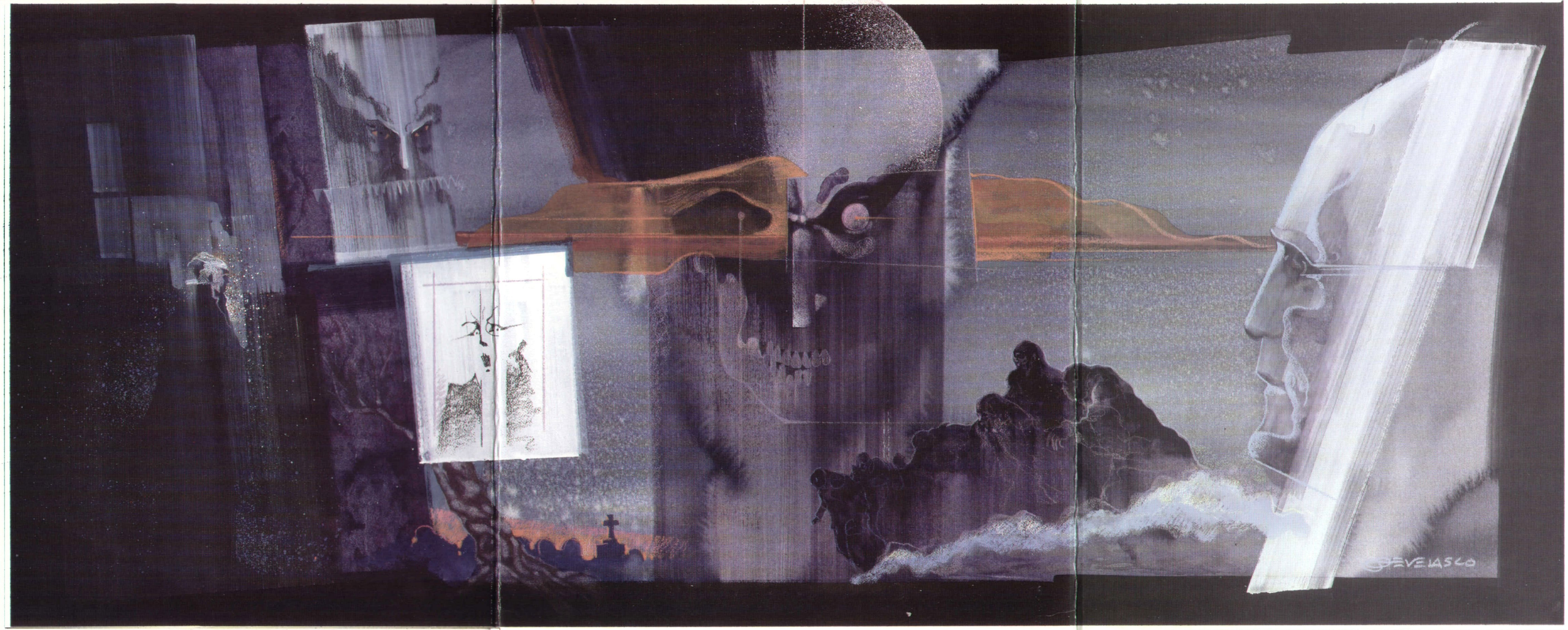
J.P. VELASCO

CHILL

MASTER'S SCREEN

Strike Rank Table

Strike Rank	STA Loss	Wounds	Weapons with this SR
1	0 or 1	—	Untrained Melee[1] (no Boxing or Martial Arts Skill), Wrestling.
2	1 or 2	—	Axe, Blackjack, Tomahawk, Shuriken, Boxer's Fist[1].
3	1D5	—	Club[2], Student Martial Artist's Fist.
4	1D10	0 or 1	Bola, Boomerang, Dagger, Javelin, Mace, Machete, Nunchaku, Short bow, Teacher Martial Artist's Fist.
5	2D10	1 or 2	Antique Pistol, Crossbow, Long bow, One-handed Sword, Rapier, Spear, Master Martial Artist's Fist.
6	3D10	1D5	Two-Handed Sword, Rifle, Shotgun (Far or Extreme Range).
7	4D10	1D10	Revolver/Automatic Pistol, Musket, Shotgun (Normal range).
8	5D10	2D10	Rifle, Shotgun (Point Blank range).
9	6D10	3D10	
10	4D10 x 2	4D10	
11	5D10 x 2	5D10	
12	6D10 x 2	6D10	
13	5D10 x 3	4D10 x 2	
+1	5D10 x 3	+2D10	

[1] Brass knuckles may be used with the Boxing Skill or unskilled punching (raise Strike Rank by 1).
[2] Most of these weapons can vary in size and effectiveness (a very light club or club-like object might only be Strike Rank 1; a very heavy club might be Strike Rank 4 or more when used by a muscular creature).

Fear Check Results

Failure	the character loses 2D10 Current WPR and flees in panic for 1D10 rnds. In some cases (i.e., if a PC is trapped on a rooftop), the CM may decide the PC would hide or take some other action.
L result	the character must flee for 1D10 rnds or lose 2D10 Current WPR.
M result	the character must flee for 1D5 rnds or lose 1D10 Current WPR.
H result	the character must flee for 1 or 2 rnds or lose 1D5 Current WPR.
C result	the character suffers no adverse result from the Fear Check.

Missile Attack Modifiers

-60 to -20	Position changing, moving, dodging, etc. (CM decides modifier).
-40	Target invisible (general location known); Target under full cover.
-30	Target less than 1/2 man-sized.
-20	Attacker underwater/changing target/weapon, Target behind partial cover.
-10	Firing into melee (per being involved in melee).
+5	Aiming (maximum of +20). Each attack devoted to aiming, +5 to attack.
+30	Target more than twice man-sized.
Variable Range	(See page 99 in the CHILL hardcover book.)

Result Table

For the explanation of how to use the Result Table, see p. 248 in the CHILL hardcover book.

Target Number	"C"	"H"	"M"	"L"
1				1
2			1	2
3		1	2	3
4		1-2	3	4
5		1-2	3-4	5
6		1-3	4-5	6
7		1-3	4-6	7
8		1-4	5-7	8
9		1-4	5-8	9
10	1	2-5	6-9	10
11	1	2-5	6-9	10-11
12	1	2-6	7-10	11-12
13	1	2-6	7-11	12-13
14	1	2-7	8-12	13-14
15	1	2-7	8-13	14-15
16	1	2-8	9-14	15-16
17	1	2-8	9-15	16-17
18	1	2-9	10-16	17-18
19	1	2-9	10-17	18-19
20	1-2	3-10	11-17	18-20
21	1-2	3-10	11-18	19-21
22	1-2	3-11	12-19	20-22
23	1-2	3-11	12-20	21-23
24	1-2	3-12	13-21	22-24
25	1-2	3-12	13-22	23-25
26	1-2	3-13	14-23	24-26
27	1-2	3-13	14-24	25-27
28	1-2	3-14	15-25	26-28
29	1-2	3-14	15-26	27-29
30	1-3	4-15	16-26	27-30
31	1-3	4-15	16-27	28-31
32	1-3	4-16	17-28	29-32
33	1-3	4-16	17-29	30-33
34	1-3	4-17	18-30	31-34
35	1-3	4-17	18-31	32-35
36	1-3	4-18	19-32	33-36
37	1-3	4-18	19-33	34-37
38	1-3	4-19	20-34	35-38
39	1-3	4-19	20-35	36-39
40	1-4	5-20	21-35	36-40
41	1-4	5-20	21-36	37-41
42	1-4	5-21	22-37	38-42
43	1-4	5-21	22-38	39-43
44	1-4	5-22	23-39	40-44
45	1-4	5-22	23-40	41-45
46	1-4	5-23	24-41	42-46
47	1-4	5-23	24-42	43-47
48	1-4	5-24	25-43	44-48
49	1-4	5-24	25-44	45-49
50	1-5	6-25	26-44	45-50

Target Number	"C"	"H"	"M"	"L"
51	1-5	6-25	26-45	46-51
52	1-5	6-26	27-46	47-52
53	1-5	6-26	27-47	48-53
54	1-5	6-27	28-48	49-54
55	1-5	6-27	28-49	50-55
56	1-5	6-28	29-50	51-56
57	1-5	6-28	29-51	52-57
58	1-5	6-29	30-52	53-58
59	1-5	6-29	30-53	54-59
60	1-6	7-30	31-53	54-60
61	1-6	7-30	31-54	55-61
62	1-6	7-31	32-55	56-62
63	1-6	7-31	32-56	57-63
64	1-6	7-32	33-57	58-64
65	1-6	7-32	33-58	59-65
66	1-6	7-33	34-59	60-66
67	1-6	7-33	34-60	61-67
68	1-6	7-34	35-61	62-68
69	1-6	7-34	35-62	63-69
70	1-7	8-35	36-62	63-70
71	1-7	8-35	36-63	64-71
72	1-7	8-36	37-64	65-72
73	1-7	8-36	37-65	66-73
74	1-7	8-37	38-66	67-74
75	1-7	8-37	38-67	68-75
76	1-7	8-38	39-68	69-76
77	1-7	8-38	39-69	70-77
78	1-7	8-39	40-70	71-78
79	1-7	8-39	40-71	72-79
80	1-8	9-40	41-71	72-80
81	1-8	9-40	41-72	73-81
82	1-8	9-41	42-73	74-82
83	1-8	9-41	42-74	75-83
84	1-8	9-42	43-75	76-84
85	1-8	9-42	43-76	77-85
86	1-8	9-43	44-77	78-86
87	1-8	9-43	44-78	79-87
88	1-8	9-44	45-79	80-88
89	1-8	9-44	45-80	81-89
90	1-9	10-45	46-80	81-90
91	1-9	10-45	46-81	82-91
92	1-9	10-46	47-82	83-92
93	1-9	10-46	47-83	84-93
94	1-9	10-47	48-84	85-94
95	1-9	10-47	48-85	86-95
96	1-9	10-48	49-86	87-96
97	1-9	10-48	49-87	88-97
98	1-9	10-49	50-88	89-98
99	1-9	10-49	50-89	90-99
100	1-10	11-50	51-89	90-99

Target Number	"C"	"H"	"M"	"L"
101	1-10	11-50	51-90	91-99
102	1-10	11-51	52-91	92-99
103	1-10	11-51	52-92	93-99
104	1-10	11-52	53-93	94-99
105	1-10	11-52	53-94	95-99
106	1-10	11-53	54-95	96-99
107	1-10	11-53	54-95	96-99
108	1-10	11-54	55-95	96-99
109	1-10	11-54	55-95	96-99
110	1-11	12-55	56-95	96-99
111	1-11	12-55	56-95	96-99
112	1-11	12-56	57-95	96-99
113	1-11	12-56	57-95	96-99
114	1-11	12-57	58-95	96-99
115	1-11	12-57	58-95	96-99
116	1-11	12-58	59-95	96-99
117	1-11	12-58	59-95	96-99
118	1-11	12-59	60-95	96-99
119	1-11	12-59	60-95	96-99
120	1-12	13-60	61-95	96-99
121	1-12	13-60	61-95	96-99
122	1-12	13-61	62-95	96-99
123	1-12	13-61	62-95	96-99
124	1-12	13-62	63-95	96-99
125	1-12	13-62	63-95	96-99
126	1-12	13-63	64-95	96-99
127	1-12	13-63	64-95	96-99
128	1-12	13-64	65-95	96-99
129	1-12	13-64	65-95	96-99
130	1-13	14-65	66-95	96-99
131	1-13	14-65	66-95	96-99
132	1-13	14-66	67-95	96-99
133	1-13	14-66	67-95	96-99
134	1-13	14-67	68-95	96-99
135	1-13	14-67	68-95	96-99
136	1-13	14-68	69-95	96-99
137	1-13	14-68	69-95	96-99
138	1-13	14-69	70-95	96-99
139	1-13	14-69	70-95	96-99
140	1-14	15-70	71-95	96-99
141	1-14	15-70	71-95	96-99
142	1-14	15-71	72-95	96-99
143	1-14	15-71	72-95	96-99
144	1-14	15-72	73-95	96-99
145	1-14	15-72	73-95	96-99
146	1-14	15-73	74-95	96-99
147	1-14	15-73	74-95	96-99
148	1-14	15-74	75-95	96-99
149	1-14	15-74	75-95	96-99
150	1-15	16-75	76-95	96-99

Target Number	"C"	"H"	"M"	"L"
151	1-15	16-75	76-95	96-99
152	1-15	16-76	77-95	96-99
153	1-15	16-76	77-95	96-99
154	1-15	16-77	78-95	96-99
155	1-15	16-77	78-95	96-99
156	1-15	16-78	79-95	96-99
157	1-15	16-78	79-95	96-99
158	1-15	16-79	80-95	96-99
159	1-15	16-79	80-95	96-99
160	1-16	17-80	81-95	96-99
161	1-16	17-80	81-95	96-99
162	1-16	17-81	82-95	96-99
163	1-16	17-81	82-95	96-99
164	1-16	17-82	83-95	96-99
165	1-16	17-82	83-95	96-99
166	1-16	17-83	84-95	96-99
167	1-16	17-83	84-95	96-99
168	1-16	17-84	85-95	96-99
169	1-16	17-84	85-95	96-99
170	1-17	18-85	86-95	96-99
171	1-17	18-85	86-95	96-99
172	1-17	18-86	87-95	96-99
173	1-17	18-86	87-95	96-99
174	1-17	18-87	88-95	96-99
175	1-17	18-87	88-95	96-99
176	1-17	18-88	89-95	96-99
177	1-17	18-88	89-95	96-99
178	1-17	18-89	90-95	96-99
179	1-17	18-89	90-95	96-99
180	1-18	19-90	91-95	96-99
181	1-18	19-90	91-95	96-99
182	1-18	19-90	91-95	96-99
183	1-18	19-90	91-95	96-99
184	1-18	19-90	91-95	96-99
185	1-18	19-90	91-95	96-99
186	1-18	19-90	91-95	96-99
187	1-18	19-90	91-95	96-99
188	1-18	19-90	91-95	96-99
189	1-18	19-90	91-95	96-99
190	1-19	20-90	91-95	96-99
191	1-19	20-90	91-95	96-99
192	1-19	20-90	91-95	96-99
193	1-19	20-90	91-95	96-99
194	1-19	20-90	91-95	96-99
195	1-19	20-90	91-95	96-99
196	1-19	20-90	91-95	96-99
197	1-19	20-90	91-95	96-99
198	1-19	20-90	91-95	96-99
199	1-19	20-90	91-95	96-99
200	1-20	21-90	91-95	96-99

Missile Weapons

Weapon	Ranges and Modifiers: PB	N	F	E	Other Data: Ammo	ROF	RL	SR
Normal x:	*N x 1/5*	*N x 2*	*N x 5*					
Modifier	*+15*	—	*-15*	*-30*				
Pistol:								
Antique	6	30	60	150	1	1	4	5
Automatic	7	35	70	185	8	4	1	7
Revolver	15	75	150	375	6	4	2[1]	7
Musket	25	125	250	625	1	1	4	7
Rifle	72	360	720	1800	1-10[2]	1-4[3]	1	8
Automatic rifle	72	360	720	1800	1-20	1	1	8
Shotgun*:								
Double Barrel	15	75	150	375	2	2	1	7
Pump Action	15	75	150	375	5	4	2	7
Crossbow	24	120	240	600	1	1	§	6
Long bow	24	120	240	600	1	1	§	6
Short bow	12	60	120	300	1	1	§	4
Dagger/Knife	4	20	40	100	N/A	1	N/A	4
Spear	5	25	50	125	N/A	1	N/A	7
Axe/Tomahawk	3	15	30	75	N/A	1	N/A	3
Boomerang	12	60	120	300	N/A	1	N/A	4
Javelin	10	50	100	250	N/A	1	N/A	4
Shuriken	3	15	30	75	N/A	1	N/A	2
Bola	6	30	60	150	N/A	1	N/A	4

[1] Can reload up to 3 bullets per round.
[2] Magazine loads vary; 5 is average.
[3] Carbine rifles can be fired 1 to 4 times per round.
§ See Bow Skill description on p. 15.
* Strike Rank given is for Normal range.
Range: PB = Point Blank; N = Normal; F = Far; E = Extreme. The number shown is the maximum distance in feet for the given range of the weapon.
Modifier: Modifier for the given range.
AMMO: Number of rounds (bullets) in magazine or clip.
ROF: Rate of Fire, or maximum number of shots per round for Master Skill Level with that weapon.
RL: Reloading time in rounds.

