbled bed, night stand, several bookcases groaning under the weight of hundreds of books, a tiny jammed desk, several dressers, and closets crammed with clothes on hangers. There is a connecting bathroom. On one wall is a photo of Mrs. Kraygen in thinner days, with her dead husband (identifiable if the investigators have read the newspapers at the library) and a much younger David.

The books, bookcases, and desk are the province of the Amazing Kraygen, who spends most of his time either reading and working here or walking in the woods, lost in thought. There is a scattering of occult and Mythos tomes in various languages. There are many volumes of philosophy, in many different human tongues. (All of these can be of the keeper's choice, as long as they are not too rare or too powerful.) Many more of the volumes and scrolls are written in alphabets and symbols unknown to the investigators—their paper feels strange, and their bindings are bizarre. There are also dozens of ordinary bound accounting ledgers, each one overflowing with fresh handwriting in one of the unknown scripts. Above the desk is a strange painting of a woman hanging upside-down from a tree in a snake-infested swamp.

Given an hour or more to browse among the books, or else with D100 roll of POW x1 or less, they see an illustration in one book of a humanoid-looking thing that is obviously not at all human. On its head is a skull cap exactly like the one Mr. Kraygen wears.

THE KITCHEN

For the most part perfectly ordinary and a little old fashioned, in the pantry is an odd vat, empty now, but much as might be employed in brewing beer, as well as some chemical supply house glassware, now mostly disassembled. Whatever was brewed here is delightfully spicy, and just

inhaling the fumes makes an investigator woozy—but it is not beer, ale, or any alcoholic drink. A successful Spot Hidden spies six dark, unmarked bottles, capped with corks and fresh sealing wax, in the pantry.

This bottled stuff is space mead, newly brewed by Kraygen to enable himself and his family to fly through space on the backs of byakhee. If an investigator drinks from one of the bottles, he or she quickly collapses and becomes nearly insensible to surroundings for 1D6 days, then wakes refreshed and unaffected, with only the lingering memory of very strange dreams. Heat, cold, air, vacuum, no food, no drink—nothing has effect on him or her during this sleep.

A dumbwaiter in the corner of the kitchen leads to the utility closet on the second floor and to the basement. The Kraygens have found it to be quite useful for moving bodies.

The Second (Guest) Floor

This floor has one long hall with ten doors leading off from it. Two doors, on opposite sides of the hall, have the sign “bathroom” on them. One door is labeled “closet” and leads to the utility closet. The other doors are numbered one through seven and are guest rooms. Room one belongs to John Bog. Room two is Dr. Kliss’. Room three was used by Jason Andrews for three hours before he was attacked. Rooms four, five, and six are the investigators’. Room seven contains belongings of previous victims. Only rooms containing clues are listed below.

ROOM 1

This room is used by John Bog, the alias of Ed Jawolalski. John spends most of his time in here guarding his suitcase of heroin, his pistol beside him or stuck in his belt. He avoids contact with the investigators, never invites anyone into his room, and answers no questions. He is impatient, impolite, and secretive, a red herring intended to draw the investigators’ attention. If Bog finds the investigators in his room, there is a 70% chance that he raises his gun and starts shooting. Fortunately, bad in so many other ways, he is also a bad shot.

ROOM 2

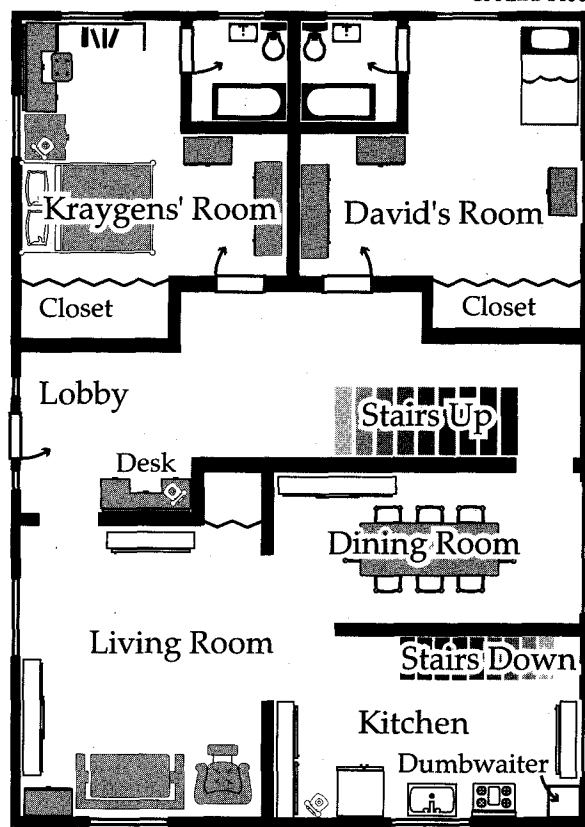
Dr. Amanda Kliss occupies this room. She is here most of the time, reading one of a stack of horror novels or staring out the window. Dr. Kliss is friendly and helpful to the investigators, but knows nothing. She never saw Jason Andrews. If asked about the crash she heard last night, she can only restate what she said at the breakfast table. She might be helpful if the investigators convince her that something is going on. Being a lover of mystery and horror stories, Kliss is more willing than most to entertain far-fetched ideas, unless they have to do with medicine, an area about which she is very down-to-earth. She can provide excellent first aid.

ROOM 3

The room is locked. Unless the investigators somehow find and pocket Mrs. Kraygen’s keys, they must either force the door open (STR 18 on the Resistance Table) or use a successful Locksmith roll to get inside. Within is a spotless

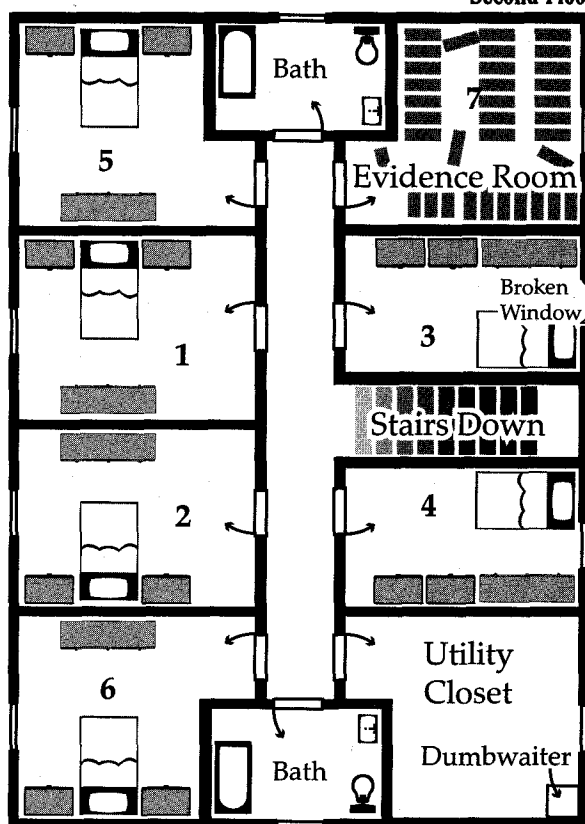
Sanderson Boarding House

Ground Floor



Scale: 1" = 12'

Second Floor



room that smells of bleach and other disinfecting chemicals. The room is empty of personal items. The carpet has recently been scrubbed; some areas are darker than the rest and still wet. In a corner is a plastic bucket filled with soapy water and a scrub brush (the water in this pail is dark and has a faint reddish tint to it). Behind the drawn curtains of the room's only window, the window glass has been broken, and a piece of cardboard has been taped over the hole. This window faces the parking lot.

ROOM 7

The door to this room is locked. The only way to gain entrance to this room is to break down the door (STR 18 on the Resistance Table) or succeed in a Locksmith roll. Once inside, the investigators find a dusty room with boxes and suitcases in a row along two walls. There are no furnishings. The air is stale. The only light comes from one bare bulb in the ceiling.

Judging by size and sex, the investigators here see clothing and goods belonging to perhaps as many as eighteen people. Identifying labels have been removed. Wallets, purses, letters, and so on are not present. Judging by the lack of dust on it and it being the last in the row, the newest suitcase to be placed here also contains personal effects and clothing. Relatives of Jason Andrews can identify the contents of this case as his.

The Basement

Access to this room is provided by a staircase from the kitchen above. Down here it is musty and dirty. A faint rotting smell hangs in the air. Under some loose, perfunctory floorboards is earth. Once the floorboards are pulled back, no special talent is need to spot the regular depressions in the earth between the floor supports. No matter how well tamped, soil always further compacts into recently dug holes, here marking the burial sites. Digging in any depression soon locates the withered remains of a victim (Sanity loss 1/1D6 SAN). A comprehensive search uncovers the bodies of a dozen or more people—the keeper may decide how many are actually here.

Conclusion

This adventure ends with the deaths of the Kraygens, the arrest of the Kraygens, or the summoning of byakhee for their astral departures. Neither Kraygen nor his wife is eager to go; they like their life here and want to protect David in the place that he knows as home. The place to which Kraygen must bring them is less conducive to thinking deep thoughts, and more dangerous and noisy. If they must leave, David must come with them, or he will soon die. Perhaps at some later time they can return to some other part of this world. That will be their goal.

When the newest vessel escaped last night, the couple mourned for a while. By this morning, they had cheered up.

Though there was nothing for them to do about the escape, the escapee seemed to have left no immediate trail to them, so they have taken their time in preparing to leave.

They plan to leave tonight sometime, summoning the byakhee to the rear garden. Kraygen will cause the byakhee to attack if observing investigators try to interfere. He also has Shrivelling and Deflect Harm, and is formidable in hand-to-hand combat.

If the investigators or the police move sooner than that, the Kraygens may be isolated from one another. In that case, if they must, the adults attack in order to reach each other and David. See the notes and stats for the Kraygens to understand what may happen.

Both the sheriff and Dr. Kliss could be helpful in the final confrontation, if the investigators convince them to join their ranks.

REWARDS

If the investigators are able to bring the Kraygens to justice, grant each 1D6 SAN, but charge each -1D4 SAN when David dies, as he must when they are imprisoned.

If the investigators are able to prove to the sheriff that the Kraygens are murderers, but the Kraygens escape with David, grant the investigators 1D3 SAN. Charge each -1D3 SAN if David dies on Earth.

Statistics

PHYLLIS KRAYGEN (formerly Sanderson), age 47, Wife and Mother

Over the past two years, her husband has strengthened her. Not only has she increased in bulk, but her Strength and Constitution also have been magically enhanced. She is not a woman who has let herself go. She has grown larger and tougher in order to defend her child. In small spaces, such as the guest rooms, few men or women could best her in a fight. Her high Power is a fluke, but is what attracted Kraygen to her.

Victims are usually drugged. In a stupor, they typically are very easy to approach and to grapple. She holds up and immobilizes the stupefied victim so that Mr. Kraygen can then enter the room and insert the sickness into the victim's body. That done, she and Kraygen carry the new vessel to the basement. There they slay the unfortunate, usually slitting the throat and letting the blood spray into the grave.

STR 16 CON 17 SIZ 19 INT 12 POW 20
DEX 10 APP 08 EDU 13 SAN 0 HP 18

Damage Bonus: +1D6.

Weapons: Grapple 75%, damage special
Fist/Punch 60%, damage 1D3+1D6

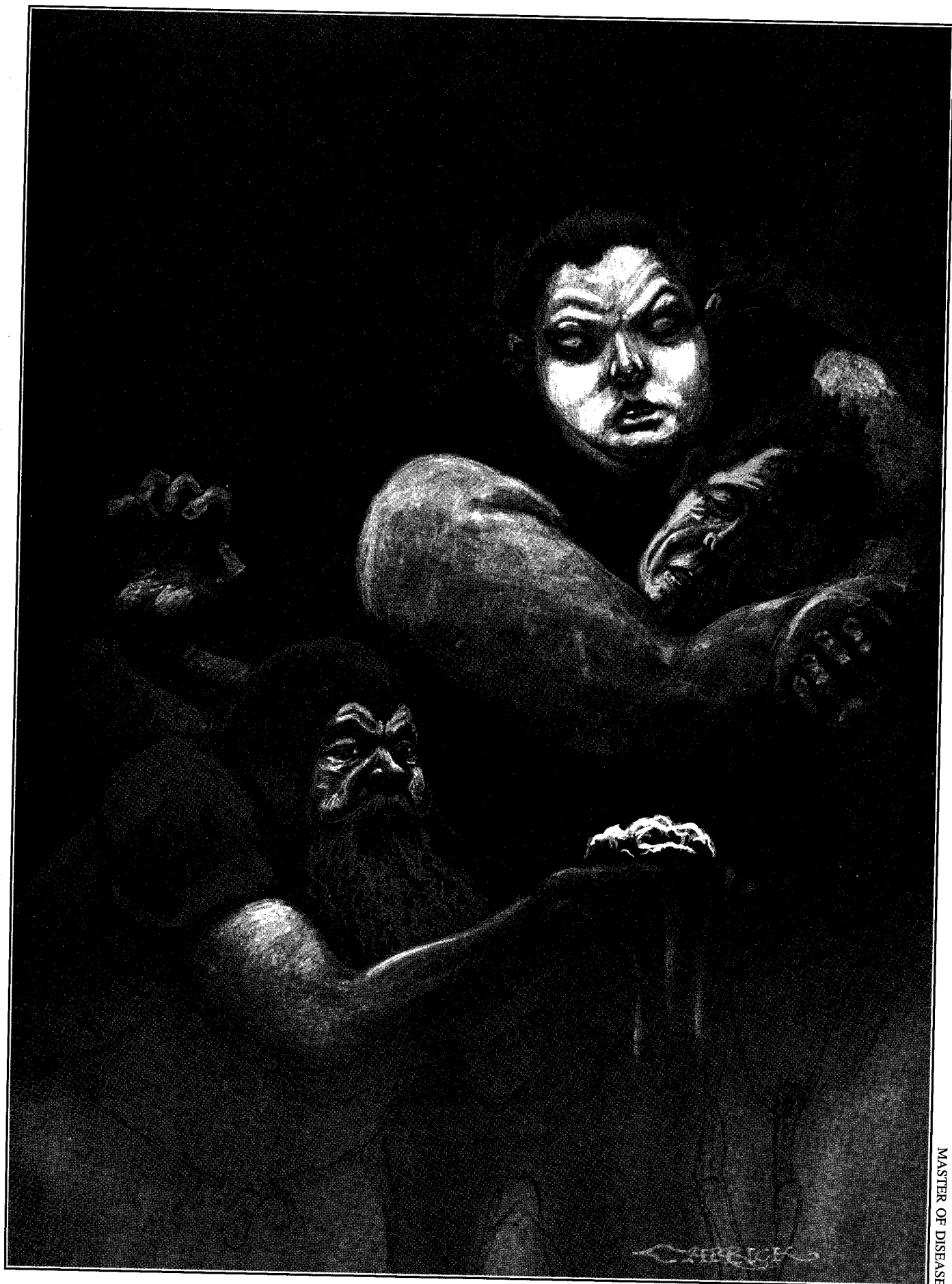
Armor: 2-point fat.

Spell: Summon/Bind Byakhee, and one other if the keeper wishes.

Skills: Art (Cook) 76%; Care for David 81%; Clean Up 65%;
Dispose of Evidence 54%; Select Victims 57%; Sneak 59%.

KRAYGEN THE AMAZING, age 470 years, Alien Sorcerer

Kraygen is a mild-mannered immigrant from another world, a violent and crazed place where the Mythos is paramount. His true



physical nature is as an amphibious cephalopod, with flexible, strong, expressive tentacle arms, three of which have evolved into stump-like legs. His brain is large.

Kraygen's love for Phyllis is genuine and honest: she knows his true shape, and loves him in either form. He in turn aids and encourages her incidental murders, each performed so that she can keep her son alive for another few months.

An observer might decide that Kraygen's capacity for philosophical detachment greatly resembles evil or madness. He would, for instance, commit suicide without protest once you had proved to him that his suicide was a reasonable proposition, or kill you and stuff you if he decided that was somehow appropriate, even if not particularly important to do. On his own world of pure individuals, he is without group attachments and rarely influenced by the desires of others. While among humans, Phyllis has been a great comfort to him.

