

“A Most Awful Plant” ©1995,1997
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Call of Cthulhu

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Introduction

This adventure for *Call of Cthulhu* is set in the 1990s and is located in an isolated part of Georgia. However, with suitable modification it could be used in any isolated local in almost any time period.

This adventure is primarily intended as an introductory adventure for a new group of characters. It is assumed that these individuals are not particularly familiar with strange and horrible things that are beyond the experience of the ordinary mass of humanity. At the same time, the adventure is somewhat dangerous and challenging. Hence it would be very suitable for a group of experienced players.

GM's Background

In 1944 Charles Bentley, an American fighter pilot, was captured by the Japanese. He was sent to an island where horrifying research was being conducted on American POWs and native islanders. A year later, when the Marines liberated the island, Bentley was the only survivor. His experience left him almost completely insane and crippled. However, he left the island with a dark hope. The Japanese scientists had been conducting research on integrating plant and animal tissues and Bentley, armed with notebooks and seeds he had managed to keep hidden from the military, hoped to restore his ruined body.

Shortly after his return to the States his wife, unable to deal with a crippled husband, divorced him and went back to her family in Maine with her daughter. Shattered even more by this, Bentley became fanatically determined to succeed in quest.

In pursuit of his goal, Bentley took advantage of the G.I. Bill and used it to learn as much as he could about biology, Japanese, medicine, and botany. He never earned a degree, but instead went from university to university pursuing his eclectic and unusual education. Along the way he developed several useful varieties of crop plants and used the income to purchase an old farmhouse in Georgia. He had a stone structure built by the edge of a lake and began his experiments in earnest.

After many fruitless years, he finally achieved a breakthrough in 1958. In May of that year he succeeded in creating a plant that could grow within a rat and restore mobility to the limbs Bentley had intentionally crippled. In 1960 he began developing a plant that would produce seeds which would grow into plants large enough to do the same thing for a man. In 1963 he succeeded in growing such a plant in an underground chamber he had laboriously dug over the years. He found, when it consumed his dog, that the plant needed to drain blood from living animals in order to thrive. To keep his plant well fed he bought large numbers of livestock which were kept in the old barn.

It will never be known what sort of success Bentley might have reached. In 1964 Bentley, filled with pride at his accomplishments, invited two friends (David Clasbornne and Sanja Gupta) to see his work. The friends, who were both professors at Ohio State, were eager to see what Bentley had accomplished and flew to Georgia in July. the two men were impressed by his research, but they were both horrified to see the terrible plant feeding on the blood of living animals. The professors were even more horrified when Bentley showed him the collection of planet infested animals that were kept locked in the basement of the farmhouse.

The professors tried to talk Bentley into destroying the abominations, but Bentley would have none of it. That night, while Bentley was asleep the professors decided they must take action. Getting cans of gasoline from a tool shed , Clasborne went and soaked the animals in the basement with gasoline while Gupta headed off to the stone house intent on burning the terrible plant.

Bentley, perhaps warned by some sixth sense, caught Clasborne as he was starting to burn the horrid animals. In the course of a brief struggle, Bentley shot and killed Clasborne. Bentley suspected that Gupta was heading to kill his beloved plant and went as fast as he could to the stone house. In his frenzy, Bentley didn't notice that the fire in the basement had spread considerably.

Bentley managed to reach the stone house just in time to see smoke spilling out of it. Enraged, he hobbled down to the basement and shot Gupta as he was coming out. He tried desperately to save the plant from burning, but the flames were too intense.

Hours later, he was found wandering on the main road covered with soot , badly burned, babbling about his friend burning in front of him and completely insane. When the fire trucks finally arrived on the scene, they found that the house had completely burned to the ground. The investigators were able to recover some of Clasborne's bones and the officials assumed that the house had burned down in some terrible accident . They also assumed that Bentley, who had never been very stable anyway, had seen his friends burned alive and that the experience had driven him insane.

After spending several days in a Georgia hospital he was brought to Maine by his daughter and she had him institutionalized. He lived for five more years in ever

increasing madness and finally died in 1969, leaving a sizable fortune and a collection of notebooks to his daughter.

The notebooks gathered dust for years until Kyle Reese, Bentley's grandson, discovered the notebooks and began reading them. Reese, an extremely intelligent and imaginative young man, was fascinated by the content of the notebooks. This fascination gradually grew into something of an obsession over the years. He was especially obsessed with the mysterious notebooks in Japanese and he was convinced that they held secrets that would garner him the fortune he so greatly desired. Finally, in 1995, he was able to crack the code used in the notebooks and he learned of his grandfather's experiments in Georgia and about the existence of the stone house. Deciding to continue his grandfather's experiments, he purchased the equipment he would need and drove to Georgia to find his legacy. Unfortunately, it turned out to be a legacy of madness, horror and terrible death.

Reviving the Terror

Reese will (unfortunately) make the trip to Georgia safely and begin to pick up where his grandfather left off. He will spend several weeks getting the stone house fixed up and laying the groundwork for his research. During this time he will fly to Boston several times to visit his fiancée Janet Shin. He will also call her every day from the town of Possum Hollow, which is about twenty miles from the stone house. Three weeks before the adventure begins he will discover the "hibernating" seed pod in the cave and begin his attempts to revive it. Two weeks before the adventure begins he will discover that the pod needs fresh animal blood to fuel its recovery and he will, like his grandfather, purchase animals in order to feed the plant. During this time he will call Janet only once every two days. A week before the adventure begins the plant will reach its adulthood. Four days before the adventure begins the plant will fire a seed into Reese and he will be converted into a Superior Creeper. This process will take two days. A day before the adventure begins the "converted" Reese will go to the Clancy house at night, bearing seeds from the Creeper Mother plant. He will overpower the Clancy family, insert seeds into them and leave them to "germinate" in their own bathroom. It is into this horror that the players will arrive.

Getting the PCs Involved

Janet Shin is a friend of one of the PCs' friends or associates. The friend or associate will put her in touch with the PC and ask him or her to help. Janet will tell the PCs the following: Her fiancée, Kyle Reese, went to Georgia several weeks ago to continue some odd experiments his grandfather had begun years ago. Two weeks ago he stopped calling her everyday and that during this time he spoke about a great discovery. He sounded odd, as if he was obsessed with something that was wasn't particularly wholesome. She is very worried since he hasn't called her in four days, which is totally unlike him. She will finish by asking the PCs to go to Georgia to find Reese. She will be willing to pay their air fare and a reasonable fee.