Movement Per Round

Movement Type	Distance in Feet
Normal	20 + (AGL + 3)
Climbing stairs or crawling	Normal + 4
Sprinting	50 + AGL
Swimming	Swimming Skill + 10
Climbing *(hand-over-hand)*	AGL + 10

Regardless of these rates, a character can always move 1 foot per round if he is mobile.

Chart Notes:

Normal. The fastest rate at which a character can normally move while paying attention to activity around him. (The CM may round this number to the nearest multiple of 5.)

Sprinting. This is running as fast as possible. Sprinting lowers a character's Current Stamina by 3 per round. Characters who are sprinting may take no other action that round.

Swimming. The actual rate may vary, depending upon currents, tides, and other effects.

Climbing. The rate for scaling mountains, bluffs, cliffs, and ladders.

Melee Attack Modifiers

-40	Defender invisible[1] (general location known); Attacker lying on ground.
-30	Defender is at Master Level with wielded weapon[2].
-20	Defender is an animal; Attacker in knee-deep or deeper water; Defender at Teacher Level with wielded melee weapon[2]; Attacker changing position or moving (if attacker is only allowed 1 attack per round with this weapon); Attacker changing his target or weapon *within* a round (applies only to first attack after change).
-10	Defender is at Student Level with wielded melee weapon[2].
+20	Attacking from behind. Defender is surprised or unaware of attack.

[1] ***Invisible.*** Either a naturally invisible creature or one made invisible by use of an Evil Way Discipline.
[2] ***Wielded Weapon.*** The "wielded weapon" means the weapon in hand at the time of attack. This includes bare hands for boxers, wrestlers, and martial artists.

ISLE OF THE DEAD

CHILL ACCESSORY PACK
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FEATURING

"ISLE OF THE DEAD"

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SPECIAL MENTION: "DA DECEIVER" WHO USED HAYWIRE, CONFUSE, DREAMSEND, BLUR VISION, & ANYTHING ELSE THAT COULD MUCK THINGS UP.

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INTRODUCTION

Moonlight lends an eerie glow to the tents and carnival rides. The midway is dark and deserted, as it has been for many years, and all around lie the remains of vacant amusements that were once thronged with carefree people. Silence hangs in the still night air.

Now the laughter begins. It floats down the midway and through the tents. It circles the carousel, perches there, and with a low chuckle, the ride suddenly comes to life, spreading shrill calliope music throughout the carnival. Tonight, the dead play.

Hurry, step right up! Welcome to *Isle of the Dead*. If you plan to play in this scenario, read no further. If you plan to be the Chill Master (CM) and guide your players into horror, you may continue . . . if you dare.

Using This Scenario

This introduction provides you with all the background you need to prepare for the scenario and assure that the players will have a frightfully good time:

1. ***The Story.*** This section gives you a brief outline of the scenario's plot, so that you will be able to run the scenario with skill and confidence.

2. ***Skills.*** This section lists those character skills that will be most useful in the scenario. You will learn what information players can uncover by using their characters' Research Skills.

3. ***Disciplines.*** This section lists those Disciplines of the Art the players will find most useful to their characters during the scenario.

4. ***Dream.*** This section gives an account of the dream that comes to a character who uses the Clairvoyant/Prescient Dream Discipline of the Art. Do not give the information in this dream to anyone who does not use this discipline.

5. ***The Supporting Cast.*** This section describes the non-player characters (NPCs) and creatures the player characters (PCs) may meet during the course of the scenario. It also gives you advice on how to role-play NPCs and intelligent creatures.

6. ***Running Isle of the Dead.*** This section gives you advice on how to use this booklet and how to make the scenario even more fun and frightening for your players.

7. ***Beginning the Adventure.*** This section tells you how to prepare your players for the scenario as play begins, and includes game statistics for pregenerated player characters.

The Story

A Brief History

During the early 1950s, the Isle O' Fun was a prosperous carnival set on an island in a large Midwestern lake. The Isle O' Fun did brisk business during the summer months, with ferry service to the island provided from the nearby town of Keyesport, Illinois. In general, a good time was had by all.

But in August of 1955, everything changed, suddenly and horribly. The carnival was struck by a single night of prolonged terror: concessionaires and sideshow performers suffered bizarre and fatal accidents; customers ran aimlessly, screaming that monsters were pursuing them; and worst of all, a sudden powerful gust of wind knocked the roller coaster off its rails, killing twenty-five passengers. Horrified customers and carnies alike deserted the island, taking the next boat out as death swept through the carnival.

Among the dead, the police later found the island's owner: he had been bludgeoned and dumped into the lake. His murder, and the other incidents, were never explained. The carnival has been in ruin to this day.

What Was Behind It All

During the summer of 1955, Eugene Burgess (the owner of the island and its rides) discovered that Vern Carson (the owner of the waxworks exhibit) was wanted by the law as a murder suspect. Burgess began to blackmail Carson: an especially spiteful act, considering the meager income of a carny. Furious, Carson murdered Burgess, then weighed down the body and threw it into the lake.

Carson's confidant in this matter was Tony Andrucci, the sideshow manager. After telling Andrucci that he had killed

Burgess, Carson threatened to do the same to Andrucci if he ever were to tell anyone of the incident. Andrucci, who had always been afraid of Carson in the first place, took the murderer at his word and killed him to protect himself. After Carson had been buried under the fun house, his ghost lingered on the island and animated several waxworks figures. While inhabiting these figures, Carson stalked and killed Andrucci. The ghosts of all three dead men then started tearing the island apart, each vengefully slaughtering friends and customers of the other two.

Research Information: History

L result (Low Success). *Traveling carnivals with sideshows were much more common thirty years ago than now. These carnivals were made up of many independent concessions whose owners all paid rent to their current landlord. The carnivals traveled weekly from town to town, working in the South during the winter months. The carnival workers, or "carnies," used a set of slang phrases that sometimes seemed like a secret code.*

M result (Medium Success). The PC discovers the information in the L result, and: *A sideshow was the performance feature of a carnival. Audiences were drawn to the front of the sideshow tent by a "barker," who told the crowd what they would see inside. As he talked, performers showed samples of their talents on an outdoor "bally stage." After the performances inside, the audience was invited to pay an extra price for admittance to a separate curtained-off exhibit. This "blow-off" usually featured animals or humans with anatomical peculiarities.*

H result (High Success). The PC discovers the information in the L and M results, and: *Games of skill and chance at carnivals were typically crooked. The victims of these games were referred to by the operators as "chumps" or "rubes," the latter term more especially applied to country types. If an angry customer tried to pick a fight with a game operator, the carny yelled "Hey, Rube!" and all nearby carnies would come to his aid.*

C result (Colossal Success). The PC learns the information in the three results above, and: *Anyone hustled by a carnival game operator was left alone if he said "I'm with it," which was carny language for "I'm in this racket, too."*

SKILLS

The following skills will be especially useful to the characters in *Isle of the Dead*:

History*
Journalism
Investigation
Medicine
All combat skills

Journalism or Investigation will be particularly valuable to the party. If no PC has one or both of these skills, the CM may wish to provide the party with an NPC who does.

*The following information can be obtained by using the History Skill.

DISCIPLINES

The following Disciplines of the Art will be especially useful to the characters in this scenario:

Clairvoyant/
Prescient Dream*
Mental Shield
Restore
Willpower

If the characters do not have these disciplines, the CM may wish to provide the party with NPCs who do.

*Dream

For successful uses of Clairvoyant/Prescient Dream, read the following aloud:

You are in a room with a low ceiling and an earthen floor, holding a doll. Suddenly, the earth in front of you bursts open, revealing a grave of a man long dead. You feel you must throw the doll into the grave. When you do, flames shoot out of the ground and into the night sky. You are now outside.

The fire becomes smaller and now is coming out of a metal box. A stream of paper money flutters out of the sky, falling directly into the box, feeding the flames.

The Supporting Cast

Non-Player Characters

Thomas Burgess, owner–the Isle O' Fun

AGL:	*44*
DEX:	*48*
PCN:	*42*
PER:	*40*
STA:	*50*
STR:	*52*
WPR:	*30*

Tom is the nephew of the island's former owner, Eugene Burgess. The younger Burgess is an overweight, balding man of 45 with a continually sad expression. He has been trying to sell the island ever since it came into his possession, and has been foiled in every attempt when ghosts pull prankish stunts on prospective buyers. Though he will not admit it, Burgess believes that the island is haunted, very possibly by the ghost of his uncle. This thought especially frightens him, since he

always despised Uncle Eugene. He is even afraid of the lake on which the island rests. However, he will muster his courage and take the party to the Isle if he thinks he might be able to get rid of it.

Willy Marks, Retired Carnival Performer

Captain Willy Marks was the tattooed man in the Isle's sideshow. He is a friendly fellow and well-built for his age of 60. Marks now runs a small tattoo parlor in Keyesport, a city that sits next to Carlyle Lake (on which lies the Isle).

AGL:	*44*
DEX:	*72*
PCN:	*50*
PER:	*52*
STA:	*52*
STR:	*72*
WPR:	*62*

Marks will talk to a party member about his work on the Isle if that character has the Journalism or Investigation Skills. Any character who does not have one of these skills simply will not have the knack to gain Marks' favor or to conduct a proper interview.

Creatures

Skeleton

A skeleton is a creature made from human bones, given movement and a dim form of intelligence by some powerful form of Animation of the Dead.

AGL:	*(30 + 2D10) or 45*
DEX:	*(15 + 2D10) or 30*
PCN:	*(15 + 2D10) or 30*
PER:	*N/A*
STA:	*(45 + 2D10) or 60*
STR:	*(45 + 2D10) or 60*
WPR:	*(15 + 2D10) or 30*
EWS:	*N/A*
ATT:	*1; (40 + 2D10) or 55*
SR:	*2 with bone clubs*
WB:	*N/A*
Fear:	*-25*
MV:	*75' (L); 30' (W)*
Type:	*Independent*
Class:	*C*
Disciplines:	*None*

On its first attack, this creature tears off one of its arms to use as a club. The grisly weapon has a 10% chance of breaking for each successful hit; if the weapon breaks, the skeleton tears off one of its legs and uses this as it did its arm. If this second weapon breaks, the skeleton steps (actually hops) back, removes its skull, and flings it at the victim (treat as an unbalanced thrown weapon (using the skeleton's DEX as a chance to hit).

The skeleton suffers Stamina loss from attacks of all types, but does not suffer wounds. If the creature's Stamina is brought to zero (0), it lies still for 1D10 rounds, then begins attacking again at full Stamina. However, a called shot to the sternum (the breastbone) of the skeleton shatters all its ribs and destroys the creature.

Tupilaqs (Animal Zombies)

Joanie
the Two-Headed Cow

AGL:	*40*
DEX:	*N/A*
PCN:	*30*
PER:	*N/A*
STA:	*75*
STR:	*90*
WPR:	*N/A*
EWS:	*N/A*
ATT:	*1; 45*
SR:	*4*
WB:	*N/A*
Fear:	*-25*
MV:	*150' (L)*
Type:	*Servitor*
Class:	*C*
Disciplines:	*None*

Amy
the Dog-Haired Chicken

AGL:	*60*
DEX:	*40*
PCN:	*45*
PER:	*N/A*
STA:	*75*
STR:	*20*
WPR:	*N/A*
EWS:	*N/A*
ATT:	*1; 10*
SR:	*-2*
WB:	*N/A*
Fear:	*-25*
MV:	*15' (L)*
Type:	*Servitor*
Class:	*C*
Disciplines:	*None*

A tupilaq is the corpse of an animal animated to serve a user of the Evil Way. Treat the creature's attacks as armed combat; it does not automatically lose initiative to PCs. It never suffers wound damage, but does lose Stamina normally. 1D10 rounds after its Stamina reaches zero (0), however, the tupilaq recovers all lost

Stamina and renews its attacks. The creature may be destroyed by a Called Shot to its head with a gun or bow.

To destroy the two-headed cow, called shots must be made against *both* heads.

The Game Operators and Sideshow Performers

A ghost is the life force of a dead being that cannot or will not go to its final resting place. The common ghost is one of the weakest forms of this creature. It can become totally invisible and totally incorporeal whenever it chooses at no cost in WPR.

AGL: *N/A*
DEX: *N/A*
PCN: *(75 + 2D10) or 90*
PER: *(75 + 2D10) or 90*
STA: *N/A*
STR: *N/A*
WPR: *(90 + 2D10) or 105*
EWS: *(120 + 2D10) or 135*
ATT: *1; (120 + 2D10) or 135**
SR: *1*
WB: *N/A*
Fear: *-30*
MV: *75' (I)*
Type: *Independent*
Class: *I*
Disciplines: *90/105/125 Contact the Living, Write Automatic Unique Manifestation*

Manifestation is a special Discipline of the Evil Way, unique to ghosts. This discipline allows the creature to become visible to humans as a foggy, shifting image of a person. No dice roll is necessary for the ghost to manifest itself, and the discipline costs the creature only 1 Current Willpower.

*The common ghost attacks with a Chilling Touch. This attack is based on the ghost's EWS, and is the same as an unarmed melee attack; however, any C result has the additional effect of causing a wave of cold to pass through the body of the victim, leaving him or her totally stunned and gasping for breath for 1 round, unable to fight, move, or use the Art.

The common ghost cannot be harmed by any type of weapon.

After scaring the party, the game operators and the sideshow performers use flattery and fast talk on the characters to persuade them to do as they wish. These speeches are obviously rehearsed and delivered in monotones, except for those of the sideshow barker, who has a much smoother delivery.

The sideshow performers do not attack the party, and disappear after they "entertain" the characters. The game operators are driven away if any character simply states, "I'm with it."

Terri the Exotic Dancer

Terri differs from other ghosts on the Isle in that she attacks by Influence only. She first selects a male character, then uses her Influence to make him watch her dance. If not helped, the victim does nothing else for the rest of the mission. While Terri performs, only the character who is influenced sees her shifting form of a beautiful dark-haired woman.

AGL: *N/A*
DEX: *N/A*
PCN: *(75 + 2D10) or 90*
PER: *(75 + 2D10) or 90*
STA: *N/A*
STR: *N/A*
WPR: *(90 + 2D10) or 105*
EWS: *(120 + 2D10) or 135*
ATT: *1;**
SR: *1*
WB: *N/A*
Fear: *-30*
MV: *75' (I)*
Type: *Independent*
Class: *I*
Disciplines: *90/105/125 Contact the Living, Influence*
Manifestation: *None*

**attacks with Influence only*

Terri's ability with Influence is weak: a single shot of Restore Willpower brings the victim to his senses and drives Terri's ghost away.

The Customers (Beisacs)

A beisac is the ghost of a person who suffered a violent death. It seeks revenge on society for allowing its death to happen, and pesters its victims only for quarters. If a character gives the beisac what it asks, the creature does not harm him; however, if the character refuses, the creature attacks by using its Evil Way Disciplines. In either case, the beisac leaves, then returns 1D10 hours later with another beisac to ask the victim to provide for them both. As this procedure repeats every 1D10 hours, the victim is soon surrounded by whining creatures, all stretching out their hands for food.

