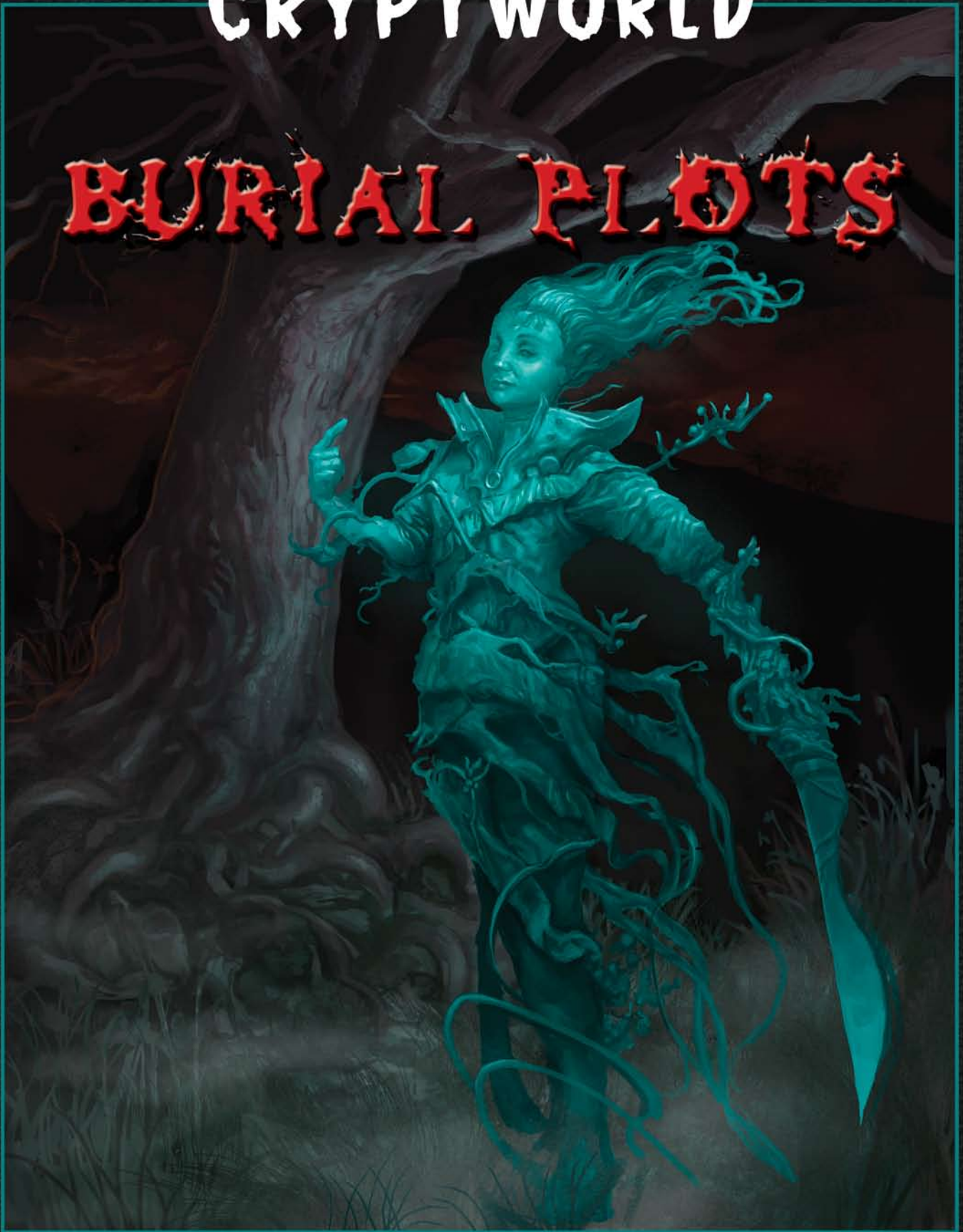


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# BURIAL PLOTS



By Tim Snider



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# CONDITION CRITICAL

## Introduction

The players are invited to attend a press conference being held by Dr. Howard Eastman at his research facility in Kentucky. The doctor's press release hints that he is about to announce a medical breakthrough that will "eradicate human illness and suffering forever." It is left to the Crypt Master to justify why the PCs are attending the presentation:

- If the PCs have a medical background, they may be intrigued by the doctor's implication, inviting the other PCs to tag along.
- If the PCs have a journalism background, they may be tasked by their employer to cover the announcement.
- Because of Dr. Eastman's questionable medical ethics in the past, a PC with an investigation or police background may be hired to see if the doctor has violated any laws and regulations.
- Some of the secret societies and governmental agencies the PCs could belong to are suspicious of Dr. Eastman's past "miracle cures." The PCs are sent to investigate any nefarious or otherworldly experimentation going on.

Upon arriving, the characters will be taken via shuttle bus to the Vinton Hills Metropolitan Hospital, a small eight-bed clinic Dr. Eastman purchased a decade ago when he came to the area. However, when they enter the clinic for the presentation, they find the building oddly deserted. Dr. Eastman, his staff, and even his patients have vanished. Could Dr. Eastman's greatest medical triumph also be mankind's greatest biological nightmare?

## Crypt Master Background

Dr. Howard Eastman is a brilliant physician whose theories and therapies in the fields of

pharmacology (drugs) and immunology (the immune system) have advanced both fields of medicine. However, Dr. Eastman was suspected of illegal and unethical human testing 10 years ago, and – though nothing was definitely proven – his license was suspended for 5 years and he left in disgrace. Since then, he has purchased the hospital and set up a local clinic, where he has ingratiated himself to the small community, although he has continued his experiments and research to great success.

Dr. Eastman has developed a new immunotherapeutic agent called "Toxibine" that excites and supercharges the body's natural immune system – its white blood cells. When Toxibine is injected into the body, it causes the body's natural defenses to reject infected and diseased tissue by forcing it out of the body. Sadly, his first two human test subjects died horribly when their bodies violently rejected their entire

intestinal and skeletal systems, respectively. From this, Dr. Eastman realized Toxibine is only effective when used in smaller doses and with localized infected areas. His next two subjects responded well to the treatment and their benign cysts were forced out and collected. The doctor immediately sent out press releases in anticipation of revealing his medical breakthrough to the world.

What the doctor didn't realize until it was too late was that the supercharged white blood cells continued to live outside of the host body, attacking and absorbing anything it senses as an "invader". Once the initial cysts were consumed and absorbed, the mutated white blood cells multiplied and grew, and Vinton Hills Hospital became a new "body" to protect. The building's vents and pipes are a new circulatory system to travel through, and those within are "invaders" to be attacked and absorbed.

Dr. Eastman, his assistant, and





his security guard have been consumed by an ever-growing mass of white blood cells. And now Experiment TB-4 waits for more "infections" to feed upon. And the PCs will do nicely...

### Lurking in the Shadows

This scenario is a location-based adventure where the PCs are encouraged to investigate the facility to glean what happened and how to stop it from getting worse. As they investigate the (supposedly) empty hospital, play up on the sense of abandonment and isolation. There should always be an undercurrent that they're being watched. (And they're right. More on that in a moment...)

The CM should remember that are five *things* stalking the hospital. Four of them will be encountered in specific locations in the hospital (detailed in the room descriptions), as they are either trapped, immobile, or currently feeding. The fifth *thing* is the largest threat – Experiment TB-4. This massive milky white blob – consisting of mutated white blood cells – consumed Dr. Eastman, his nurse, and a security guard. It had left the hospital and was oozing through the forest toward the town nearby. When the PCs passed by on the access road, Experiment TB-4 – sensing its "body" being invaded again – turned around and followed the PCs back to the hospital. As the PCs investigate the hospital, Experiment TB-4 will stalk them, crawling through air vents and heating ducts, slithering through drainpipes and water faucets, sliding under doors and through small cracks. This white blood cell mass should be played up as a lurking predator that is always lying in wait until the time is right to strike! When things get quiet or if one of the PCs separates from the others, have Experiment TB-4 send a tendril out of a sink drain or from an air duct in an attempt to grab and drag the PC off to his doom! The first time the PCs encounter Experiment TB-4 in all of its full-sized glory, they should make a level 7 Fear check when they realize the magnitude of the challenge they now face!

### Experiment TB-4

STR: 70      WPR: NA  
DEX: NA      PER: NA  
AGL: 40      PCN: 40  
STA: 70      PWR: NA  
ATT: 1/55%    WND: 0\*  
MV: L 100

*Powers: none*

Experiment TB-4 looks like a bloated, pulsating, glistening mass of pale grey-white goo. The animated blob is about 6 feet across and 4 feet high. It glistens with a greasy, slimy coating that burns at the touch. (An Investigation skill roll may reveal a trace amount of slime left behind by the blob as well as a trail the PCs can follow.) Experiment TB-4 cannot be killed by normal means. Although it will take Stamina damage from normal weapons, it will regenerate 2d10 Stamina every hour until back up to full. Experiment TB-4 can only be permanently killed by powerful medicines that affect blood, such as anticoagulants (blood thinners) or coagulants (blood clotting agents). It will also be harmed by extreme cold, extreme heat, or radiation. Stamina damage taken via any of these means cannot be regenerated, and – if taken to 0 Stamina – will kill Experiment TB-4 permanently.