If Janet is asked why she has not called the police, she will say that she has but that

they can't consider him to be a missing person, at least not until they have some evidence to the contrary.

If asked for further details, she will be able to give a very good description of Reese (she is engaged to him, after all). She will also be able to provide the PCs with a map he printed up for her on his computer. The map shows how to get to the remains of the farm house from Possum Hollow, Georgia. Since her education is in linguistics, she does not know the details of his work. She does know that he was always reading and talking about plants, genetic engineering, and human biochemistry.

If the PCs ask for anything that might be of help to them, she will say that Reese had become quite focused on some old notebooks that he had inherited from his grandfather. She will say that Reese didn't talk much about his grandfather, except to say what a genius he was and what terrible tragedies befell him, such as the time that he saw his friends burned alive when his house burned down. If they seem trustworthy, she will be willing to allow the PCs to look through the notes and papers Reese left behind.

Investigation In New England

Aside from Janet herself, there are two main sources of potentially useful information. The first are the papers and notes that Reese left behind. Some of these papers are obviously very old and are written in a hand that is clearly not Reese's. These papers were written by Reese's grandfather. Most of the material is fairly mundane, things like grocery lists, notes to do things, but among these items are some interesting pieces of information. First, there are several bills of sale for livestock, dated in 1963. Second, there are two sheets of paper covered with a description of how to mix animal blood with various chemicals and a time schedule for administering the mixture.

The other items are all fairly recent and all appear to belong to Reese. The first item is a photocopy of an old news story (1964) about the tragic death of two Ohio State professors in a fire in Georgia. The article states that Charles Bentley, the eccentric inventor of some "miracle wheat" plants, survived the fire but was hospitalized for his injuries. The second item is a clipping from a gossip column (1965) that suggests that Charles Bentley, whose "miracle wheat" has now earned him over a million dollars has been institutionalized in Maine for over a year. The third item is a 1969 obituary of Charles Bentley. It tastefully fails to mention that he died in an asylum. The third item is a bundle of notebooks full of what appears to be Japanese and English. A careful examination of the notebooks will reveal that they appear to be full of attempts to break some sort of code in Japanese. Reese took the notebooks with the cracked code with him so these notebooks will be of little use unless the PCs can crack the code. With Reese's notes it would take somebody who knows Japanese about 2 weeks to a month to finish the work. However, there are some tantalizing bits about combining plant and animal cells to form some sort of hybrid life form.

The second source of information is Bentley's folder at the Bangor Mental Health Institution. This folder can be acquired by a person with the proper credentials or by effective use of duplicity. The file details Bentley's date of admission and death and

contains a great deal of information. If the PCs read or skim the file's contents, they will find out that Bentley's madness seemed to focus on two things. The first was that he had seen his best friend burn to death. The report includes a note that Bentley seemed to imply on several occasions that his best friend was a plant and not a human being. For example, one passage states:

Dr.: "It must have been awful to see your friends die like that. Were you close to Clasborne and Gupta."

Bentley: "It was awful. I saw my friend burn...just shriveled up, the vines burning and burning...the noises were horrible...horrible..."

The second is that Bentley was constantly trying to steal plants from the various rooms and bring them into his room. On several occasions staff members caught him cutting his own wrists to soak his stolen plants in blood. When questioned, he said that "blood gives life...soon I'll have my friend back." After several such incidents Bentley was kept in a straight jacket most of the time. After seeming to recover somewhat, he stole a plant from another patients room and cut his arm open with a dinner knife he had hidden in the tank of a toilet. The blood loss and the infection he got from the rusted knife weakened him severely and he eventually died and was buried by his daughter.

Travel

The nearest Sizable airport is in Atlanta. Once the PCs get there they can rent a car to for the three hour drive from Atlanta. Unless the GM is feeling particularly vicious, the PCs should have a safe and uneventful trip.

Possum Hollow

Possum Hollow is a small Georgia town located about 20 miles away from the ruins of the farm. The only road to the farm passes through town, so the PCs will visit Possum Hollow, if only for a short time. The town has a population of 1,842 people and most of them are middle aged or older. The town has a two pump gas station, a general store, a doctor's office, a small post office, and a police station. There is no school as the few children attend school in another town 30 miles north of Possum Hollow.

The inhabitants are fairly friendly, although some do have biases against Yankees and non-whites. However, unless the PCs actively seek trouble they should have no problems in Possum Hollow.

Possum Hollow's police force consists of two officers and one patrol car. The police station is actually the first floor of a house and has a small jail in one room, which is hardly ever used. The police are reasonably competent and will call the State Police or County Sheriff if things get bad.

Investigation in Possum Hollow

If the PCs ask about Reese at the general store, the manager will remember him, since Reese used the pay phone there. The manager, Bill Tompkins, is in his fifties and purchased the store after retiring from the Army. He will say that Reese was “a nice enough young fella, but very quiet.” The owner of the gas station, Mary Hawkins, also remembers Reese. The 45 year old widow will say that Reese was very polite and always paid cash.

If the PCs ask about the area, the locals will say that it is mostly forest. If they ask about there being any other people living near the farm, they will be told that the Clancy family lives in a house nearby. The locals know that the Clancy’s are tight-lipped religious fanatics who moved out in the Georgia woods to avoid the sinfulness and corruption of living around other people. The PCs will be told that Fred and Carolyn Clancy have two teenage children, Issiah and Judith. Unlike the other children in the area, the Clancy children do not commute to school. Instead, the PCs will be told, they stay home to do chores and study the word of God. Most of the townspeople think that the Clancy’s are rather odd, but the townspeople think they must be fairly decent folk since they are so religious.

If the PCs ask about the farmhouse, some of the older residents will say that they remember the awful fire that killed those two professors and left poor old Mr. Bentley in a terrible state. As far as most of the townspeople are concerned, the fire was just a terrible tragedy and they suspect nothing about the truth of the situation.

One of the older and more eccentric inhabitants, Old Harvey Whitaker, will have some interesting things to say to the PCs, if he overhears them talking about Reese or the old farmhouse. Whitaker is 70 year old man and is barely able to walk. He is still quite sharp and his memory is very good. He tends to hang out at the general store playing checkers with the other older gentlemen. If he hears the PCs ask about Reese, he will mutter something like “that boy’s probably doing the Devil’s work, just like his grandpa...”