STR 13 CON 14 SIZ 12 INT 22 POW 24
DEX 17 APP 09 EDU 32 SAN 0 HP 13

MOV 7/10 run/swim

Damage Bonus: +1D4.

Weapons: Grapple 95%, damage special

Tentacle Crush 60%, damage 1D3+1D4, up to four tries per combat round.

Paralytic Poison 40%, damage POT 15, paralysis of voluntary muscles for one hour.

Armor: none.

Kraygen's Spells

REACH, A NEW SPELL

Allows the caster to reach through intervening surfaces and volumes, to the physical extent of his or her arms or tentacles, and adjust things, implant new elements, or withdraw existing ones. Cost of the spell varies: match the number of magic points sacrificed against the STR of the surface or surfaces to be passed through. The spell also costs 5 points of Sanity.

Exercises of visualization are necessary preliminaries to the spell, so the entire process may take an hour or more. During the spell, the caster must work entirely by touch, but may manipulate whatever can be well imagined. For something very difficult, such as a poison or disease, the keeper may also call for an INT roll of matching difficulty, to test the caster's ability to visualize the goal. Getting a necklace out of a safe, reaching through a wall and removing a book from a library shelf, and collecting cobra poison from a victim's bloodstream are examples of what might be done with this spell.

PERFECTION, A NEW SPELL

Given the permission of a god, the caster may convert points of Power into points of other characteristics with this spell, either for the caster or for his or her designated target. The god designates any costs involved—usually one for one in characteristic points. There is no Sanity charge per se, but contact with an Outer God or Great Old One is necessary, so the Sanity loss involved in the process may be substantial.

Spells: Bless Blade, Brew Space Mead, Chant of Thoth, Consume Likeness, Contact Ghoul, Contact Nyarlathotep, Deflect Harm, Enchant Whistle, *Perfection, *Reach, Shrivelling, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon/Bind Servitor of the Outer Gods, Voorish Sign, and others as the keeper wishes.

* new spells.

Skills: Arabic 30%, Art (Parlor Tricks) 40%, Art (Stage Magic) 48%, Bargain 05%, Climb 90%, Dodge 70%, English 56%, Jump 70%, Chinese (Mandarin) 70%, Credit Rating (Hutton Lake only) 35%, Cthulhu Mythos 29%, German 70%, Greek 55%, Hebrew 45%, Latin 85%, Library Use 75%, Listen 60%, Locksmith 25%, Metaphysics 95%, Occult 45%, Perceive Psychic Aura 89%, Persuade 70%, Philosophy 94%, Physics 95%, Sneak 30%, Swim 99%, Throw 90%.

Sanity Loss: 1/1D4+1 SAN to see Kraygen in his alien form.

A SIEGE OF BYAKHEE

	one	two	three	four	five
STR	25	26	23	20	27
CON	13	12	15	09	13
SIZ	23	21	19	27	22
INT	10	12	09	11	14
POW	11	14	09	12	15
DEX	16	15	14	13	12
HP	18	17	17	18	18

MOV 5/20 flying

Damage Bonus: +2D6 each.

Weapons: Claw 35%, damage 1D6+2D6

Bite 35%, damage 1D6 + blood drain

Armor: 2 points of fur and tough hide.

Spells: those of POW 14 or more may know 1D4 spells, normally ones relating to Hastur and associated beings.

Skills: Listen 50%, Spot Hidden 50%.

Sanity Loss: 1/1D6 Sanity points to see a byakhee.

DAVID KRAYGEN, age 10, Sickly Child

Small, thin, and wan, but cheerful and happy nevertheless. He is always seen in blue jeans, tee-shirt, baseball cap, and glasses. If any of the investigators speak to him, he responds honestly and politely. The boy is clearly intelligent.

STR 05 CON 05 SIZ 06 INT 14 POW 12
DEX 11 APP 14 EDU 07 SAN 60 HP 06

Damage Bonus: -1D4

Weapon: none.

Skills: Courtesy 48%, Laugh and Play 43%, Persuade 61%.

DR. AMANDA KLISS, age 33, Vacationing Physician

A tall, attractive woman with red hair, green eyes, and a friendly smile. She dresses in slacks, casual blouses, and minimal jewelry. She is a fan of horror novels and likes to talk. Friendly and open, she could be a valuable witness or save a life if one of the investigators gets wounded.

STR 11 CON 13 SIZ 14 INT 17 POW 8
DEX 14 APP 16 EDU 19 SAN 41 HP 14

Damage Bonus: +0.

Weapon: none.

Skills: Bargain 58%, Biology 56%, Chemistry 50%, Credit Rating 66%, Drive Sport Car 70%, First Aid 81%, Medicine 65%, Pharmacy 45%.

MIKE TAGERET, age 45, Sheriff of Hutton County

Tagaret is an athletic, middle-aged man, realistic and intelligent. He is baffled by the body of Jason Andrews and hopes that the coroner decides that the case isn't murder, since he hasn't a clue as to how Andrews came to be in Hutton Lake, or how or why he was murdered.

STR 13 CON 12 SIZ 11 INT 13 POW 15
DEX 13 APP 11 EDU 17 SAN 65 HP 12

Damage Bonus: +0.

Weapons: Fist/Punch 55%, damage 1D3
9mm Automatic Pistol 65%, damage 1D10

Skills: Accounting 15%, Bargain 60%, Climb 45%, Computer Use 20%, Credit Rating 65%, Dodge 56%, Drive Auto 70%, Fast Talk 60%, First Aid 45%, Law 30%, Library Use 30%, Listen 60%, Martial Arts 55%, Natural History 30%, Persuade 40%, Pharmacy 20%, Photography 25%, Psychology 55%, Sneak 45%, Swim 40%, Throw 60%, Track 35%.

JOHN BOG (ED JAWOLALSKI), age 22, Lover of Drugs and Money

His long black hair is tied in a ponytail. He has brown eyes and a two day's growth of beard. He drives a Porsche. His conversation consists of short, curt answers to questions. In his room is a suitcase full of heroin, and a pistol. His contact to buy the drugs is three days late. He is getting nervous. If the investigators nose around too much, he guesses they are cops. He stays in his room, then, with the suitcase and his gun at the ready. Then things could get messy.

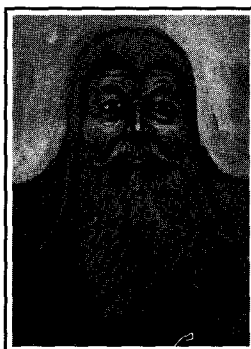
STR 14 CON 15 SIZ 14 INT 09 POW 09
DEX 11 APP 12 EDU 12 SAN 36 HP 15

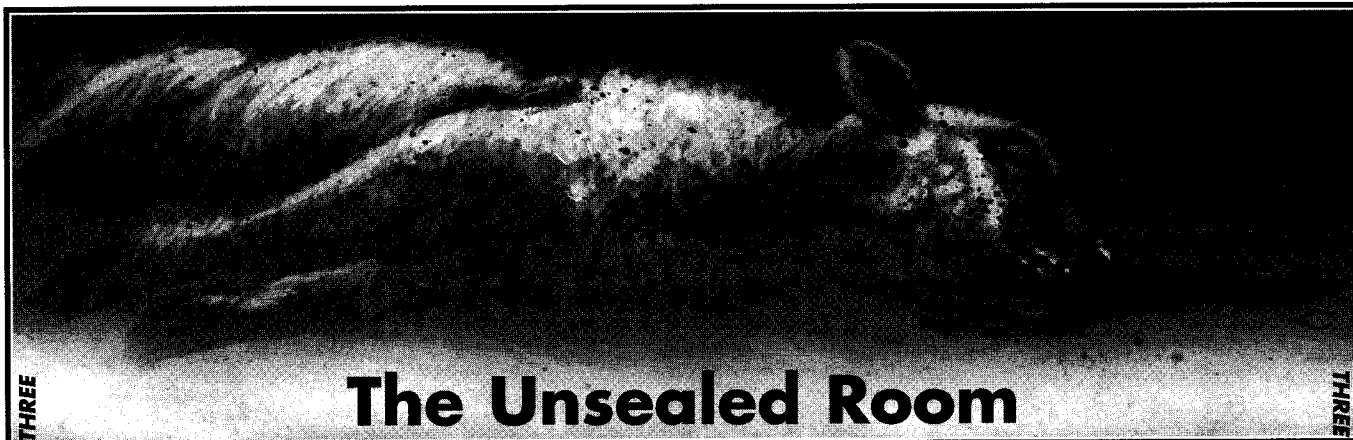
Damage Bonus: +1D4.

Weapon: 9mm Automatic 30%, damage 1D10

Skills: Fast Talk 35%, Hide 65%, Lie, Cheat, and Steal 78%, Sneak 48%. ■

The Kraygens





The Unsealed Room

Wherein the investigators strive to put right two lingering wrongs.

Keeper's Information

In the early years of the century, a wealthy dilettante named Byron Merton used his money to provide himself with thrills and adventure. He thought only of himself, and often ignored the consequences of his actions. His reckless nature and unrelenting pursuit of excitement led to his study of the black arts.

He traveled far and learned many arcane secrets. When he came upon a spell Summoning The Crimson Horror from the Stars, he thought he would easily master that challenge, too. He prepared a special room in his house for the conjuring, enchanted a book with the spell of summoning, and purchased three lambs to use as sacrifices if the need arose. Then, on a cloudless night, Merton called out to the stars. He was not ready for the horror that came.



BYRON MERTON, ESQ.

A star vampire answered the summons. It quickly consumed the blood of the three lambs set before it. As Merton watched, the invisible, tittering creature became manifest as fresh blood coursed through its unearthly body. This ghastly spectacle was too much for Merton—he fainted. When he woke, the star vampire was gone, leaving only the three drained and mangled lambs as evidence of its visit.

For the next three weeks the invisible creature inhabited the Merton House by day, but each night it would go out in search of fresh blood. Innocent people and livestock lost their lives to the hungry star-spawned horror, yet never once did it attack or harm Merton, for in summoning it his version of the spell had also bound it to protect him.

He desperately sought for an answer to the problem he had created. He pored over his library for a way to kill, capture, or send away the monster. Deep in his studies, he kept to his house but was sometimes seen walking about town at night as he pondered some deduction or course of action. Successive grisly murders led the townsfolk of Chastewood to deduce that Merton was responsible, and was in fact a vampire such as was portrayed in the increasingly popular silent films.

After much study, Merton found the Elder Sign spell and could end the horror. He prepared another special room in his mansion. This room had no windows, and the walls and door he reinforced with sheets of steel. He acquired another lamb as bait, placed it in the room, and waited. When the star vampire came for the lamb, he locked the door and inscribed upon it the Elder Sign. The creature was now contained. Merton had no idea of how to dispel it, but he began work on the task immediately.

The following day a group of angry and scared townspeople came to the Merton house. Armed with shotguns, wooden stakes, and crucifixes, they quietly entered the house. They found Merton sleeping in his bedroom. He had spent all night reading in his library; to the townspeople sleeping in the daytime proved his vampirism. They fell upon the sleeping man and hammered a stake through his living heart. He bled and died, but did not crumple into dust.

He was all too human as a corpse. Fearing what they had done, they panicked without searching the rest of the house. The sheriff had the house condemned and boarded up—he had been one of the mob. The house has remained unoccupied since, except for the undying star vampire trapped in the sealed room. There it waited, until it was released two days before this adventure begins. Now the star vampire is free and unbound. Every night it leaves the old Merton house and finds something to feed upon.

Investigator Information

One morning, an investigator receives a letter, *Unsealed Papers #1*, from Alex Walden, a friend and fellow explorer of the Mythos. The investigator to whom the letter is addressed should have survived one or two previous adventures, or be in some way interested in the occult.

See the handout, *Unsealed Papers #2*, for what the investigator knows about Walden. They have been sharing an enjoyable correspondence sparked by Walden's latest work, *Secret Truths behind New England's Folk Tales*. After the investigator told Mr. Walden of previous investigations into the unknown, they became good friends and would often share their latest discoveries with each other. Walden is an expert on the occult and on the legends of New England. He is well educated, a thorough investigator, and not prone to panic. He has written several other books on the occult and the paranormal.

His directions to Chastewood are clear. His rented house is a small white cottage set away from the road, near a thick forest of pine trees. The investigators park along the road and walk up to the house. It is late afternoon.

The Cottage

The front door of the house has been ripped off its hinges and now lies on the ground. Everyone sees long, thick, claw-like marks scarring the wood on the outside. Within, the room is in a shambles. Furniture is overturned, a reading lamp lies broken on a table, and a window has been shattered. Near the center of the room, a .38 revolver lies on the floor. Drops of drying blood are scattered about. Anyone who checks sees that four of the six bullet-casings are empty, and the gun smells freshly fired. There are no bullet holes to be found anywhere in the house.



ALEX WALDEN

On one side of the room a large couch holds a sleeping bag and bed pillow. On the floor next to the couch is a suitcase; inside it are the personal effects of Alex Walden's servant, Hume. A successful Spot Hidden roll notices a small gold crucifix on a broken chain beneath the couch.

Past the front room is the kitchen to the left, and two closed doors to the right. In the kitchen, the only strange thing to be found are the remains of a wooden chair sitting on top of the table with all four legs sawed off at their tops. Next to the remainder of the chair is a drift of fresh sawdust and a hand saw.

Of the two closed doors, the first leads to the bathroom, where there is nothing out of the ordinary. The other door leads to the bedroom. There the investigators see a green backpack sitting on the double bed. Inside the pack are the four wooden legs from the abbreviated kitchen chair. They have now been sharpened into stakes. Also found with the stakes is a hammer, a flashlight, some bits of chalk, and a large wooden crucifix.

On the night stand next to the bed is a small hand-held tape recorder. Pressing "play", the investigators hear a final message from Alex Walden (*Unsealed Papers #3*). Next to the tape recorder is a copy of *The Complete Book of Witchcraft and Vampirism*, by Alexander Walden. A piece of paper marks the section dealing with vampires. Anyone who skims this book for fifteen minutes sees that the information written therein conforms to the most common concepts concerning vampires:

- Crosses and holy symbols repel vampires, and sunlight is deadly to the undead.
- Vampires are unaffected by normal weapons. A wooden stake driven through its heart will only partially kill a vampire for, if the stake is removed, the creature will live again. To destroy a vampire fully, its head also must be cut off and its mouth stuffed with garlic or holy wafers. Then the body should be burnt to ashes.

- Vampires have the power to turn into smoke or mist. They can assume the shape of a wolf, bat, or rat, and likewise they have control over these beasts. They can mesmerize those who meet their gaze and command them completely.
- Some other powers that vampires are reported to have: the ability to fly or levitate, climb walls or ceilings, control the winds and lightning, raise the dead as servants, turn invisible, and cause sickness and plague to strike a village. The exact powers a vampire is said to have depend on the area where the legend comes from.

With such evidence, the investigators have every reason to expect a vampire, but this one may be like no vampire they have heard of. If the investigators are not careful, they will discover the truth only after losing one or more of their number to this ancient evil.

The investigators may carefully search the house and the surrounding grounds. There is no sign of Alex Walden or of his manservant, Hume, but at several points a successful Spot Hidden roll finds dried blood on grass or foliage, seemingly in a straight line away from the cottage.

Research

The investigators will survive this adventure if they research the situation, study their clues, and think before acting. A number of possible sources of information are listed below.

Town Library

This small brick building has few old books, but it does have an up-to-date newspaper and magazine section. Here they have all the common newspapers of the area, as well as larger, national ones. The only paper that has information useful for this adventure is a local monthly, the *Monthly Post*, founded in 1901. Allow each investigator's player two Library Use rolls. Each success uncovers one of the following pieces of information, in chronological order.

- Byron Merton is sole heir to the Merton family fortune when his father dies in 1901. In 1906, the younger Merton leaves for an extended tour of Europe.
- In the spring of 1921, Merton returns to Chastewood after fifteen years of wandering Europe and perhaps other places, and surviving his participation in the Great War. He declares himself happy to be back, but is reclusive and offers little information. He says that he has acquired an extensive education while in Europe and now has much study to do, in private.
- In September of 1921, a rash of murders plagues the area. There are livestock mutilations, then in quick succession six people die. All bodies have been severely mauled — plainly death by misadventure, but by unknown cause.