### Arrival at Vinton Hills

After arriving in Vinton Hills, KY, the PCs should be allowed to unpack and freshen up at the local motel (named "MOTEL") before they are picked up by a shuttle bus to be taken to the clinic. The shuttle bus driver, Herbert Grant, has lived in Vinton Hills most of his life. He is quite jovial and is pleased to be taking the PCs to meet "Doc Eastman." Herbert (as well as any townsfolk the PCs may meet) will have nothing but glowing praise for the doctor who came to their town years ago. Any disparaging comments made about Dr. Eastman will be met with anger and hostility as the doctor has offered free medical treatment and advice since arriving. "Something those fat cats in the bigger cities wouldn't know anything about!" Herbert will grouse.

On the drive up, Herbert can reveal the following facts if asked by the PCs:

- He was hired a few weeks ago to pick up and drop off the PCs for Dr. Eastman's big announcement. He has no idea what the press conference is all about, but he's excited about the attention the town's getting.
- Dr. Eastman bought the rundown Vinton Hills Metropolitan Hospital about 7 years ago and he's been offering free medical advice and treatment for the town ever since. Vinton Hills didn't have a resident physician so Dr. Eastman's relocation was a blessing.
- Dr. Eastman seemed to be very interested in any patients who had any kind of diseases or illnesses that had not reacted to traditional treatments. ("But that's because that's what he specialized in, until he was kicked to the curb," Herbert says.)

Vinton Hills Metropolitan Hospital is a small eight-bed clinic on the far outskirts of town – about a 10-minute drive. A small paved driveway leads off the road and up a large hill through a thicket of trees. The hospital sits at the top of the hills in a clearing about a half-mile off the main road. In the parking lot are two cars. (These are Dr. Eastman's sedan and his nurse assistant's coupe. The keys for both vehicles are long since missing as they were in the victims' pockets when they were attacked and absorbed.) Herbert pulls into one of the open spots, explaining that the "big announcement" is for the media only. But he plans to wait here for the PCs to take them back to the hotel after the press conference.

Note to the CM: Experiment TB-4, having consumed everyone it could find in the building, was winding its way through the trees to search for more victims. When the shuttle bus passed by, it turned around and followed the PCs back to the hospital. While the PCs are in the hospital, Experiment TB-4 will attack the shuttle bus with Herbert in it, overturning it and consuming Herbert. Depending on where the PCs are during the attack, they may hear the bus crashing onto its side or



they may hear Herbert's screams being abruptly cut off. When they go outside, the bus will be on its side and there will be no sign of their driver. And Experiment TB-4 will lurk in the pipes and the air ducts of the hospital, biding its time to attack the fresh prey.

If the CM is having trouble determining the right time for Experiment TB-4 to strike, just roll 1d10 each time the PCs enter a new area. On a "1 or 2", it will attack, sending a tendril out of a drain or through an air duct, oozing under a door, dropping on them from the ceiling it's clinging to, etc.

## The Hospital

### Rumors the PCs May Know:

Dr. Eastman's medical specialties are immunology and pharmacology. He often said, "There's no reason to cut open a healthy body when medicinal therapies can treat most any disease. 'Better living through chemistry,' I always say."

\*\* Dr. Eastman was accused of illegal human experimentation, but it was never proven. But due to other ethical breaches, Eastman lost his license to practice medicine for 5 years. That was 10 years ago.

\*\* Dr. Eastman disappeared after leaving the medical field in disgrace. Apparently he resurfaced in this little town in Kentucky.

\*\* Some of Dr. Eastman's past medical achievements have been nothing short of miraculous. Several commonly-used drug therapies were developed by him.

### Main Floor

The door at the far end of the west hall is locked. The stairwell key can be found in Dr. Eastman's desk drawer. The elevator goes to the second floor. Access to the basement level via the elevator is accessed through a simple coded keypad. (A successful PCN check is required at a -10% penalty to figure out the code, although a PC with Security Devices,

Computers, or Electronics skills can check without such penalty.)

### 1. Reception Area and Waiting Room.

This area is the main entrance to the hospital. A receptionist desk/security station is near the main entrance. A pair of walkie-talkies is charging in their stations at the desk (for when the guard went on rounds) that the PCs may decide to use. Comfortable chairs line the walls as well as a few tables with old magazines.

When the PCs first enter the hospital, no one will be waiting to greet or welcome them. In fact, the hospital seems eerily quiet, though the power seems to be on and everything is clean and well-kept. (Experiment TB-4 attacked yesterday, so the building's been empty for only 24 hours.) A large set of windows looks out over the parking lot to the south.

### 2. Small Meeting Room.

This large room was originally used for meetings and consultations. A whiteboard is against the far wall and a small podium has been set up in front of it. A projector hooked up to a small laptop sits on a table at the rear of the room and several rows of chairs have been set up in here. This must be where the press conference was going to be held. A door leading to outside is on the west wall.

If someone decides to access the laptop, the only real information on it is Dr. Eastman's PowerPoint presentation. A PC with Electronics or Computers can figure out the password if a skill roll is made. The presentation is fairly vague with buzzwords and phrases rather than full descriptors. (Dr. Eastman was going to refer to his handwritten notes.) The primary concepts that can be gleaned are "Toxibine"; "Drug Therapy"; "Better Living Through Chemistry"; "Using the Body's Natural Defenses"; and "A Cure For All Illnesses?"

### 3. Dr. Eastman's Office.

Dr. Eastman's office looks like a typical private office. Dr. Eastman's degrees hang on the wall and a large mahogany desk fills the center of the room. If the PCs rummage through

the desk, they'll find the key to the stairwell at the far end of the hall as well as a loaded handgun. A bookshelf sits behind the desk filled with medical tomes, bric-a-brac, and personal photos (ski trip, friends, etc.) There is a computer with a webcam and keyboard set up on his desk.

If the PCs examine the bookshelf, they'll see two faint circles in the dust were two glasses or jars were apparently sitting - one larger than the other. If they search around, they'll find two specimen jars lying under the desk where they must have rolled. The two jars are labeled TB-3 (smaller jar) and TB-4 (larger jar). The lids lay next to the bookshelves. (These jars held the two successfully removed cysts. When they became active, they tipped the jars off the shelves and tumbled under the desk, freeing themselves. The smaller one - TB-3 - crept under the door and up the stairs to be "rejoined" with its original host [in Room 8 - The Occupied Ward] while the larger one - TB-4 - lay in wait for Dr. Eastman and his staff to return.)

If the PCs examine the computer, someone with the appropriate skill will need to puzzle out how to access the files within (Computers, Electronic, etc.). If successful, the PCs will stumble across two folders (named "Journal" and "Logs") each with four video files. The Journal entries are recordings of Eastman discussing each of his experiments with Toxibine. The Log entries are soundless video recordings made during each experiment.

- Journal 1 - In this journal entry, Dr. Eastman explains that Toxibine is ready for testing. One patient ("TB-1") presents with aggressive tumors that run throughout the small and large intestines and seems to be an ideal candidate for the procedure. She has agreed to the procedure, and Dr. Eastman will test her that afternoon. He explains that Toxibine should cause the body's own natural defenses to forcibly reject the diseased tissues without the need for chemo, cryo, or

radiation. The screen goes black for a moment, and a follow-up entry has Dr. Eastman looking fairly grim as he reports the test was a failure as the body violently rejected the diseased organs, killing the patient.

- Log 1 - This soundless video feed seems to be in an operating room. "Test TB-1" appears in the bottom of the screen. A sedated woman lying on the OR table and Dr. Eastman injects something into her abdomen. After a few minutes, she thrashes and spasms violently. Her mouth slowly opens, a milky-white substance pours out, and her digestive organs spill out as if pushed out. Dr. Eastman rears back in horror and the screen goes black. (All PCs who watch this horrific video should make a level 3 Fear check.)
- Journal 2 - In this entry, Dr. Eastman explains that Toxibine test number 2 is scheduled for later that day. "TB-2" has metastatic disease of the bone marrow, and it is hoped that the drug regimen may force the diseased marrow out of the patient. The screen goes black, and a follow-up entry has Dr. Eastman stating another failure has occurred.
- Log 2 - "Test TB-2" appears on the screen. A sedated elderly man lies on the OR table, and Dr. Eastman gives him the injection directly into his chest's sternum. A few minutes pass before splits in the flesh start to appear on the man's limbs. His flesh seems to tear and rend away from the bones as his body falls away like an old robe, leaving a bloody skeleton on the table. (Another level 3 Fear check is needed if this video is viewed.)
- Journal 3 - Dr. Eastman seems somewhat more animated in this entry, as he believes that localized, non-invasive, benign tumors and cysts would respond best to the therapy. A new patient ("TB-3") has a golf-ball-sized cyst on his leg, and Dr. Eastman will be trying Toxibine on him this

day. The follow-up entry shows the doctor very excited as he reports a complete success as the growth was forced out as he expected. (A successful PCN check reveals a jar labeled "TB-3" now sits on the bookshelf behind the doctor in this video.)