AGL: *N/A; (80 + 2D10) or 95 for discipline use*
DEX: *N/A*
PCN: *(60 + 2D10) or 75*
PER: *N/A; (55 + 2D10) or 70 for discipline use*
STA: *N/A; (45 + 2D10) or 60 for discipline use*
STR: *N/A*
WPR: *(110 + 2D10) or 125*
EWS: *(115 + 2D10) or 130*
ATT: *1; only uses disciplines*
SR: *N/A*
WB: *N/A*
Fear: *-30*
MV: *105' (I)*
Type: *Independent*
Class: *I*
Disciplines: *78/93/113 Evil Eye, Wound 83/98/118 Appear Dead (Other) 100/115/135 Deadly Dreams90/105/125/ Unique Hurl*81/96/116 Shriek, Swarm Automatic Unique Manipulation: Only whatever articles the PCs give them.*

**See the CHILL hardcover book (p. 206) for details.*

The beisacs that haunt the Isle O' Fun are weaker forms of the creature. They are the ghosts of the customers killed on that night back in August, 1955. Each beisac has only three Evil Way Disciplines, which it uses to attack the PCs.

The customers appear to be corporeal, but prove to be incorporeal if the characters attempt to touch or strike them. The beisacs, however, can manipulate any quarters the PCs give them, and the food these ghosts can carry.

As with other beisacs, the customers stop bothering the PCs if they successfully raises a Mental Shield twice in one day. The beisacs still appear throughout the Isle O' Fun, though, occasionally following the party.

EUGENE BURGESS

Eugene Burgess was the owner of the Isle O' Fun, and was killed by V. Carson. As a ghost, he focuses his energies on the three things that drove him in life: cruelty (which will become evident to the PCs as they encounter him), pride (shown in the strange scrupulous care he takes of the island's rides), and greed (that binds him to the money he bullied from others). It is through his money that Burgess is vulnerable: only by destroying it can the party hope to destroy this particular ghost.

AGL: N/A
DEX: N/A
PCN: (75 + 2D10) or 90
PER: (75 + 2D10) or 90
STA: N/A
STR: N/A
WPR: (90 + 2D10) or 105
EWS: (120 + 2D10) or 135
ATT: 1; 135*
SR: 1
WB: N/A
Fear: -30
MV: 75' (I)
Type: Independent
Class: I
Disciplines: 90/105/125 Contact the Living, Write
60/75/95 Animation of the Dead
60/75/95 Haywire
95/110/130 Deadly Dreams
60/75/95 Telekinesis
56/71/91 Ghostly Lights, Total Illusion
****Chilling Touch***

Burgess manifests himself as the shifting form of a large, overweight, dark-haired man in mechanic's clothes with a tool belt fastened around his waist.

Tony Andrucci

AGL: (45 + 2D10) or 60
DEX: (50 + 2D10) or 65
PCN: (60 + 2D10) or 75
PER: (2D10) or 15
STA: (30 + 2D10) or 45
STR: (25 + 2D10) or 40
WPR: (90 + 2D10) or 105
EWS: (120 + 2D10) or 135
ATT: 1; only uses disciplines
SR: N/A
WB: N/A
Fear: -20
MV: as character (L); 150' (I)
Type: Independent
Class: I, C
Disciplines:
75/90/110 Inhabit
73/88/98 Raise Winds
80/95/115 Telekinesis
85/100/120 Blind
Automatic Unique Manifestation

A vaudeville remnant is the ghost of a vaudeville performer who deeply resented the public's switch in taste from variety theater to motion pictures. This creature, which can become corporeal at will, spitefully forces its victims to watch its act, which it repeats until the viewers can no longer stand it. At this point, when the audience's attention lags, the ghost uses Blind upon selected victims so they cannot watch movies again.

Such a remnant can only be destroyed by somehow proving its act is worthless, thereby causing it to give in completely to its self-doubt.

Tony Andrucci, formerly the sideshow's magician and manager, was killed by the ghost of Vern Carson. Andrucci prefers to walk about in corporeal form. He appears to the party as a glum-looking man with silvery hair and a goatee, wearing a worn tuxedo, complete with top hat and tails. When he performs, Andrucci ignores his audience and focuses his attention on his hands; still, he will be very much aware of any inattentiveness among the player characters.

The only way Andrucci can be destroyed is for a character to pick up the ghost's conjuring textbook, then state that he knows how the tricks are done.

Vern Carson

A doll master is the ghost of a crazed murderer that seeks relentlessly to kill, using its unique Multiple Inhabit Discipline. Use of this discipline lets the creature Inhabit the bodies of up to 1D10 dolls of just about any type (CM's discretion). It inhabits all the dolls and

coordinates their actions in simple plans. Use of this discipline costs the creature 2 Current Willpower per doll inhabited per minute.

Once it inhabits the dolls, the creature can animate and use them to make physical attacks on characters. While they are animated, the dolls grow real mouths and sharp teeth. The animated dolls have scores of 40 in all basic abilities.

Animated dolls cannot be destroyed. A doll master can only be destroyed by placing a doll in the grave from which the creature sprang.

Vern Carson was the proprietor of the "Murderer's Row" waxworks exhibit, and was killed by Andrucci. Carson prefers to Inhabit his waxwork figures , but he will Inhabit small dolls for bizarre contrast.

Carson's grave is in the fun house crawl space.

AGL: N/A
DEX: N/A
PCN: (45 + 2D10) or 60
PER: N/A; (35 + 2D10) or 50 for discipline use
STA: N/A; (55 + 2D10) or 70 for discipline use
STR: N/A
WPR: (75 + 2D10) or 90
EWS: (105 + 2D10) or 120
ATT: each doll has 1; 40
SR: 4
WB: N/A
Fear: -40; -30 for inhabited doll
MV: 75' (L); 75' (A); 75' (I)
Type: Independent
Class: I, C
Disciplines:
71/86/106 Hound
78/93/113 Unique
Multiple Inhabit
Automatic Unique
Manifestation (as ghost)

Running *Isle of the Dead*

This section will help you organize the preceding information, so that you can keep the game interesting and frightening for your players. After all, the fun of a good *Chill* scenario is in having it come to life for everyone involved.

There will be two kinds of encounters on the Isle of the Dead: Chronology Encounters and Location Encounters.

Chronology Encounters (p. 12) will occur only at specific times on particular days. These encounters are summarized at the beginning of that section; be familiar with the summary before you sit down to play.

Location Encounters (p. 21) occur only if the PCs explore particular places on the island. These encounters are to be used with the map of the island. Give the map to the players when their characters arrive on the island. The letters on the map key up to the location descriptions so you can tell the players what their characters see wherever they go.

If a Chronology Encounter is scheduled to occur while the PCs are involved with a Location Encounter, the Chronology Encounter occurs immediately after the PCs leave the location. Do not have Chronology Encounters happen within Location Encounters.

To make sure you do not give away too much to your players, we have *italicized* the information that is meant to be read aloud. The rest of the text is for the CM only. Keep in mind, though, that players can obtain some of this unitalicized information by doing the right things and/or asking the right questions.

Take time to think about how you will portray the NPCs and the ghosts. The customers should be played as pests, often stuffing their faces with cotton candy, snow cones, and corn dogs as they tease the PCs. The game operators are full of hype and fast talk, as is the ghostly sideshow barker. Andrucci despises the party, but is also a ham who needs an audience. Burgess enjoys torturing his victims. Your good acting will add much to the players' enjoyment.

An important element in this scenario is the fact that all of the ghosts are self-concerned. Andrucci, Carson, and Burgess were enemies in life, and have not changed much in death. In fact, these three ghosts compete to see which of them can scare the party most, much the way they tried to outdo each other while destroying the island. The lesser ghosts work only with others of their kind: for instance, a game operator will never attack side-by-side with the sideshow performers. These are creatures of pride! So, unless your idea of a good time is having all of the Isle's ghosts mob the PCs when they arrive, pay close attention to this element when you run the scenario.

Emphasize the atmosphere! An abandoned carnival is a very eerie place, especially at night. If this scenario is run well, the players will not need to be involved in an encounter to be frightened.

It is important to be prepared. If you read this scenario thoroughly before attempting to run it, game play will be that much smoother.

And remember: the CM's most important job in a *Chill* scenario is to make sure the players have fun. Pleasure is contagious, so if you are obviously enjoying yourself while running *Isle of the Dead*, your friends will have a good time also.

Beginning the Scenario

If the players wish to play the characters provided in this scenario, give them a copy of the pregenerated characters that follow, allow them to read the material, and have them select characters to play. If the players prefer to play their own characters, have them make sure that those characters' statistics are organized to their liking. They may want to make use of unspent Character Insight Points (CIPs) they have gathered from previous adventures (if they have them).

GETTING UNDERWAY

When the players have selected PCs, or made any adjustments to their own characters, read them the following (remember that italicized blocks of text in the scenario are to be read aloud to the players):

Each of you has received a letter from SAVE, along with a round trip plane ticket to Springfield, Illinois.

After reading this paragraph, hand the players a copy of the letter found on p. 29 (***Player Aid 1***) or read it to them aloud. Allow them to discuss the letter before proceeding. When the players are ready, continue reading on.

The Envoys Prepare

Ask the players what supplies, within reason, they would like the PCs to take to Keyesport, remembering that they are posing as prospective buyers of the Isle. Allow those who want to research the history of carnivals in the United States to do so.

The character(s) chosen to interview Marks (the former carny mentioned in the letter) should leave for Keyesport as soon as possible. Before leaving, the PC(s) should arrange with the others how they will meet. Then, read the following:

Your flight passes uneventfully and you arrive at Springfield's Capital Airport on schedule.

The bus ride to Keyesport takes you past large factories spewing dark smoke and railroad cars holding metals and plastics—Keyesport is obviously an industrial town. Now, the driver turns onto a road that takes you along what must be Carlyle Lake. Squinting through the haze, you manage to glimpse a body of land on the water. The looming skeleton of a roller coaster confirms that you have spotted the Isle O' Fun. At the Keyesport bus station, you have no problem finding a cab to take you to your hotel.

The cab takes you into downtown Keyesport—such as it is—and drops you off at the Blackwood Hotel. This proves to be one of the more modest hotels in which you have stayed. However, the service is good and the room comfortable.

Marks' business is within walking distance of the hotel.

When the PC is ready to meet Marks, ask his player if the PC will phone first or just show up at the man's door. Whichever the player chooses, have him make a General Check against his character's Investigation or Journalism Skill. If the roll succeeds, Marks agrees to the interview after a thoughtful pause; but if the roll fails, Marks declines. If the latter is the case, Marks agrees eventually if the character politely persists; but roll the dice a couple of times to make the player think he might mess up things entirely.

ONLY ONE OR TWO PCS SHOULD GO TO INTERVIEW WILLY MARKS. IF TWO PCS GO, ALTER THE FOLLOWING TEXT APPROPRIATELY. ALSO, IF THE INTERVIEWER DOESN'T HAVE THE INVESTIGATION AND/OR JOURNALISM SKILL, WILLY MARKS WILL FURNISH NO INFORMATION.

Captain Willy

As the character approaches Marks' business, read the following aloud:

Dozens of small stores are squeezed onto a grimy street overrun with parked cars. People carrying shopping bags and children push past each other, ignoring a lost-looking street person.

Suddenly, you are there: "Captain Willy's Tattoo Parlor, William Marks, Proprietor" is emblazoned on a door of smoked glass in a metal frame. The door opens readily, and a bell rings as you enter.

You find yourself in an old, dark, but well-kept room with three worn chairs and a card table. A variety of pictures covers the walls: some of these are signed publicity photos of entertainers; some appear to be of Marks' friends and family. Most of the pictures are elaborate drawings, obviously of different tattoo designs available to customers.

A stocky man with a shaved head enters the room through a door opposite you. His shirt sleeves are rolled up, and on his exposed

forearms, you see a startling arrangement of shapes and colors. More tattoos can be seen on the man's partially covered chest. He carries a nasty-looking needle in his right hand. The man stops and asks, "What can I do for you?"

This is Willy Marks. If the PC doesn't have an appointment with him, negotiate the interviews as described above. Marks tells the character to *"Wait while I finish with a customer in the back." After the customer leaves, Marks returns to the room, moves the table over to where you are seated, and pulls up a chair for himself.*

Marks answers questions in a friendly manner, but becomes a little grim when he describes the events of August 15, 1955. His description differs little from the SAVE report the characters have already read.

Have the player make a Specific Check against his character's Journalism or Investigation Skill. Note the information he is entitled to from the following results key, and throw this information into the dialogue as you role-play Marks. When the player has all the information he has earned, have Marks cut the conversation short by saying, *"Sorry, but I've got a big job ahead."*

MARKS WILL NOT GIVE A SECOND INTERVIEW, AND WILL NOT GO TO THE ISLAND.

Captain Willy then escorts the character to the door and politely dismisses him.

L RESULT (LOW SUCCESS). THE PC LEARN: "THE TWO MOST PROMINENT FIGURES AT THE ISLE O' FUN—BURGESS AND ANDRUCCI—WERE TWO OF THE MOST MEAN-SPIRITED MEN EVER. BURGESS WAS TERRIBLY GREEDY, AND ANDRUCCI SEEMED TO CARRY A GRUDGE AGAINST ALL OF HUMANITY."

M RESULT (MEDIUM SUCCESS). THE PC DISCOVERS THE INFORMATION IN THE L RESULT, AND: "BEHIND HIS WIFE'S BACK, BURGESS WAS PROBABLY HAVING AN AFFAIR WITH TERRI, ONE OF THE WOMEN FROM THE LIVE MODEL SHOW".

H RESULT (HIGH SUCCESS). THE PC DISCOVERS THE INFORMATION IN THE L AND M RESULTS, AND: "ANDRUCCI SEEMED VERY FRIENDLY WITH VERN CARSON, THE OWNER OF THE WAXWORKS EXHIBIT. I REMEMBER HEARING THAT CARSON HAD A CRIMINAL RECORD AND WAS WANTED BY THE LAW."

C RESULT (COLOSSAL SUCCESS). THE PC DISCOVERS THE INFORMATION IN THE THREE RESULTS ABOVE, AND: "ANDRUCCI, THE SIDESHOW'S MAGICIAN, BECAME VERY UPSET WHEN AN AUDIENCE MEMBER CLAIMED TO KNOW HOW HIS TRICKS WERE DONE. SUCH A PERSON ONCE LEAPED ONTO THE STAGE WITH ANDRUCCI, HELD UP A CONJUROR'S TEXT, AND EXPLAINED TO THE AUDIENCE HOW THE MAGICIAN HAD PERFORMED HIS LAST TRICK. ANDRUCCI STALKED OFF THE STAGE IN A HUMILIATED RAGE, AND WAS UNWILLING TO PERFORM FOR THE REST OF THE NIGHT."

Journalism or Investigation

The results given below represent the information which may be learned during the interview with Willy Marks.

Nervous Mr. Burgess

When all of the PCs are together and ready to meet Burgess, read them the following, pausing occasionally to let them react:

The office of Thomas Burgess is located about a mile away from your hotel. A cab takes you to a pricey area of the town, where banks, used books stores, and quaint restaurants are common. The driver stops in front of a three-story office building.

In the lobby, you find the listing, "Thomas Burgess. C.P.A. 311" on the building's directory.

An opaque glass panel on the door of Suite 311 reads, "Thomas Burgess • Certified Public Accountant • Please Come In."

As you enter the room, you see what you might have expected of an accountant's office furnishings: an imitation leather couch, two matching chairs, pale blue walls hung with a pair of abstract paintings, a large desk with papers piled neatly on it, and rows of file cabinets backlit by an open window. Sitting behind the desk is a stout man of about 45 years, well on his way to baldness. He looks up at you, sighs, and says, "I suppose you're the people interested in the island."