Unsealed Papers #1

From the Desk of Alexander Hammond



My dear friend,

I know it has been some time since our last correspondence, but as you must assuredly know, the knowledge that we seek to uncover can be quite elusive, and can consume much of one's time. Well, at least now I can say the years I spent searching for scraps of arcane secrets were not in vain, for I think I have made a discovery of significance.

Recently, as you know, I have been exploring the legends and folk tales of my native New England. After many dead ends and disappointments, I am now sure that I have made a real discovery concerning a certain notorious gentleman of the small town of Chastewood, Vermont. This fellow reportedly dabbled with the black arts, was behind a series of unusual deaths, and was cursed to a horrible fate.

I and my loyal servant Hume leave today for Chastewood. I plan to continue my investigation at the source of the legends. I have rented a small summer house at 125 Meadow Ridge Road. This spot is ideal for privacy (provided by the lack of neighbors). I invite you and your friends to come see the progress of my investigation, catch up on old times, and exchange ghost stories.

Yours Truly,

Alex

Unsealed Papers #2

What you know about Alexander Walden

You remember Alex from a brief enjoyable correspondence you shared with him sometime ago. You met him during a book-signing tour for his latest work, *Secret Truths behind New England's Folk Tales*. After a short conversation you found that you liked him remarkably well, and that you shared a passion for exploring areas of the unknown. Since then you have often shared your discoveries in letters.

You know that he is an expert on the occult and on legends of New England. He is well educated, very thorough in his investigations, not prone to becoming overly excited. Mr. Walden has written several books on the occult, the supernatural, and the paranormal, and is considered an expert in the field.



ALEX WALDEN

Unsealed Papers #3

This message is recorded in the recognizable voice of Alex Walden.

For those who hear this, know that my investigation into the Merton house and its foul history has turned disastrous and has cost me the life of Hume, my servant and good friend. I can still hear the fiend's laughter and his screams as I stood there, motionless, and watched him die. Only after his death was I able to run as the wicked beast chased me, laughing at my screams.

When I ordered Hume to break open that heavy door with the symbol carved on it, I set free a great evil into the world that had been contained for over seventy years. It was my quest for the forbidden that caused the release of the thing that Merton had become. Now my friend is dead and who knows how many innocent lives are at risk due to my meddling. But, I do intend to set things right again. I owe it to poor Hume to avenge his death, and to make sure his death is final and not disturbed or destined to the same horrible fate that claimed wicked Mr. Merton. As for Merton himself, I shall drive a stake through his foul heart wherever he may lie.

May God forgive me for what I have unknowingly done, and give me strength to do what I must

The coroner states that large quantities of blood were missing from all the victims.

- In October of 1921, Sheriff Jonathan Perry, a Chastewood resident, announces that the perpetrator of the recent murders soon will be in custody. When asked about the rumors of a real-life vampire being responsible for the murders, Sheriff Perry says he will not comment on such ridiculous ideas.
- In November of 1921, Byron Merton leaves once again for Europe. A typed letter to his lawyer explains his sudden departure from Chastewood. His reason for leaving, the story attests, is an overwhelming love of Europe, and that he will live either in England or France. He also ordered his house to be closed and securely locked.

BYRON MERTON'S LAWYERS

In 1921, Merton's lawyer was F. G. Hunnicutt, in a nearby town. Hunnicutt died in 1933, the active portions of his practice awarded by the Hunnicutt estate to Horne, Bennett, and FitzGerald of a more distant town. That firm is still in existence, though all the principals alive then are now long dead.

The records from that time take a while for the firm to find. After a day or so, the investigators learn that the relationship with Merton was severed in 1937. The firm's retainer had ceased to be automatically paid when the Merton bank account ran out of money and was closed. With two consecutive Luck rolls, the investigators can find Byron Merton's letter to his lawyer and his order to close his house. Both are typescript messages, unsigned.

The Shady Hills Retirement Home

The other lead in the news stories is the mention of Sheriff Perry. If the investigators do a search, they learn that he is still alive, more than a hundred years old, living in a retirement home nearby. If they wish to talk to him, they must convince the staff of the retirement home that they are relatives, for his health is fragile enough that only family members may visit him. Accomplish this either by a successful Persuade or Fast Talk skill roll.

If the investigators get the chance to speak with Mr. Perry and ask him for information on Byron Merton or his house, the elderly man's jaw drops. Quavering, he asks why they want to know such things. To gain the man's trust, someone must appeal to him with a successful Persuade or Law skill roll, to appeal to his memories of being sheriff. Then Perry will make a statement.

" 'Twas some seventy years ago that I took care of him. Me and some men who had lost loved ones to him. We all seen him sneaking around town at night for weeks during the time of the murders, and ever since he came home from Europe, he never left his house, least not during the day.



JONATHAN PERRY

Well one day we goes up to his house to see him, to make sure he was ... well ... what we thought he was. We snuck in and shortly found him sleeping in his bed. He was all pale, and there was all these strange things and books in his study. People were having their blood drunk after all, and there he was sleeping in the day ... like the dead, so we did it. We drove a stake through his heart and left him in his bed to rot. I'm not sorry, either, for after that no one else had their blood drunk. Think what you want, but Byron Merton was a vampire, so we took care of him."

After telling his tale, Mr. Perry says that he's tired and wants to sleep. He has no other information for them.

The Merton House

Byron Merton lived in a large, two-story home that also has a basement and an attic. The house sits on four acres of private property, is surrounded by a crumbling stone wall, and is miles outside of town in a hilly and wooded area. With a successful Navigate roll, the investigators understand that the Merton house is in the general direction pointed at by the patches of dried blood they found outside Walden's rented cottage.

Having been neglected for over seventy years, the house is in disrepair, but still stands and looks sturdy enough for exploring. The front door of the house is boarded up, but the boards over the back door to the kitchen have been recently removed (by the late Alex Walden).

Inside, the house is dusty and cobweb-filled, and smells of mold and rot. None of the windows have glass in them and, even though they are boarded up, the elements have greatly damaged the inside of this once great house. Most rooms have large fireplaces, the walls are dark oak, and the carpets were, at one time, thick and lush. It is decorated and furnished in late Victorian fashion, but often the furnishings are rotting or decomposing.

Ground Floor

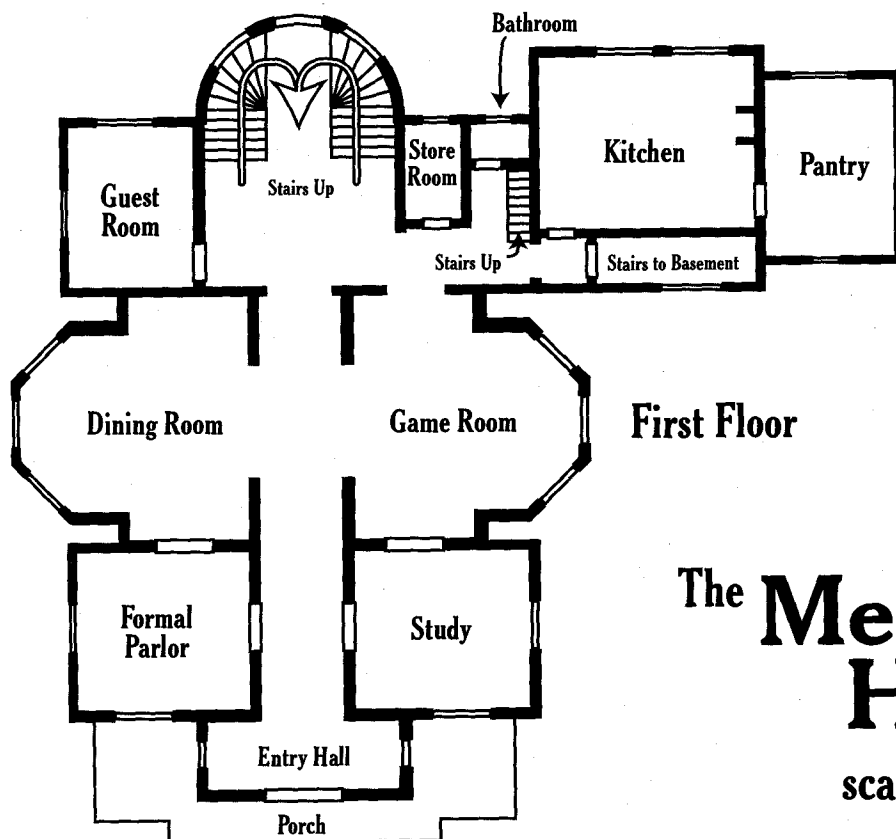
This part of the house consists of a double parlor, game room, study, guest room, bathroom, dining room, large front entry hall, kitchen, large pantry, and a large staircase leading to the second floor. Only the areas of interest to this adventure are listed below.

KITCHEN

Here is where the investigators enter the house. It appears normal, but with a successful Spot Hidden roll, the investigators see a few scattered blood drops on the dusty floor near the door leading outside. The blood is dried, but obviously fresh.

STUDY

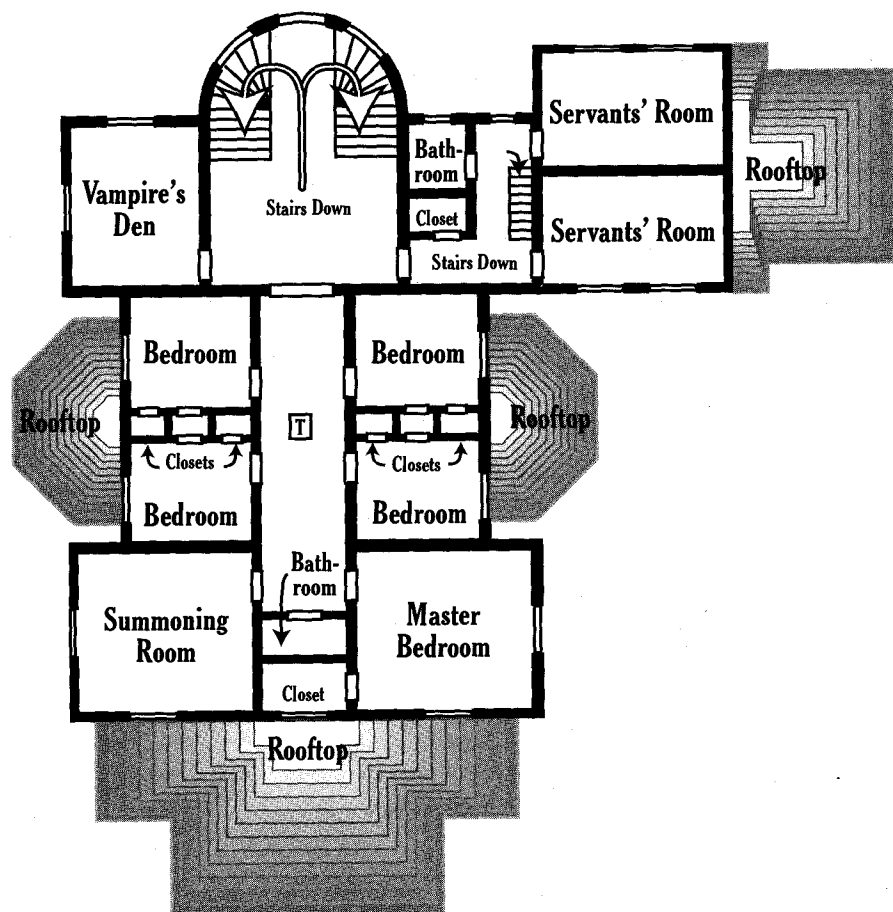
All four walls of this large room are covered by bookshelves filled with tomes of occult and arcane lore. A large desk sits in the room's center, and next to it are three long tables cov-



First Floor

The Merton House

scale: 1" = 18'



Second Floor

[T] = trapdoor in ceiling

ered with books, chemicals, and diagrams. Searching the desk yields an old manuscript lying open on top of it, and next to that is Merton's personal journal.

The manuscript is an unknown second copy of a draft of *Cthulhu in the Necronomicon*, written by Dr. Laban Shrewsbury before his disappearance in 1915 (-1D3/1D6 Sanity; +6 Mythos; x1 Spells; 14 weeks' study time). This book deals with Cthulhu and deep ones, and has contact spells for both. It also includes procedures for casting the spell Elder Sign. The manuscript is open to the part concerning the Elder Sign when it is found by the investigators. This version of the spell is so clearly defined that it can be learned in half an hour by anyone with a successful INT x1 roll.

Next to the Mythos book is Merton's journal. It has not been disturbed since his last entry, right before his death. An investigator reading the full journal learns all the information described in the Keeper's Information section at the beginning of this adventure. The journal takes an hour to read fully, bestows +1 Cthulhu Mythos, and costs 1/1D4 SAN. Whoever reads his last entry, the page being marked by a scrap of velvet, should receive *Unsealed Papers #4*.

Of the three tables, all are covered by bottles, books, and papers written in cipher. Any bizarre or Mythos-related item the keeper wishes to place here is fine, but there are many occult tomes that, if read, should increase the reader's Occult skill by some degree. In addition, if anyone makes a Spot Hidden roll, he or she will find a small wooden cigar box covered by loose papers. Inside the box is silvery, talc-like powder. This dust adheres easily to the skin, but then flakes off about ten seconds after. Anyone who makes a Cthulhu Mythos roll, or who has read Merton's journal can identify this substance as powder of Ibn-Ghazi.

THE LARGE STAIRCASE

These stairs connect the second floor to the ground floor and are found in the front hall. Everyone notices the fresh footprints in the thick dust that covers the stairs. Two sets of tracks can be made out going up, but only one set comes down. The descending footprints are in a hurry, taking the stairs two at a time. Call for Listen rolls. With a success, the investigator hears a soft, strange rustling coming from somewhere on the second floor.

Second Floor

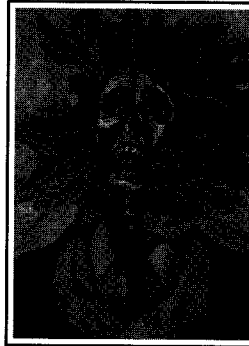
This part of the house contains two bathrooms, the master bedroom, three smaller bedrooms, the servants' quarters, an unfurnished room, the summoning room, and the once-sealed vampire's den. Unlike the lower floor, this area of the house is dangerous, for somewhere up here the star vampire floats, invisible. When the investigators explore certain rooms, they have a percentage chance of finding the star vampire inside. Roll once for each room the investigators open the door of. If the roll fails, then the creature is not in that room. Once one D100 roll succeeds, then the vampire is in that room, its tittering laughter will be clearly heard, and it will attack. What happens next is up to the keeper and the actions of the investigators.

BATHROOM ONE AND BATHROOM TWO

Each bathroom has a 30% chance of having the star vampire inside.

THE MASTER BEDROOM

There is no chance of the star vampire being in this room, for it holds the body of the one person it would not attack, Byron Merton. He is, at first, just unidentifiable bones on the large bed, but as the investigators draw near, they will be able to make out the details of his death. His skeletal remains lay in the center of his bed, the rotting covers thrown aside from his body, and the mattress is covered in dust and long-dried blood. Driven straight through his cracked rib cage and down into the mattress is a splintered, wooden stake. This scene costs viewers 0/1D4 SAN. Above the bed is a painting of a nude woman hanging from a tree in a bayou.



BYRON MERTON, BONES

Unsealed Papers #4

The last entry in Byron Merton's journal

October 14th, 1921

The first part of my plan worked. I trapped that bloodsucking abomination in the steel lined room I made upstairs, then sealed the door with that spell of warding and guardianship, known as the Elder Sign. I used another lamb to lure the creature inside, and once locked in, it did make an awful racket; but now, as the room is directly overhead, I hear only that foul monster's obscene laughter. I do not know how long the room will hold the Crimson Horror, but I hope it will contain the beast long enough for me to find a way to send the creature back to the stars, or kill it outright.

Why does not the creature attack me? It will not accept my commands, as legends say conjurers have the privilege of. Luckily, I have acquired the knowledge of making the dust of Ibn-Ghazi. With it, I can at least glimpse the invisible thing, if only for heartbeats at a time.

The first light of dawn now comes through my window. I am woefully tired. A little sleep, a little food, and I will be back at work. It was a grievous error to have called out to that thing. Sending it away will not make up for the innocent lives it took, but it will be a step in the right direction.

SMALLER BEDROOMS ONE, TWO, AND THREE

Each of these three rooms has a 50% chance of having the star vampire inside.