- Log 3 - "Test TB-3" shows Dr. Eastman injecting the drug into a moderate-sized mass on the patient's leg. After a moment, the skin splits open, a white foam bubbles out, and the cyst is forced to the surface. Dr. Eastman hurriedly scoops up the mass into a specimen jar, sets it aside, and stitches up the man's leg.
- Journal 4 - Dr. Eastman says that this will be the "big test." A woman presenting with a large abdominal mass has come to the clinic asking for help. Surgery is much too risky, but Toxibine could help. If successful, this could very well point to a potential cure. In a follow-up entry, Dr. Eastman claims success and that he has plans to announce his findings to the world this week. (A PCN check reveals a jar labeled "TB-4" now sits on the bookshelf next to jar "TB-3" behind the doctor.)
- Log 4 - "Test TB-4." A large woman with a swollen abdomen lays on the OR table as before. Dr. Eastman injects Toxibine into her abdomen. Shortly afterward, a split erupts across her stomach, a white substance oozes out, followed by a fibrous mass bubbling to the surface where Dr. Eastman collects it before suturing the patient back up.

After viewing the previous video entries, have the PC at the keyboard make another higher-level Computer/Electronics skill roll at a -10% penalty. If successful, the PC will notice a fifth Journal file amongst the desktop icons. This file was made 24 hours ago, and it shows Dr. Eastman in a panic. He explains that, when he arrived, his assistant's car was here, but both she and the night guard are both missing. When he went to the basement to investigate, he says, "I

was nearly strangled to death by... by..." and he trails off, unwilling to admit to himself what happened. He then looks back to the camera. "I thought the white substance at the exit points was simply a reaction to the Toxibine. I never dreamed the body's immune system would continue to function outside the body. My God, did Toxibine give these *things* life?" He trails off again as he looks past the computer and toward the door. He then screams and the screen goes black. (Dr. Eastman was attacked in the basement by the now-animated Intestinal Snakes. He was able to escape to his office where he hoped to retrieve his gun. As he made his final journal entry, he was attacked Experiment TB-4, already much larger after having fed on the guard and nurse.)

#### 4. Patient's Records.

This room holds shelves and filing cabinets filled with files and folders on the doctor's patients. If the PCs have somehow stumbled upon the test subject designations TB-1, TB-2, TB-3, and TB-4 (from Room 3 - Doctor Eastman's office) or if they are able to make a Journalism/Investigation skill roll, they'll be able to find the medical records for the four patients used in the tests of Toxibine.

- Patient TB-1 (Violet Peterson) was a 35-year-old female who had invasive intestinal carcinoma of the small and large intestines. Toxibine was "unsuccessful" and the patient died of "unexpected organ rupture and shock."
- Patient TB-2 (Stanley Warner) was a 79-year-old male who presented with diseased bone marrow throughout his entire skeletal system. Toxibine was again "unsuccessful" and the patient died of "shock due to multiple ruptures and lesions appearing across his body."
- Patient TB-3 (Jay Hardwick) is a 49-year-old male who presented with a small localized cyst on his leg. Toxibine successfully caused the tumor to surface and be "pushed" from the body" The

patient is now recuperating in the upper level ward.

- Patient TB-4 (Julie Barnes) is a 55-year-old female who had a sizable, benign, abdominal mass. Toxibine was again successful, and the mass was harmlessly collected once it surfaced. The patient is now recuperating in the upper level ward.

### 5. Examination Rooms.

The four examination rooms lining this hallway are where Dr. Eastman meets with his usual day-to-day cases. Each room has a table for examinations, a small sink, an overhead light, and a cabinet holding the usual doctor's exam room accoutrements (rubber gloves, cotton balls, thermometers, blood pressure cuffs, etc.). There is nothing of note nor unusual about any of these rooms.

### 6. Operating Room.

Through a set of large swinging double doors is the hospital's operating room. (If the PCs have seen any of the video files in Dr. Eastman's office, they'll recognize this as the room the Toxibine tests were held.) The operating room holds a rolling gurney/table in the center of the room as well as various monitors and electronic equipment lining the walls (defibrillator, resuscitator, anesthesia tanks, etc.) In drawers and cabinets are surgical tools and devices that could be used as weapons if the PCs think of it (knives, scalpels, saws, etc.). A glass-framed drug cabinet is also here filled with a variety of bottles and vials, which can be used by someone with the Medicine skill to concoct a potential "blood poison cocktail" that may prove effective against Experiment TB-4. Also here is a canister of liquid nitrogen sitting in a dry-ice lined cooler that Eastman was planning to use to preserve specimens TB-3 and TB-4. (Both the dry ice and liquid nitrogen could be used against Experiment TB-4 as a form of "cryotherapy"!) The lights in this room are off as it's not being used. The light switch may be hard to find in the dark, in fact. In the darkness, the PCs will see the shadow

of a man standing against the far wall, but he doesn't move.

When the lights come on, the PCs will see that the man-sized figure is a skeleton. It seems to be held up by a metal rack/stand behind it. At first the PCs may assume it's an anatomy skeleton used for teaching purposes, until it turns its head to face the PCs and begins staggering toward them! (The "stand" was actually an IV stand it was standing in front of.) Have the PCs roll a level 4 Fear check when they first meet the animated skeleton.

The skeleton is the Toxibine-animating failure from Test TB-2 which has escaped from its now-open drawer down in the basement morgue. The still-living white blood cells are animating the skeleton as a form of "host" to attack the new invaders. Savvy PCs or those with a Medicine skill may determine that the skeleton is covered in a thick milky-white slime that burns at the touch. (The animated white blood cells.) The skeleton will bite with its teeth and rend with its bony fingertips to try to tear the PCs apart!

#### Skeleton

STR:	45	WPR:	NA
DEX:	20	PER:	NA
AGL:	25	PCN:	30
STA:	55	PWR:	NA
ATT:	1/35%	WND:	0*
MV:	L 75		

*Powers: none*

Fortunately, the skeleton is fairly uncoordinated as it lunges and staggers almost drunkenly. It does not take wound damage. Rather, when its Stamina is taken down to 0, it falls apart into a pile of sticky bones. It will not reanimate once it's defeated.

### Second Floor

#### 7. Two-Bed Wards.

The second floor is used primarily as the ward for overnight and extended stay patients undergoing observation. Doctor Eastman doesn't really have many long-term stay patients so the rooms are pretty much deserted. Each room has two beds, separated by a full-length curtain for privacy, a

nightstand between both beds, and a television in the upper corner. A separate restroom is also available complete with toilet and sink. The rooms have been unoccupied for some time.

### 8. Occupied Ward.

Upon entering this room, the PCs can see that it has been recently occupied. The bed nearest the door is unmade and obviously slept in, and there is a food tray on a rolling table nearby. A patient name on a tag above the bed says "Barnes, Julie - TB-4". A full-length curtain is pulled across the room, blocking the view of the other bed. (Julie Barnes - Patient TB-4 - escaped from the room when her roommate was attacked by Experiment TB-3. She was unable to escape the hospital and instead found herself in the basement morgue where she locked herself in the freezer in an attempt to wait for help. The PCs will eventually discover she wasn't successful.)

If the PCs pull the curtain back, they'll see an adult male lying in bed. The name above the bed IDs him as "Hardwick, Jay - TB-3." When he sees the PCs, he'll slowly turn his head to face them. "Please...please kill me..." he weakly pleads. "It's...it's *eating me...*" Hardwick will then gasp and die of apparent shock. The PCs will see something shuffling under the covers. When the covers are pulled back, they'll see the bottom half of his body engulfed in a whitish-grey, throbbing blob of slime, pus, and fleshy tendrils. It's very apparent that his legs are gone and the *thing* is working its way up. (PCs should roll a level 5 Fear check when they discover this gruesome scene.)

#### Experiment TB-3

STR:	50	WPR:	NA
DEX:	NA	PER:	NA
AGL:	25	PCN:	30
STA:	55	PWR:	NA
ATT:	1/38%	WND:	0*
MV:	L 75		

*Powers: none*

Hardwick is being consumed by Experiment TB-3 - what was once the "benign" cyst that was removed from his leg. Now it's a mass of white blood cells that has returned to its



original host to feed. Experiment TB-3 is weaker than Experiment TB-4 that's stalking the hospital. (Don't forget that Experiment TB-4 still lies in wait to catch PCs alone and unaware throughout this adventure!) Experiment TB-3 will ignore attacks upon it as it continues to absorb Hardwick's body, which will take another hour if left alone. If taken down to half of its maximum Stamina (27 points or more), it will stop dissolving Hardwick and will slither across the floor in an attempt to escape. It may lash out with its tendrils to attack the PCs, but only enough to help it escape. It seeks to find and join with Experiment TB-4 at this stage unless it's somehow caught or destroyed.