Burgess was halfway hoping that the PCs wouldn't show up. He believes the island is haunted, but will not admit this under any circumstances. He is not looking forward to visiting the Isle and is hoping fervently that Uncle Eugene will behave himself in front of these possible buyers. Burgess wants nothing more than to get the property off his hands, and presses

the PCs to go to the Isle immediately.

If the characters say they would like to see the island at a time other than tonight, Burgess refuses, saying that the weather forecast for the next few days is bad.

Burgess asks the PCs to be seated while he files away a few papers, then he has them follow him downstairs and out to his car. The drive to Carlyle Lake takes twenty minutes. During the drive, Burgess says nothing unless asked a question.

Read the following aloud:

Burgess pulls the car into a parking lot near a beach, where Carlyle Lake stretches out before you. In the distance, you can just make out the sinister Isle O' Fun.

The accountant gets out of the car and leads you down to a dock, where two large motorboats are moored. He climbs into one marked "Pequod" and motions for you to do the same.

Burgess has become rather nervous, and as he prepares to cast off, you notice that he has developed a tic in his left eye.

If the PCs asks Burgess if he is all right, he tells them that he is exhausted from a work overload at his office. It should not be that convincing an explanation: Burgess' nervousness increases as the boat nears the island.

Read the following aloud:

After about fifteen minutes, you approach the Isle; the setting sun paints the rides of the carnival an ominous red. The boat pulls up to a weather-beaten dock. A path leads from the dock to an archway that reads: "Welcome to the Isle O' Fun!" An old ticket booth sits off to one side. Further inland, you can see rusted autos lying behind rotted tents.

Burgess ties the boat to the dock, takes a deep breath, and climbs ashore, where he waits for you to follow him.

The PCs find themselves in the thick of the Unknown from the moment they set foot on the island.

Give the map to the players and refer from it to the section entitled *Location Encounters* whenever needed. Keep close tabs on the *Chronology Encounters Summary*, and refer from it to the text as the listed times occur. If a Chronology Encounter is scheduled to occur while the PCs are involved with a Location Encounter, the Chronology Encounter occurs immediately after the PCs leave the location. Do not have Chronology Encounters occur within Location Encounters.

Enjoy yourself . . . the fun (and the terror) is just beginning.

CHRONOLGY ENCOUNTERS

The following summary of the Chronology Encounters lets you know at a glance when a major event in the scenario is scheduled to occur. Refer to it constantly: it serves as a guide to the pacing of your scenario, and helps you run events in an orderly manner.

CHRONOLOGY ENCOUNTERS SUMMARY

THURSDAY

7:00 PM THE PARTY ARRIVES.

7:20 PM THE MERRY-GO-ROUND OPERATES BY ITSELF.

7:35 PM DISEMBODIED LAUGHTER IS HEARD ON THE MIDWAY.

8:40 PM GHOSTS PLAY ON THE BUMPER CARS.

8:45 PM THE BOAT IS DISCOVERED MISSING.

FRIDAY

4:00 AM ONE CHARACTER HAS A NIGHTMARE ABOUT THE FUN HOUSE.

9:00 AM THE PARTY AWAKENS TO CARNIVAL SOUNDS AND SMELLS. THOMAS BURGESS APPEARS TO HAVE DIED IN THE NIGHT.

9:45 AM JOANIE THE TWO-HEADED COW AND AMY THE DOG-HAIRED CHICKEN ATTACK.

11:00 AM THE PARTY MEETS A CUSTOMER'S GHOST.

1:15 PM TICKET STUBS FORM A THREATENING MESSAGE.

1:30 PM TERRI THE EXOTIC DANCER ATTEMPTS TO STEAL AWAY ONE OF THE ENVOYS.

5:00 PM THE PCS ARE INVITED INTO THE SIDESHOW TENT.

7:00 PM THE GAME OPERATORS INVITE THE PCS TO GAMBLE.

SATURDAY

4:00 AM THE CREATURE FROM A CHARACTER'S NIGHTMARE ATTACKS HIM WHEN HE AWAKENS.

9:00 AM A HARD RAIN FALLS AND CONTINUES THROUGHOUT THE DAY.

4:30 PM THE RAIN SUBSIDES.

5:00 PM THE DOLL MASTER ATTACKS.

9:00 PM IF THE PCS ARE LOST FOR A SOLUTION, EUGENE BURGESS FINISHES THEM OFF.

THE ENCOUNTERS

THURSDAY 7:00 PM

The sinking sun throws shadows around you as you walk down the carnival midway. To your right are rotted concession tents, their front covers closed. On your left are the rides, covered with tarpaulins, and a few scattered food concession booths, closed and decayed like the tents.

Burgess says that he took care to *cover anything that might be hurt by the elements. "Of course," he adds with a nervous laugh, "the years have taken their toll."*

The accountant refuses to enter any tent or building, but will not object to the PCs doing so.

If the PCs wish to look behind the covers of any tent or to enter any building, have them point to the location in question on the map. You should then read aloud the *italicized* description under the matching letter key.

THURSDAY 7:20 PM

The sun has set completely and the carnival is now lit by a bright moon. The Isle has a strange and shadowy quality, as if the entire place were somehow alive.

If the PCs are acting like proper prospective buyers, walking slowly and occasionally inspecting things, they will have covered less than half of the carnival grounds by this time. The moonlight allows the characters to see outdoors for 300 feet. Their flashlights cover only 75 feet, so these will be necessary only if the PCs go inside an exhibit. Point this out to the players if they ask.

Continue to read:

Suddenly, you hear the music of a calliope, playing "Strawberry Blonde" somewhere off to your left. The shrill sound seems very loud as it breaks the silence.

If the party decides to investigate, continue reading:

Threading your way through the covered rides, you trace the music to the Merry-Go-Round—it is not covered. The ride is in full operation, leisurely turning and piping out the tune you heard. There is no one here but you and Burgess, who has turned almost chalk white with fear.

The deceased Eugene Burgess has used Haywire on the ride.

If any party member approaches the ride, it stops; the music stopping in mid-phrase. Anyone examining the ride finds that it is surprisingly well maintained (as are the others).

If the PCs refuse to investigate the music when they first hear it, it plays for fifteen minutes or until one of the PCs approaches the moving ride.

THURSDAY 7:35 PM

You hear giggling float down the midway ahead of you, like that of a young woman. It seems to mock you as it weaves through the air.

If the PCs follow the giggling, it leads them completely around the midway once, then stops as suddenly as it began.

Thomas Burgess, clearly on the verge of a nervous breakdown, follows the party sheepishly. He refuses to talk about the incidents, and does his best to act as though nothing unusual has happened. If pressed by the PCs , he tries to shift the talk to business matters.

THURSDAY 8:40 PM

You hear the sounds of electrical snapping and metallic crashing among the rides. Whatever it is, it sounds very busy.

If the PCs investigate, continue to read:

The sounds draw you to the Bumper Cars. You see all of the cars, driverless, skidding around and crashing into each other. Sparks fly from the ride's ceiling as the cars' electrical contacts glide along it.

Suddenly, youthful laughter rises from the cars. As you watch, the forms of teenaged boys and girls take shape behind the driver's wheels. They quickly become quite substantial looking. Each driver is badly wounded in some way, but that doesn't keep them from having a great time.

Burgess' eyes glaze over, and he runs screaming in the general direction of the boat dock.

These are the beisacs of the passengers killed in the roller coaster accident. They have decided to take advantage of this haywired ride to have a few laughs. The beisacs will not attack the PCs at this time. However, each player must make a Fear Check for his character, with a modifier of -20 (since the number of beisacs is easily three times that of the PCs).

Burgess has already run, screaming, for the boat. Any PCs fleeing will follow him.

If any character has the courage to stay, the beisacs stop their cars all at once, turn and grin at him, then fade from view.

THURSDAY 8:45 PM

The PCs will probably look for Burgess. If they do, read the following aloud:

As you approach the dock, you see Burgess on his knees, whimpering. The boat is nowhere in sight. When

you come near the accountant he starts blubbering, "They've taken it. Oh God, what are we going to do?"

Burgess will repeat these phrases for awhile, then start screaming incoherently. He will continue to do this until he is tranquilized or rendered unconscious.

The boat has been set adrift by the ghostly Eugene Burgess, who never liked his nephew much.

If any PC has been left to guard the boat, Eugene Burgess will knock him unconscious with his Chilling Touch and leave him on the dock while setting the boat free.

The PCs may want to explore other areas on the island. Allow them to do so, but point out to them that it is getting late and they might want to get some sleep soon.

When the PCs settle on a place to spend the night, read the players that location's description from *Location Encounters*. Allow them to keep watch in shifts if they like.

FRIDAY 4:00 AM

One of the beisacs will use *Dreamsend* on a single party member. Refer to the description of this discipline in the *CHILL* hardcover book (p. 165) in order to run this encounter.

Now read the player of the chosen character the following:

You dream that you have just walked through the carnival's fun house. You are standing in front of the distorting mirrors. Even though the mirrors' surfaces are warped, your reflection is oddly normal.

Then you walk outside. The ghosts that you saw on the Bumper Cars last night are standing there, pointing at you and laughing crazily. Your fellow envoys are there also; they cringe in fear at the sight of you.

Suddenly, you discover that your body is hideously distorted and elongated. You have become a living fun house mirror image!

If the character wakes screaming, he will awaken the rest of the party.

Calculate how much Willpower the dream costs the character, and have the player subtract this from his character's Current Willpower. The character will not regenerate any Willpower or Stamina for the rest of the sleeping period.

FRIDAY 9:00 AM

You awaken to the smell of brewing coffee and the sound of thudding mallets. Before you go out to investigate, you notice that Burgess appears particularly unwell: his eyes are staring blankly and his face is contorted in fear.

Any PC with the Medicine Skill will find Burgess is unquestionably dead. If this character passes a Specific Check with at least an M result, he'll can tell that Burgess probably had a heart attack caused by a great emotional trauma.

If the party wishes to trace the sound and the smell, read the players the following:

When you leave your shelter, the driving sound of mallets stops. But the smell of coffee persists, now blended with that of food.

As you walk through the carnival you're startled to see that all of the tarpaulins have been removed from the rides, and that all the concession tent covers have been thrown open.

The smell leads the party to the nearest location 'Y' on the map (see *Location Encounters*). When they arrive there, continue:

The small stand is stacked from bottom to top with dozens of steaming hot dogs set in buns. Ketchup, mustard, and relish have been spread crazily all over the food. Behind this mound of meat you hear a bubbling noise. You discover this to be from boiling coffee, which spills over its rusty dispenser.

One of the beisacs has used *Create A Feast* as a prank. The hot dogs are perfectly edible, and can feed the PCs for the duration of the scenario.

FRIDAY 9:45 AM

The sky has become overcast, proving the weekend weather forecast to be correct.

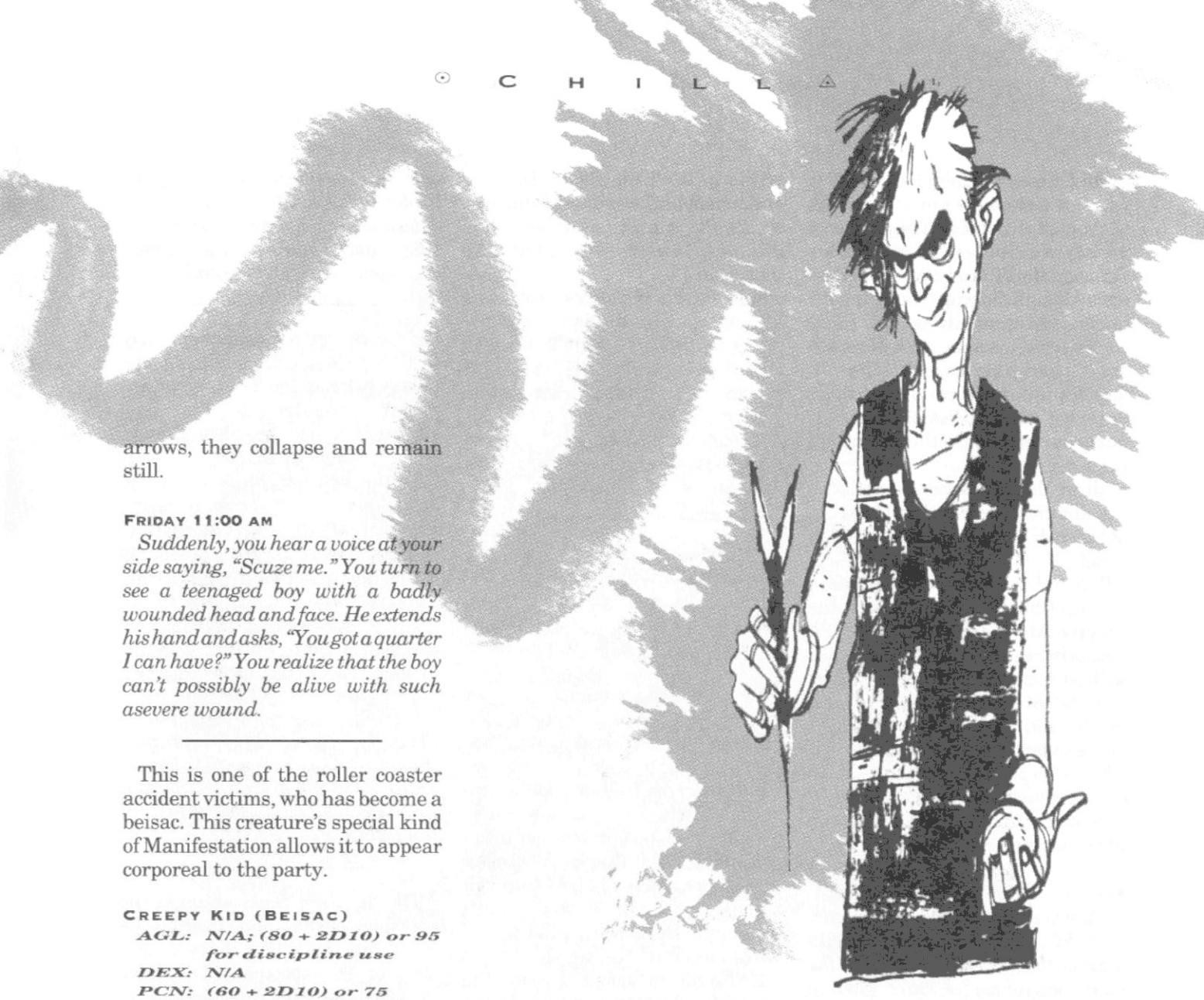
While you walk the carnival grounds, you become aware of a fetid odor that gets stronger as you walk forward. Then, stepping from behind a nearby ride, two ghastly creatures come into view: a two-headed Jersey cow, and riding on its back, what looks like a chicken covered with dog's hair. Both animals are in advanced states of decay: clods of earth cling to their rotting bodies.

These creatures are tupilaqs (animal zombies). Thirty years ago, they were renowned as Joanie the Two-Headed Cow and Amy the Dog-Haired Chicken, and were part of the sideshow blow-off. Burgess has dug up their bodies, and used Animation of the Dead on them. Burgess' ghost is standing off to one side, invisible.

Have the players make Fear Checks, then have those whose characters hold their ground make Surprise Checks.

Amy and Joanie close in 1 round, attacking any surprised characters first. Joanie bites, and Amy flies up a couple of feet and pecks at the victim. Amy returns to Joanie's back after each of her pecking attacks.

When the tupilaqs receive called shots to their heads with bullets/



arrows, they collapse and remain still.

FRIDAY 11:00 AM

Suddenly, you hear a voice at your side saying, "Scuze me." You turn to see a teenaged boy with a badly wounded head and face. He extends his hand and asks, "You got a quarter I can have?" You realize that the boy can't possibly be alive with such asevere wound.