SERVANTS' QUARTERS

Each of these rooms has a 10% chance of having the star vampire within.

THE UNFURNISHED ROOM

The star vampire is not in this room. Although this room is unfurnished, it is not completely empty. Laying in one corner of the room is the crumpled, mauled, and drained body of Alex Walden. Seeing him like this costs 0/1D6 SAN, or 1/1D8 SAN for the investigator who was the man's friend. Also in this room is the body of a large German shepherd dog. A little blood is left on its fur. The blood is still tacky and fresh.

THE SUMMONING ROOM

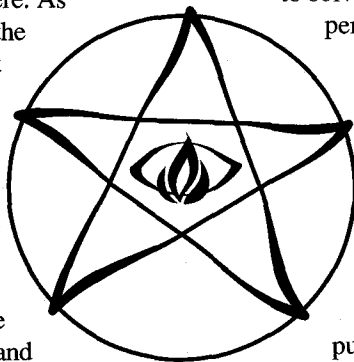
There is no chance of the star vampire being in this room. This is the room where Merton summoned it. Into the ceiling, a large trap door was once placed, but it has since fallen in, exposing the sky above. The walls have been painted red and have many different occult symbols drawn on them. Any successful Occult roll attests that these symbols purportedly help bind spirits.

A large pentagram has been cut into the wood of the floor. Lying on top of it are the long-dead bodies of three small animals. A successful Biology or Natural History roll identifies the remains as those of lambs. Finally, in one corner of this room is a small table which has two black candles on it, and between them, a small, leather-bound book. This book contains the spell Summon/Bind Star Vampire, here titled "Call the Crimson Horror from the Stars." This version of the spell does not bind the vampire to the caster's will, but does protect that person from the creature called. A successful Cthulhu Mythos roll notices this difference, and suggests that this book has been enchanted. Its use adds +30% to the chance of summoning a star vampire.

THE VAMPIRE'S DEN

This is the room where Byron trapped the vampire, and so there is no chance of the creature being in here. As the investigators approach this room, they see the door is half open, and that from behind it extend two booted legs, lying on the floor. Opening the door discloses the mangled, blood-drained body of Walden's servant, Hume. Seeing this horrible corpse costs 0/1D6 SAN. On the thick door, the Elder Sign is burned into the wood. *Unsealed Papers #5* (right) portrays the Elder Sign.

Beyond the door, there is a small, strange room void of windows. Walls, ceiling, floor, and even the back of the door are covered in thick sheets of steel. The steel shows numerous gashes and many thick, claw-like marks covering its surface. The only other thing found here is another lamb's skeleton in the center of the room.

**The Attic**

This part of the house is accessible through a trap door, found in the ceiling of the second floor hallway. If the investigators fetch a ladder and search this room, and if they have not already bumped into the star vampire, then the invisible beast is here and it will attack the first person who sticks his or her head through the trap door. The only warning of the thing's presence comes if anyone makes a Listen skill check. If someone does, then he or she will hear the star vampire's tittering coming from above. Other than the potential of the monster, and some rotting boxes of old junk, nothing is in here.

The Basement

Unlike most haunted houses, there is nothing dangerous or interesting found in the Merton basement. Only rats lurk here.

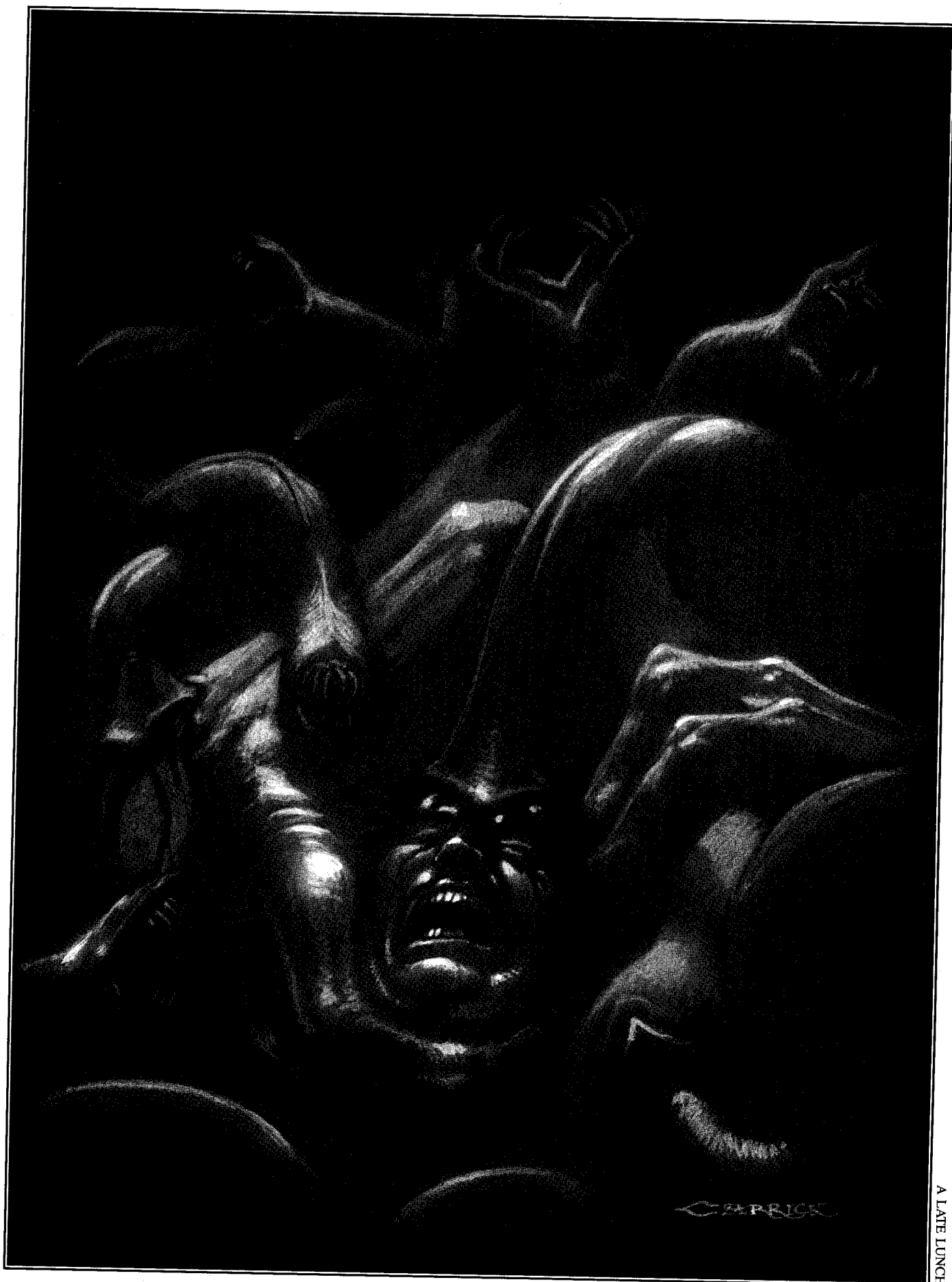
Conclusion

When, where, and how this adventure ends is up to the actions of the investigators and the will of the keeper. There is no one specific way, or one certain place where the final confrontation takes place. This adventure can end in many possible ways.

First, and probably the most likely way, is somehow to lure the star vampire back into the steel-reinforced room where it was imprisoned before. Live bait will most certainly be needed, as well as a new Elder Sign spell, for the one on the door was broken when Hume pried open the door. Keeper's choice whether or not the lock on the door still works. If the investigators can not perform the Elder Sign spell, then the room might hold the monster for as little as an hour or as much as a few weeks, but soon the creature will be loose again and all Sanity rewards for this adventure will be lost.

Perhaps the investigators find some way to send the creature back from whence it came. There are different ways by which this could be accomplished, and it is up to the keeper to decide if one will work. This is a tricky way to solve the problem, but it will get rid of the vampire permanently.

Finally, killing the creature will work, but attempting this is dangerous. Fighting a star vampire when its invisible is really tough, and the creature is only visible for 1D6 rounds after it has killed something and imbibed its blood. The investigators might have the powder of Ibn-Ghazi, but that only makes the monster visible for "about ten heartbeats", or ten seconds, per dose. For the purposes of this adventure, the cigar case holds eleven doses of the powder, and a successful Throw roll is needed to hit the vampire. Once the vampire is visible, it is still hard to kill, having 4 points of armor and bullets doing only half damage to it.



REWARDS

If the star vampire is temporarily trapped, then the SAN reward is 1D8, but if the creature goes free again, then all Sanity rewards are lost. If it is killed or dispelled, then each investigator gains 1D10+1 SAN.

Statistics

JONATHAN PERRY, age 109, Retired Country Sheriff

A very old and weak man, Perry is not long for this world. He has long lived with a terrible secret concerning the murders that plagued Chastewood in 1921, and concerning the sudden disappearance of Byron Merton. If properly approached by the investigators, Jonathan gladly tells them of his part Merton's death. He confesses both with pride and relief in that his story is no longer secret.

STR 5 CON 8 SIZ 11 INT 13 POW 13
DEX 4 APP 7 EDU 14 SAN 31 HP 10

Damage Bonus: -1D4

Weapon: none.

Skills: History 55%; Law 67%; Ramble On 75%.

THE STAR VAMPIRE, a Horror from Beyond

Star Vampires are normally invisible, their presence signaled by a ghoulish tittering or laughter, or by a stealthy rustling. If an investigator tries to attack the vampire while it is invisible, halve the normal chance to hit. When the vampire attacks, 1D4 talons grasp a single target and, once held, the victim is drained 1D6 STR (in blood) per round. The vampire continues to feed until the victim is reduced to 0 STR and dies, or until it is somehow driven off. After it feeds, the vampire becomes visible, through the blood it has acquired, for 1D6 rounds, until the fresh blood is assimilated.

STR 25 DEX 10 INT 13 CON 14
POW 15 SIZ 26 HP 20

Damage Bonus: +2D6.

Weapons: Talons 40%, damage 1D6+2D6

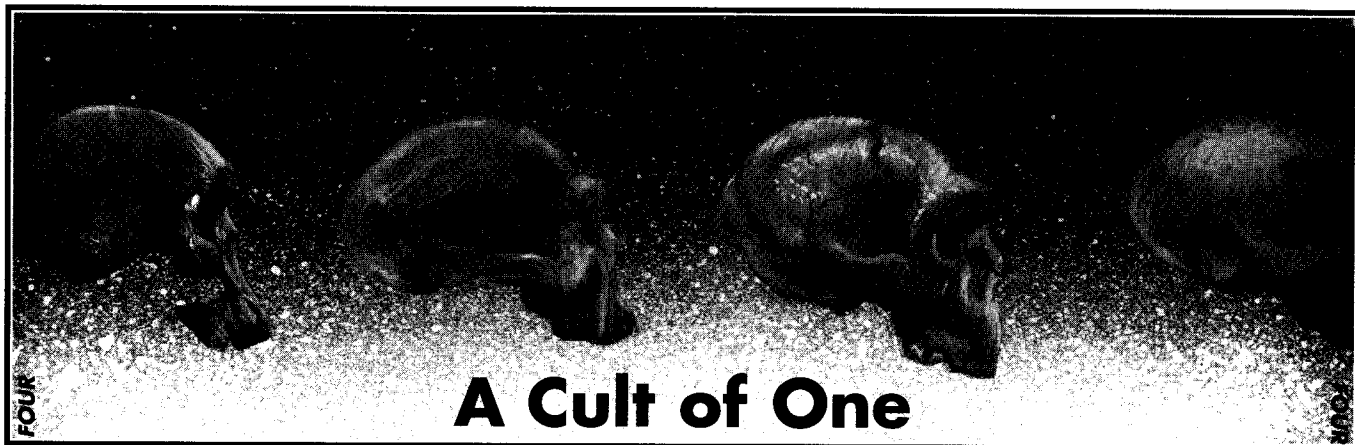
Bite 80%, damage 1D6 STR (blood) drain per round

Armor: 4-pt hide; bullets do only half damage to its extra-terrene makeup.

Spells: none.

Sanity Loss: 1/1D10 ■





A Cult of One

Wherein the investigators must unwittingly choose between logic and perception, and live or die by the result.

Keeper's Information

Jedediah Gammell served Nyarlathotep for nearly three centuries. Some years ago, in another part of the country, police raided his estate. Interrupting his coven as it sought to sacrifice innocent children, the police opened fire. When the firing stopped, ten cultists lay dead, but Gammell had escaped. No trace of him was found.

Though eluding capture, Gammell paid a price. His riches and his library of forbidden lore were seized. His coven was destroyed and its influence broken. Far worse, Gammell had failed the ritual of worship incumbent upon him. As punishment, Nyarlathotep revoked the gift of eternal life, and the wizard began to age at an accelerated rate. For every season that passed, the sorcerer now aged a year.

He begged forgiveness from The Black Man and sought renewed favor by offering many human sacrifices. Nyarlathotep relented to a degree and taught him an ancient Egyptian spell. With it, the caster might allot his life force, or *ka*, into the major organs of his body. The priests of the Dark Pharaoh (Nephren-Ka) had in this way separated their souls and had the organs removed from their bodies and then carefully sealed away for safety. The ghastly, disembodied organs lived on and provided the wizards with conscious life for millennia.

Gammell found a greedy and weak-willed coroner at Massachusetts General Hospital to do his bidding. After promises of wealth and arcane power, the coroner agreed to his plans. Gammell signed up as an organ donor, waited patiently, cast the spell, separated his spirit into five parts, and then died.

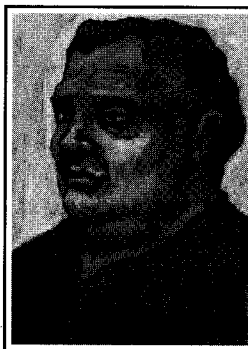
The seat of Gammell's power was his still-living brain, sequestered in a home freezer with most of his corpse. The rest of his black soul he shared among his heart, liver, kidneys, and pancreas, sound organs which he generously arranged for transplantation. As a tainted organ took root in a recipient, Gammell would correspondingly increase his sway over the new host. Given a few weeks, Gammell will inevitably dominate the four hapless recipients of his organs, and the recipients will become little more than arms for him to manipulate. His new life, as a multiple, confuses him and does not resemble his old existence, but he prefers even this strange life to utter extinction.

When alone, a victim so possessed is confused, weak, and not much of a threat; Gammell's essence is still faint, being divided into five parts. The undead wizard is able to sense where his other parts lie, and he will guide his new bodies toward the other recipients of his evil "gift." When two or more of Gammell's slaves are within a block or so of each other he regains full consciousness and has access to all his memories, knowledge, and spells. All of the transplant patients will move, act, and react simultaneously, for they will be of one mind. When they speak, they speak together in a monotone voice of an old man with an Irish accent. Gammell's true power will come when all of his slaves are together, because he will have access to each person's magic points.

As the plot evolves, the keeper will find it useful to insinuate sympathy for Gammell's victims among the investigators. Try to suggest that these people may be innocents who are unaware of their actions. Their families and friends hope the investigators will help them, not kill their loved ones. The organ recipients are not the enemy, nor are they purely extensions of Jedediah Gammell.

Player Information

One or more investigators must be acquainted with Ralph



RALPH MORGAN

Morgan and his daughter, Mary. Mr. Morgan could be an uncle of a chosen investigator, or a friend of the family, or a former teacher. Perhaps a meeting could be arranged earlier, when the investigator is in a hospital recovering from some injury sustained during a previous adventure. Perhaps the investigator has just had elective surgery that adds or restores a point of APP or CON, or one that exchanges a point of SIZ for a point

of DEX. Introduce the recovering investigator to Ralph Morgan as his roommate for the duration of his stay.

In his late fifties, Morgan is recovering from a heart transplant. Some days after the investigator leaves the hospital, Morgan's distraught daughter seeks out that investigator.

A FRIEND IN NEED

Mary Morgan pays an unexpected visit to the investigator with whom she is acquainted. When the investigator answers

the door, she is controlled but obviously distraught. Invited in, she asks for help concerning her father, for he is missing. She adds that her father mentioned some of the investigator's strange experiences, so she hopes he can help her.