If the PCs ply him with some suitable alcohol beverage, he will give them the following story: “In 1950 the old guy, Bentley, came here and bought an old farmhouse. I was one of the guys that he hired to fix it up. I also worked on that weird stone house he had built down by the lake. He told me that he was going to raise plants in it. I didn’t see how, seeing as it didn’t have any windows. Well, he was paying us well, so I just kept my mouth shut and took my greenbacks. Things were pretty normal for several years, then around about 1961 or 1963 or sometime these trucks carry livestock started coming through town, The drivers that stopped here said that they were delivering to Bentley. Now, I went past his place a few times during deer season and I never once saw any of the livestock out in the field. I think he was taking them to that stone house. I think he was probably sacrificing them to the Devil. Things really came to a head in 1964 when those two brain boys from Ohio came here and died in the fire. Those two guys seemed nice enough, for eggheads and all. It was certainly really odd how the farmhouse burned down right after they went to Bentley’s place. It was also mighty queer how they both died and Bentley survived. My guess is that his master was looking out for him. Last I heard was that he ended up in some sort of hospital. Now his grandson has come back.

You know, I've seen several trucks come through here carrying livestock and I'm sure they went out to the farm. But, when I took a little drive out there, I didn't see any animals around. It's happening all over again, I'm sure of it. You young folk better be careful. The last people to go out to visit that place ended up dead."

Whitaker won't have much else to add, except to speculate further on Bentley and Reese's dealings with the Devil. The other residents have heard Whitaker's story dozens of time and give it little credence. Of course, they can't really explain what happened to all those animals.

Maps

Main Area Map

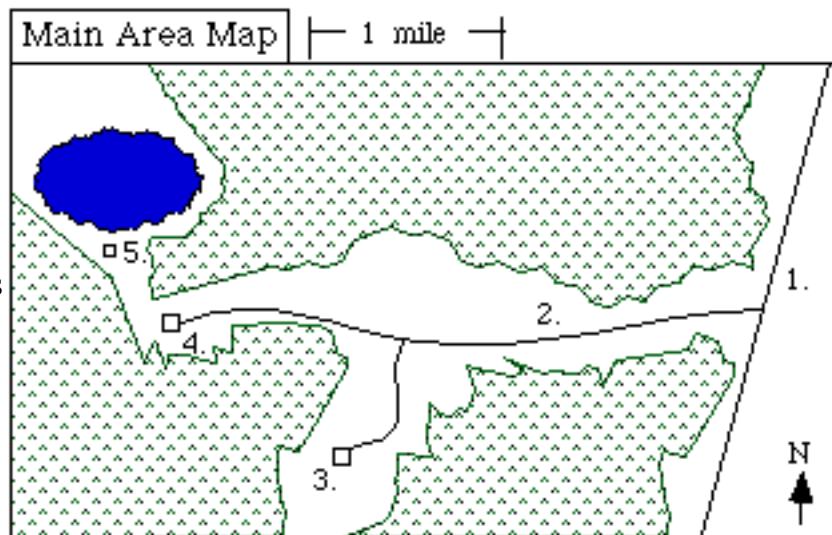
1. Mesley Road: This road is paved and fairly well maintained. The road runs north 17 miles to the small town of Possum Hollow. The road runs south and eventually ties into roads that lead to Florida. There are telephone poles along the road indicating that this area does have power.

2. Dirt Road: This was a dirt road when Bentley bought the farmhouse and it is still a dirt road today. It is in somewhat better shape, at least up to the Clancy

House, as the state grades it once every five years. The part of the road going up to the farm house is in fairly bad shape since it hasn't been graded or maintained in years. It is clear that a vehicle (Reese's) has been driving along the road. The road is three mile long.

3. The Clancy House: This house was built about fifteen years ago when the Clancy family decided to leave the sinfulness of Atlanta so the children could be raised in a proper Christian environment. Unfortunately for the Clancy family, they will be caught up in the unfolding horror. The Clancy House and its contents are detailed below.

4. Bentley's Farmhouse: This is where the farm Bentley purchased used to be. There are a few pieces of the fences left as well as a badly rotted, partially burned and mostly collapsed barn. The only thing left of farmhouse is the foundation, which still shows signs of the fire that destroyed the house. The fire and years of weather have left nothing of use or interest. Reese's Mitsubishi Montaro is parked near the



foundation. The vehicle holds some groceries, which have spoiled, as well as two cans of generator fuel. There is a 12 gauge pump shotgun in a case in the back of the truck, hidden under a blanket. Locked in the glove compartment is a box of shotgun shells as well as a box of 9mm shells. Reese, who has seen the movie *Deliverance* was a bit worried about being in rural Georgia all by himself, so he bought a shotgun and a pistol before leaving New England.

5. The Stone House: The stone house is reached via trail that Reese wore with his commutes to the structure. This solidly built structure is still intact, although it is covered in moss, fungus and creepers. It is beside Lake Jackson, which is a small, normal lake. The structure looks somewhat imposing and foreboding as if it held forth the promise of dark secrets.

Players' Map

The Players' Map shows less detail than the Main Area Map and leaves out some important features, such as the Clancy House and the Stone House. This map was prepared by Reese on his computer for his fiance and it is based on the map Reese found in his grandfather's notebooks along with the deed for the property.

The map shows a rather underpopulated area of Georgia near the small town of Possum Hollow. At the bottom of the map is a note from Reese to Janet.

Mesley Road: This road is paved and fairly well maintained. The road runs north 17 miles to the small town of Possum Hollow. The road runs south and eventually ties into roads that lead to Florida.

Dirt Road: This road was a dirt road when Bentley bought the farmhouse and it is still a dirt road today. It is in somewhat better shape as the state grades it once every five years.

Grandpa's Farm: This area is where Bentley's farmhouse used to be.

Jackson Lake: This is a normal lake.

The Clancy House

The Clancy house looks like a fairly normal place and is clearly well kept. It has one floor and is made of brick. When the PCs arrive, a beagle will come running out of the woods. The dog seems frightened and hungry and will bark at the house and press close to the PCs. It will not enter the house. If the PCs check the collar, they will see it is the Clancy family's dog. It has been on its own since "Reese" came to the house.