### 9. Kitchenette.

This is a small kitchen area used to prepare meals for any overnight patients. There is a variety of kitchen tools and utensils (which may come in handy as weapons) as well as a refrigerator/freezer, microwave oven, and sink. (Experiment TB-3 and TB-4 could be harmed if the PCs figure out a clever way to use the freezer [cryotherapy] or microwave oven [radiation].) Within the refrigerator are some assorted drugs, pharmaceuticals, and medicines that a PC (especially one with the Medicine skill) could use to create a poisonous concoction against Experiment TB-4. Other than some dishes piled up in the sink, there is nothing else of interest in this area.

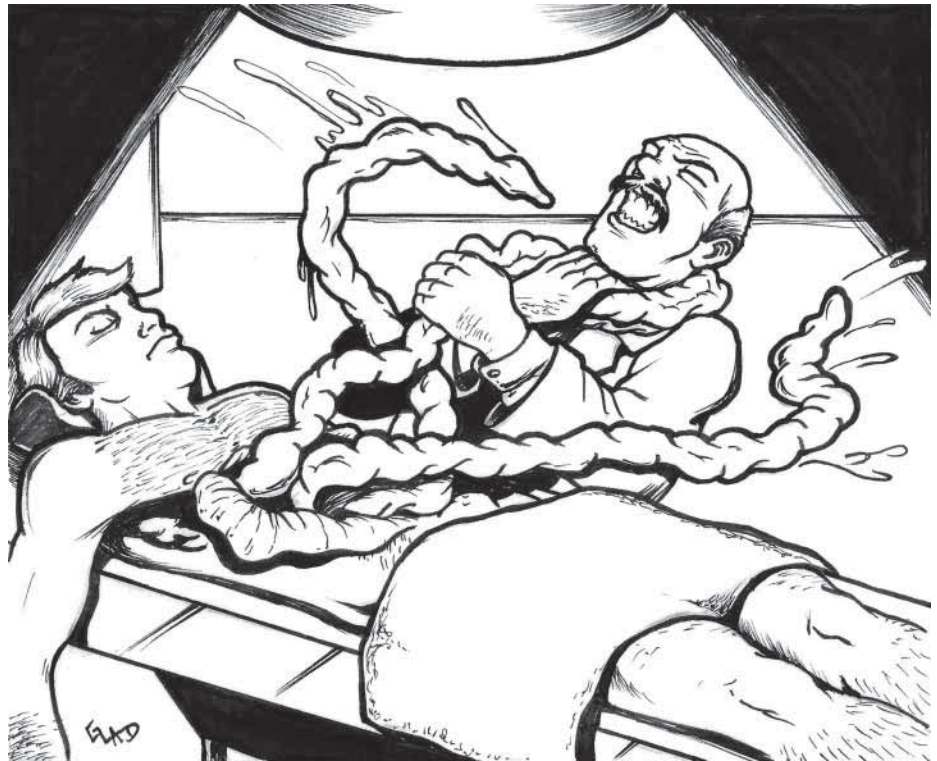
### 10. Storage Closet.

This closet holds cleaning supplies, brooms, mops, buckets, cleaning fluids, etc. There is nothing of interest in this area.

### Basement Level

#### 11. Morgue and Autopsy Room.

Upon entering this room, the PCs will notice how much cooler it seems to be than the rest of the building. In the center of the concrete floor is a tray-like table with a head-grasping device. Another rolling table holds a variety of wicked-looking cutting and sawing instruments. A microphone hangs down over the table and a large reinforced metal door is in the



eastern corner of the room. This room is where Dr. Eastman performs autopsies and medical dissection. (He made extra money working as a coroner for the town.)

Built into the wall opposite of the door are a series of six morgue drawers that slide out from the wall. One of the drawers – drawer 6 – is open, empty except for a white slimy residue. (This drawer held the skeleton from test TB-2 until it animated, clawed its way out, and wandered off to look for victims.) If the PCs check the other drawers:

- Drawers 1 and 2 are empty.
- Drawer 3 holds the body of test subject TB-1. Her jaw is broken and the mouth is impossibly wide open. (If the PCs have not yet seen Dr. Eastman's video of the test, have them make a level 1 Fear check. If they have, no Fear check is necessary.)
- Drawer 4 holds the body of test subject TB-2. His body looks like a pile of flesh, skin, and tissues, as if a butcher had deboned him. (If the PCs have not yet seen Dr. Eastman's video of the test, have them make a level 1 Fear check. If they have, no Fear check is necessary.)

- Drawer 5 holds the result of failed test TB-1. When the drawer is opened, the Toxibine-animated small and large intestines of test subject TB-1 spring out like some kind of perverse version of the "snakes in a can" prank. The "intestinal snakes" get a surprise attack bonus of +20% on the PCs if they weren't being careful. The surprise attack of the "snakes" merits a level 3 Fear check by the PCs.

#### Small Intestinal Snake

STR:	10	WPR:	10
DEX:	NA	PER:	NA
AGL:	75	PCN:	50
STA:	30	PWR:	NA
ATT:	1/43%	WND:	11
MV:	L 90		

*Powers: none*

#### Large Intestinal Snake

STR:	20	WPR:	15
DEX:	NA	PER:	NA
AGL:	70	PCN:	60
STA:	35	PWR:	NA
ATT:	1/45%	WND:	11
MV:	L 90		

*Powers: none*

The intestinal snakes act as writhing, slithering worm-like

monstrosities made of living human intestinal organs. Coated in a white slime (the animated white blood cells), they trail blood, fecal matter, digestive acids, and other internal fluids everywhere they slither. They attack by attempting to strangle the victim. The large intestinal version is shorter (4 feet), but thicker and stronger (picture a python/boa), whereas the small intestinal snake is longer (15 feet), but thinner and weaker (picture a garter snake). The "snakes" can be defeated and killed using normal weapons.

### 12. Storage Freezer.

Opening the door reveals a freezer used for cold storage of biological samples, some delicate drugs and medicines, and bodies that have not yet been autopsied. Seated on a crate in the center of the freezer is the body of Julie Barnes (Patient TB-4). When her roommate was attacked in the upper ward, she desperately tried to escape, though Experiment TB-4 blocked her every exit from the building. She eventually made her way to the basement and hid in here in an attempt to escape the nightmare she found herself in. Although nothing could get into the airtight chamber, she eventually froze to death in here. Seeing her blue frozen corpse should merit a level 1 Fear check.

Clever PCs may figure out a way to lure Experiment TB-4 in here to destroy it, or they may figure out a way to harness the freezer's cooling system to use as a cryogenic weapon.

### 13. Pharmacy and Chem Lab.

This room looks like a mad scientist's chemistry lab. Beakers, test tubes, and bottles with an assortment of multicolored liquids fill every tabletop and the shelves lining the walls. (An overwhelming number of these drugs would prove useful against Experiment TB-4.) Measuring scales and Bunsen burners are set up in a variety of configurations. A framed periodic table hangs on one wall with "Better living through chemistry!" scrawled across the face of it. If someone thinks to look behind it, they'll find a wall safe with an electronic lock. (Security Systems

or Electronic skill is needed to crack the safe.)

Within the safe is Dr. Eastman's handwritten notes with the formula for Toxibine. Someone with Medicine or Chemistry skill should be able to take the notes and alter the formula enough to make a powerful chemotherapeutic counter-agent for Toxibine. (Using this anti-Toxibine formula gives any attack with it a +30% bonus against any of the Toxibine-based monsters.) Also, while reviewing the notes, someone with Medicine skill could also surmise that the Experiments could be fought using heat therapy, cryotherapy, or radiation therapy - only on a much larger scale.

### 14. Lab Animal Facility.

This room has several stacking animal crates and cages in here, as well as animal food and supplies. Dr. Eastman keeps smaller test animals in this room: lab rats, mice, rabbits, monkeys, etc. Every cage in this room has been torn apart from the outside, and all of them are empty. One small spider monkey managed to escape Experiment TB-4's attack and is hiding amongst the battered cages. When the PCs investigate, the monkey explodes from its hiding place in a panic, screeching and clawing in terror. It does no real damage to any PC, and scampers off to hide somewhere else. (If the CM is feeling evil or if the players react badly to the surprise, have them roll a level 1 Fear check.)

### 15. Radiology Lab.

The door to this room has the radiation symbol placard pasted on it. This room is used for both x-rays as well as some rudimentary targeted radiation therapy. The x-ray machine and the external beam radiation therapy (EBRT) machine sit at either end of the room. Both are too bulky to be moved, although the EBRT device could be safely aimed and fired at any target within the room by anyone with Medicine or Electronics skill. (Useful as a radiation "beam weapon" against Experiment TB-4.) There are several lead aprons and protective eyewear hanging on hooks near the door that the PCs had better

don before they start firing the EBRT device. Unprotected PCs will suffer radiation exposure level 4 as described on page 43 of the CRYPTWORLD rule book.