MARY MORGAN

During the days immediately after the transplant, Ralph Morgan recovered remarkably well, but then he became increasingly confused. At times he failed to remember where he was, or who he was. Twice he forgot who Mary was, and thought she was someone named "Lisa." Once he began to scream in a strange lan-

guage and, on more than one occasion, he talked in his sleep with an Irish accent.

Then the hospital called her, saying that her father had disappeared, intimating that he had walked away or been helped away from the hospital in the middle of the night. Morgan's medications were left behind, and the doctors fear for him. They do not think he could have gone far while so weak.

The police say that they are conducting a thorough search, but Mary thinks they are doing little. Worse yet, she has received a frightening letter from her father (*Cult of One Papers #1*), postmarked before he left the hospital.

Cult of One Papers #1

Massachusetts General Hospital

Established
1811

Dear Lisa Mary.

I now know why I have been acting I am so strange as of late. I think there is some I other. . . thing, some ghost or demon it is me is trying to take control I live of my soul. Pathetic fool! This other me keeps filling my head with the most awful images and voices. I can feel what I let you trying to already has control of my my! body. My mind is nothing going and I am afraid that if you Lisa come here, I might even hurt kill you. you stupid God help me! Useless Shut up get out of my my head. so cold dark cold I must get control of my reclaim my head Mary, Lisa if you ever ever try to stop me loved me, then please stay away from me you are already dead. My view of the world is mine is so dark dark and cold cold and dark what is happening has happened. oh thank you Dark One to me I am please, Mary Lisa is here! Know that I always live loved you and alw I live still

Mary Morgan gives the investigators the letter she received from her father. She also supplies a phone number where she can be reached and, if wanted, a picture of Ralph Morgan as well. She has no other information.

The Hospital

Several police cars and television vans are parked near a side entrance to the building. Inside, the hospital staff is reluctant to discuss Ralph Morgan's disappearance. They are nervous and worried about some other matter. The cause of their discomfort blares from every television.

Turning a corner in the building, the investigators see several police officers and plainclothes detectives near an exhausted and worried looking man sitting on a hallway bench. Several television reporters are participating in a short live interview. Shirtless, the man has fresh bandages on his left arm and shoulder, his face is bruised, and an eye is swollen. With a successful Medicine roll, an investigator notices that the man's nose may have been broken and reset.



DONALD ANDERSON

Whether the investigators watch the live interview or see it on a monitor, they learn the following.

- The man is Donald Anderson. His twelve-year-old daughter, Lisa Anderson, was kidnaped early this morning.
- While the father was present, a man came into her room, beat Mr. Anderson unconscious, and apparently took away his daughter. A nurse found the father bleeding on the floor.
- Lisa was in the hospital for pancreatic transplant surgery and was doing well.
- No one else saw the intruder.
- The police appeal for help from the public. A sketch of the attacker will be made public later today. (When the sketch is ready, the hospitalized investigator recognizes the attacker as Ralph Morgan, but the keeper must choose when the investigator sees the as yet unreleased drawing.)

The investigating police are friendly and eager to talk if the investigators have any information, but they are not willing to gossip idly with strangers. If some investigator has police connections, he or she can learn from them the information contained in Donald Anderson's Statement, below.

Alternatively, later today a successful Fast Talk or Persuade directed toward Donald Anderson at his home garners the same information, if the investigators suggest that they are on a case that may be tied to his daughter's disappearance. This allows them to see the completed police sketch of the attacker, and they can then offer their identification.

Donald Anderson's Statement

"My daughter Lisa was recovering from surgery, a pancreatic transplant. The operation was four days ago and the doctor said she would make a full recovery. But the night before last she started acting strange. She would mutter weird things or talk in some kind of made-up language. She started referring to herself as 'we', saying 'we're hungry', 'we're thirsty', and once she even said, 'we'll kill you.' The doctors didn't know what was causing this, but feared a bad reaction to immune suppressant medications.

"I came to the hospital early this morning, before going to work. I was there only a couple of minutes when she sat up in bed and began to scream 'We're here!, We're here!,' in kind of an Irish brogue. Weird. Then the door burst in, and in came this crazy man. The intruder and Lisa looked at each other and said, at the same time and in the same way, 'I live still!'"

"The guy was incredibly strong. He hit, kicked, and bit me, but finally I threw him into a corner of the room and went to Lisa. That is when both Lisa and the man pointed fingers at me and muttered at the same time. I couldn't hear what. Then all my muscles froze. I fell, and I hit my head hard. Just I blacked out, I saw Lisa leap out of bed and go to the man and take his hand. As they left I heard both of them say simultaneously that they must pay a visit to Dr. Apples, or something like that name."

Donald Anderson's statement is repeated as *Cult of One Papers* #7. Anderson doesn't know who Dr. Apples might be. Lisa's doctor was Dr. Eastman. If asked about Lisa's mother, Anderson says, she died four years ago. A picture of Lisa shows a cheerful-looking girl with a long blonde ponytail. If shown a picture of Ralph Morgan, Anderson trembles and says "He took my Lisa!" After that identification, Anderson calls the police, and the matter is out of the investigators' hands.



LISA ANDERSON

Our Generous Donor

At some point, though probably not now, the investigators may want to learn who donated the organs for Ralph Morgan and Lisa Anderson. To be able to accomplish this, the investigators need an ID number and access to a hospital computer terminal for about twenty minutes. With a successful Computer Use skill roll, they find the following information.

- Dr. Weiss treated Mr. Morgan. Dr. Eastman treated Lisa. (Neither doctor is connected with Gammell, and neither has information about the disappearances.)
- The organ transplants came via the local organ bank, but both the pancreas and the heart were originally removed at this hospital, both from the same donor.
- The identity of the organ donor has been erased from the computer.

■ That same donor also donated two other organs to the bank. These have since gone to other hospitals, but that information has also been erased.

■ The intruder who erased the donor files was sloppy. His ID number is still in the system. That number, 785263, belongs to Dr. Jack Appleton.

If the investigators cannot obtain access to the hospital computer by themselves, they might be able to have one of the staff find information for them.

■ An investigator who is a licensed physician needs a successful Persuade roll in order to have someone there look up the information.

■ Anyone can try to make successful Medicine and Fast Talk rolls in order to convince one of the staff that he or she is a new doctor who needs the information.

■ Anyone can try to make successful Law and Fast Talk rolls in order to convince one of the staff that he or she is a police officer assigned to Lisa's disappearance.

■ Anyone also has a 40% chance of finding a qualified technician who is glad to accept a bribe in exchange for what seems to be harmless information.

FINDING DR. APPLES

Anyone at the hospital can tell the investigators that they have no affiliated physician named Apples, but that there is a Dr. Appleton here who is also a deputy coroner for the county. The investigators should try the basement for him, near the morgue.

There, Jack Appleton is out. Another physician, Dr. Alicia Bennet, asks if the investigators know where he is. She's been trying to get hold of him for hours. Dr. Bennet is around thirty, has short red hair, wears glasses, is quite attractive, and takes no nonsense from people. If the investigators don't get to the point quickly, she asks them to leave. If the group talks straightforwardly about their interest in Dr. Appleton, she tells them that he did not show up for work today and did not call in. His home phone does not answer. She refuses to give them his address or phone number.

Asked if anything about him has seemed unusual lately, she hesitates and then says no. A successful Psychology roll suggests she has lied. (Dr. Bennet has discovered today that an unidentified body seems to be missing from the morgue, which is Dr. Appleton's province. It seems to be that of Jedediah Gammell, though she doesn't say that. She wants to ask Appleton about this before she informs the authorities.)

The easiest way to find Dr. Appleton is the local telephone book. Three Appletons are listed—A. Appleton, J. Appleton, and William Appleton. The first and last Appletons listed have nothing to do with the story and can be whomever the keeper wishes.

(If the investigators go to the morgue after finding out that Dr. Appleton has deleted the files in the computer, and they tell this to Dr. Bennet, she decides to help the group and will sort through the paper records kept nearby.)

Unfortunately, the relevant files are also missing. Once Dr. Bennet is made aware of this, she volunteers Dr. Appleton's address if they do not have it already.)

The Appleton House

It is a modest two-story building set in a big lot, with plenty of trees—a charming place, but hinting of a lack of professional success. The white frame house has lots of windows and a wide front porch. It radiates warmth and does so when the investigators arrive, day or night, until they reach the front porch. Then they see that the door to the house is slightly ajar. With a successful Spot Hidden roll, they also notice a few scattered blood drops on the door sill.

The front door opens into a living room. Beyond that is a hallway which leads into a den, a bath room, and a kitchen. Stairs to the second floor are just off the living room. Stairs to the basement are just off the kitchen.

All the interesting evidence is on the ground floor of the house or in its basement. Nothing of interest exists on the second floor of the house. It consists of Appleton's bedroom, a bathroom, and an unused bedroom.

THE LIVING ROOM

The remains of a fire smolder in the fireplace. Next to the hearth is a mostly full can of lighter fluid, some matches, and an empty, medium-sized cardboard box. A careful search of the ashes uncovers one fragment of a document with the hospital's name on it, but nothing more.

Stairs in the living room climb up to the second floor. At the rear of the room, a door opens into a hallway, which ends in a den to the left and a kitchen to the right. Directly across the hallway from the living room is a bathroom. Upon entering the hallway, investigators will immediately notice a peculiar smell originating in the bathroom.

A BATHROOM

The bathroom filled with a powerful stink. Any doctor, chemist, or engineer recognizes the characteristic rotten-eggs stench of sulfuric acid. The first thing to do is to break open the door and the bathroom window, to let the fumes dissipate.

The bathtub is filled with yellowish acid. Floating on top of the liquid is a white, slimy, greasy sludge. Because of this sludge, it is impossible to see clearly the bottom of the tub, but there appears to be something submerged there. Next to the bathtub sit five large, empty, unlabeled glass carboys.

(The greasy sludge comes from body fat. Tongs can be used to retrieve human bones from the bottom of the tub.)

Sulfuric acid does great damage upon contact—a hand or foot immersed in the stuff costs 1D4 hit points the first round, 1D3 hit points the next round, and 1D2 hit points on the third round. Anyone unlucky enough to be submerged totally in sulfuric acid takes 1D6 points of damage per round immersed. If able to get out, he or she suffers additional

damage for four more rounds, respectively 1D6, 1D4, 1D3, and, finally, 1D2 hit points.

THE KITCHEN

The investigators see a bowling ball sitting on the kitchen table. Next to that are three empty ice cube trays. Large, noticeable blood stains have splattered the floor. A kitchen drawer holding various knives has been pulled out and dumped on the floor.

As the investigators walk around, call for Listen rolls. Those with successes hear a muffled *thump!* come from the basement. A door from the kitchen leads to the basement.

THE BASEMENT

The basement is totally dark. There is a light switch located next to the door. With the switch turned on, one bare, grimy 60-watt bulb lights up.

When the investigators reach the floor, a large chest freezer is directly in front of them. The lid is open, and plumes of white frosty air eddy out of it. Small rivers of filth trickle down the side of the front, and more unidentifiable gore has congealed on the freezer rim.

Within the freezer's icy confines, between frozen meals and half gallons of Cookies 'N' Cream ice cream, is the mutilated body of an old man, approximately eighty years old judging by his physical condition. His grayed chest hairs are covered with frost. The cadaver has no head. The chest has been opened and the ribs shoved back. The heart, pancreas, liver, and kidneys have been neatly cut away. It is also missing both arms, and the right leg (though present) has already been detached. This ghastly vision costs 1/1D4+1 SAN to see unless the investigator has had medical training. (This cadaver is the useless portion of Gammell's remains.)

Dr. Appleton Arrives

While the investigators are busy searching the basement, call for Luck rolls. If anyone receives a failing roll, choose the investigator with the highest result. Dr. Appleton silently staggers up behind the group and swings a heavy, gore-encrusted cleaver at the unlucky investigator, 40% chance to hit. To indicate the utter surprise of his attack, for this round only Appleton attacks at DEX 16; let all the investigators react at their normal DEX's. In later rounds Appleton will act at his normal rank of DEX 8.

Dr. Appleton has certainly seen better days. He's already turned pale blue, and his belly is starting to swell from the gas released by his putrescence. Investigators lose 1/1D8 SAN.

If Appleton misses, the heavy blade slams into the metal edge of the freezer and flies out of his hands. Call for Dodge rolls from all the investigators—the investigator with the highest failing roll is hit by the caroming blade and takes a wound of 1D3 hit points.



DOCTOR APPLETON

If he hits his target, he attacks until the person has lost half or more hit points and falls. He then chooses the next nearest person as his new target.

If the blade flies out of his hand, he picks up Gammell's right leg, still in the freezer, and uses the icy appendage as a large club. Attached to the frozen cadaver's big toe is a toe tag from the hospital, identifying the corpse as that of Gammell (see *Cult of One Papers #2*). With the toe tag clue, the investigators have a candidate for the identity of the organ donor.

If any of the investigators use a firearm while fighting Appleton, the doctor's neighbors may hear the gunshots (a chance increasing by twenty% per shot) and will call the police. Jedediah Gammell's name can be found at this house, but nothing more. Unless the investigators want to answer discomforting questions from the police, they'd better leave soon.

If the group dispatches Appleton and searches him, they find his hospital identification. The number on it will give them entry into the hospital computer system.

Jedediah Gammell

If the investigators wish to know more about Jedediah Gammell, they may try the local library or newspaper. In either case, call for Library Use rolls. With a successful roll, they get *Cult of One Papers #3*. If they ask about Gammell from local residents, and then spend four more hours looking through back issues, they come across *Cult of One Papers #4*.

■ *Cult of One Papers #3* is the obituary dated a week or so ago, briefly recording Jedediah Gammell's death by natural causes. This lists Gammell's last address, perhaps leading the investigators to the next piece of the puzzle. There is no relationship made between this column inch of obituary and the major story noted just below, nor is there any reason for them to anticipate or look further for *Cult of One Papers #4*, except out of pure doggedness.

■ Dated years ago, *Cult of One Papers #4* is the interior-page wire-service story concerning a sensational Halloween raid on a Mr. Jedediah Gammell's estate, located in another part of the state.

Gammell House

The obituary gave Gammell's address as 14319 Widow's Run Road. Here the land is wooded and hilly, and the neighbors are widely separated. Gammell's small, neglected house is at the end of an unpaved road. The hovel does not look like the dwelling place of a powerful wizard. The walls of unpainted wood are sun-baked and warped. The roof sags and is full of holes. The three windows of the shack are boarded up, and the front door stands askew, hanging only from the upper hinge. Next to his shanty is a windowless shed nearly as big as the house. The double doors are securely padlocked. Behind the house and shed stands a dilapidated outhouse and next to that is found a crumbling well.

As the investigators approach the small house, they notice a few fresh new boards, shiny nails sunk into them, scattered next to the front door. By the open door is a white cardboard placard that has been ripped away and torn into strips. It is a notice that the Board of Health and Human Services has condemned the dwelling. The date on the notice is from a few days ago, after Gammell's death. With a successful Idea roll, an investigator decides that the door had been nailed shut, but that the fresh boards have been pulled off and thrown to the side. Someone has been here more recently than the Board of Health.

LIVING ROOM

The front room of the house consists of bare walls, a muddy floor, cobwebs, and a thick, musty smell hanging in the air. Furnishings are sparse and filthy. An old, ripped up stuffed chair sits in the center of the room. In the room's left-hand corner a crude table has been made, an old, splintered door on two columns of cinder blocks. Next to this makeshift table, a wooden kitchen chair sits. On the table are a few clippings torn from recent newspapers. Several are about the disappearance of Lisa Anderson. There is also one about Gammell's death (see *Cult of One Papers #3*).

There is also a blank pad of paper. With a successful Spot Hidden roll, an investigator notices faint impressions of words pressed into the paper. Lightly rubbing a pencil over the paper reveals what was written on the page above it. See the handout *Cult of One Papers #5*. Doors open off the living room into a kitchen and a bedroom.

Keeper's Summary

Gammell, while operating Lisa's body, wrote *Cult of One Papers #5* as he tried to psychically locate the others who had accepted his organs. This eerie, rambling note provides the investigators with clues concerning Gammell's location, as well as who will be his next victim. Peter Kersey is the artist-recipient of Gammell's kidneys. The transplant was done in another hospital. The message in the note also hints at the fourth recipient as coming from the west—Michael Worth is heading this way.