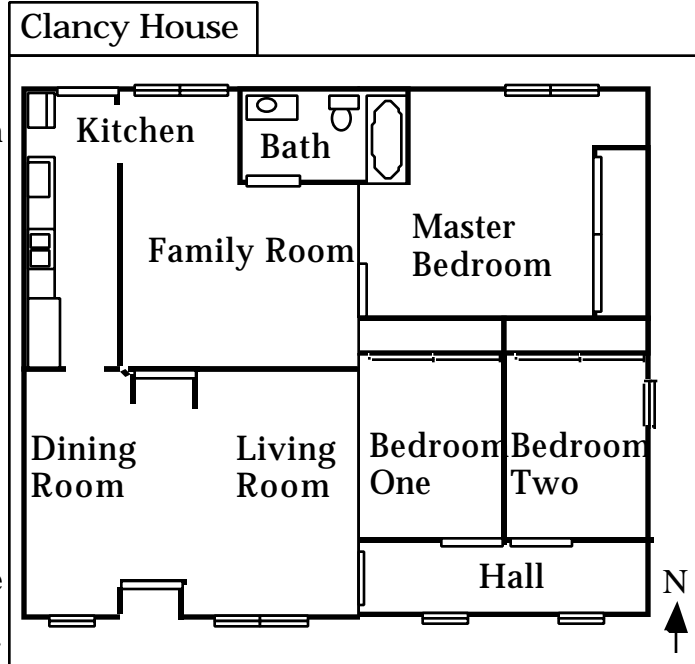
The front door is locked, so the PCs will have to pick the lock or break the door down to get into the house this way. The lock of the back door has been broken and the door is hanging ajar. If the PCs go to the back door they will smell a faint odor that smells like a mix of blood and plants. This odor is much stronger in the house and is overpowering in the bathroom.

Dining

Room: This area has a table, chairs, and a cabinet with dishes and such in it. There are religious pictures and such all over the place.

Living Room:

This area contains a couch, two east chairs and a book shelf full of religious literature. Like the dining room, there are plenty of religious items. There are also plenty of cheap little knick-knack items.



Kitchen: This is a normal kitchen with the usual modern appliances, such as a microwave, refrigerator, stove, etc. There are plenty of sharp knives, should the PCs need a weapon. There is a dog's water bowl and food dish on the floor.

Family Room: This room contains a table, bookshelves, and such. There are old, slightly out of date school books on one of the tables. The smell of plants and blood is very strong in this room. The carpet of the room is soaked with water which seems to be leaking out of the bathroom.

Bath: The door to this room has been blocked up with towels. If the door is pulled open, the PCs will be confronted with a horrid site and an awful smell. The bathroom floor is soaking wet with a mixture of blood and water. Lying on the floor are what appear to be four human skeletons with bits of flesh clinging to them. Wrapped thickly around the bones are what look like pinkish vines and there are fleshy lumps in the rib cages of the skeletons. These are the remains of the Clancy family. Once the PCs open the door, the Creepers will be aware of the PCs but will not attack unless the PCs attack them. Instead, the Creepers will wait another 15-30 minutes until they are fully formed and stalk the PCs. If the Creepers are forced to fight the PCs, they will attack at 50% of their normal skill for 15-30 minutes.

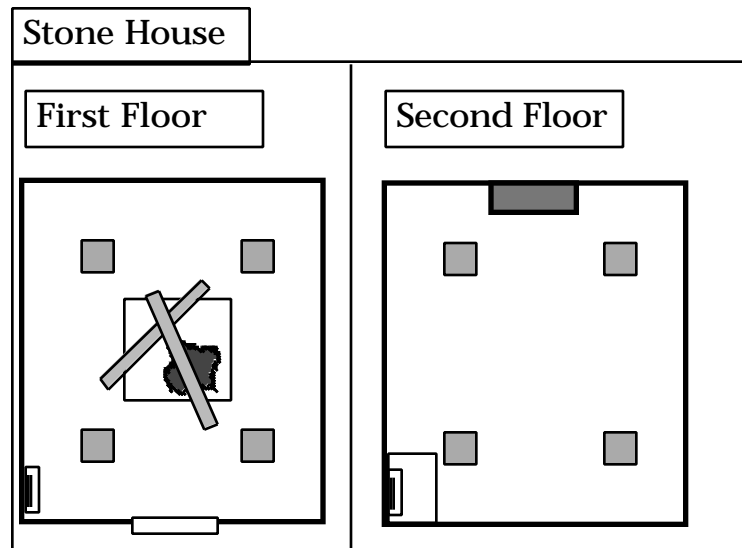
Master Bedroom: This room is a fairly typical bedroom with two single beds, two dressers and a large walk in closet. If the PCs decide to do some looting, they can find a wallet with \$85 in small bills, a Visa card, and about \$250 in jewelry.

Hall: This is the walkway to reach the children's bedrooms. There are religious posters in the hall.

Bedroom One: This bedroom belonged to Judith. It has a bed, dresser, and a large closet. If the PCs decide to loot, they can find \$15 in her purse as well as about \$40 in jewelry.

Bedroom Two: This bedroom belonged to Issiah and has a bed, dresser, desk and a older model IBM PC on the desk. If the PCs

want to loot, they can find \$25 in change and small bills. There is an aluminum baseball bat on the floor. The bat has a pinkish resin-like substance on it. The substance is a mixture of blood and plant sap and is the result of Issiah's futile attack on "Reese."



Stone House

The stone house is an extremely solid structure. It is covered with a myriad of creepers, fungus and a thick layer of moss. This solidly built structure is still intact, although it is covered in moss, fungus and creepers. It is a rather foreboding structure and looks vastly older than it actually is. The air around it is tainted with the smell of old blood and odd plants. The door shows signs of recent use and there is a trail worn in the grass.

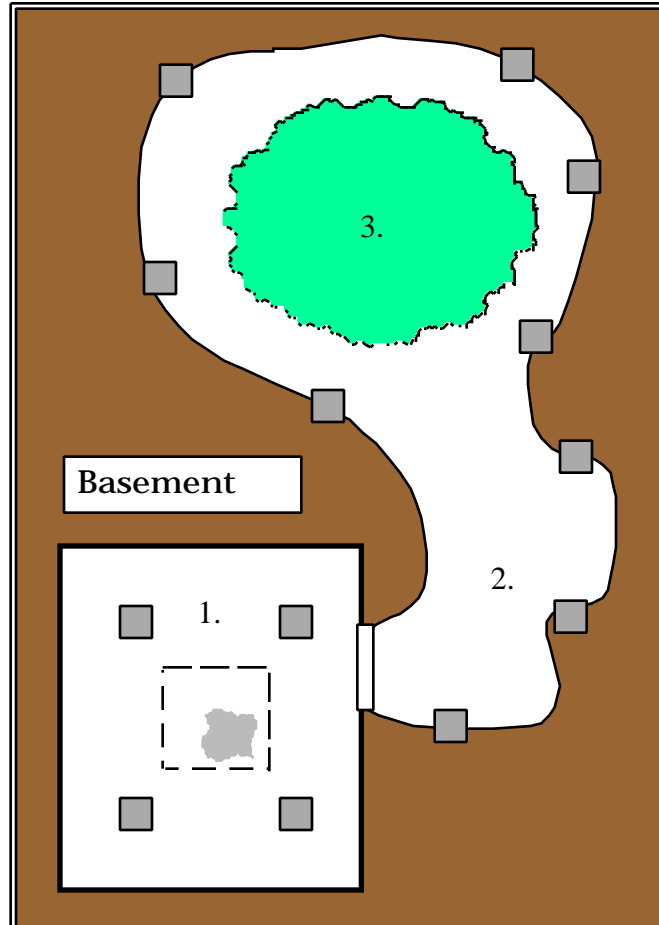
Since there are no windows in the structure, it is very dark inside. Hence, it would be wise of the PCs to bring in flashlights.