## Conclusion

Throughout the exploration of the hospital, Experiment TB-4 should have been attacking and dogging the players at every turn. When the hospital is fully explored and the PCs have puzzled out what's been going on and how to best deal with the final lurking horror, Experiment TB-4 should explode out of the wall or a sewer drain for the final confrontation. Hopefully the PCs will be able to deal with the killer immune system once and for all!

## Condition Critical Things

### Small Intestinal Snake

STR:	10	WPR:	10
DEX:	NA	PER:	NA
AGL:	75	PCN:	50
STA:	30	PWR:	NA
ATT:	1/43%	WND:	11
MV:	L 90		

*Powers: none*

### Large Intestinal Snake

STR:	20	WPR:	15
DEX:	NA	PER:	NA
AGL:	70	PCN:	60
STA:	35	PWR:	NA
ATT:	1/45%	WND:	11
MV:	L 90		

*Powers: none*

The intestinal snakes act as writhing, slithering worm-like monstrosities made of living human intestinal organs. Coated in a white slime (the animated white blood cells), they trail blood, fecal matter, digestive acids, and other internal fluids everywhere they slither. They attack by attempting to strangle the victim. The large intestinal version is shorter (4 feet), but thicker and stronger (picture a python/boa), whereas the small intestinal snake is longer (15 feet), but thinner and weaker (picture a garter snake). The "snakes" can be defeated and killed using normal weapons.

### Skeleton

STR:	45	WPR:	NA
DEX:	20	PER:	NA
AGL:	25	PCN:	30
STA:	55	PWR:	NA
ATT:	1/35%	WND:	0*
MV:	L 75		

*Powers: none*

The skeleton is the Toxibine- animated failure from Test TB-2 which has escaped from the now-open drawer down in the basement morgue. The still-living white blood cells are animating the skeleton as a form of "host" to attack the new invaders. Savvy PCs or those with a Medicine skill may determine that the skeleton is covered in a thick milky-white slime that burns at the touch. (The animated white blood cells.) The skeleton will bite with its teeth and rend with its bony fingertips to try to tear the PCs apart! Fortunately, the skeleton is fairly uncoordinated as it lunges and staggers almost drunkenly. It does not take wound damage. Rather, when its Stamina is taken down to 0, it falls apart into a pile of bones. It will not reanimate once it's defeated.

**Experiment TB-3**

**STR:** 50      **WPR:** NA  
**DEX:** NA      **PER:** NA  
**AGL:** 25      **PCN:** 30  
**STA:** 55      **PWR:** NA  
**ATT:** 1/38%   **WND:** 0\*  
**MV:** L 75  
*Powers: none*

Experiment TB-3 is a smaller version of Experiment TB-4. It is about 3 feet across and 2 feet high. (The size of a medium-sized dog.) It is much less aggressive than its larger counterpart and seeks to escape when attacked. It will attack only when taken to half its maximum Stamina, and then only enough to try to buy itself time to escape. If weakened, Experiment TB-3 looks to join with Experiment TB-4 to save itself while adding its bulk to Experiment TB-4.

Like Experiment TB-4, Experiment TB-3 regenerates Stamina loss at 2d10 per hour and can only be permanently killed by using blood-affecting medicines, heat therapy, cryotherapy, and radiation.

**Experiment TB-4**

**STR:** 70      **WPR:** NA  
**DEX:** NA      **PER:** NA  
**AGL:** 40      **PCN:** 40  
**STA:** 70      **PWR:** NA  
**ATT:** 1/55%   **WND:** 0\*  
**MV:** L 100  
*Powers: none*

Experiment TB-4 looks like a bloated, pulsating, glistening mass of pale grey-white goo. The animated blob is about 6 feet across and 4 feet high. It glistens with a greasy, slimy coating that burns at the touch. (An Investigation skill roll may reveal a trace amount of slime left behind by the blob as well as a trail the PCs can follow.) Experiment TB-4 cannot be killed by normal means. Although it will take Stamina damage from normal weapons, it will regenerate 2d10 Stamina every hour until back up to full. Experiment TB-4 can only be permanently killed by powerful medicines that affect blood, such as anticoagulants (blood thinners) or coagulants (blood clotting agents). It will also be harmed by extreme cold, extreme heat, or radiation. Stamina damage taken via any of these means cannot be regenerated, and - if taken to 0 Stamina - will kill Experiment TB-4 permanently.

**Press Release Handout**

VINTON HILLS METROPOLITAN HOSPITAL  
 Dr. Howard Eastman, President

Dear Sir:

Throughout the history of humanity, mankind has fought a losing battle against the ravages of disease and sickness. As man ages, his own body turns against him: his cellular system breaks down; his immune system becomes ineffective; invasive malignancies attack his organs. The end result is always death.

Never again.

On October 18, I will reveal a medical discovery that will eradicate human illness and suffering forever. It is with no small amount of hubris that I can tell you that this announcement will change the course of humanity. And you are invited to witness this miracle.

Please below are the full details of the event:

**Date:** Saturday 18th October  
**Time:** 10 am  
**Venue:** Vinton Hills Metropolitan Hospital, Vinton Hills, Kentucky

Please kindly confirm your participation as soon as you receive this invitation.

**Deadline for confirmation is Wednesday 9th October.**

For further information, please contact receptionist Charlotte Greene through 604-555-3765

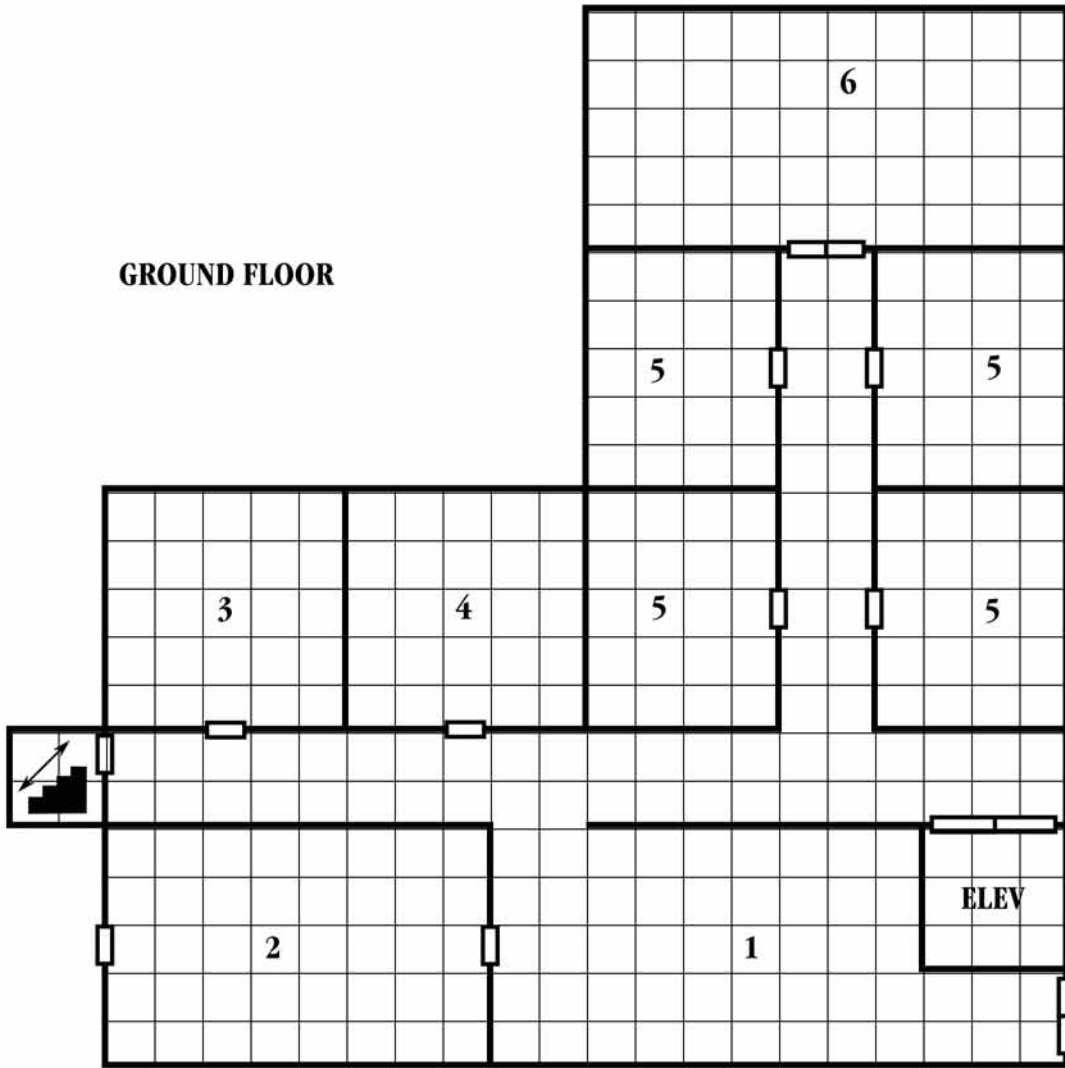
Thank you and we look forward to seeing you.