To stop Jedediah Gammell, his vile brain must die. The brain still resides in the decomposing head of Gammell's old body, which in turn is carried around in a plastic bowling-ball bag by Lisa Anderson.

The hardest part for the investigators will be in getting the head away from the people Gammell controls, without killing these innocent victims and without getting killed themselves. The brain can be destroyed quickly in many ways: destroying it with a shotgun blast, running over it with a car, summoning a dimensional shambler to take it away, throwing it in a blazing furnace, and so on. For a physical attack, assume the head and brain have 10 hit points. The loss of all 10 hit points represents complete destruction.

Name: GAMMELL, Jedediah
 Age: 60 Sex: M Race: Caucasian
 Date of Death: 5/14
 Cause of Death: Natural Causes
 Burial Rights Overseen by: State
 Organ Donor: (Y) N
 If Yes List Organs: Heart, liver, kidneys, pancreas
 Autopsy Conducted by: Dr. Appleton

Cult of One Papers #3

JEDEDIAH GAMMELL

Jedediah Gammell, about age sixty, was found dead last night beside the emergency room door of Boston General Hospital. He had apparently collapsed and died while trying to reach help.

Relatives and friends of the deceased are unknown. He carried an organ donor card as identification, bearing the address of 14319 Widow's Run Road.

Readers who knew Mr. Gammell are invited to assist the coroner with pertinent information.

Cult of One Papers #4

Murder and Black Magic

Thirteen Die in Halloween Horror

Associated Press

Boston

Drawn to the location by reports of screams carried on the wind, police last night raided the home of local millionaire Jedediah Gammell, looking for several missing children.

Rushing to the scene, they found Mr. Gammell and ten as

pants are alleged to have opened fire on the officers.

After the short gunfight, ten black-robed figures lay dead. Luckily, neither the remaining children nor the police officers were killed, though two officers sustained slight wounds.

Jedediah Gammell apparently escaped, and is being sought. His description is being circulated across the entire Northeast.

Cult of One Papers #5

Peter PKP Here three of four be found
 here one from the west and three here shall form
 the magic surround, by which I shall live eternal
 A house of convalescence next nearest to the one
 before Kinsey? NO!
 Peter has an artist's eye, a poet's heart, and a god's
 kidneys. Kersey, yes Kersey
 in the second hall of healing rests the painter, the
 third, as the fourth comes from the West three
 days hence. Lisa and Ralph. Michael the
 dark one comes from the setting sun.
 Peter sleeps in the once removed infirmary

Cult of One Papers #6

From the journal of
Jedediah Gammell

After my great failure on Halloween, my dark lord rightfully revoked his gift of eternal life. Thereafter each year that passed, I aged in multiple. It did take much blood spilt by me for the Black Man to renew my service to him. An ancient Egyptian incantation was his gift to me. With it a faithful servant could hide himself away in great jars or enchanted crannies, and live beyond life. The priests of Nephren-Ka in like wise became impervious to the wounds of spear and sword, and knew no disease. A plan has now taken hold, rooted in certain marvels of this age, of which I have newly become aware.

I shall enchant four organs within my declining body, then arrange to donate those organs. My will shall dominate those who accept them. And then I will gather together those whom I control, combine their powers, and regain eternal life, one more safe than before.

In this I need the aid of a compliant doctor, for not only those organs but my brain must be preserved. If the brain is lost, then all link between spirit and body shall be lost, and into the endless void shall I fall.

KITCHEN

A small filthy room, smelling of garbage, sour milk, and rotting meat. The room has no sink, refrigerator, stove, or any appliance normal to a modern kitchen. There is no running water. A large table is smeared with half-eaten meals, discarded fast-food bags, broken plates, and empty cans. Swarms of black flies buzz in the air overhead, and teeming maggots patrol the refuse below. Nothing is of use here.

BEDROOM

In a corner of this small room there is a ripped and stained mattress on the floor. The rest of the room seems empty, except for a filthy painting on one wall. If cleaned, a picture of a swamp is revealed. In the center of the picture, a woman hangs upside-down from a tree branch.

Call for Spot Hidden rolls. A success notices an area of the wooden floor that is cleaner than the rest of the dirt-caked floorboards. This cleared area lies next to the mattress and is the lid of a secret compartment in the floor. Inside this foot-square space is a small, leather-bound book, an old photo album, and an ancient-looking scroll that is falling apart.

The small book is Jedediah Gammell's diary (*Cult of One Papers* #6), written after he received the spell Apportion Ka. It deals with Gammell's plan to take advantage of the spell. It also says that Gammell's seat of power is his still-living brain, and that if it is destroyed, his diabolical spell will be broken.

The album contains pictures, letters, and personal mementos of Gammell's unnaturally long life. The oldest photograph is from 1862 and shows him in Union blue. He wears captain's bars. He poses with a rifle unit from Maine. The most recent photo was taken just before the police raid that broke apart his last coven. Gammell looks just slightly older than he did in 1862, posing with a group of eight men and two women. With some research, the other people are identifiable as the cultists who died in the police raid that put Gammell on the run. Other pictures and personal letters can be as the keeper wishes, occasionally illustrating Gammell's preternatural length of life and connecting him with the Silver Twilight in Massachusetts, the Twilight Contemplation in Maine, and the Starry Wisdom sect in Providence, Rhode Island.

The scroll is made of crumbling papyrus and tied closed with a ribbon. A successful Archaeology or Egyptology roll reveals that the hieroglyphics are from the Third Dynasty of Egypt. The papyrus is amazingly intact for its age. The reader of it loses 1D3/1D6 SAN, gains +2 Cthulhu Mythos, and has a chance equal to INT x2 to learn the spell Apportion Ka. Any university Department of Egyptology has staff who can quickly translate this document.

THE SHED AND THE MIRROR

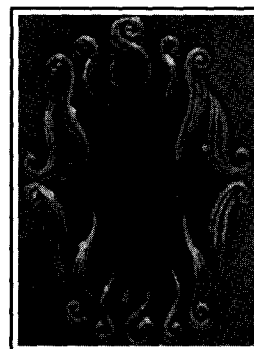
The shed is a large building nearly as big as the house. Next to the shed is a woodpile, an old tree stump, nicked and sliced, and a rusted doubled-bladed ax stuck in it. As the group approaches the shed, they will smell the sickening scent of rot and damp mustiness emanating from within the shed's walls. Anyone studying the building in the daytime sees that the roof of the structure is mostly missing. To get inside, someone must chop the doors down with the ax,

receive a successful Locksmith roll to pick the padlock, or kick down the rotting doors (STR 14).

Inside is a jumble of old rafters and shingles, half overgrown by grass and other plants. In the center of this broad space, open to the stars, rises a thick wooden pole planted long after the roof fell. Bolted to it is an oval bronze mirror about two feet long, and eighteen inches wide at its maximum. The top and the bottom of its front side are swooping baroque bas-reliefs made to look like fanciful fanged, open jaws. Along the center of each side occurs the same word, *Ferency*, disguised as flexes emphasizing the corners of the opening maw.

The Glass of Mortall Peril

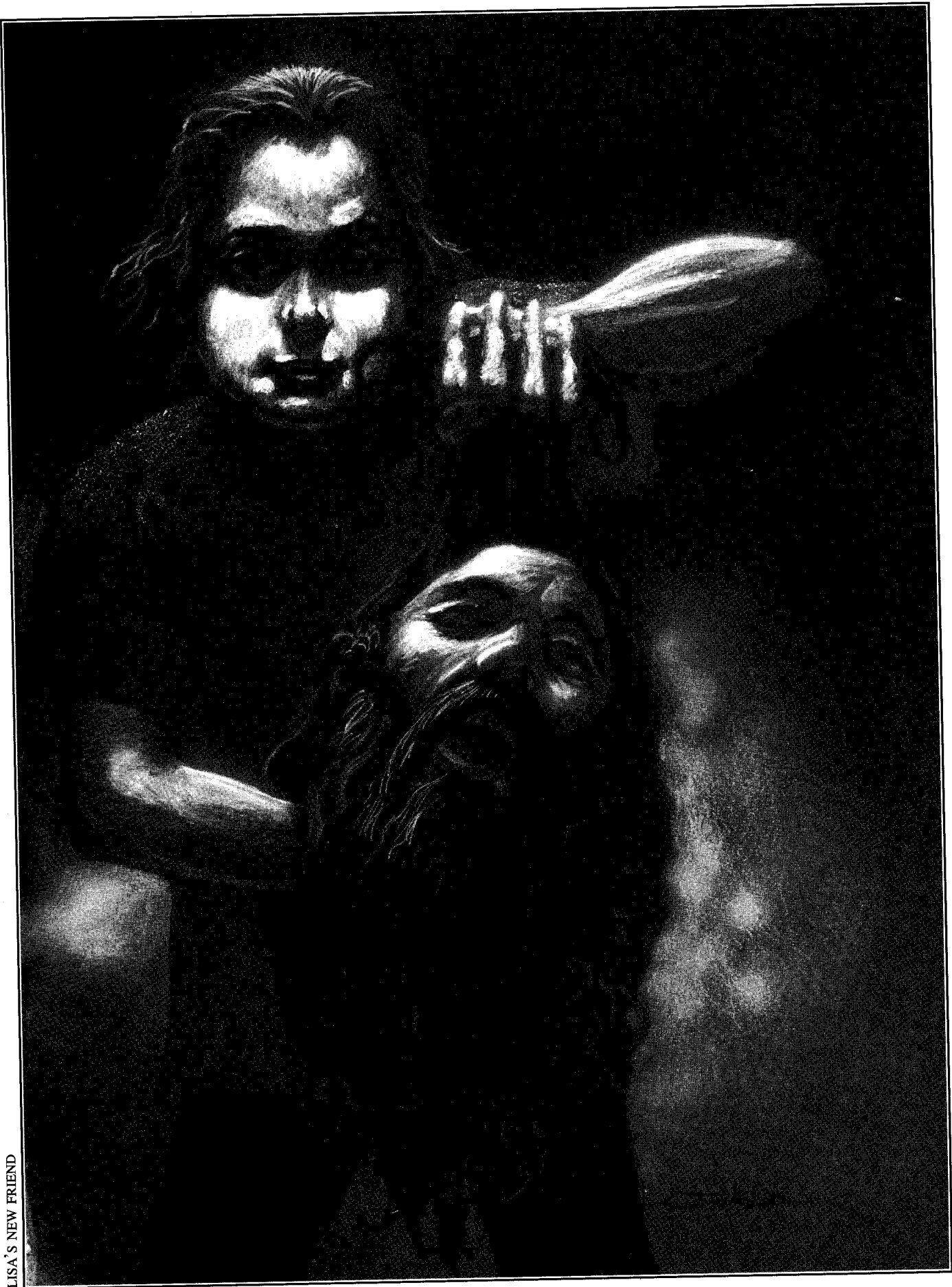
While the sun is down, this magical mirror grants such vision of the Outer Gods or their influence as the viewer craves. To attune the vision of the glass and thereby see and hear through it, the viewer must match his or her POW against the mirror's POW 16. This can be done unconsciously, by straining to see anything that might be hidden on or within the mirror, or by directing a Spot Hidden roll at it.



Each attempt to attune the glass costs 1 POW, but success is permanent for the individual, so that the glass may be consulted thereafter without sacrifice of Power. Each vision after the first costs 1D4 magic points. Potential viewers within sight of the glass see nothing; only the attuned viewer is granted the desired vision.

Succeeding in the attunement, the viewer sees and hears a vision of particular present actions of the Outer Gods, or may try to beg full knowledge of a particular spell from a great old one. Each vision is mercilessly detailed, forcing 1D8+1 Cthulhu Mythos points upon the viewer and a corresponding drop in the individual's maximum Sanity. Secondary and tertiary attunements of POW may be needed if the thing to be examined is of an insignificant nature, such as a particular cultist or inhuman servitor. If the individual dares, after two or three attunements the whole panoply and influence of the Mythos can be sensed, though not known in any detail. Such a glimpse of infinity may provoke a huge Sanity loss. If the vision sought is of an inhuman thing, the rulesbook loss to see it also must be subtracted from the individual's Sanity points.

Keepers, the Glass of Mortall Peril is a powerful tool for evil, and its use is potentially catastrophic to an individual. An investigator focusing his eyes on the Glass immediately is filled with dread and foreboding, and feels the hairs crawl up and down his spine. More than that must be left to the players.



LISA'S NEW FRIEND

Finding Peter Kersey

The investigators must decipher the cryptic message found in Gammell's house to figure out his next move.

- Gammell is looking for a person named Peter Kersey.
- Kersey received Gammell's kidneys in a recent operation.
- The operation could have taken place in another hospital.

If the players are stumped for long, an Idea roll or a succession of Idea rolls could guide them.

When the investigators understand Gammell's intentions, the investigators will want to call or visit the hospital to gather more information and warn Mr. Kersey of danger. Finding the right hospital by phone takes half an hour and a successful Fast Talk roll. Mr. Kersey checked himself out two nights ago. The hospital gives out no other information unless the investigators pay a visit. Kersey's physician is worried about his patient, who should still be in the hospital, so a successful Credit Rating, Medicine, or Persuade roll easily convinces that doctor to give them Kersey's name and address.

Peter Kersey's house is a few miles distant at the end of a private road, nestled deep in a thick patch of evergreens. The single-story dwelling has a living room, kitchen, bathroom, bedroom, and art studio.

The front door is quickly thrown open and Peter Kersey deftly levels a .357 Magnum at the lead investigator. Mr.

Kersey is wild-eyed and staggering. A successful Psychology roll suggests that he is one step away from a nervous breakdown. All he will say is, "Who the hell are you?"

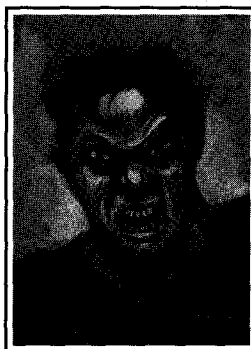
If the investigators don't want to get shot, they must convince him they are here to help. No skill rolls will do. It is up to the investigators' words and actions to convince the unstable man that they are friends.

The best way to do this is for someone to tell him they know what is happening to him and to relate the story of Jedediah Gammell and his evil plan. This tale makes so much sense to him that he accepts it immediately. They can almost see his mind race, connecting strange events and odd feelings. Now everything is clear! Much eased, Mr. Kersey welcomes them in.

Within, the investigators see that Peter Kersey has been busy painting up a nightmarish gallery of disturbing art. These abhorrent works cover a wide area of the Mythos. Some pictures include Cthulhu in sunken R'lyeh, The Black Man overseeing a witches' Sabbath, and ghouls in a moonlit cemetery. These paintings cost the investigators a total of 1/1D6 SAN to see, and add +1 to their Cthulhu Mythos skills. There are also portraits of



PETER KERSEY



MICHAEL WORTH

Jedediah Gammell and the three other members of Gammell's new cult. The investigators recognize Ralph Morgan and Lisa Anderson, but not Michael Worth. Through his art, Kersey has been trying to work out the meanings of the strange visions and nightmares from which he has suffered for the last few days.

Showdown

After the investigators finish interviewing Kersey, the door is ripped off its hinges and the windows shatter inward amidst a huge blast of sound. Gammell has sent a representative to fetch the uncooperative Mr. Kersey. If the investigators want to survive, they must move fast.

Through Mr. Kersey's door snakes the head of a hunting horror, dispatched by Gammell to find and hold Peter Kersey until Ralph Morgan and Lisa Anderson arrive. The creature uses its tail to grapple and hold fast the artist, while it bites at anyone else who approaches to free Kersey. Ten rounds after the hunting horror first attacks, Morgan and Anderson pull up in a stolen car and approach the house. Morgan holds the late Dr. Appleton's 9mm pistol. If the hunting horror is still alive, it releases Kersey, who has fainted and now awakes under the control of Gammell. The hunting horror turns full attention to the investigators, and Gammell uses the remaining Power of his victims to hurl deadly spells at the besieged investigators.

Gammell may sacrifice Morgan in order that Lisa can flee. It will then take him several days to bring her and Michael Worth together. When they are united, bringing Gammell's brain to full consciousness again, Gammell may have them flee the country, or track down the investigators in revenge.