This is one of the roller coaster accident victims, who has become a beisac. This creature's special kind of Manifestation allows it to appear corporeal to the party.

CREEPY KID (BEISAC)

AGL: *N/A; (80 + 2D10) or 95 for discipline use*
DEX: *N/A*
PCN: *(60 + 2D10) or 75*
PER: *N/A; (55 + 2D10) or 70 for discipline use*
STA: *N/A; (45 + 2D10) or 60 for discipline use*
STR: *N/A*
WPR: *(110 + 2D10) or 125*
EWS: *(115 + 2D10) or 130*
ATT: *1; only uses disciplines*
SR: *N/A*
WB: *N/A*
Fear: *-30*
MV: *105' (I)*
Type: *Independent*
Class: *I*
Disciplines:
78/93/113 Evil Eye, Wound
83/98/118 Appear Dead (Other)
100/115/135 Deadly Dreams
90/105/125/ Unique Hurl
81/96/116 Shriek, Swarm
Automatic Unique Manipulation: Only articles given them by PCs.

Have the players make Fear Checks. Surprise is not an element in this encounter.

If the PCs give the ghost a quarter within 2 rounds, he walks away without saying anything else.

If the characters refuse the beisac's request, or do nothing, the kid picks up baseballs or darts from a nearby booth, and hurls 1D10 of them at the party (see the description of the beisac in the *CHILL* hardcover book (p. 206) for a full account of how its *Hurl* Discipline works). These objects fly at a high speed, each treated as a separate missile attack, using the beisac's Evil Way Score as the base to hit (at Strike Rank 1). The beisac attacks in this way for 1 round only, then leaves, having spent 30 Willpower.

The creepy kid returns 1D10 hours later with a younger girl, also badly wounded. This beisac will be eating cotton candy. *"This is my kid sister,"* the boy says, *"Got a quarter for her? Got another for me?"* The possible outcomes of this new encounter are the same as before.

The party encounters the creepy kid and company every 1D10 hours until the PCs figure out how to fend them off (two Mental Shields in one day). The creepy kid always brings a new family member or friend with him to enlarge the group. The PCs must make new Fear Checks each time they meet a new beisac.

All of these particular beisacs were carnival customers killed the night of August 15, 1955. They wear a variety of clothing (one wears a Boy Scout uniform) and are of various ages, though most are young. Many of them eat carnival food, including cotton candy, sodas, corn dogs, ice cream, and popcorn balls. They all ask for quarters, and use their various Evil Way Disciplines on the party for one round if they do not get the money.

All of these creatures' statistics are identical, except that the third of their disciplines varies for each beisac.

Remember, two successful uses of Mental Shield in one day stop the creepy kid and his pals from bothering the party. However, they will be seen now and then during the rest of the scenario—walking on the midway, climbing on rides, and exploring tents.

No character has more than 1D10 quarters with him. The beisacs accept no other coin, and do not take paper money.

FRIDAY 1:15 PM

The ground in front of you is littered with ticket stubs, as it is throughout most of the midway. Suddenly, the stubs at your feet start moving around and jumping into the air a few inches. They appear to be shifting themselves into words. Your impression is soon verified: the tickets form the sentence, "Die, you stupid rubes," then scatter in all directions.

FRIDAY 1:30 PM

Privately tell a randomly chosen male PC the following :

You suddenly feel a chill pass through your body, then you hear a woman's voice whisper in your ear. "I think you're the most beautiful man I've ever seen. Won't you come watch me dance?"

This is Terri the Exotic Dancer, now invisible. She is using Influence on the PC to make him follow her into the Live Model Show tent (Location J).

Roll to see if Terri's Influence attack succeeds (an Opposed Check using the PC's Current Willpower and Terri's Influence Score). If successful, privately tell the player:

Your character sees the shifting form of a beautiful scantily-clad woman floating before him, and he feels compelled to follow her.

No other character sees the Manifestation of Terri, only the envoy walking off by himself, saying things to the air. The influenced character will not protest to being led away.

Terri has her victim follow her into the Live Model Show tent, then tells him to sit and watch her perform on the stage.

Roll two more Influence attacks to see if Terri can maintain the discipline. If she fails (that is, if you roll 100), the Influence is broken and the character is free to rejoin the party. Terri, however, will attempt to Influence a different PC within ten minutes.

If Terri's attacks succeed, the character obeys her and sits in one of the audience seats. If she gets an M result or better, the character falls in love with her and is, in effect, out of the game unless helped by the other PCs. The other characters will find their partner staring at an apparently empty stage while he mutters, "She's so beautiful." He refuses to leave his seat.

Fortunately for the party, Terri's Influence Discipline is weaker than most: a single shot of Restore Willpower brings the victim to his senses. If her Influence is broken, the humiliated Terri bothers the characters no further.

FRIDAY 5:00 PM

The speakers at the carnival's entrance burst into life, blaring the "Colonel Bogie March." From the sideshow you hear a voice shouting, "Step right up, ladies and gentlemen. The show is about to begin."

If the PCs go to the speakers, they find that the electrical wiring was torn loose years ago. The music stops shortly thereafter.

If the PCs go to the sideshow read the following aloud:

At the podium in front of the sideshow tent stands a semi-transparent man, wearing a gaudy checked coat and a red top hat. He smiles and says, "That's right, folks, step right up! The biggest and the greatest show on the midway!" He sweeps his hat in the direction of a nearby bally stage, indicating two other ghostly figures that have appeared, hovering several inches above its surface. One of the strange spirits seems to be a gamine female with a large snake wrapped around her torso, while the other, only three feet tall, stands on his head.

The figure at the podium is the sideshow barker, and those on the stage are the snake charmer and the midget, respectively. They have identical statistics. Have the players make Fear Checks. Surprise Checks do not apply here. These ghosts will not attack the party, but they laugh if anyone flees.

The barker continues:

"Folks, you have the opportunity to see the premier attraction on the midway: the Great Andrucci's Wonder Show. Inside you'll see Grace, whose mother was frightened by a snake, giving her innocent child a mysterious power over deadly reptiles." The female figure on the stage drifts forward and displays the python wrapped around her. She winks at you.

"Then there's Count Litmus, the world's shortest man, who'll delight you with his wit and acrobatic skill."

The ghostly midget does a back flip, turning slowly in the air and stopping when he's head downward. He remains suspended this way, his arms outstretched as an applause cue. "Don't mind the Count, folks. It's been a while since he's had an audience," says the barker.

"And there's more: Flamo the Magnificent, who swallows burning coals; El Tigre, who eats sharp, deadly steel; and the most startling of all, the Great Andrucci, the most brilliant exponent of illusion and sleight of hand ever to walk the earth! 'What's the price,' you ask, 'to be admitted to view this collection of wonders?' Normally, friends, its six bits, that's seventy-five cents, for adults and a two bits, that's just a quarter, for the kiddies. But tonight's a special night, folks. So I'll tell ya what I'm gonna do." The barker leans forward, "As guests of the Isle, we're admitting you free! Now that's an opportunity you can't afford to pass up!" He laughs and fades away, as do the performers on the stage.

If the characters do not enter the sideshow and begin to leave, read the following aloud:

A man steps in front of you and blocks your path. He is tall, has silvery hair and a goatee, and wears an old set of tails. Unlike the creatures you have just seen, this fellow looks very substantial.

The man glares at you and says, "No one refuses to see my performance."

This is Tony Andrucci, the sideshow manager. He means what he says.

Since Andrucci looks like a healthy living man, the players need not make a Fear Check for their characters until after this ghost attacks (and not even then, if their characters have met him before, in the House of Mirrors).

Andrucci uses Blind on one party member, then walks into the sideshow tent, expecting the party to follow. If they do not, he returns and fights the characters to the death.

A victim of the Blind Discipline can be cured by one of the two methods:

1. By two separate, successful acts of Restore Stamina.

2. By spending Luck. The defender may make a Luck Check once per minute, losing 1 form his Luck permanently each time he checks. A successful check restores sight.

If the PCs enter the sideshow, read the following aloud:

You enter the tent to find a lone figure at the far end of the stage, sitting on a chair and poring over a large book. He appears solid and alive. When you approach, he looks up and hastily places the book aside, which you see is a textbook on sleight-of-hand tricks. The man is tall, has silvery hair and a goatee, and is wearing an old set of tails. He rummages through a trunk of magic props, pulls out a deck of cards, then begins performing elaborate flourishes with them while telling bad jokes in a numbing monotone.

Andrucci continues to perform with the cards and other props from the trunk (wooden balls, silk handkerchiefs, large silver rings) until the characters start to leave, or until they interrupt him. He then casts Blind on the one character he feels is the most offensive. A Fear Check is required of the players at this point.

Andrucci can be destroyed by any character who jumps on the stage, picks up the magician's text, and states that he knows how Andrucci's tricks are done. The ghost howls in rage when this happens; countless hairline fractures, like those on a cracked vase, appear on his body. Then Andrucci shatters, and the pieces vanish before they hit the ground.

If, without picking up the book, a character simply states that he knows what Andrucci is doing, the ghost looks startled and says, *"I don't believe you. Prove it."* The character has 1 round to grab the book before the magician uses the Blind Discipline on him.

After Andrucci is destroyed, any characters who inspect the trunk find that it contains a jumble of ropes, fake flowers, chrome-plated tubes, and other items used in his act. Among these they will discover an old Chinese puzzle box. Anyone who rolls less than his Perception three times in succession is able to open all of its panels.

Of course, they may decide it is easier just to break the thing.

Inside of the box are some folded papers. These are a written account by Andrucci of the events leading up to the murders of Burgess and Carson. They also tell the characters where they can find Carson's grave—information they need to destroy the doll master.

The papers can be seen on the following page (pg. 18).

FRIDAY 7:00 PM

You hear voices shouting, "Games of skill and chance, three tries for a quarter, double your money, win your sweetie a kewpie doll." The shouts continue, repeating the same words.

Since it is cloudy tonight, the characters are able to see for only thirty feet if they do not use their flashlights. Be sure that the players are aware of this.

If the party does not investigate the voices, they continue to come from Locations G, H, and I on the map until midnight.

When the characters decide to walk by these locations, read the following aloud:

You follow the shouts to the first three games at the right of the entrance. Manning each of these

CRUMPLED PAPER

AUGUST 10

HE'S CRAZY. I'VE ALWAYS KNOWN IT, THE WAY HE TALKS TO HIS DUMMIES. HE'S BEGINNING TO SCARE ME AGAIN. MAYBE THAT'S WHY I'M WRITING THIS DOWN—I DON'T HAVE ANYONE TO TALK.

HE SAYS HE'S GOING TO KILL BURGESS FOR THAT BLACKMAIL STUFF! I DON'T KNOW HOW GENE FOUND OUT THAT HE'S WANTED BY THE COPS, BUT IT DOESN'T SURPRISE ME—GENE HAS DIRT ON EVERYBODY. AND GENE'S SO GREEDY; I REALLY BELIEVE HE'S GOT A BUNDLE STASHED SOMEWHERE ON THE ISLAND FROM THAT SCAM HE PULLED IN KEYESPORT. I WISH HE'D TAKE IT AND LEAVE.

I THINK CARSON IS GOING TO DO IT. I DON'T WANT TO KNOW ABOUT THIS.

AUGUST 13

HE'S DONE IT, HE TOLD ME HE DID IT AND DUMPED THE BODY IN THE LAKE. I GUESS I MUST HAVE LOOKED SHOCKED; HE TOLD ME THAT HE'S KILLED BEFORE, AND HE'D DO ME IN IF I SQUEAL.

I BELIEVE HIM. HE'S CRAZY.

HE'S BEEN GIVING ME WEIRD LOOKS ALL DAY. I DON'T TRUST HIM—HE'S GOING TO COME FOR ME NEXT, I KNOW IT.

I'VE GOT TO GET HIM BEFORE HE GETS ME.

AUGUST 14

IT WAS EASIER THAN I THOUGHT IT WOULD BE. THE CHUMP NEVER KNEW WHAT HIT HIM. HE HAD A FUNNY LOOK ON HIS FACE WHEN HE WENT DOWN, LIKE HE WANTED TO GET BACK AT ME SOMEHOW. GOOD LUCK.

I BURIED HIM UNDER THE FUN HOUSE—WITH BURGESS GONE, NOBODY WILL GO DOWN THERE ANYMORE.

booths is the foggy, shifting form of a man wearing a cap, his sleeves rolled up for business.

The creature at the U.S. map game says, "Here're some folks that know an opportunity when they see it. Howzabout it, sports? Three tries for a quarter! Win a kewpie doll!"

These are of course, the game operators.

Have the players make Fear Checks. If anyone flees, the operator on the right says, *"Well, now, I've never seen anyone that afraid of losing his money."* The other two concessionaires respond as if the remark is a laugh riot.

These ghosts cannot manipulate anything, and therefore cannot run their games—their invitation to play is only their idea of a joke. No matter what the party's response is, read the following aloud:

The ghost in the center booth laughs, then yells, "Hey Rube!" All three of the concessionaires now float through their counters and drift toward you.

The ghosts attack the party with their Chilling Touch Discipline for 5 rounds, or simply pursue them for that period if they run. Any character knocked unconscious awakens 1D10 minutes later, unharmed. The game operators will cease their attack if any character says "I'm with it," or "We're with it."

The game operators remain at their concessions and shout their come-ons until midnight, at which point both their voices and their forms fade. These ghosts will manifest again and resume their activities at 5:00 pm on Saturday. They always attack the party if the characters walk by their games, though no more Fear Checks will be necessary here. But, if any of the PCs says, "I'm with it" or "We're with it," any attacking ghost will say, *"Oh, why didn't you say so*

buddy?" The characters will be bothered no longer by these creatures after this. The operators, however, remain in their booths making their pitches during the times given above.

SATURDAY 4:00 AM

Burgess sends a Deadly Dream to one PC (try not to make it the same PC who received the Dreamsend the previous night). Deadly Dreams is described in detail in the *CHILL* hardcover book (p. 165).

Roll the ghost's attack and check it against the character's Current Willpower, then make a note of the results.

Read this to the chosen player:

You dream that you are running down midway, pursued by a horrible creature— wears a polka-dot clown outfit, oversized shoes, a ruffled collar, and a big red clown nose that sits on a face covered with red and white makeup. Fangs several inches long extend over its lower lip. It slashes at the air with an impressive pair of claws. It's closing on you quickly.

Just when you can feel the hot breath of the creature on your neck, you awake. You immediately become aware that the creature is standing above you.

CLOWN CREATURE (UNIQUE)

AGL: (45 + 2D10) or 60
DEX: (15 + 2D10) or 30
PCN: (75 + 2D10) or 90
PER: N/A
STA: (60 + 2D10) or 75
STR: (60 + 2D10) or 75
WPR: (45 + 2D10) or 60
EWS: N/A
ATT: 1; 68
SR: 4
WB: N/A
FEAR: -30
MV: 100' (L)
Type: Servitor
Class: C (m)
Disciplines: N/A

The creature attacks immediately, and inflicts no more than L result damage. It vanishes after 1 round. The victim of the Deadly Dream does not need to make a Fear Check after awakening, but the other PCs must do so. Anyone on watch when the creature appears will see it materialize at the victim's feet.

Tell the player of the dreaming character the amount of Current Willpower the discipline cost him. This PC does not regenerate Willpower or Stamina for the rest of the sleeping period.

SATURDAY 9:00 AM

It's raining when you wake up this morning. A heavy downpour soaks the grounds outside.

It continues to rain until 4:30 pm. The PCs may be discouraged from exploring the carnival in this weather. If Andrucci has not yet been defeated, he will use Raise Wind to blow them back inside if they try to walk outside.

Nothing bothers the PCs if they stay inside until the rain lets up, but roll dice once in a while to keep the players on edge.

SATURDAY 4:30 PM

The rain has subsided to little more than a drizzle. The carnival is utterly quiet.