Howard Eastman, MD, PhD

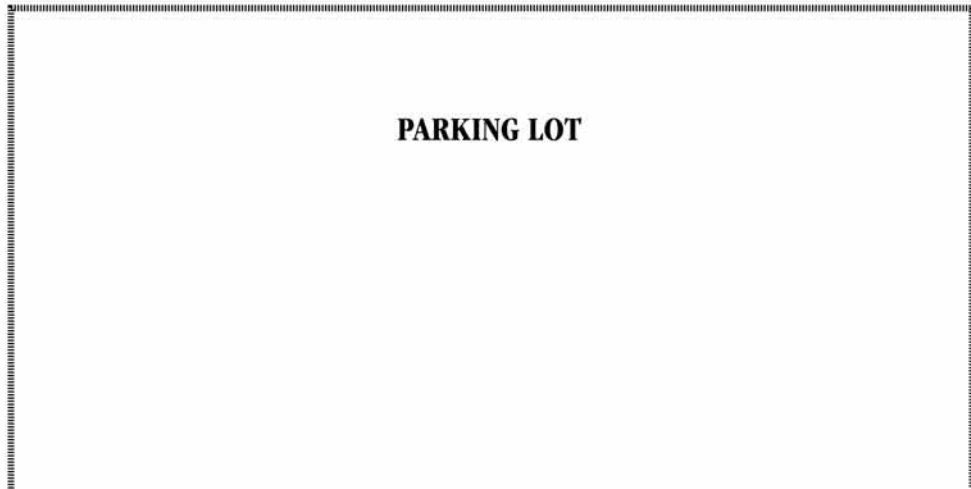
PS: Note that travel arrangements have been made upon your arrival.



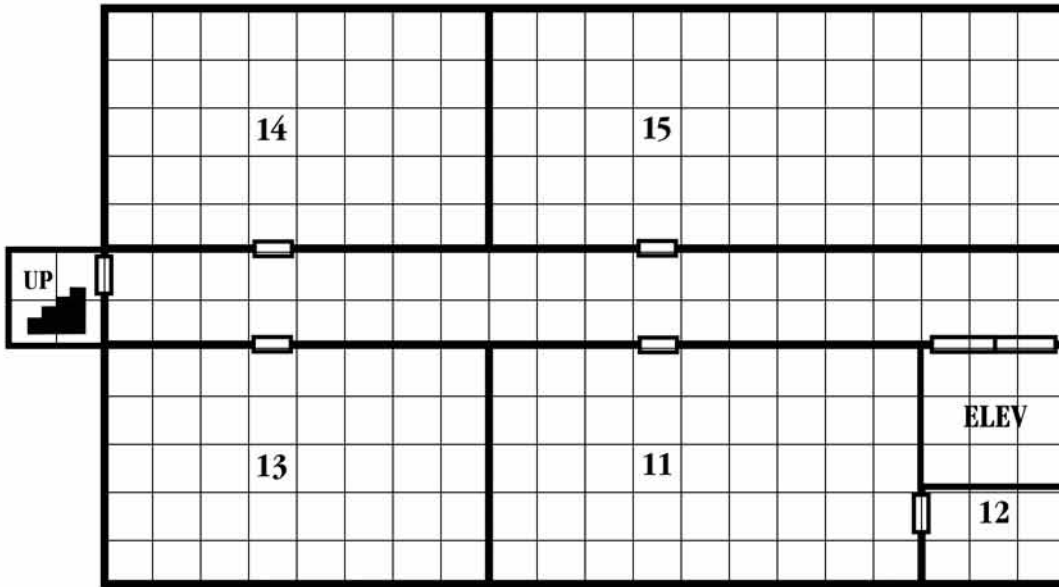
**GROUND FLOOR**



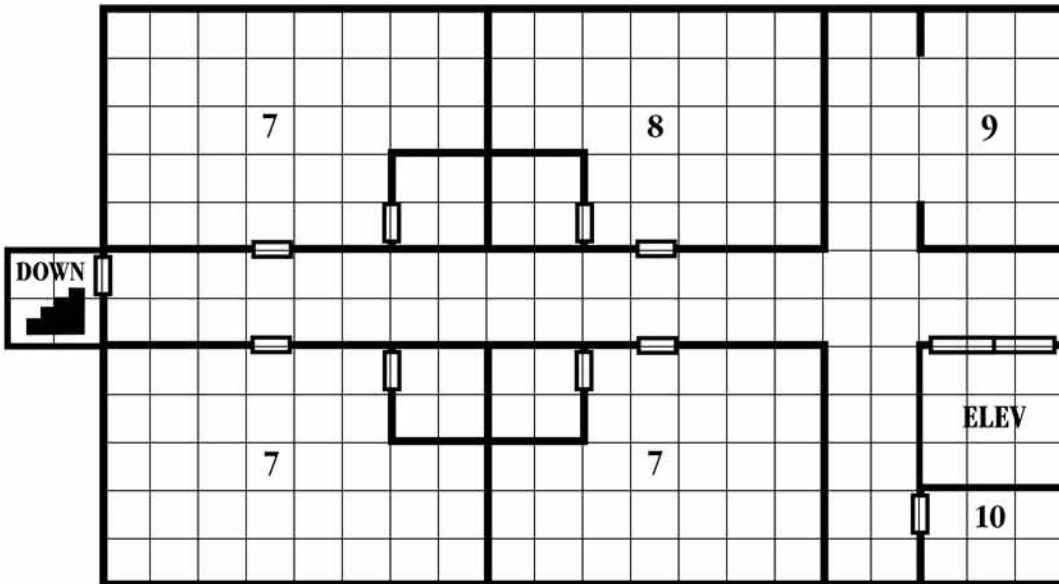
**PARKING LOT**



**BASEMENT**



**UPPER FLOOR**



# UNQUENCHABLE

## Introduction

Three days ago, a group of hunters failed to return from a deer hunt near Akron, Ohio. The players have been brought to the scene to assist in the search for the three missing men. The Crypt Master should initially determine why the PCs have been specifically brought in to assist in the search:

- If one or more of the PCs has Investigation, Outdoor Survival, Tracking, or similar skills, the local search team may have sent specifically for them.
- If the PCs live in or near the area, they may have heard of the disappearance and volunteered their time and skills to aid in the search.
- A gruesome discovery at the scene has garnered the attention of one of the secret societies or governmental agencies the PCs belong to, and they have been sent to investigate.
- Because the “hunters” were actually undercover researchers for the International Society of Cryptozoology and Xenobiology, the society may have sent members to investigate the disappearance and retrieve any data the researchers left behind.

Upon arrival, the PCs will immediately discover that there is an undercurrent of unease amongst the sheriff deputies and rescue workers already on the scene. A disturbing discovery was made in the area the PCs have been assigned to investigate – the bodies of several small animals have been found, and they are all dry, withered, and nearly mummified. It is unknown if the hunters are responsible, or if they may have suffered from the same fate.

## How To Run The Scenario

Before starting, the Crypt Master should read through the scenario, first to get an idea as to what is causing the disturbance and to prepare for the game session. Be sure

to make a note of any clues the PCs may find so you can pass them along as they’re discovered. Also, get a feel for the *thing* that’s causing the problems, where and how it may attack, and how the PCs may defeat it. Also, at CM’s discretion, require Fear checks on column 4 each time the PCs encounter something frightening or unsettling.

## Crypt Master Background

The “hunters” are actually members of the ISCX (as explained earlier) who had heard rumors of a large unidentified creature roaming the forests near Akron. They came here to investigate, and instead found themselves in over their heads. This wilderness area has become the feeding ground of a unique type of Tarantulord – a gargantuan tick, in actuality. The grotesque aberration has begun spawning, filling its hidden forest glen with eggs. Many have hatched, spawning several “smaller” Giant Ticks (Tick Spawn) which have spread out into the forest to feed. (The dried animal husks that have been found are the remnants of these feedings.) The researchers found one of these eggs before it hatched and were on their way back with it when the Tick Spawn fell upon them. One ICSX member died during the struggle, and the other two were dragged back to the Tick Tarantulord for it to feed upon.

On occasion, bitten victims do not die when drained by the Tick Tarantulord and, instead, they contract a strange disease that curses them with a condition very similar to vampirism. The victim will transform into a half-tick insect hybrid – called a “Brundle.” Its mouth will transform into a set of blood-sucking, tick-like mandibles; numerous spider-like eyes will appear across the face; and they will be driven by an unquenchable thirst for blood. An unfortunate deer has been transformed in such a manner, as well as the two remaining researchers who now stand guard to protect their “queen.”