HUNTING HORROR

Conclusion

If the investigators cannot destroy Gammell's brain, and instead must flee for their lives, they lose all trace of the cult of one. Michael Worth is nearly his. Once Peter Kersey succumbs, Gammell's power is completely restored. Gammell will use his four hosts to hunt down and kill surviving investigators, for only they know his secret.

On the other hand, once the brain of Jedediah Gammell is destroyed, the victims of his evil influence return to normal. Gammell's once-tainted organs continue to thrive, as do his former slaves. It is as though Gammell never existed.

Putting the sorcerer's spirit to rest grants each investigator 2D6 SAN. But if the investigators kill any of the slaves, and then come to understand what they have done, each loses 1D4 SAN for each innocent killed.

Statistics

FORMER DR. JACK APPLETON, *The Thing in the Basement*

Once Appleton has properly arranged for Gammell's organ transplants, he is of no further use to the sorcerer. Ralph Morgan and Lisa Anderson kill him, then bring him back to life as a zombie in order to dispose of Gammell's body. When he's finished with Gammell, he'll follow orders and crawl into the tub himself.

STR 16 CON 18 SIZ 12 INT 0 POW 01
DEX 08 HP 15

Damage Bonus: +1D4.

Weapons: Meat Cleaver 40%, damage 1D6+1+1D4
Gammell's Frozen Leg 25%, damage 1D8+1D4

Armor: none, but impaling weapons do half damage, to a minimum of 1. Edged or blunt weapons do 1 hit point of damage per hit.

Skills: Obey Command 99%.

Sanity Loss: 1/1D8 SAN to see the undead doctor.

Gammell's Spell

APPORTION KA, A NEW SPELL

By use of this spell, the caster can place a portion of his life essence, or ka, into one or more of his vital organs. This done, the wizard can then remove the enchanted organ from his or her body, the organ would continue to live and sustain the caster's identity. The use of the spell is quite costly to both the mind and spirit of the caster. The act of having one's own insides removed costs 2D10 SAN and the permanent loss of 1 point of POW per organ removed.

This spell was first used by the followers of the Dark Pharaoh, Nephren-Ka, who would remove their vital organs and lock them away in a safe place. This would make the caster virtually impossible to kill, if not for the spell's one weakness. The brain is the seat of the spell's power, and as such, could not be removed. If the brain was destroyed, the other organs would lose their magical properties, and the caster would die. (Other spells no doubt supplied the priests with the means of seeing, touching, and so on.)

The priests of Nephren-Ka could not transplant themselves into other people. With transplant technology, a sorcerer can. Even while disembodied, the caster is able to sense where the other parts are, and subtly guide the bodies toward each other. When two bodies are as close as a block or two, the caster regains full consciousness, with access to all memories, knowledge, and spells. The caster also takes command of these proximal bodies, and they become of one mind. His POW is his or her own, but the magic points are the sum of those he or she controls as well as owns. His or her own magic points regenerate. The rest are one-time use only as long as the caster maintains his hold.

A HUNTING HORROR, *Hulking and Detestable*

STR 30 CON 12 SIZ 42 INT 15 POW 22
DEX 14 HP 27

Damage Bonus: n/a.

Weapons: Bite 65%, damage 1D6
Tail 90%, damage Grapple

Armor: 9-point skin; cannot be impaled by bullets.

Sanity Loss: 0/1D10 SAN to see a hunting horror.

JEDEDIAH GAMMELL, age 276 and counting, *Disembodied Worshipper of the Outer Gods*

Although his body is dead, Jedediah Gammell's spirit lives on through his transplanted organs and magically-protected brain. If Gammell's brain is destroyed, he is extinguished and all holds over his victims are concluded. While two or more of his slaves are near each other, he has consciousness and access to his own skills and spells. His POW is his own, but his magic points are the sum of those he controls, plus his own. His own magic points regenerate. The rest are one-time use only as long as Gammell maintains his hold. If Gammell summons a Byakhee, use the statistics below.

INT 18 POW 19 EDU 24 SAN 0 HP 10

Damage Bonus: n/a

Weapon: None

Spells*: Apportion Ka, Call Nyarlathotep, Contact Nyarlathotep, Create Zombie, Flesh Ward, Grasp of Cthulhu, Mind Blast, Shrivelling, Steal Life, Summon/Bind Byakhee, Summon/Bind Hunting Horror, Voorish Sign, Wrack.

Skills*: Alchemy 46%, Cthulhu Mythos 37%, Demonology 36%, Egyptian Hieroglyphics 60%, English 55%, French 45%, German 57%, Gaelic 62%, History 44%, Latin 70%, Library Use 64%, Occult 50%, Psychology 49%.

**Usable while two or more of his slaves are near each other.*

SAMPLE BYAKHEE

STR 17 CON 16 SIZ 17 INT 12 POW 13
DEX 15 HP 17

Damage Bonus: +1D6.

Weapons: Claw (x2) 35%, damage 1D6+1D6
Bite 35%, damage 1D6 + blood drain*

** Once a bite is successful, the byakhee sucks its victim's blood, draining the target of 1D6 STR per round until he or she is dead, or the byakhee dies, or the target is able to break free.*

Armor: 2 points of fur and tough hide.

Skills: Listen 50%, Spot Hidden 50%

Sanity Loss: 1/1D6 SAN to see a byakhee.

RALPH MORGAN, age 57, *First Victim*

A large bear-like man, he is gentle in nature and quick to laugh. He spent years moving from one job to the next until he met his now-deceased wife, and his daughter, Mary, was born. Carpentry has been his life, but so have been smoking, drinking, and eating fatty foods. This killed his kind heart and forced the replacement from Jedediah Gammell upon him.

STR 14 CON 13 SIZ 17 INT 08 POW 09
DEX 09 APP 11 EDU 15 SAN 40 HP 15

Damage Bonus: +1D4.

Weapon: Appleton's 9mm Automatic Pistol 30%, damage 1D10

Skills: Bargain 50%, Carpentry 80%, Electrical Repair 56%, Locksmith 55%, Mechanical Repair 72%, Operate Heavy Machine 67%, Swim 55%.

LISA ANDERSON, age 12, Second Victim

She is a cute, blonde, twelve-year-old girl, charming in every way, except that she happens to be possessed by the soul of an evil wizard after her pancreatic transplant operation. She was collected by Ralph Morgan and now travels with him, carrying a blue plastic bowling-ball bag with the decaying head of Mr. Gammell within.

STR 04 CON 07 SIZ 06 INT 13 POW 14
DEX 12 APP 14 EDU 06 SAN 32 HP 07

Damage Bonus: -1D6.

Weapon: none.

Skills: Act Cute 80%, Laugh & Play 90%, Persuade 60%.

PETER KERSEY, age 34, Strong-Willed Artist

Kersey is a semi-famous artist who specializes in painting wildlife and landscapes, but recently he has been painting far more ghastly works of art. Cancer claimed his kidneys and caused him to receive replacements from Mr. Gammell. Luckily, he was blessed with very high POW, and his great will power has resisted Gammell's influence. He doesn't know what's happening to him, but he is slowly going insane from the horrible images he dreams night after night.

STR 13 CON 12 SIZ 12 INT 10 POW 18
DEX 15 APP 13 EDU 14 SAN 19 HP 12

Damage Bonus: +1D4.

Weapon: .357 Magnum 52%, damage 1D8+1D6

Skills: Art (Painting) 82%, French 44%, Listen 50%, Persuade 57%, Photography 73%, Psychology 49%.

MICHAEL WORTH, age 36, Homicidal Maniac and Third Victim

Not all the people Jedediah Gammell possessed were innocent or sane. Michael Worth has long been homicidal. This struggle led to a severe drinking habit and then the need for a new liver. The fact that he received Gammell's liver did not help things much. This demented animal is completely unstable and by no means controlled by the undead wizard. If Gammell can gather in the madman with the other three members of his new coven, he will have the full control he desires. For now, Worth is extremely disturbed, and well armed. With luck, the investigators will solve this adventure quickly and not have to meet this dangerous man.

STR 15 CON 14 SIZ 15 INT 14 POW 10
DEX 13 APP 11 EDU 12 SAN 0 HP 15

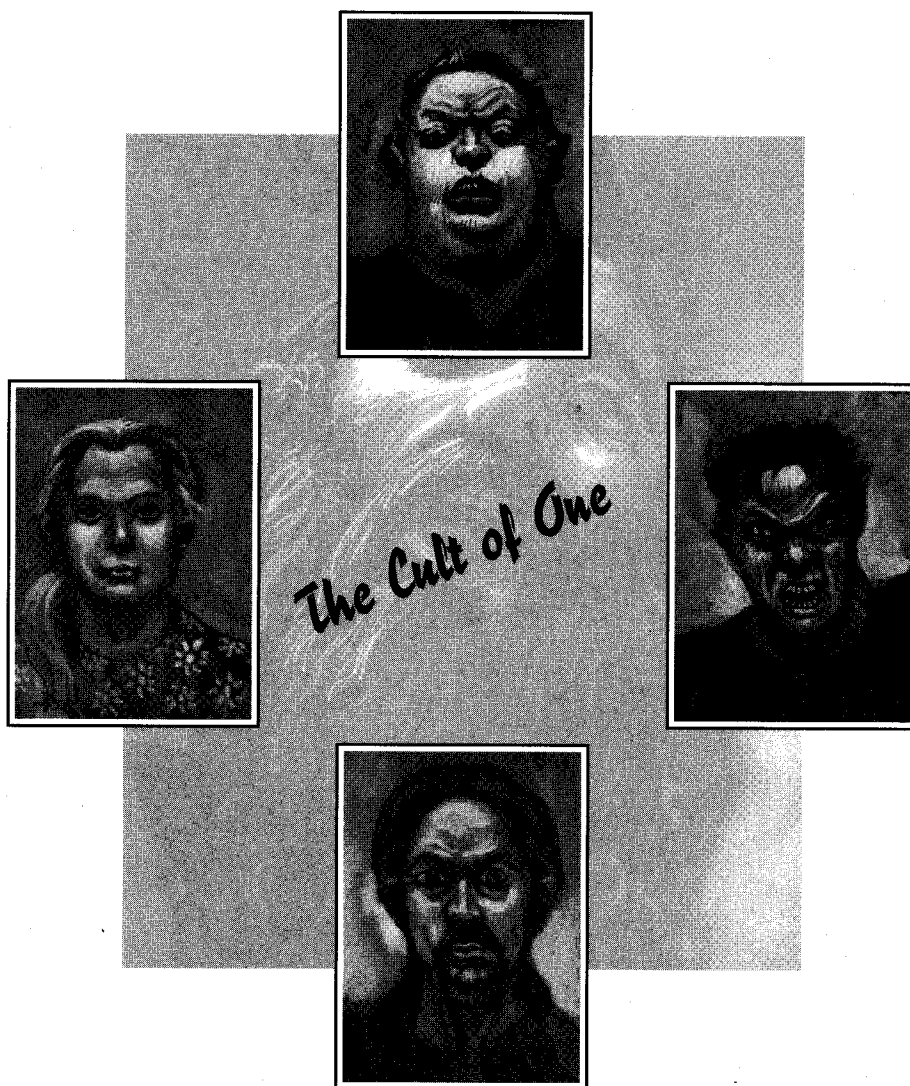
Damage Bonus: +1D4.

Weapons: Switchblade 60%, damage 1D4+1D4

Glock 9mm Automatic Pistol 59%, damage 1D10

Uzi 9mm SMG 40%, burst or single shot, damage 1D10

Skills: Act Normal 31%, Control Rage 37%, Dodge 55%, Have No Remorse 80%, Hear Voices 84%. ■





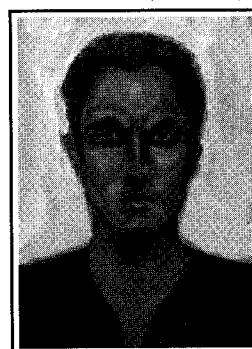
Secrets Handout Index

Description	Ref#	Pg#
Closed Casket Papers #1	4	42
Closed Casket Papers #2	5	42
Closed Casket Papers #3	6	43
Closed Casket Papers #4	7	43
Closed Casket Papers #5	6	43
Love in Need Papers #1	13	43
Unsealed Papers #1	24	44
Unsealed Papers #2	24	44
Unsealed Papers #3	24	44
Unsealed Papers #4	27	45
Unsealed Papers #5	28	45
Cult of One Papers #1	32	45
Cult of One Papers #2	36	45
Cult of One Papers #3	36	46
Cult of One Papers #4	36	46
Cult of One Papers #5	36	46
Cult of One Papers #6	36	47
Cult of One Papers #7	33	47

Closed Casket Papers #1

What you know about your cousin, Robert Monroe-Tyler

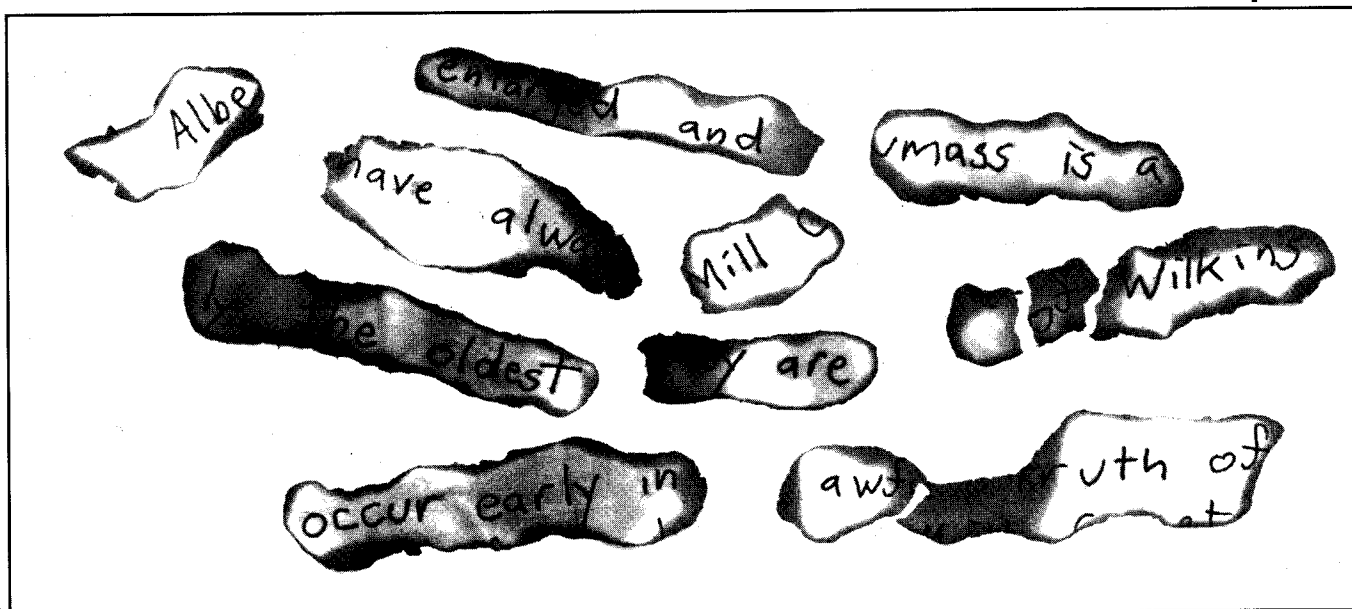
Jennifer Monroe-Tyler is a daughter of the wealthy Monroe family of Boston. Her house and tastes reflects this. She successfully practiced law for twenty-seven years, and now sits as a federal judge. She was married to Walter Tyler, another lawyer, who died in a boating accident six years ago. Now another tragic accident has claimed the life of her only child, Robert. Her grief at her loss is plain in her note. The investigator wryly recalls that she has sometimes been inclined to histrionics. This time she would seem to have ample cause.



ROBERT MONROE-TYLER

The investigator knows little of Robert. The son was thirteen years old when they last saw each other. The investigator recalls that Robert was bright, and has heard that he graduated high in his high school class.