The reach of flashlight beams is

cut to 50 feet by the drizzle for the rest of today and tonight.

SATURDAY 5:00 PM

If the PCs have not defeated the doll master, read the following aloud:

You hear giggles and mocking laughter. The creepy kid, his friends, and family are standing all around you. They are not attacking, but seem to be waiting for something.

Then, you hear a yowl and a couple of high-pitched yips. You turn to see a wax statue of Al Capone walking toward you. His hands are reaching for you, and he sports a set of sharp teeth that he gnashes eagerly. Flanking him are a stuffed teddy bear, and a marionette wearing a cowboy outfit. Their mouths are working also, as they bark out bloodcurdling yelps.

This is the attack of the doll master, Vern Carson.

The players must make Fear Checks. Any PC who flees will be laughed at scornfully and have food thrown at him by the customers.

If the characters run to Carson's grave with the intent of destroying the ghost, turn to letter P in *Location Encounters*. Any doll the PCs carry with them fights all the way, until Carson runs out of Willpower.

SATURDAY 9:00 PM

If the PCs have not figured out how to defeat Burgess, his ghost now goes in for the kill. Read the following aloud:

You walk down the midway with a throng of ghosts at your heels. Now a ball of light flies in from one side and blocks your path. It forms itself into the figure of a large fierce-looking man. His body is cloudy and unsubstantial, and he floats a few inches above the ground. "You pathetic rubes," he says. "It's time I put you out of your misery." The audience of ghosts cheers him on.

A Fear Check is not necessary if the PCs have already encountered Burgess.

Burgess will try to bring all the PCs down to zero (0) Stamina with his Chilling Touch. Any who flee will be pusued. When all PCs are unconscious, he will murder them.

LOCATION ENCOUNTERS

This section describes all places of interest on the island and the encounters, if any, that may occur at each location. On Thursday night, all the rides (except for the roller coaster and the ferris wheel) are covered by tarpaulins and all booths and tents are closed; the party must open them to see what is inside. By Friday morning, the ghosts have uncovered everything. Make sure that the players have the map of the Isle O' Fun before you use this part of the scenario.

All of the tents are 10 feet by 10 feet in area unless the description says otherwise. All of the rides have ticket booths.

A. Auto Graveyard

This is an abandoned automobile, pitted with rust from years of exposure. All it might ever be good for is scrap metal.

Not even a character with the Mechanics Skill can get any of these cars running.

B. Dumped Truck

Here lie the remains of a flatbed truck. Like the autos, long disuse and exposure have ruined it.

Like the autos, they are useless.

C. Abandoned Tent

This looks like a miniature circus tent, rotted by the elements. Inside are an opened cot, a portable gas stove, some cooking and eating utensils, and some scraps of clothing. Long blades of tendril-like grass have overgrown all.

This is what is left of a "living top," as the carnies called them. It was a private tent that was used as a living space by a carny. The former occupant is either dead or gone.

D. Ashes to Ashes

These are the burned remains of what probably was a tent. The ashes look as though they've been sifted.

This was the site of a gas stove accident in 1955. Ghosts play here when they have nothing better to do, which is often.

E. A Trailer

This is a small trailer. Steps lead up to an open door. Inside are a gas stove, a sink, a twin-sized bed, a table, and three chairs. Women's clothing (some conventional, some sequined), cosmetics, and cooking utensils are strewn everywhere. Upon entering the trailer, you are suddenly struck by the feeling that someone is watching you from behind. This proves groundless: you are absolutely alone.

This trailer was the residence of Terri, the Live Model Show dancer. Terri's ghost is presently at home, giving the characters otherworldly nudges to tease them. If any character uses his Sensing the Unknown ability successfully while here, he senses something leaving through the door.

When any character searches the trailer carefully (after his player first makes a successful Perception Check), under the scattered clothing he finds a doll-sized toy octopus. A note is attached which reads, *"Terri—Our pal here is guarding our future. Love, Gene."*

This is a clue to the location of Burgess' money: it is stashed in the gearbox of the Octopus ride (*Location Hh*).

F. Another Trailer

This is a small trailer. Inside, it is bare except for an old mattress.

There is nothing for the party to find here.

G. The Ball and Ten Pin Game

At the front of this concession is a waist-high counter, on which rests a bowling pin. Hanging from above is a rod that runs parallel to the counter and has a bowling ball suspended from it by a chain. Among the prizes at the rear of the tent—clocks, radios, glassware—is a sign: "A Game of Science and Skill. Hit the Pin on the Backswing. 25 Cents a Try."

This was a no-win proposition for any customer, hence the expensive prizes: the concession owner never needed to worry about losing them.

H. The U.S. Flasher Game

At the rear of this tent is a map of the United States. Each of the states is painted one of four colors—red, brown, yellow, or blue—and each has a small light bulb sticking out of it. A large upright game wheel stands near the map. The counter in front is laid out with colored squares that have the names of states on them: obviously a betting table. A painted sign states all of this: "Place Your Bets!—On a Color—On a State—On a State East or West of the Mississippi—Prizes in Cash!"

Long ago, the lights would jump around on the map when the wheel was spun, leaving one state lit when

it stopped. If the characters explore the booth, they will find the wire that enabled the operator to slow the wheel from a distance—the game was rigged.

I. The Baseball Rack

Behind the counter of this concession is a large wooden rack, honeycombed with square openings like those in a soda crate. Each of these openings has a number painted on it, from 1 to 5. Expensive-looking prizes, each with numbers attached, are at the back of the tent, and a basket full of baseballs sits on the floor. A sign reads: "Three Balls for 25 cents. Win If Your Hits Add to More Than 6. It's E-Z & Fun."

Because of the angle of the rack, the balls invariably bounce back out of the holes they land in resulting in openings labeled with ones or on the ground.

J. The Live Model Show

This tent is at least 50 feet across—larger than most of the others. Painted banners hang from it that proclaim, "Live Model Show," with silhouettes of females flanking the words. A ticket booth stands next to the tent's entrance.

If the characters enter the tent, read the following aloud:

Inside are three-dozen chairs arranged in rows before a stage, behind which there seems to be a closed-off area.

If the group looks behind the partition, continue reading aloud:

Here are two large tables with four chairs that sit against the canvas walls. Mirrors and make-up are scattered on the table tops.

There is nothing unusual here.

K. The Roller Coaster

This is the roller coaster, the site of the accident your report briefly described. The sign above the ticket booth says, "Gene's Jet. 35 Cents." Through the white wooden rail supports you can see a pile of crumpled red and blue metal, which is probably the remains of the crashed cars.

The PCs find nothing of interest around this ride, except old blood stains on the wrecked cars.

L. The String Game

A large table sits in the middle of this booth, holding many expensive prizes mixed with cheap toys. A string extends from each item up and over a wooden arch that spans the end of the table.

This arch has "String Game—25 Cents" painted on it. The ends of the strings are bunched together and hanging over the front counter.

One only had to pull a string to win the prize attached to it, but the concession owner, who held the strings' ends, always made sure the customer got a cheap toy.

The strings are rotted and break if a PC pulls on them.

M. The Duck Pond

This concession has a long, narrow, waist-high table at its front. The nearest long side of this table is a sunken channel, and the far side is a tunnel that opens at both ends onto the channel. Toy ducks, the kind that children use in bathtubs, rest in the channel's bottom. The prizes at the rear of the tent are all toys, ranging from cheap plastic to fancy plush. Each of these has a number attached to it. The sign says, "The Duck Pond. 10 Cents a Try. An Easy Game of Chance. Every One A Winner!"

The ducks have numbers printed on their undersides. Almost none of the duck's numbers correspond to those of the better toys.

The channel was once filled with water, and a motorized circulator carried the ducks down the channel, through the tunnel and back down the channel again.

N. The Dart Game

A large dart board covers the rear of this tent. A few darts are embedded in the board, next to broken and deflated balloons. A box containing darts sits on the floor. Three shelves of toys line the left end of the tent; the bottom shelf holds plastic toys; the second, small dolls; and the top, plush animals. A sign reads, "3 Darts for 25 Cents. Pop the Balloons. 1 Balloon—Any Toy From the Bottom Shelf. 2 Balloons—Any Toy From the Middle Shelf. 3 Balloons—Any Toy From the Top Shelf!"

This was the fairest game in the carnival, but the odds were still very much in favor of the operator: each balloon was affixed to the board by its neck, and very likely to bounce out of the dart's way unless hit directly in its center.

O. The Fun House

This dark wooden building is about 25 feet tall. Four windows and a door are set in the front, all tilted at crazy angles. The windows are actually false and respectively have a vampire, a witch, a mummy, and a hangman's noose painted on them. The door is real and open, and stands to the left. A white sign with red lettering hangs from the roof. "The Madhouse."

If it is Friday night and the PCs have not yet entered the fun house, read the players the following italicized information. *Do not* read this passage if the characters have already been inside.

A large, pulsating ball of light floats slowly into view from the back of the building. It stops near the door as if peering in for a second, then passes through the door, entering the building.

If the characters walk around the building, they find two other false windows, one on each of its sides, which have paintings of skeletal inmates trying to escape. The bottom of a chute protrudes from an opening on the building's right side. The back of the fun house is metal-surfaced, a small door in its center.

Turn to the description of *Location P* if the party enters the fun house via this back door.

If the PCs decide to enter through the front door, refer to the map of the fun house as you read the following aloud:

The interior of the fun house is totally dark.

Directly ahead is a recessed cage that contains a dummy of a man lying on a torture rack. It's not a very good portrayal; in fact, the victim looks bored.

This passage is only 4 feet across, preventing you from walking two abreast. It goes only 10 feet before turning to the right.

When you turn the corner, a hallway stretches before you for about 40 feet. A grinning dummy of Frankenstein's monster stands in a cage at the hallway's end. The floor ahead has a metal disc and rectangular panels set in it.

Give the players a moment to digest this, then continue:

When you reach the midway point of this hallway, you begin to hear sounds. Screams, howls, and minor-keyed organ music reverberate throughout the fun house.

Burgess is using the Haywire Discipline on the fun house's old sound effects player to lend a little atmosphere. Any player who asks can be told that it is a recording. The sounds cease after 1 minute.

Pause to let the players consider the situation, then continue:

When you reach the cage, you can see the dummy is of the garden-variety monster movie type—not especially frightening. The passage makes a sharp left here.

After the corner is turned, directly ahead is a room tilted slightly to the right. Parallel rails run through the room, and an exit stands in the right corner of the opposite wall.

The rails encourage those who walk through the room to take a back-and-forth path to the exit. The PCs have no problem if they choose to slide under the rails.

Another dummy in a cage greets you when you pass through the exit: a vampire rising from its coffin. The workmanship on this dummy is much better—the eyes have an especially evil gleam—and if the mechanism were working it might be pretty scary.

The passageway heads off to the left about 20 feet and ends at some stairs leading up.

Pause and ask the players if their Characters are continuing, and if so, read on:

When you reach the foot of the stairs, you hear a chattering noise from behind. Looking back, you see a large rat move from out of the tilted room. It sits up and sniffs the air, then seems to sneer at you. Suddenly, a pack of rats piles into the narrow hallway, all squealing angrily and climbing over each other. They begin moving forward.

The PCs have triggered an illusion set by Burgess. Each player must make a Fear Check for his character. Those PCs who fail this check must run upstairs. Those who hold their ground see the rats stop 5 feet short of the PCs and vanish after 3 rounds. Shooting the illusion will not disrupt it, but moving within 5 feet of it makes the pack disappear.

If the characters do not feel up to exploring the rest of the fun house after this and retrace their steps, they encounter the skeleton from upstairs blocking the way out. It forces them into melee. If they continue up the stairs, continue with the following:

The stairs turn to the right, leading up to a second floor hallway that has a conveyor belt for a floor. The belt is still and reaches ahead 10 feet before the hallway turns to the right. Ghostly images are painted on the walls. Their eyes seem to follow you.

After the turn, the hallway reaches 40 feet before turning right again. An empty cage stands at the end of the passage: its door stands open. The floor of this passage is made of soft foam rubber.

As before, give the players a short time to size things up. Then, continue reading aloud:

At the hallway's midpoint there is a cage to the left, containing the best-made dummy you have seen yet: a mummy in an opened upright coffin. The figure's wrappings and exposed flesh appear surprisingly real. The bars between you and it are a comfort.

Suddenly, lights flicker in the cage and the mummy leans forward. A recorded laugh rises from its mouth.

Burgess is using the Haywire Discipline again. The characters have triggered another illusion.

Suddenly, a loud crashing noise reverberates throughout the room. At the corner you've just turned a trap door has opened in the floor. A hellish red light comes out of the hole; the walls glow. A huge black spider, its body as big as a dog's, clambers out and makes its way toward you. The spider's mandibles are working, as if it anticipates food.

Each player must make a Fear Check for his character. Resolve these, then read the following aloud:

You hear a shuffling noise, and turn to see an even larger spider blocking your escape.

Those who are fleeing from the first spider are helplessly frozen in terror for the round. They lose an additional 1D10 Current WPR.

Those players who pass the first Fear Check must make a new one when their PCs see the second illusion. Anyone who fails his second check stays where he is, cringing.

Gunshots do not disrupt the illusions. Read the following aloud:

The spiders stop and prepare to pounce. They leap; and vanish.

Sinister laughter echoes through the fun house. It becomes louder until it is almost unbearable, then ceases abruptly.

Burgess is enjoying his joke. Allow the PCs some breathing time, then continue reading aloud:

You have come to the empty cage. It looks as if it has been recently unlocked, and the dust on the floor seems to have been disturbed. Heavy wires dangle from the cage's ceiling.

The passage heads to the right for

10 feet, then turns right again.

You stand at the entrance of a room that looks as if it's literally been turned upside-down. All furniture is attached to the ceiling and several framed pictures of goofy-looking creatures are nailed upside-down to the walls. It looks as though it's an easy walk to the exit across the way, if it weren't for the skeleton blocking your path.

The skeleton advances with a clatter of bones. Then it rips off its left arm and brandishes it like a club as it closes.

When Burgess was alive, it amused him to keep a genuine skeleton in his fun house. He has released it from its cage down the hall and has used the Animation of the Dead Discipline.

Resolve Fear Checks, then conduct combat. When one of the characters hits the skeleton's sternum with a Called Shot, the creature's bones fly apart and scatter.

After the PCs compose themselves and cross to the room's exit, continue reading aloud:

You walk into another room. On the left is the large fun house barrel, now still, and on the right are distorting mirrors, which catch and warp your flashlight beams.

There's a laugh from behind you. At the threshold you just crossed, the misty form of a large man hovers above the floor. He smiles evilly and laughs again.

This is Eugene Burgess, trying to frighten the party into the barrel, which he will send spinning by using the Haywire Discipline.

Resolve Fear Checks. Those who flee, run into the barrel just after it starts to move. If any character is in the barrel alone, he can scramble out after 1 round. However, if he is accompanied by other characters, he will need to pass a General Agility Check to get out. This check must be made once per round until successful, and the character is free.

Because of the speed at which the barrel moves, all characters suffer 2D10 Stamina Loss each round they tumble in the barrel.

Characters who refuse to run from Burgess must engage in melee with him, as he uses his Chilling Touch.

Read the following to those players whose characters have made it through the barrel:

Before you lies the only exit: a chute descending into blackness.

When someone jumps into the chute, read the following aloud:

You slide at a moderate speed toward light at the bottom. Then you see them—long, glistening knife blades awating your descent.

This is an illusion that vanishes when a character touches it. Any character can stop himself by pressing his arms and legs against the walls, after passing a General Strength Check. However, any other character who has jumped in behind him, bumps into him and sends him sliding down. Characters using the chute are deposited in front of *Location P*.

P. The Fun House Crawl Space

A small door stands in the middle of the fun house's back wall. The door is set with screws.