When the PCs arrive on the scene, the Tick Spawn have already begun spreading throughout the area they are assigned to investigate. If that wasn’t enough of a challenge, the Tick Tarantulord’s eggs have begun hatching, which will spread the blood-sucking arachnid plague throughout the region. And the half-tick mutant Brundles that the Tick Tarantulord has created have only one drive – to sate the hunger that drives them mad. It is upon the PCs to investigate the situation, determine the cause of the disappearances, and – if possible – put an end to the Tick Tarantulord’s machinations before the “unquenchable thirst” spreads out of control...

## Setting the Stage

This CRYPTWORLD scenario is a wilderness-based adventure where the PCs are encouraged to wander and explore the overland area, gleaning and interpreting what clues they can dig up. During their investigation, several specialist skills will come in handy, primarily Tracking, Outdoor Survival, and Medical skills. (Not to mention any firearm and combat-related skills!)

As they explore the wilderness landscape, the CM is encouraged to allow the PCs to chart their own course during the adventure. To fill the gaps between pre-planned encounters, there is a Random Encounters table at the end of this scenario. For each ½-mile travelled by the PCs (or when the scenario slows down and you’d like to give the PCs a challenge), roll 1d10. On a 1 or 2, the PCs will have a random encounter, and the CM should then roll on the table and incorporate the result into the narrative.

Even though the search takes place during the day, the forest is quite dark due to the thick canopy overhead as well as the dense undergrowth. It’s hot and humid, and the woods are strangely quiet, as



if the animals themselves have abandoned the area.

**NOTE: The mountains through the center of the map are impassable. PCs will have to go above and around them to get to each side of the map.**

### Arriving at Base Camp

The PCs are brought to the staging area for the search (the bottom left corner of the provided map). There is a small tent set up here with several emergency vehicles here. A small crowd of various volunteers mill around nervously, itching to get started in the rescue attempt. The PCs get into a volunteer "reporting in" line and are given the number "6." (This is both the team they're on and the area they'll be searching.)

A sheriff's deputy at the front raises his hands for quiet and the crowd looks to him.

"Everyone, thank you for coming out to assist in this search operation. My name is Summit County Sheriff's Deputy Jeff Miller, and I'll be the Incident Coordinator for the operation. Approximately three days ago, three men entered the area north of our current location to hunt of public lands. They have not returned, and it is assumed that they are currently lost in the area. The three men are Rick Fennimore, Steve Sparks, and Bernard Sutton, and they were planning a hunting trip according to family members we've spoken to."

(He gives a quick description of the three men, then continues...)

"We have no reason to believe this is a rescue operation at this time, and we thank you for your help. Each team will be assigned an area to search. You will be provided with radios so you can stay in contact with us here at the base. Now when I call your number, please step to the front for your assignment."

Deputy Miller calls for Teams 1 through 5, and each group is taken away via one of the vehicles to their assigned search zone. The last number he calls is "6", which is the PCs' team.

"OK, Team 6, you'll actually be searching the location north of our

present location. It's assumed they entered near here, as their car was found about a half-mile away. Here's the area you'll be responsible for."

The deputy lays the map out in front of the PCs and marks their present location.

"The area is approximately 36 square miles, each area on this map is about a half-mile wide. McGreggar's Bluff (he points out the line) pretty much divides the area in half. Those of you from around here know it's too steep to climb, so the only thing to do is go out, around, and back. We can send in a helicopter to pick you up here." (He points to the clearing on the southeast.) "If you find them, radio in. And that's about it. Any questions?"

Deputy Miller fields any questions they may have, as well as giving them any additional equipment they may request that's not out of the question.

"OK gentlemen, we'll be here if you need us. And your radios are tuned to our frequency, so give a yell when you find them. Thanks again, and good luck."

As the team prepares for the jaunt, one of the other deputies walks up very conspiratorial to one of the

PCs. He takes the map, looks about nervously, then marks and "X" on it (at the Encounter 1 site). "You need to check that out," he warns, then turns and hurries off. If the PC follows, he's long gone.

(The officer found the corpses and reported it in. He was told he was making too much out of something "minor" and was told to keep his "panic-inducing nonsense" quiet, but the nameless deputy feels the PCs may be walking into something much more dangerous. And he's right...)

NOTE: As the PCs explore the area, give those with Tracking and Outdoors Survival numerous attempts at staying on the right path, following the trail the "hunters" left as they entered the woods and explored. If a successful check is made, let the tracker know he found a physical sign pointing them in the right direction. (broken limbs and trigs, bent/disturbed grass, footprints from the hunters, etc.) As the PCs get closer to the area of the disturbance, have them find strange "large insect" prints in the mud, egg shells, and other odd and disturbing evidence.

Far off in the distance, they may see birds taking flight as if disturbed, as well as buzzards and vultures



circling over the Tarantulord's lair, etc.

ALSO NOTE: As the PCs go deeper into the Tick Tarantulord's territory, the Tick Spawn will "close up" behind them, cutting them off from retreating. If they try to go back the way they came, have them encounter one Tick Spawn, then two, then four, then eight, until they see they're being "herded" by the blood-suckers. The PCs will have no choice but to continue moving deeper into the forest.

*The following encounters are pre-determined locations on the map.*

#### ENCOUNTER 1: Drained of Life

The PCs reach the area marked on their map by the deputy, they find the corpse of a deer laying on its side. But it appears to be a withered dried husk, as if it's been mummified. A general skill check by someone with Medical or similar skill can determine that it appears to have been drained of all bodily fluids - not just blood, but all liquids throughout. A second check (at a higher skill level +15%) reveals a raised welt on the deer's neck with a pair of puncture marks in the center. A third check (at the same level) shows that there is a red ring around the puncture site, and it doesn't appear to be the bite of any kind of known animal.

#### ENCOUNTER 2: Fleeing the Scene

The PCs will hear something crashing through the brush, getting louder as it races directly at them. Whatever it is, it sounds like there are several of them. Allow the PCs a round to prep, get into position, or whatever they wish to do.

Three wolves come springing at the PCs. If the PCs do nothing, the wolves will race right past the PCs, completely ignoring them as they run to the south. Anyone with an appropriate skill (Zoology, Outdoor Survival) who makes a general check can easily tell that the animals are frightened to the point of blind panic. They are literally running for their lives.

If the PCs engage the wolves, they will stop to fight wildly for a round or two, seeing the PCs as yet

another deadly threat in their forest. But after two rounds, those wolves that still live will dash off to escape.

#### Wolves (3)

STR:	45	WPR:	30
DEX:	NA	PER:	NA
AGL:	75	PCN:	90
STA:	60	PWR:	NA
ATT:	2/60%	WND:	15

MV: L 225

*Powers: none*

*Around Encounter 3 and 4, any radios the PCs are using to stay in contact will begin losing its signal. It will be spotty at best.*

#### ENCOUNTER 3: The Hungry Tree

From a distance, a large pine tree appears to have large black discs nailed to the trunk. As the PCs approach, have them roll a general PCN check. Those who pass realize these "discs" appear to be moving and are actually large, flat, creatures of some kind.

There are four Tick Spawn clinging to the tree that will drop down and attack. There are also two other Tick Spawn lurking on the ground nearby if the PCs aren't paying attention.

#### Tick Spawn (6)

STR:	45	WPR:	45
DEX:	NA	PER:	NA
AGL:	45	PCN:	45
STA:	35	PWR:	NA
ATT:	1/45%	WND:	11

MV: L 100

*Powers: none*

The common giant ticks found in the area are the "children" of the Tick Tarantulord. These blood-sucking arachnids are flat and round, about 3 feet across. (The size of a car tire.) They scuttle quickly on their eight legs, and they have a hardened outer shell that protects them from most forms of blunt-force attacks. (Clubbing them will be ineffective.) If a Tick Spawn is successful in an attack, it will "latch on" with its strong mandibles and begin draining the victim of its blood. Each following round the Tick Spawn remains attached, the victim will suffer the results of a Harsh damage result on the Unarmed Combat Result. Tick Spawn are very

susceptible to fire and flame-based attacks (PCs should receive a +20% bonus if using such attacks).

#### ENCOUNTER 4: A Body in the Woods

The forest has begun to open up a bit. With the sunlight peeking through the canopy, the PCs see a human body lying on the ground. Near the body are two Tick Spawn that seem to be struggling with something.

The body is that of Rick Fennimore - one of the "hunters." The two Tick Spawn are struggling with a backpack which must have belonged to the deceased researcher. They attack when they notice the PCs.

#### Tick Spawn (2)

STR:	45	WPR:	45
DEX:	NA	PER:	NA
AGL:	45	PCN:	45
STA:	35	PWR:	NA
ATT:	1/45%	WND:	11

MV: L 100

*Powers: none*

When the Tick Spawn are dealt with, the PCs can examine the scene.