The stone house is about 20 yards from Jackson Lake. Jackson Lake is a perfectly normal lake, well stocked with game fish, frogs and birds.

First Floor: The door to the stone house is thick, tarred wood which has been reinforced with iron. The door does not lock but it can be barred from the inside. The first thing the PCs will notice when they enter the room is the strong smell of animal manure. There is a lot of manure on the floor from the animals and incautious PCs might slip on some. There are iron rings on the walls from which hang ropes that were used to hold the animals until they were fed to the Creeper Mother. There is a large trap door on the floor with two beams over it. The trapdoor has a jagged hole in it, which Reese hacked out with an axe. The beams have been set up to act as a winch which Reese used to lower the animals into the basement. The second floor is reached via an iron run ladder. It is a bit rusted, but is still

sturdy. A rope hangs down from the opening the ladder goes through. Reese used this rope to lift equipment up to the second floor. Located by the ladder is a portable generator. The generator is resting on a small wooden platform which Reese built. The generator's fuel tank is empty, but there are two full cans of fuel beside it.

Second Floor: The second floor has been cleaned up quite a bit and there are about a dozen air fresheners attached to the walls, support pillars and lying about. Located on one wall is an old stone fireplace. The fireplace and chimney are large enough for an adult human (or Creeper) to climb through. Set up in front of the fireplace is a Coleman camp stove and two coolers full of spoiled food and melted ice. Lights, which are powered by the generator, have been strung up across the pillars. In the middle of the room is a dome tent, large enough for three people. In the tent is a sleeping bag, clothing, and various personal items that belonged to Reese. Beside the tent is a table with a small TV, a lamp and a brief case. The briefcase holds three



notebooks in coded Japanese that detail the experiments conducted during WWII. These books would be valuable to a collector, even more valuable to the government and extremely valuable to the Japanese government (the notebooks describe, in great detail, the terrible experiments conducted on American POWs-this would be rather embarrassing to the Japanese). There are also three notebooks that contain Reese's translation of the broken code. Two other thick notebooks contain Bentley's notes, in coded Japanese and two other thick notebooks contain Reese's translation of the notes. These notes describe, in great detail, his later experiments. Included in the notes are a description of the Creeper Mother in the cave as well as the formula (which includes animal blood) he developed to feed it. The writing is very technical and skill in Biology, Botany and Medicine would be required to fully understand what it is all about. However, a reading of some of the nontechnical comments will indicate that Bentley was trying to create a hybrid plant that would meld effectively with animal tissue in order to repair his damaged body. One thin notebook contains Reese's notes on his experiment. The notes detail how he found the withered and dried

seed pod in the cave, which appears to have been in a fire, and caused it to grow using a mix of blood and special chemicals. The notes detail how, once the plant grew to enormous size, he began feeding the plant live animals which it would drain of blood. Reese notes that the plant seemed to be aware of him and seemed to recognize that he was its benefactor since it never tried to feed on him. The final passage notes the growth of six seed pods in a cluster. This passage is dated four days before the start of the adventure. These notebooks would be very valuable to the right buyer, such as a university, the government or a corporation.

Basement

The basement smells rather odd, like a mix of musty earth, mold, plants, blood and fear. One section of the basement has stone walls, the other part is packed earth supported with thick, tar-coated beams. The area is quite damp and in some places the packed earth has turned to slippery mud.

1. Main Basement: This area has stone walls and a stone floor. Slime and fungus grow thickly on the walls and floors. There are marks on the floor indicating that someone has been down here and several lights have been hung from the pillars.
2. Passage: This passage has a small alcove which holds extremely rotten shelves. Scattered about in the alcove are old rusted through cans and bottles full of murky fluid. Two badly rusted empty kerosene cans are in the alcove, although they appear to have been recently thrown in there. Lying in front of the alcove is a flashlight (dead batteries, and a pair of slimy hiking boots. The dirt Appears to be oddly stained and there are small bits of human flesh on the ground. Marks on the floor indicate where Reese was dragging himself along as the poison took effect.
3. The Mother Creeper: This area contains a three foot deep pool of the blood and chemical mixture. Protruding from the liquid and lying about on the bank are bones from the animals Reese fed to the plant. The plant itself is in the center of the pool. The horrid thing is described below. It is terrifyingly clever and will do its best to disable the PCs and keep them its prisoners until it can grow more seeds. When the PCs first come into the cave, it will curl itself up and hide beneath the pool to avoid being seen. Its memories include the time it was burned so it fears humans to some degree.

Action

As in any good horror adventure, things should start out suspicious, but fairly mundane. It should seem like a fairly straightforward missing person case. Then, somewhat gradually, the PCs should be drawn into the horror. Alternatively, the GM may wish to yank the PCs into the horror with a great and terrible shock.

If the PCs go to the Clancy place first, they will probably stumble across what is left of the Clancy family. These Creepers will attack the PCs and attempt to bring them to the Creeper Mother. If things go badly for the Clancy Creepers, they will flee and stalk the PCs, waiting for an opportunity to take them. The Clancy Creepers aren't as

intelligent as the Reese Creeper, so their tactics will not be very imaginative. However, they will be terribly cunning. For example, they might choose to remain on the floor, pretending to be corpses. Once the PCs let down their guard or other victims (say an ambulance crew or a police investigation team) show up, they will rise to attack. The Clancy Creepers will attempt to capture people alive, if at all possible. They will then drag the victims into the nearby woods and send one of their number to find "Reese." Eventually, these victims will be brought to feed the plant or serve as hosts for additional Creepers.