Closed Casket Papers #2



Closed Casket Papers #3

DEPARTMENT OF PUBLIC HEALTH AND WELFARE—MASSACHUSETTS DIVISION OF HEALTH

CERTIFICATE OF LIVE BIRTH 97

CHILD NAME—First, Middle, Last 1. ROBERT MICHAEL TYLER		DATE OF BIRTH—Month, Day, Year November 5, 1978	HOUR 2b.
SEX Male	THIS BIRTH—Specify 4a. Single	IF NOT SINGLE BIRTH—Related Births 4b.	COUNTY OF BIRTH 5a. Essex
CITY, TOWN OF LOCATION OF BIRTH 5b. Bolton	INSIDE CITY LIMITS 5c. Yes	HOSPITAL—Name 5d. Holy Cross Hospital	
MOTHER'S MAIDEN NAME—First, Middle, Last 6a. Jennifer Attria Monroe		AGE—At Time of This Birth 6b. 32	STATE OF BIRTH—If not in U. S. A., Country 6c. Massachusetts
RESIDENCE—State 7a. Ma.	County 7b. Essex	City, Town or Location 7c. Bolton	INSIDE CITY LIMITS 7d. Yes
FATHER'S NAME—First, Middle, Last 8a. Walter Gillis Tyler		AGE—At Time of This Birth 8b. 34	STATE OF BIRTH—If not in U. S. A., Country 8c. Massachusetts
INFORMANT 9a. Jennifer Monroe-Tyler		RELATION TO CHILD 9b. Mother	
I CERTIFY THAT THE NAMED CHILD WAS BORN ALIVE AT THIS TIME AND PLACE 10a. <i>Thomas Tyler</i>		DATE SIGNED 10b. Nov. 5, 1978	ATTENDANT—M. D., Midwife 10c. M. D.
CERTIFIER—Name 10d. Thomas Tyler M.D.		MAILING ADDRESS 10e. Holy Cross Hospital	
WITNESS—Signature 11. <i>Margaret Myers</i>		DATE RECEIVED BY LOCAL REGISTRAR 12. NOV 23 1978	

CONFIDENTIAL INFORMATION FOR MEDICAL AND HEALTH USE ONLY

Closed Casket Papers #4

DEPARTMENT OF PUBLIC HEALTH AND WELFARE—MASSACHUSETTS DIVISION OF HEALTH

CERTIFICATE OF LIVE BIRTH STATE FILE NUMBER 973 72 304123

CHILD NAME—First, Middle, Last 1. ROBERT MICHAEL TYLER		DATE OF BIRTH—Month, Day, Year 2a. November 5, 1978	HOUR 2b. 4:46A
SEX 3. Male	THIS BIRTH—Specify 4a. Single	IF NOT SINGLE BIRTH—Related Births 4b.	COUNTY OF BIRTH 5a. Essex
CITY, TOWN OF LOCATION OF BIRTH 5b. Bolton	INSIDE CITY LIMITS 5c. Yes	HOSPITAL—Name 5d. Holy Cross Hospital	
MOTHER'S MAIDEN NAME—First, Middle, Last 6a. Jennifer Attria Monroe		AGE—At Time of This Birth 6b. 32	STATE OF BIRTH—If not in U. S. A., Country 6c. Massachusetts
RESIDENCE—State 7a. Ma.	County 7b. Essex	City, Town or Location 7c. Bolton	INSIDE CITY LIMITS 7d. Yes
FATHER'S NAME—First, Middle, Last 8a. Walter Gillis Tyler		AGE—At Time of This Birth 8b. 34	STATE OF BIRTH—If not in U. S. A., Country 8c. Massachusetts
INFORMANT 9a. Jennifer Monroe-Tyler		RELATION TO CHILD 9b. Mother	
I CERTIFY THAT THE NAMED CHILD WAS BORN ALIVE AT THIS TIME AND PLACE 10a. <i>Thomas Tyler</i>		DATE SIGNED 10b. Nov. 5, 1978	ATTENDANT—M. D., Midwife 10c. M. D.
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WITNESS—Signature 11. <i>Margaret Myers</i>		DATE RECEIVED BY LOCAL REGISTRAR 12. NOV 23 1978	

CONFIDENTIAL INFORMATION FOR MEDICAL AND HEALTH USE ONLY

Love in Need Papers #1



Closed Casket Papers #5

OBITUARY

Fatal Accident

Robert Michael Monroe-Tyler, aged 20, longtime resident of this area, was killed this morning in a solo automobile crash on Newbury Road. Police state that he apparently lost control of his vehicle and hit a large tree. Fire then consumed the automobile. The deceased is believed to have died instantly. He is survived by his mother, Jennifer Monroe-Tyler, of the Appellate Court.

W a p d r b o c v I

From the Desk of Alexander Hammond



My dear friend,

I know it has been some time since our last correspondence, but as you must assuredly know, the knowledge that we seek to uncover can be quite elusive, and can consume much of one's time. Well, at least now I can say the years I spent searching for scraps of arcane secrets were not in vain, for I think I have made a discovery of significance.

Recently, as you know, I have been exploring the legends and folk tales of my native New England. After many dead ends and disappointments, I am now sure that I have made a real discovery concerning a certain notorious gentleman of the small town of Chastewood, Vermont. This fellow reportedly dabbled with the black arts, was behind a series of unusual deaths, and was cursed to a horrible fate.

I and my loyal servant Hume leave today for Chastewood. I plan to continue my investigation at the source of the legends. I have rented a small summer house at 125 Meadow Ridge Road. This spot is ideal for privacy (provided by the lack of neighbors). I invite you and your friends to come see the progress of my investigation, catch up on old times, and exchange ghost stories.

Yours Truly,

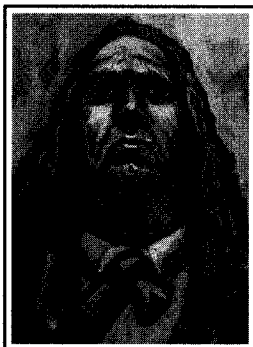
Alex

Unsealed Papers #2

What you know about Alexander Walden

You remember Alex from a brief enjoyable correspondence you shared with him sometime ago. You met him during a book-signing tour for his latest work, *Secret Truths behind New England's Folk Tales*. After a short conversation you found that you liked him remarkably well, and that you shared a passion for exploring areas of the unknown. Since then you have often shared your discoveries in letters.

You know that he is an expert on the occult and on legends of New England. He is well educated, very thorough in his investigations, not prone to becoming overly excited. Mr. Walden has written several books on the occult, the supernatural, and the paranormal, and is considered an expert in the field.



ALEX WALDEN

Unsealed Papers #3

This message is recorded in the recognizable voice of Alex Walden.

For those who hear this, know that my investigation into the Merton house and its foul history has turned disastrous and has cost me the life of Hume, my servant and good friend. I can still hear the fiend's laughter and his screams as I stood there, motionless, and watched him die. Only after his death was I able to run as the wicked beast chased me, laughing at my screams.

When I ordered Hume to break open that heavy door with the symbol carved on it, I set free a great evil into the world that had been contained for over seventy years. It was my quest for the forbidden that caused the release of the thing that Merton had become. Now my friend is dead and who knows how many innocent lives are at risk due to my meddling. But, I do intend to set things right again. I owe it to poor Hume to avenge his death, and to make sure his death is final and not disturbed or destined to the same horrible fate that claimed wicked Mr. Merton. As for Merton himself, I shall drive a stake through his foul heart wherever he may lie.

May God forgive me for what I have unknowingly done, and give me strength to do what I must

Unsealed Papers #4

The last entry in Byron Merton's journal

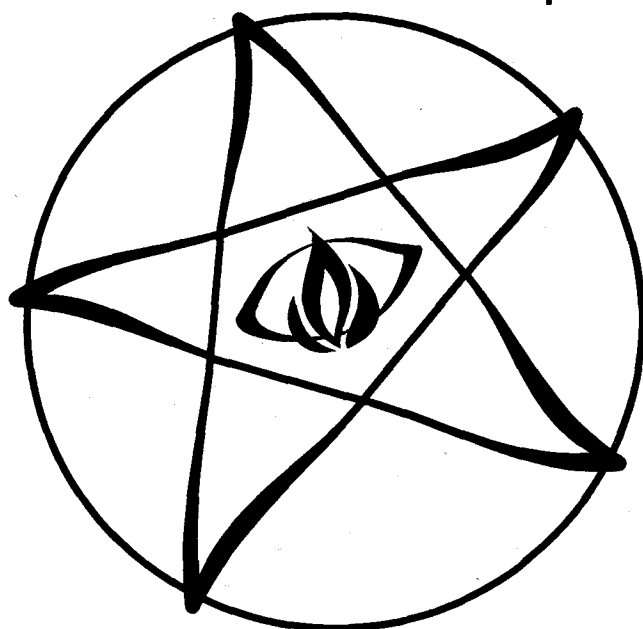
October 14th, 1921

The first part of my plan worked. I trapped that bloodsucking abomination in the steel lined room I made upstairs, then sealed the door with that spell of warding and guardianship known as the Elder Sign. I used another lamb to lure the creature inside, and once locked in, it did make an awful racket; but now, as the room is directly over-head, I hear only that foul monster's obscene laughter. I do not know how long the room will hold the Crimson Horror, but I hope it will contain the beast long enough for me to find a way to send the creature back to the stars, or kill it out-right.

Why does not the creature attack me? It will not accept my commands, as legends say conjurers have the privilege of. Luckily, I have acquired the knowledge of making the dust of Ibn-Elhazir. With it, I can at least glimpse the invisible thing, if only for heartbeats at a time.

The first light of dawn now comes through my window. I am woefully tired. A little sleep, a little food, and I will be back at work. It was a grievous error to have called out to that thing. Sending it away will not make up for the innocent lives it took, but it will be a step in the right direction.

Unsealed Papers #5



Cult of One Papers #2

Name: GAMMELL, Jeddiah
 Age: 60 Sex: M Race: Caucasian
 Date of Death: 5/14
 Cause of Death: Natural Causes
 Burial Rights Overseen by: State
 Organ Donor: ☒ Y / ☐ N
 If Yes List Organs: Heart, liver, kidneys, pancreas
 Autopsy Conducted by: Dr. Appleton

Cult of One Papers #1

Massachusetts General Hospital

Established
1811

Dear Lisa Mary.

I now know why I have been acting I am so strange as of late. I think there is some I other. . thing, some ghost or demon it is me is trying to take control I live of my soul. Pathetic fool! This other me keeps filling my head with the most awful images and voices. I can feel what I let you trying to already has control of my my! body. My mind is nothing going and I am afraid that if you Lisa come here, I might even hurt kill you. you stupid God help me! Useless Shut up get out of my my head, so cold dark cold I must get control of my reclaim my head Mary, Lisa if you ever ever try to stop me loved me, then please stay away from me you are already dead. My view of the world is mine is so dark dark and cold cold and dark what is happening has happened, oh thank you Dark One to me I am please, Mary Lisa is here! Know that I always live loved you and alw I live still

Cult of One Papers #3

ARIES

Jedediah Gammell

Jedediah Gammell, about age sixty, was found dead last night beside the emergency room door of Boston General Hospital. He had apparently collapsed and died while trying to reach help. Relatives and friends of the deceased are unknown. He carried an organ donor card as identification, bearing the address of 14319 Widow's Run Road. Readers who knew Mr. Gammell are invited to assist the coroner with pertinent information.

Cult of One Papers #5

Peter P.K.? Here, three of four be found
 here one from the west and three here shall form
 the magic surround, bye which I shall live eternd
 A house of convalescence next nearest to the one
 before Kinsey? NO!
 Peter has an artist eye, a poet's heart, and a god's
 kidneys. Kersey, yes Kersey
 in the second hall of healing rests the painter, the
 third, as the fourth comes from the West three
 days hence. Lisa and Ralph... Michael the
 dark one comes from the setting sun.
 Peter sleeps in the once removed infirmary

Cult of One Papers #4

Murder and Black Magic

Thirteen Die in Halloween Horror

Associated Press

Boston

yet unidentified suspects participating in a satanic black mass. According to police, the group wore black robes and were chanting and singing around a fire. Unfortunately, the authorities reported that they arrived too late to save the lives of three children. The police ordered the adults to release the remaining captives, but instead the participants, but instead the participants,

pants are alledged to have opened fire on the officers.

After the short gunfight, ten black-robed figures lay dead. Luckily, neither the remaining children nor the police officers were killed, though two officers sustained slight wounds.

Jedediah Gammell apparently escaped, and is being sought. His description is being circulated across the entire Northeast.



Cult of One Papers #6

From the journal of
Jedediah Gammell

After my great failure on Hallowmass, my dark lord rightfully revoked his gift of eternal life. Thereafter each year that passed, I aged in multiple. It did take much blood spilt by me for the Black Man to renew my service to him. An ancient Egyptian incantation was his gift to me. With it a faithful servant could hide himself away in great jars or enchanted crannies, and live beyond life. The priests of Nephren-Ka in like wise became impervious to the wounds of spear and sword, and knew no disease. A plan has now taken hold, rooted in certain marvels of this age, of which I have newly become aware.

I shall enchant four organs within my dedining body, then arrange to donate those organs. My will shall dominate those who accept them. And then I will gather together those whom I control, combine their powers, and regain eternal life, one more safe than before.

In this I need the aid of a compliant doctor, for not only those organs but my brain must be preserved. If the brain is lost, then all link between spirit and body shall be lost, and into the endless void shall I fall.

Cult of One Papers #7

Donald Anderson's Statement

"My daughter Lisa was recovering from surgery, a pancreatic transplant. The operation was four days ago and the doctor said she would make a full recovery. But the night before last she started acting strange. She would mutter weird things or talk in some kind of made up language. She started referring to herself as 'we', saying 'we're hungry', 'we're thirsty', and once she even said, 'we'll kill you.' The doctors didn't know what was causing this, but feared a bad reaction to immune suppressant medications.



LISA ANDERSON

"I came to the hospital early this morning, before going to work. I was there only a couple of minutes when she sat up in bed and began to scream 'We're here!, We're here!', in kind of an Irish brogue. Weird. Then the door burst in, and in came this crazy man. The intruder and Lisa looked at each other and said, at the same time and in the same way, 'I live still!'

"The guy was incredibly strong. He hit, kicked, and bit me, but finally I threw him into a corner of the room and went to Lisa. That is when both Lisa and the man pointed fingers at me and muttered at the same time. I couldn't hear what. Then all my muscles froze. I fell, and I hit my head hard. Just I blacked out, I saw Lisa leap out of bed and go to the man and take his hand. As they left I heard both of them say simultaneously that they must pay a visit to a Dr. Apples, or something like that name."



SECRETS

We all hold a few deep, dark secrets close to our hearts. Some of our secrets are small and would seem unimportant if they were exposed to the light of day. Others are big and could

change the world. This book is about secrets that have been allowed to fester and darken in the shadows. What was hidden in Robert Monroe-Tyler's coffin? What horror left Jason Andrews to die a sickening death? Why does Ralph Morgan hold conversations with himself? What manner of creature stalks the Vermont countryside? Investigators must uncover these secrets before they are destroyed by them.



This Fright Night scenario pack is suitable for beginning keepers and investigators. The adventures can also be used by experienced keepers as interludes in a longer campaign. Included are numerous gray-scale illustrations, twenty authentic looking handouts, and a pair of maps.

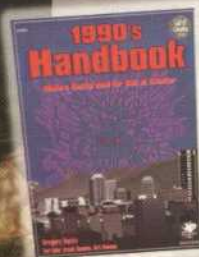
Fright Night
4
NIGHTS OF TERROR

CALL of CTHULHU

The 1920's are history, but the horrors still live on! You can now war against the modern Mythos with the help of Chaosium's line of 1990's supplements. The 1990's

Handbook contains background on the 1990's and a number of story seeds. *Utatti Asfet* is a huge globe-spanning campaign. A *Resection of Time* is a short campaign that takes investigators to Mayan ruins in Central America.

Several books in our popular *Call of Cthulhu* fiction line of books also feature modern Mythos stories, including *Cthulhu's Heirs* and *Made in Goatswood*.



NEW AEON

New *Æon* is the latest game in Chaosium's series of collectable card games of Lovecraftian horror. With it, your investigator can travel to the 1990's and beyond. Investigate Crop Circles, elude Men in Black, visit the Tycho Moon Base, and survive a Nuclear Winter. You can also choose to play one of the monstrous new investigators: a serpent man, a deep-one halfbreed, a ghoul, a diabolical cultist, or a mi-go braincase. Available August 1997.

The *Mythos Standard Game Set* is still on sale and represents a great way to start playing Mythos. It contains two 52-card decks, already customized and ready to play. All cards in this set are new.



MYTHOS

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