Read the following aloud if the PCs unscrew the screws, and enter through the door:

This is a small room with a low ceiling and an earthen floor. The gears and belts above you are obviously parts of fun house devices upstairs. A couple of crates and a shovel sit in the far left corner.

The crates are empty.

If any player makes a successful General Perception Check while his character is in this room, that character notices that the dirt in the room's center has faint square outlines in it—as if it has been smoothed with a shovel. Digging on this spot to a depth of three feet reveals the body of Vern Carson.

ANY DOLL THE PCS HAVE IN THEIR POSSESSION FIGHTS THEM ONCE THEY DECIDE TO DIG.

Once the PCs uncover the body, read the following aloud:

You hear a yowl and approaching footsteps. Coming to investigate are two man-sized wax statues and an

over-sized toy panda. They snarl, and gnash some very nasty-looking teeth.

The doll master attacks! He has used the Inhabit Discipline on Burke and Hare from Murderer's Row (see *Location R*), along with Mr. Panda. These figures attack the party until a doll is thrown into the grave (if the party isn't carrying a doll, Mr. Panda will do nicely). When the characters do this, the shoveled-out dirt flows back over Carson's body, as if drawn by a magnet, and the attacking figures collapse.

Q. The Fortune Teller's Tent

This is a small round tent with a banner on its side: "Stella May—Psychic Life Readings—Authentic Astrology—Crystal Gazer—Who Will You Marry?—Your Friends—Your Enemies—Your Sweetheart—Come In."

Inside is a small table and two chairs. The only object in the tent is a crystal ball that lies on a pedestal in the center of the table.

The crystal ball has no real powers. If any PC examines it, he will find that it is connected to a projector under the table that could cause images to appear in the ball.

R. Murderer's Row

Here is a large tent, about 30 feet long. A banner across its top reads, "Murderer's Row—America's Most Fiendish Killers Immortalized in Wax—15 Cents."

Inside are six wax statues. Two of them wear 1920's clothing and hold Thompson machine. Two young-looking male figures are in the act of opening a grave. The statue of a woman wearing an apron and mixing something in a bowl stands at the end of the tent. All of them glare at you as if they were alive.

This was Carson's exhibit. The murderers are John Dillinger, Al Capone, Burke and Hare, and Jane Tensile (who beat her husband to death with a lead spoon when he would not let her vote). There are no written explanations of who these figures represent; Carson gave each celebrity's history orally.

Continue reading aloud only if the party has not yet defeated the doll master:

It looks as though the woman on the end is moving. She drops her bowl and spoon, and stiffly moves forward, clawing at the air with shiny wax fingers. Her mouth opens and releases an ugly hiss.

After Fear Checks are resolved, the wax woman engages in melee combat for 3 rounds, then collapses. Unless the PCs meddle with his grave first, Carson saves his energy for Saturday night.

Once this location encounter occurs, it does not occur again.

S. Big Tom

The sign says, "Knock Big Tom Off the Stand. Win the Prize of Your Choice. 3 Balls for 25 Cents." Big Tom must be the flat-bottomed cat doll that sits on a stand about 5 feet high. A basket of baseballs rests on the floor, and a rack of prizes sits at the tent's rear. The front counter marks where the pitcher stands.

All the PCs can find of interest here is the weight in Big Tom's base that made him so hard to topple.

T. The Sideshow

A banner reaching across this 60-foot long tent declares that this is the home of the Great Andrucci's Wonder Show: "Educational!—The Greatest Collection of Wonders Under One Roof!—The Impossible Come True!" Other brightly colored banners illustrate different attractions. Flamo the Magnificent licks a burning torch, Captain Willy the Living Gallery flexes to better show off his tattoos, Count Litmus the Tiny Tumbler balances himself on one hand, Grace the Snake Woman proudly displays her scaled thighs and arms, and the Great Andrucci levitates a hypnotized woman. "And More!" says another banner: "Scientific Marvels! Actual Freaks of Nature!" This refers to Janie the Two-Headed Cow, who grazes with one head while looking at the viewer with another; and Amy the Dog-Haired Chicken, who proudly displays a thick coat like a spaniel's.

To the left, a podium stands next to a small stage, and to the left of this is the tent's entrance.

If the PCs neter the tent, read the following aloud:

A long stage reaches from one end of the tent to the other, divided into six sections by rope partitions. On five of these performing areas lie props that belonged to the various sideshow acts: juggler's clubs, a bed of nails, thin-bladed swords. The sixth area is empty.

There is another opening in the tent—apparently an exit—near the end of the stage. Next to this is a closed-off area with a table in front. A sign hanging from the table reads, "Anatomical Oddities! Strange Freaks of Nature! You Owe it to Yourself to See This! 25 Cents."

This exhibit was the sideshow blow-off. If the PCs enter this area, read the following aloud:

To your right are two empty stalls with moldy straw in their bottoms. Further on lies a row of large jars atop a roped-off table. Beyond this lies an exit.

As you approach the jars you see a horrifying thing: each jar contains a human being, somehow compressed into the small confines. Then you realize that each of the victims is one of the party! Your dead eyes stare from the jars as if begging for release.

An especially gruesome illusion, courtesy of Mr. Burgess.

Each player must make a Fear Check. The illusion stops after 3 rounds, or when one of the PCs has the nerve to move under the ropes and approach the jars (whichever occurs first).

U. The High Striker

Here's a classic: hit the springboard with the mallet, ring the bell, and win a prize. The tall wooden standard is supported by three guy

wires that extend from its top to stakes driven into the ground. The mallet lies nearby.

If any player makes a successful General Perception Check while his character examines this game, the PC discovers that by leaning on one of the guy wires, he can adjust the slack in the wire that the sliding weight travels. This was how the number of winners was kept to a minimum.

V. The House of Mirrors

This small building is made of glass in metal frames. There is one entrance, one exit, and a maze of mirrors to negotiate in between. A nearby ticket booth has the painted words, "House of Mirrors," running above its window.

If the PCs have already defeated Tony Andrucci, skip ahead and continue reading from the paragraph that begins, *"Suddenly, a badly wounded boy..."* Otherwise, read the following aloud when the party enters the House of Mirrors:

There are now dozens of reflections in the maze; it would be easy for you to become separated from each other.

Working your way through the maze, you glimpse a reflection that should not be there. The image is gone when you turn to face it.

Again, from the corner of your eye, you see the reflection; again, it disappears before you are able to confront it.

Suddenly, you are startled to see the reflection of a man standing behind you. He has silvery hair and a goatee, and wears formal clothing. The man seems about to attack, but when you turn to face him, he's not there. His image remains in the mirror; in fact, every mirror now contains this menacing man's image. He smiles, a ghastly grin that could only come from a creature of the Unknown.

This is Tony Andrucci, who is using the Inhabit Discipline on the mirrors. He is simply trying to give the characters a good scare. Each player must make a Fear Check for his character. After these are resolved, continue reading aloud:

Suddenly, a badly wounded teenaged boy moves past each of you, saying "Scuze me." Almost immediately after this, another wounded teenager walks by and says, "Scuze me." Soon, there is a steady stream of injured young folk moving by with increasing speed, each of them chanting, "Scuze me!" This stream soon becomes a solid, flowing blur that whips past you at an unbelievable rate.

These are beisacs, the Isle's customers. There is no need for Fear Checks unless the PCs have not previously encountered these creatures. Note that the incident in the italicized passage above does not occur if a character is using the Mental Shield Discipline against these particular ghosts.

The blur then seems to become a single prolonged shriek that stabs and terrorizes you.

Fear Checks are necessary due to the use of the Evil Way Discipline, Shriek unless the PCs are defending against it with a Discipline of the Art. The blur fades to nothingness after this. Continue by reading the following aloud only if the PCs have *not* defeated Andrucci:

The shriek fades into the shouts of the figure in the mirrors—"You stupid rube kids! They're mine!" Then he whispers, "You're going to stay with me. You'll never see another movie . . . again!" He laughs hysterically and fades from view.

Let the group flounder about in the maze for another few minutes, making up a "maze" as you go along, and when you think the players have had enough, tell them, *"At last you see the exit ahead."*

W. Ring Toss

In the center of this booth is a table holding a dozen triangular posts, each six inches tall and covered with black velvet. The tops of these posts are cut at an angle so that they tilt toward the viewer. Wooden rings, six inches in diameter, are scattered on the counter directly before you. A sign in the back says, "Win a Watch! You Ring It, You Win It! Three Hoops for 25 Cents."

The operator took his watches with him when he fled in 1955. The rings will not pass over any of the posts unless dropped from directly above, something virtually impossible to do when standing outside the booth.

X. The Horse Race

Behind the counter of this booth is a table that holds a miniature horse race. Small metal horses of different colors stand on a circular track. A crank, which apparently operates the game, is attached to the side of the track. The counter is laid out with different-colored squares as a betting board.

The game is rigged, but the device is too mechanically complex to go into here. If any PC wishes to figure out how this game is gimmicked, he must have the Mechanics Skill and get a C result on a Specific Check. He will then be able to decipher the game's operation.

Y. Home of the Foot-Long Hot Dog

This was a food concession. A warmer for hot dogs, a dispenser for coffee, and a cooler for soft drinks sit in the booth and rust. A few paper cups are scattered on the floor.

There is no food here until after 9:00 am on Friday (see *Chronology Encounters*, for details).

Z. "Snack-O-Rama"

This concession sold cotton candy and popcorn. Both machines used to make the foods appear to be beyond repair. A stack of folded popcorn boxes rests on a shelf.

Any food that may have been left behind has long since rotted away

Aa. The Ferris Wheel

The Ferris Wheel towers above you. You cannot help but notice that it is in remarkably good condition.

If the PCs attempt to start the Ferris Wheel, they will be unable to do so because of a lack of power. If it is between 5:00 pm and midnight on Friday or Saturday night, the Ferris Wheel will be lit up and operating, with beisacs merrily riding it.

Bb. The Merry-Go-Round

This ride consists of horses, lions, tigers, and polar bears with odd-looking forepaws. Calliope pipes sprout from the center of the ride. It all looks in excellent condition.

If the PCs attempt to start the Merry-Go-Round, they will be unable to do so because of a lack of power. If it is between 5:00 pm and midnight on Friday or Saturday, the Merry-Go-Round will be lit up and operating, with beisacs merrily riding it.

Cc. The Caterpillar

The sign says, "The Caterpillar." It is a short train set on a circular track that rises and dips at regular intervals. The ride has been well-maintained.

If the PCs attempt to start the Caterpillar, they will be unable to do so because of a lack of power. If it is between 5:00 pm and midnight on Friday or Saturday, the Caterpillar will be lit up and operating, with beisacs riding it, whooping with excitement every time the train makes a dip.

Dd. The Bumper Cars

This wire-enclosed ride contains 20 cars resting on a smooth floor. Both the cars and the floor have been polished to a high sheen.

If the PCs attempt to start the Bumper Cars, they will be unable to do so because of a lack of power. The Bumper Cars will be activated at 8:40 pm on Thursday, drawing the party's attention (see *Chronology Encounters* for details). If it is between 5:00 pm and midnight on Friday or Saturday, the Bumper Cars will be lit up and operating, with beisacs merrily driving around, bashing into one another's cars.

Ee. The Parachute

If the PCs attempt to start the Parachute, they will be unable to do so because of a lack of power. If it is between 5:00 pm and midnight on Friday or Saturday, the Parachute will be operating, with beisacs merrily riding it.

Ff. The Bullet

This ride consists of two cylindrical cars, tapered at both ends, and separated by a long metal post. The center of this post pivots on a tall steel support. The passengers got to be turned upside-down on this one. It does not look as though the years or the elements have had any effect on this ride.

If the PCs attempt to start the Bullet, they will be unable to do so because of a lack of power. If it is between 5:00 pm and midnight on Friday or Saturday, the Bullet will be lit up and operating, with beisacs riding it, occasionally emerging from the cars dizzy and staggering.

Gg. The Tilt-A-Whirl

The circular rotatable floor of this ride dips and rises. Ten cars with casters sit on this, each attached to the floor by pins at its front. The cars spin when the floor turns and rolls. The ride is in good condition.

If the PCs attempt to start the Tilt-A-Whirl, they will be unable to do so because of a lack of power. If it

is between 5:00 pm and midnight on Friday or Saturday, the Tilt-A-Whirl will be lit up and operating, with beisacs riding it, spinning each car at a great velocity, whooping it up all the while.

HH. THE OCTOPUS

Illustration shown on previous page

Here you see the Octopus. This large ride has eight arms extending from a tall machinery cylinder. At the end of each arm is a car that spins when the arms are in motion. All of the ride is bright and shiny.

If the PCs come to this location intending to find Burgess' money, read the following aloud:

The ghostly customers follow you constantly. They are very loud, and seem to be awaiting something that will greatly amuse them.

Nearing the ride, you see an unbelievable sight: the amusement begins to undulate; its surface takes on the appearance of bloated flesh. Suddenly, the ride transforms into a gigantic, writhing, living octopus! Both of its eyes glare at you angrily, and its arms make ugly sucking noises as they lift from the ground.

Burgess knows that the PCs have found his weakness and tries to keep them from the ride. Even if the PCs realize that the octopus is an illusion, they must each make a Fear Check. The octopus does not advance, but Burgess maintains the illusion for 1 minute or until it is disrupted.

Read the following aloud if any of the characters moves forward:

As you move in, you hear a loud whirring and crashing, mixed with applause from the crowd of ghosts. The nearby Ferris Wheel is spinning wildly, throwing sparks from the friction. Then the axle snaps and the Wheel rolls onto the ground, headed straight for you!

Burgess used Haywire to start the wheel, having long ago used Telekinesis to loosen its bolts. He gives the wheel telekinetic nudges to guide it toward each envoy. Any character in the area (including those who have returned after fleeing the illusion) must now pass a General Agility Check. If the character succeeds, he has dodged the wheel. If he fails, roll for catastrophic damage; the Target Number is 75, and the Strike Rank is 7. When each of the characters has had his own ordeal with the wheel, it rolls past them and crashes into the game concessions.

If any character persists in looking for the money, read the following aloud:

You can see the outline of the maintenance door as you approach the machinery cylinder.

Read the following when this character moves to open the door:

The door opens after a firm yank. Among the axles and gears, your flashlight picks out what looks like a tool box.

Continue reading aloud when the character removes the box:

The box is large and badly rusted. The ghosts start cheering. Perhaps they are cheering you . . . No, it's clear now that their appreciation is for the foggy form of a large man in work clothes taking shape nearby. The creature snarls and says, "I've had it with you, you ugly little rubes." The crowd circles around you as they cheer on your attacker.

Burgess uses his Chilling Touch on the PCs, starting with the character holding the box. However, if the box is quickly opened and the money inside is set on fire, Burgess freezes, then starts to catch fire himself. The more the money burns, the more the fire consumes him. Then, he flares into a blinding ball of light, screams, and vanishes.

A LOT OF LARGE BILLS ARE VISIBLE WHEN THE BOX IS OPENED. EMPHASIZING THAT THE CHARACTERS MAY BE ABOUT TO DESTROY A SMALL FORTUNE MAY ADD SPICE TO THIS ENCOUNTER.

When all three of the chief ghosts on the island are destroyed, all of the lesser ghosts howl and fly off into the sky.

EPILOGUE — THE FRUITS OF SUCCESS

The island will be entirely ghost-free when Burgess, Andrucci, and Carson are destroyed.

The disappearance of Thomas Burgess and the discovery of his empty boat prompts a police investigation. The local authorities arrive the day after the characters clean out the island. Fortunately for the party, though, Thomas Burgess is very much alive—the two doses of Appear Dead (Other) he was fed in his sleep have worn off. He tells the authorities that he simply became careless with his boat, and almost leaps into the police boat in his haste to get off the Isle.