The Reese Creeper, who retains a considerable amount of intelligence and some of the skill's Reese possessed, will be a dangerous opponent. He has taken the Clancy station wagon and will use it to transport any victims he or the Clancy's capture. If he cannot acquire victims locally, he plans on driving to Possum Hollow at night to capture people to turn into Creepers and others for food. He has two Seeds left and he will implant them in the first two victims captured. These victims will be left in a shallow area of the lake to develop. After about 48 hours, they will stagger up onto land and go to the Creeper Mother. Like the other Creepers, they will seek out sources of food for themselves and the Creeper Mother. Reese will be using the Stone House as his base of operations, unless he is prevented from getting into it. He can climb the walls fairly easily and he can squeeze through the chimney, so it would be hard to keep him out of the building.

Conclusion

The adventure comes to an end when the PCs die, defeat the Creepers or leave. If the PCs die, its time to roll up new characters.

In order to defeat the Creepers, the PCs need to kill at least the Creeper Mother. Once it is dead, no more Seeds will be produced. Once the existing Creepers realize the Creeper Mother is dead, they will wander about in search of food for themselves. Eventually they will probably be killed off, if the PCs don't kill them during the adventure.

If the PCs leave without killing the Creeper Mother, it will continue to produce 7 seeds each week and the Creepers will eventually turn the inhabitants of Possum Hollow into Creepers. If that happens, the authorities will eventually figure out what is happening and take proper action (such as turning the whole area into scorched earth with air strikes).

Conclusion

The adventure comes to an end when the PCs die, defeat the Creepers or leave.

If the PCs die, its time to roll up new characters.

In order to defeat the Creepers, the PCs need to kill at least the Creeper Mother. Once it is dead, no more Seeds will be produced. Once the existing Creepers realize the Creeper Mother is dead, they will wander about in search of food for themselves. Eventually they will probably be killed off, if the PCs don't kill them during the adventure.

If the PCs leave without killing the Creeper Mother, it will continue to produce 7 seeds each week and the Creepers will eventually turn the inhabitants of Possum Hollow into Creepers. If that happens, the authorities will eventually figure out

what is happening and take proper action (such as turning the whole area into scorched earth with air strikes).

If the characters kill the Creeper Mother, they should receive a 1D6 Sanity Point award. If they kill all of the Creepers, they should receive an addition 1 point Sanity Point.

NPCs

Janet Shin, Graduate Student Age 26

STR: 8 Con: 12 SIZ: 10 INT: 14 POW: 12 DEX: 16 APP: 16 EDU: 17 SAN: 60 HP: 11
Computer Use 20%, Drive Automobile 30%, Japanese 55%, Library Use 60%, Latin 35%, Linguistics 60%, Persuade 80%, Psychology 45%, Spanish 25%, Tennis 65%
Weapons: None

Description: Shin is a very attractive young lady with dark hair and brown eyes. She is in good shape from years of playing tennis. Her main area of study is in linguistics. She is desperately concerned about Reese's safety since she loves him very strongly. She will be shattered if she learns that Reese has become the terrible victim of his own experiments (double her Sanity Point loss if she sees Superior Creeper Reese and recognizes his clothing). She has never been exposed to anything very unusual and she will have a tough time coping with the situation.

Wayne Gutherford, Cop

STR: 13 Con: 14 SIZ: 13 INT: 12 POW: 10 DEX: 12 APP: 10 EDU: 12 SAN: 50 HP: 14
Fast Talk 20%, First Aid 35%, Hand Gun 65%, Night Stick 50%, Law 30%, Listen 35%, Drive Automobile 75%, Spot Hidden 45%, Shot Gun 65%
Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,
9mm Semi-Automatic Damage: 1D10 Range: 20 Shots: 15
Night Stick: 1D8

Other Equipment: Radio, two 9mm clips, handcuffs.

Description: Gutherford is 41 years old, has brown hair and brown eyes. He is in reasonably good physical shape. He grew up in Possum Hollow and is serious about protecting the inhabitants from any trouble. He has some prejudices against people who aren't from the south or who aren't the "right sort of people" but he takes his job seriously and is fair about enforcing the law. He has never experienced anything particularly unusual, but will keep a cool head and try to do his best.

Bill Weatherspoon, Cop

STR: 11 Con: 12 SIZ: 12 INT: 12 POW: 11 DEX: 12 APP: 10 EDU: 11 SAN: 55 HP: 12
Fast Talk 27%, First Aid 30%, Hand Gun 55%, Night Stick 50%, Law 25%, Listen 35%, Drive Automobile 30%, Spot Hidden 35%, Shot Gun 50%
Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,
9mm Semi-Automatic Damage: 1D10 Range: 20 Shots: 15
Night Stick: 1D8

Other Equipment: Radio, 2 9mm clips, handcuffs.

Description: Weatherspoon is 36 years old, tall and very thin. He has sandy brown hair which is thinning in places. He has been trying various means of combating his

hair loss, none of which has been successful. Weatherford likes being a cop and has been thinking about going to a bigger city so he can see more “action.” Weatherford watches the TV “real life drama” cop shows far too much. He will be prone to taking rash actions in order to “make a name” for himself. Gutherford will do his best to keep Weatherspoon from getting into too much trouble.

Typical State Trooper

STR: 13 Con: 14 SIZ: 14 INT: 13 POW: 12 DEX: 13 APP: 12 EDU: 14 SAN: 60 HP: 14
Fast Talk 30%, First Aid 40%, Hand Gun 65%, Night Stick 50%, Law 35%, Listen 35%,
Drive Automobile 60%, Spot Hidden 40%, Shot Gun 50%

Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,

9mm Semi-Automatic Damage: 1D10 Range: 20 Shots: 15

Night Stick: 1D8

Other Equipment: Radio, 2 9mm clips, handcuffs, Patrol Car.

Description: The State Trooper are competent police, but have never dealt with anything quite so unusual. They will perform their jobs well and will call in additional help when it becomes evident that the situation calls for it. State Police typically operate with one Trooper per car. There is generally one Trooper within an hour of Possum Hollow.

Creatures

The Mother Creeper

Description: The Mother Creeper is a rather terrible mixture of plant and animal, making it almost unique in biology. However, the Creeper Mother is no naturally occurring life form. Instead, it was created by Bentley using various procedures he perfected over the decades.