If the PCs accomplish their task, SAVE will be very impressed. They will be told that they now hold the organization's record for number of ghosts eliminated in one mission.

More importantly, the players now receive 5 CIPs each, plus any additional CIPs the CM thinks they deserve (for good role-playing, etc.).

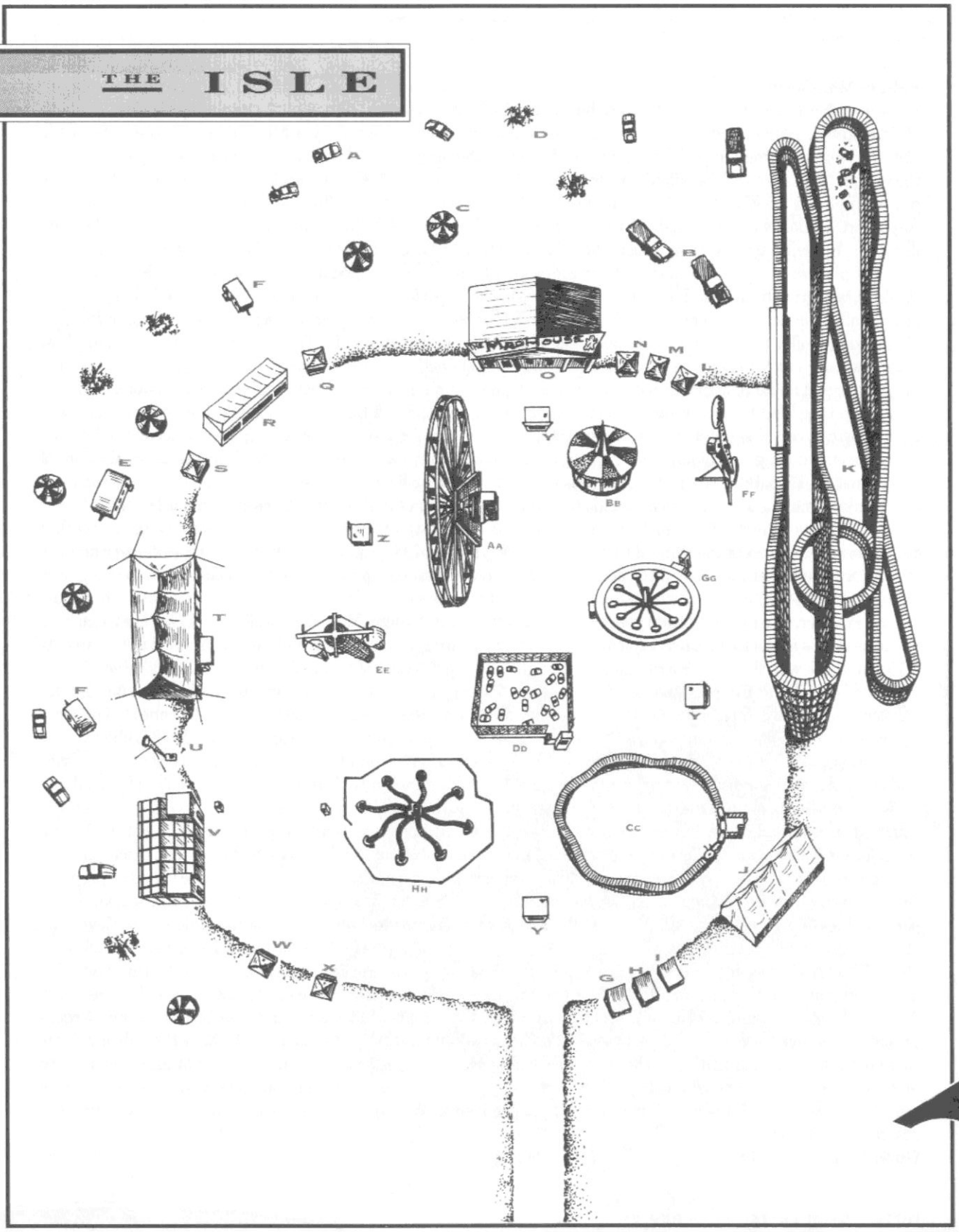
Fellow Members:

We are asking you and several other reliable envoys to fly to Keyesport, Illinois, a town roughly sixty miles south of Springfield, Illinois and investigate the Isle O' Fun, a property owned by a Mr. Thomas Burgess. We have arranged for your group to pose as prospective buyers of the property, in which guise you can easily gain access to the island. ¶ A history of the island's ownership and the occurrences that interest SAVE follows. This information has been pieced together from first-hand accounts and police reports. ¶ The Isle O' Fun on Carlyle Lake near Keyesport, Illinois was once a fishing resort owned by a Mr. Harold Collins, who allowed the grounds to fall into ill repair. Eugene Burgess, then a resident of Keyesport, purchased the island in 1952 and began renovation. ¶ Burgess' plan was to turn the island into an amusement park. It was a good idea: two large towns, Keyesport and Boulder, bordered the lake and the area was busy with water sports during the summer. He obtained carnival rides, built a roller coaster, and made arrangements with a tour boat company for ferry services to the island. ¶ Burgess also made an offer to Tony Andrucci, manager of Andrucci Entertainments. This man ran a traveling sideshow accompanied by twenty game concessionaires. Burgess explained to Andrucci that by setting up shop on the island, his group could make good money without the need to move their operations weekly, as was their custom. Andrucci agreed, and the Isle O' Fun was opened to the public in June of 1953. ¶ Business was brisk that summer, as it was the following year. The enterprise was something of a vacation for the carnival folk, who now needed to keep on the move only during the colder months. They were willing to pay the modest rental fee Burgess charged them. ¶ On August 13, 1955, Burgess disappeared. His wife, with whom he lived on the island, assumed that he was in town on a drinking binge and maintained the rides herself. Then early on the 15th, Vern Carson, owner of the "Murderer's Row" waxworks exhibit, also vanished. On the evening of August 15, 1955 there occurred terrible incidents that SAVE now believes were the work of the Unknown. ¶ At about 7:00 pm, the sideshow's sword swallower and the fire eater simultaneously had fatal accidents—both men seasoned professionals to whom such a thing was unthinkable. At 7:30 pm, terrified customers ran out of the fun house, screaming that real monsters were inside. Soon thereafter, other people began yelling about ghosts pursuing them. More deaths of carnival workers occurred, with gas stoves in the living units exploding and flickering lamps electrocuting those who examined the wiring. At 8:15 pm, there was the most horrible incident of all—a powerful gust of wind knocked the roller coaster from its rails and sent twenty-five passengers to their deaths. ¶ The island was thrown into chaos—customers and carnival workers alike crowded onto the next ferry leaving. Many concessionaires left their properties behind. The ferry returned an hour later, picking up frightened people who were shouting about strange lights, disembodied voices, and objects moving through the air by themselves. Many had been wounded, but refused to say how the injuries had occurred. ¶ The subsequent police investigation turned up the body of Burgess—he had been bludgeoned and dumped in the lake, close to the Isle. Andrucci was found dead in his trailer, with large bite marks covering his body. Carson never turned up. ¶ We have reason to believe that whatever caused this horror still inhabits the island. In 1986, some teenagers made a trip out to the island in a private boat (ferry service had long been discontinued). Only one returned, wounded and insane. He died two years later in a state institution. That same year, the property came into the hands of Thomas Burgess, the nephew of Eugene. He has consistently tried to sell the island ever since, but no interested party will purchase the Isle after having set foot on it. Many of the residents of Keyesport state emphatically that the island is haunted. ¶ We have booked a set of rooms for you at Keyesport's Blackwood Hotel. You are to meet Burgess at his office on 125 E. DeQuincey. The appointment is scheduled for this Thursday at 6:00 pm. Since you are reading this on Monday, you have three days to prepare for the trip and conduct research. ¶ One of you may want to visit Keyesport a day early. Willy Marks, once a carnival performer on the Burgess property, now lives and works in the town. His business address is 29 W. Hawthorne. Marks is the only available witness to the 1955 incidents; all others are now dead or have dropped out of sight. Even the families of the 1986 victims have moved and cannot be located. ¶ We are counting on you and your fellow envoys to stop this manifestation of the Unknown. We know you'll do good work. We expect to here from you within a week on the results of your mission.

Good luck.

NOTE: EACH LETTER IS SIGNED BY THE CONTINENTAL COORDINATOR OF THE HEADQUARTER NEAREST THE ENVOY.

THE ISLE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MAGIC HOUSE

Olympia Marangos

Basic Abilities	Skill/Level	Base	Score
AGL: 44	Acting/T	65	95
DEX: 60	History/T	62	92
LCK: 40	Pistol/T	60	90
PCN: 62	English/T	62	92
PER: 72	Greek/M	62	112
STA: 52			
STR: 56	**Disciplines**	**Base**	**Score**
WPR: 62	Restore WPR/S	39	54

Equipment: .45 Pistol SR: 7 7/35/70/185

Movement: 34
Sprinting: 94
Unskilled Melee: 25
Sensing the Unknown: 12

Wounds

Edges and Drawbacks
Keen Hearing
Curiosity

Age: 30 **Ht.:** 5'9" **Wt.:** 130 lbs.
Right Handed
Nationality: Greek

In Athens, Olympia entered a distinguished acting career quite early in her life. At only 22, she starred as Cassandra in the award-winning film version of *Agamemnon*. Her research for this role took her to the ruins of Mycenae, where she encountered a battlefield remnant. SAVE contacted her shortly after this discovery.

Sharon D'Arcy

Basic Abilities	Skill/Level	Base	Score
AGL: 50	Filching/T	63	93
DEX: 66	Lockpicking/T	64	94
LCK: 62	Automatic Rifle/T	66	96
PCN: 62	English/T	56	86
PER: 70	French/M	56	106
STA: 42			
STR: 44	**Disciplines**	**Base**	**Score**
WPR: 50	Mental Shield (Prot.)/T	41	71

Equipment: .38 Rifle SR: 7 72/360/720/1800

Movement: 36
Sprinting: 100
Unskilled Melee: 23
Sensing the Unknown: 12

Wounds

Edges and Drawbacks
Absolute Direction
Overconfident

Age: 26 **Ht.:** 5'3" **Wt.:** 105 lbs.
Left Handed
Nationality: Canadian (French)

Sharon D'Arcy has turned around completely—from jewel thief to envoy. Born into a wealthy Montreal family, Sharon grew up around the finer things of life, and soon began to take even finer things from Canadian and French museums. A small museum in Marseille that Sharon targeted was haunted; the spirit that scared Sharon witless also gave her food for thought. She joined SAVE, but only after returning her booty—secretly, of course, and in the dead of night.

Donal Kelly

Basic Abilities	Skill/Level	Base	Score
AGL: 48	Journalism/T	65	95
DEX: 54	Photography/T	60	90
LCK: 60	Short Bow/T	54	84
PCN: 66	English/M	61	111
PER: 70			
STA: 54			
STR: 50	**Disciplines**	**Base**	**Score**
WPR: 56	Chir./Pres. Dream (Com.)/S	45	60

Equipment: Short Bow SR: 3 12/60/120/300

Movement: 36
Sprinting: 98
Unskilled Melee: 24
Sensing the Unknown: 13

Wounds

Edges and Drawbacks
Information Source (British Media)
Curiosity

Age: 31 **Ht.:** 6'0" **Wt.:** 180 lbs.
Right Handed
Nationality: Irish

Novelist, journalist, bow-hunter, and all-around soldier of fortune—Donal Kelly has lived enough for a dozen men's lives. Born in County Sligo, Ireland, Donal moved to England while in his early twenties, where he suffered brief and stormy employment with several stodgy British magazines. Now returned to Ireland, he lives off his book royalties—with occasional financial support from SAVE.

Gamal Ashar

Basic Abilities	Skill/Level	Base	Score
AGL: 58	Medicine/T	57	87
DEX: 52	Automatic Rifle/T	52	82
LCK: 58	English/T	66	99
PCN: 80	Arabic/M	66	116
PER: 56	Antiques/T	69	99
STA: 46			
STR: 48	**Disciplines**	**Base**	**Score**
WPR: 52	Restore Stamina/S	41	56

Equipment: .38 Rifle SR: 6 72/360/720/1800

Movement: 39
Sprinting: 108
Unskilled Melee: 26
Sensing the Unknown: 16

Wounds

Edges and Drawbacks
Courage (+1 level)
Disease Resistance (+2 levels)
Won't Kill

Age: 37 **Ht.:** 5'10" **Wt.:** 160 lbs.
Right Handed
Nationality: Egyptian

Once a surgeon in the Egyptian Army, Dr. Ashar is now a highly regarded physician in the Cairo area. His passion for antiques led him to explore the pyramids at Giza, where he encountered a still-unidentified creature. Soon afterwards, he encountered SAVE.

Michelle Juillet

Basic Abilities	Skill/Level	Base	Score
AGL: 50	Investigation/T	59	89
DEX: 46	Antique Pistol/T	46	76
LCK: 52	English/T	72	102
PCN: 72	French/M	72	122
PER: 52			
STA: 54			
STR: 44	**Disciplines**	**Base**	**Score**
WPR: 72	Raise Perception (Rest.)/T	38	68

Equipment: Antique Pistol SR: 4 6/30/60/150

Movement: 36
Sprinting: 100
Unskilled Melee: 23
Sensing the Unknown: 14

Wounds

Edges and Drawbacks
Eidetic Memory
Poor Vision (correctable)

Age: 31 **Ht.:** 5'5" **Wt.:** 120 lbs.
Right Handed
Nationality: French

Michelle Juillet, detective, has made quite a name for herself. Her thorough work in dozens of cases (several of which remained "unsolved" when Michelle found the criminal to be a creature from the Unknown) has received an international reputation. One case of Juillet's puzzles her to this day: the strange disappearance and reappearance of some jewels from a Marseille museum.

Antoine "Bad News" Davis

Basic Abilities	Skill/Level	Base	Score
AGL: 60	Art Criticism/T	58	88
DEX: 44	Mechanics/T	54	84
LCK: 60	Martial Arts/T	58	88
PCN: 64	Antique Pistol/S	44	59
PER: 50	English/M	58	108
STA: 62			
STR: 78	**Disciplines**	**Base**	**Score**
WPR: 52	Sphere of Prot. (Prot.)/T	41	71

Equipment: Antique Pistol SR: 4 6/30/60/150
Nunchakus SR: 3

Movement: 80
Sprinting: 110
Unskilled Melee: 34
Sensing the Unknown: 12

Wounds

Edges and Drawbacks
Improved Wound Recovery
Dependent (wife)

Age: 29 **Ht.:** 6'7" **Wt.:** 260 lbs.
Left Handed
Nationality: American

Bad News Davis is just that—bad news for his unfortunate opponents in the Arena Football League. A member of the Chicago Bruisers' speciality teams, he has laid low many a kick returner with his "enthusiastic" style of play. Off the field, however, he is mild-mannered—an avid collector of Expressionist paintings, and an avid reader of the novels of Mr. Donal Kelly.

"Fun . . .
Fun, my paramorrified gnat, is when the claw shreds through a salty layeration of manflesh, commiserating a warm, fluidic plasmriver which splashs at my feete, forming shapes like the illusionatic subhughs of the clouds. . . .
If there is an isle of fun, it is my anti-participation of the screaming ouchcry, the glutinous lardlayer, and the ear-soothing thrum of bone-ring."

—Rax

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GREAT DIVIDING RANGE
PACIFIC OCEAN
ATLANTIC OCEAN
INDIAN OCEAN
SOUTHERN OCEAN
GULF OF MEXICO
CARIBBEAN SEA
BAY OF BISCAY
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ARAL SEA
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MEMPHIS, EGYPT
LAKE TANGANYIKA
LAKE VICTORIA
CONGO, ZAIRE
ZAIRE, ZAIRE
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