In terms of appearance, the Creeper Mother has a large, fleshy bulb from which extrude a number of vines. These vines are a nauseating pinkish color and are covered with sharp thorns and what look like small sucker mouths. These vines whip about with surprising speed and are employed by the Creeper Mother in feeding and defense. The sucker mouths do produce some noise and the noise is singularly unwholesome. In the center of the vines is a small bulbous area, that looks suggestively like a head. This area will, given enough food and time, develop into a seed pod. Patches on the body and vines are light sensitive, enabling the Creeper Mother to locate prey.

The Creeper Mother needs to feed on fresh animal blood in order to stay alive. Each day the Creeper Mother must consume blood from a number of SIZ points of animals equal to its own SIZ divided by 5. Anything with blood (humans, dogs, frogs) will do. If the Creeper Mother is not fed enough, it will lose 1 SIZ point a day. When it reaches a SIZ of 1, it will turn into a hibernating seed pod that can only be revived with the fresh blood and chemical mix Reese used. Once it is revived, it will grow 1 SIZ point for every 2 SIZ points of creatures it consumes, up to its maximum size (the rolled SIZ).

Seeds: The Creeper Mother can produce seven seeds that can transform humans into Creepers. In order to produce these seeds, the Creeper Mother must consume 7

SIZ point of creatures and wait one week. At the end of that week, the seeds will be fully formed in the pod. There will be six seeds in a circle with one larger seed in the center. This seed can be fired up to 20 yards and it will inflict 1D4 points of damage if it hits (50% chance for a moving target, 90% for a target held immobile). This seed, and all the others, are coated with a toxin that causes paralysis in humans. This toxin inflicts 1 point of damage and works with a strength equal to the Creeper Mother's CON. If the human is overcome, he will be paralyzed for two days while the seed converts his body into a Superior Creeper. This being will know instinctively to serve the Creeper Mother. The other six seeds cannot be fired out and must be planted manually into a human body. These other seeds create normal Creepers and the process takes two days. The seed may be removed surgically up to 24 hours after implantation. After that point, the tendrils from the seed have grown throughout the victim's central nervous system making it irremovable using current medical technology. Fortunately, the Mother Creeper does not produce seeds to produce other Mother Creepers. They can only be created using the process detailed in the notebooks.

The Mother Creeper exists solely to survive and to create more Creepers to serve it. It can communicate with its Creepers by chemical messages and noises. The Creeper Mother can emit chemicals that the Creepers can detect nearly two miles away. These chemicals can send simple messages like "come" or "bring food." Since the Creepers and the Creeper Mother have fairly limited intelligence, communication tends to be fairly basic, even when the Creepers are in actual contact with the Creeper Mother.

Combat: The Creeper Mother attacks by lashing out with its vines. It will have a number of vines capable of attacks equal to its SIZ divided by 5 (rounded up). A hit with a vine inflicts 1D6+ damage bonus. If the Creeper Mother is able to make two successful attacks in a row, it has succeeded in getting a firm enough grip to drain blood for 1D4 points of damage. The vines may also be used to hold a person, matching the STR of the Creeper Mother against the victim's STR (and those trying to rescue her, if applicable). For every 2 points of blood the Creeper Mother drains in this manner, it regenerates 1 HP. The Creeper Mother has no truly vital organs, hence impaling weapons do only half normal damage. Other weapons inflict full damage.

Mother Creeper, A Most Awful Plant

Characteristics	Rolls	Averages	Stats
STR	4D6	14	20
CON	4D6	14	19
SIZ	5D6	17-18	23
INT	2D6	7	9
POW	3D6	10-11	12
DEX	2D6	7	7

Move: N/A

Hit Points: 15-18 21

Damage Bonus: +2d6

Weapons: SIZ/5 (5)Slashing vines 50%, damage 1D6 + blood drain for 1D4 points/round.

Aarmor: 1 point of thick leaves, half damage from impaling weapons. Regenerates 1 point of damage for every two points of blood it drains.

Spells: None

Sanity Loss: 0/1D6

Creepers

Normal Creepers

Description: Creepers are created when a seed from the Creeper Mother is implanted in a human being and it remains in the host for approximately 2 days. During the process, the host's body must be in contact with a significant amount of water. As the process advances, tendrils will grow from the seed and twine throughout the victim's body. Gradually, the seed will absorb and convert the victim's body. Most horribly, the victim's brain is partially preserved as a fleshy bulb in the skull and the victim retains some vague and dim memories of his previous life. At the end of the process, the resulting creature looks truly hideous. The skeleton has what appear to be thick, pinkish vines knotted all over it and these vines are thickest where the muscle groups used to be (making the figure look almost like a skinned human). In the rib cage is a large, fleshy mass which is the main bulb of the Creeper. The Creeper has no eyes, but there are light sensitive patches on the vines and the Creepers can sense vibrations, such as sound. Normal Creepers are not very intelligent, but they do possess instincts and a terrible cunning.

When generating a normal Creeper, the Creeper will have the same SIZ as the original victim and 1.5 times the victim's original STR and CON. INT, POW and DEX are rolled randomly.

A Creeper must consume the blood of animals equal to at least one fifth of its SIZ each day. Each day that passes without feeding costs it 1 point of CON. This loss is not permanent, but it takes twice as much blood as normal to restore 1 point each day. **Combat:** In combat, Creepers fight by lashing with their arms, using their thorns to create wounds. If a Creeper can grapple with an opponent, or press up against a helpless victim, it can inflict 1D2 points of damage from blood loss. This blood enables a Creeper to regenerate damage at the rate of 1 HP per 2 points of blood drained. Creepers do not have armor, but their nature makes them resistant to impaling weapons. Such weapons inflict only half damage.

Normal Creeper, A Most Awful Plant

Characteristics	Rolls	Averages	Fred	Carolyn	Issiah	Judith
STR	3D6 x1.5	15-17	18	12	16	13
CON	3D6 x1.5	15-17	18	13	17	15
SIZ	3D6	10-11	13	8	11	9
INT	1D6	3-4	3	1	4	3
POW	2D6	7	8	4	7	6
DEX	2D6	7	7	5	6	10

Move: 8

Hit Points: 13-14 16 11 14 12

Weapons: 2 Lashes 50%, damage 1D4, Blood Drain 1D2.

Damage

Bonus +1D4 0 +1D4 0

Armor: None, half damage from impaling weapons. Regenerates 1 point of damage for every two points of blood it drains.

Spells: None

Skills: Hide 25% Sneak 25%

Sanity Loss: 0/1D6

Superior Creepers

Description: Creepers are created from the special seed from the Creeper Mother. Like the normal Creeper, the seed must be implanted in a human being and remain in the host for approximately 2 days. During the process, the host's body must be in contact with a significant amount of water. As the process advances, tendrils will grow from the seed and twine throughout the victim's body. Gradually, the seed will absorb and convert the victim's body. Most horribly, much of the victim's brain is preserved as a fleshy bulb in the skull and the victim retains considerable memories of his previous life. The Superior Creeper is, however, a complete slave to the Creeper Mother. At the end of the process, the resulting creature looks truly hideous. The skeleton has what appear to be thick, pinkish vines knotted all over it and these vines are thickest where the muscle groups used to be (making the figure look almost like a skinned human). In the rib cage is a large, fleshy mass which is the main bulb of the Creeper. The Creeper has no eyes, but there are light sensitive patches on the vines and the Creepers can sense vibrations, such as sound. Superior Creepers are fairly intelligent, and this is augmented by the fact that they possess sharp instincts and a terrible cunning.

When generating a Superior Creeper, the Creeper will have the same SIZ as the original victim and 1.5 times the victim's original STR and CON. INT, POW and DEX are rolled randomly. The Superior Creeper will retain some of what it learned in its previous life. All the victim's original skills are retained, but they are at 25% of what they were (rounding up). Some skills, such as Credit Rating and Persuasion, will no longer be applicable. The Superior Creeper will still be able to understand the languages it knew and while it cannot speak, it could write (if the victim was capable of doing so, of course).

A Creeper must consume the blood of animals equal to at least one fifth of its SIZ

ieach day. Each day that passes without feeding costs it 1 point of CON. This loss is not permanent, but it takes twice as much blood as normal to restore 1 point each day. Combat: In combat, Creepers fight by lashing with their arms, using their thorns to create wounds. If a Creeper can grapple with an opponent, or press up against a helpless victim, it can inflict 1D2 points of damage from blood loss. This blood enables a Creeper to regenerate damage at the rate of 1 HP per 2 points of blood drained. Creepers do not have armor, but their nature makes them resistant to impaling weapons. Such weapons inflict only half damage.

Superior Creeper, A Most Awful Plant

Characteristics	Rolls	Averages	Reese
STR	3D6 x1.5	15-17	17
CON	3D6 x1.5	15-17	20
SIZ	3D6	10-11	13
INT	2D6	7	10
POW	3D6	7	14
DEX	2D6	7	7

Move: 8

Hit Points: 13-14 17

Weapons: 2 Lashes 60%, damage 1D4, Blood Drain 1D2.

Damage Bonus +1D4

Armor: None, half damage from impaling weapons. Regenerates 1 point of damage for every two points of blood it drains.

Spells: None

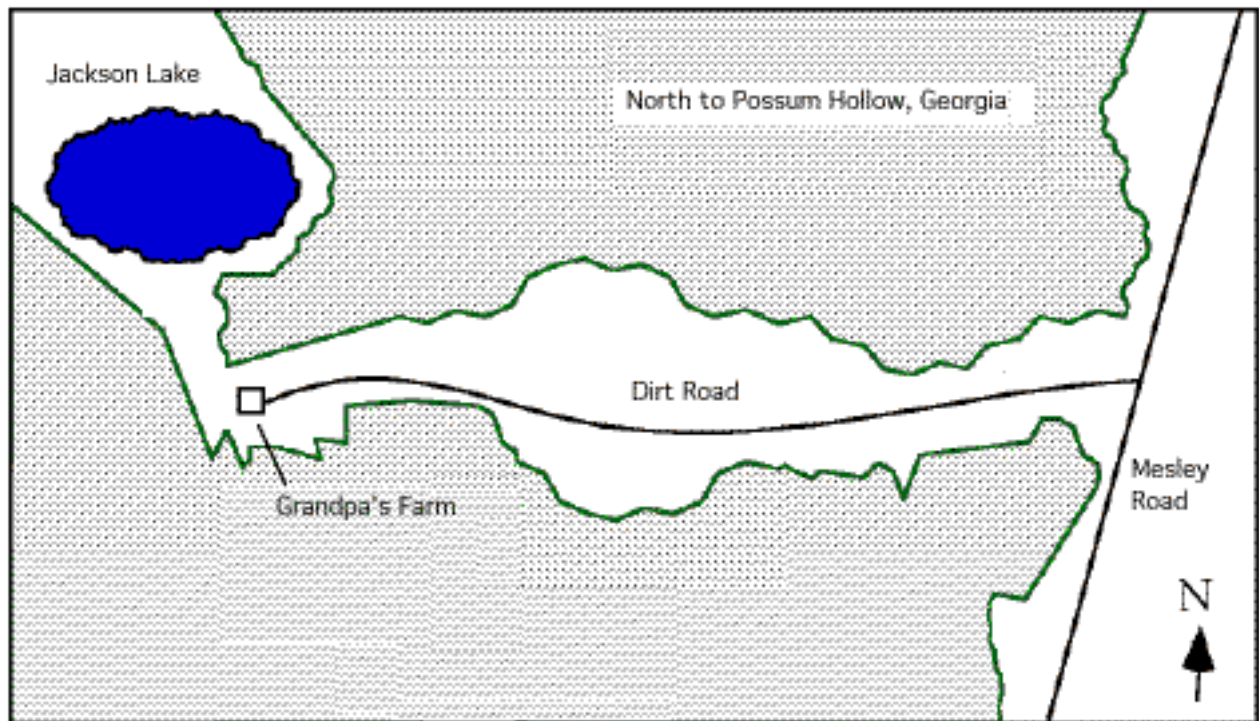
Skills: 25% of original skills + Sneak 35% and Hide 35%

Sanity Loss: 0/1D6

Creeper Reese's Skills: Biology 16%, Chemistry 15%, Drive Auto 8%, Library Use 12%, Medicine 14%, Sneak 35%, Hide 35%, 9mm 5%, Shotgun 9%

Creeper Reese's Weapons: 9mm pistol, 1 clip.

Creeper Reese's Description: The being that was once Reese is now a Superior Creeper. It is dressed in what is left of Reese's clothes and Reese's wallet (with Visa, Mastercard and \$234.65 in cash) is in the back pocket of the pants. It wears Reese's 9mm in a belt holster and has an extra clip in the shirt pocket.



Janet,

These are the directions to Grandpa's Farm. There won't be a phone there, but I'll drive to possum hollow to call you.

Love,

A handwritten signature in black ink, appearing to be 'Hylle'.