*The body:*

- The face of the body matches the description of one of the missing hunters.
- His clothes are shredded and his body is covered with welts from where the Tick Spawn were feeding. He is nearly a dried-out husk like all other victims of the Tick Spawn's feeding.
- His ID is in his wallet identifying him as Rick Fennimore.
- If someone pokes around in his wallet further, allow him a general PCN check. If successful, he finds another ID card identifying the body as Doctor Richard Fennimore of the ISCX. A specific PCN check will allow a PC to recall an Animal Planet documentary on the organization of "bigfoot hunters" and "urban legend researchers." (Give the PC the ISCX description for the CRYPTWORLD rulebook.)
- Inside the zipped-up backpack is a softball-sized sphere that is a mottled grey/blue in color. This is one of the Tick Tarantulord eggs that the researchers found south



of here. They were bringing it back for analysis when they were set upon by multiple Tick Spawn who were trying to retrieve the stolen egg. If the PCs break it open, they'll see a slimy undeveloped tick carcass inside. (Potential Fear check if any PC seems revolted!) They should come to realize that this was an egg, and where there's one insect egg, there's bound to be many, many more.

- Clutched in his hand is a voice recorder, which is keyed to the victim's voice-print. A specific Electronics or Computer check with an H result or better is needed to bypass the voice-protection and access the device. If successful, the PCs see the file is dated three days ago (about the time of their reported disappearance) and they hear the following entry: *"Our 'safari' - for lack of a better word - has been fruitful as the rumors we've heard about this area have been proven true. Steve, Barnard, and I have found proof of a new species of arachnid that has developed here, south-southeast of our current location, just as we surmised from the available data. We have secured physical evidence of the creatures' existence, and we didn't have to resort to using any of the 'fail-safes' we brought in case the creatures turned out to be aggressive. We've been able to keep our distance from the numerous Giant Ticks we've seen, and they seem satisfied with feeding on the abundant wildlife in the area. But we're leaving the area lest we push our luck. If we...we...Bernard, do you hear that? No, over there, to your..."* [There are multiple screams that are cut short, then the sound of something being dragged away while, near the mic, a soft sucking sound, like someone drinking from a straw is heard. The file ends here.]
- There are two .22 rifles laying on the ground, both with 5 rounds in them.

- Although there were two other researchers, their bodies are not here.
- There is also no sign of the "fail safes" mentioned in the recording.

The area shows signs of a struggle/fight, and those with the Tracking or Outdoors Survival skill (general check) can easily see where it appears two bodies were dragged off to the southeast.

*From this point on, the PCs may encounter one or two Tick Tarantulord eggs nestled against a tree or in a "clutch" on the ground. As they get closer to the Tarantulord lair, the eggs will become uncomfortably numerous.*

#### ENCOUNTER 5: The "Deer Tick"

In this hilly, thick-forested area, the PCs come across a black bear lying on its side on the forest floor, its back is to them. As they approach, they can hear bizarre "sucking" noises coming from the creature. A Deer Brundle hybrid (one of the Tick Tarantulord's escapees) has attacked and killed the bear and is now feeding.

When the PCs get near, they'll see a large doe lift her head, her muzzle dripping gore. They'll see the multiple insectile eyes now dotting its face as well as the clacking insect mandibles it uses to feed. (Potential Fear check if this is their first encounter with a Brundle). The Deer Brundle will bound over the bear and attack the new prey once it spies them, letting loose with a shrieking "hiss".

#### Deer Brundle

STR:	75	WPR:	30
DEX:	NA	PER:	NA
AGL:	75	PCN:	75
STA:	90	PWR:	NA
ATT:	1/90%	WND:	15
MV:	L 200		

*Powers: none*

This unfortunate deer was a victim of the Tick Tarantulord, but it managed to escape before being utterly drained of fluids. However, it has been transformed by the experience, and now has eight multifaceted eyes like a spider and

the feeding mechanisms of one of the Tick Spawn.

The transformed deer will immediately attack any other mammals it sees, as it now suffers from "the thirst." If successful, it will latch on and drain its victim each round just like its Tick Spawn brethren (see the Tick Spawn entry). The bite of a Brundle will not spread the disease, however.

#### ENCOUNTER 6: Lair of The Tarantulord

Where the trees finally open up over head, there is a marshy bog where ground water is seeping up through the sod, causing the ground to take on a consistency like a damp mattress. (PCs may need to make successful AGL checks to keep from tripping on the unstable ground.)

The limestone on this side of the craggy bluff has eroded into the side, creating a large "overhang" that goes back into the bluff about 70 feet. It is in this darkened area where the Tick Tarantulord has made its nest. There are skeletal remains of several large deer here, as well as many smaller animals like foxes and wolves. These dried-up corpses are piled up in random locations. There are dozens of egg sacs hanging from the back of the overhang, and clusters gathered about the lair. It is only a matter of time before these hatch, spreading the Tick Spawn infestation throughout the area.

#### Tick Tarantulord

STR:	90	WPR:	45
DEX:	NA	PER:	NA
AGL:	90	PCN:	90
STA:	75	PWR:	90
ATT:	1/90%	WND:	15
MV:	L 75		

*Powers: summon Tick Spawn*

The Tick Tarantulord is a monstrously huge deer tick, appearing from a distance to be a huge green-and-black balloon. It is 6 feet high and about 10 feet round, weighing approximately one ton. (Imagine a swollen deer tick the same size as a small minivan.) The Tarantulord has the head of a spider with a set of biting/feeding mandibles. (It attacks similarly to the Tick Spawn described earlier.) It



scuttles about on eight legs, but due to its size, it moves incredibly slowly for one of its species. It also only gets one attack per round.

If the Tick Tarantulord feeds upon a creature, but the creature does not die, the victim has an 80% chance of contracting a bizarre form of Lyme disease. This disease transforms the victim into a Brundle who will now become a half-tick hybrid with an unquenchable thirst for blood. (See earlier entries on the Deer Brundle and the following Human Brundle.)

The Tick Tarantulord has the unsettling power to summon any Tick Spawn to come to its aid. At a cost of 10 WPR, the Tick Tarantulord sends out a distress call. On the next round, Tick Spawn will scuttle in to defend the "queen." Every other round following the appearance of the first Tick Spawn, another 1d10 Tick Spawn will appear, up to a maximum of 10 Tick Spawn. These creatures will defend the Tick Tarantulord to the death.

The Tick Tarantulord is immune to any clubbing or blunt-force attacks (the blows just bounce off its rubbery skin), but it is very susceptible to fire

and flame-based attacks (PCs should receive a +20% bonus if using such attacks). Gunfire and stabbing weapons are also very effective, as the creature has the body structure of a bloated balloon.

The Tick Tarantulord is being guarded by the two remaining researchers who have been transformed into half-tick Brundles. If they see the PCs, they will begin shouting at them, that they too will come to know "the unquenchable thirst". After two rounds of goading the PCs, the thirst becomes too much for them and they will both charge, their mouth-mandibles opening wide for the attack as they shriek-hiss with hunger. There are also two Giant Ticks caring for the egg sacs that will race into the attack if any of the eggs are damaged or if the queen calls them to attack.

**Human Brundle**

<b>STR:</b> 60	<b>WPR:</b> 15
<b>DEX:</b> 90	<b>PER:</b> 30
<b>AGL:</b> 90	<b>PCN:</b> 75
<b>STA:</b> 45	<b>PWR:</b> NA
<b>ATT:</b> 1/75%	<b>WND:</b> 12
<b>MV:</b> L 75+	

*Powers: none*

**Tick Spawn (2)**

<b>STR:</b> 45	<b>WPR:</b> 45
<b>DEX:</b> NA	<b>PER:</b> NA
<b>AGL:</b> 45	<b>PCN:</b> 45
<b>STA:</b> 35	<b>PWR:</b> NA
<b>ATT:</b> 1/45%	<b>WND:</b> 11
<b>MV:</b> L 100	

*Powers: none*

The other two researchers have been transformed into Brundles by the bite of the Tick Tarantulord. They both have multiple eyes across their face and forehead as well as the tick feeding manibles. These half-man/half-tick hybrids now stand guard over their master, protecting her at all costs. They will charge anyone they see in order to feed and quench their mindless, insatiable appetite for blood. If they manage to successfully bite a victim, they will do Harsh Unarmed Combat Damage each round as they feed (see the Tick Spawn entry). The bite of a Brundle will not spread the disease, however.

Also within the area is a small backpack one of the transformed researchers was carrying when he was dragged back to the lair. On a successful specific PCN check (H result or better), a PC may spy it lying near one of the corpse piles. If they're able to get to it, they'll find the equipment the ISCX researchers came prepared with when they first suspected some kind of insectoid cryptid infestation:

- A canister of a powerful insecticide.
- Two grenades.

**Wrapping Up**

If the PCs successfully kill the Tick Tarantulord, the Tick Spawn will scuttle off in random directions now that their "queen's" sway over them is broken. The two Human Brundles will however go completely insane with rage, and will fight the PCs until they are dead or subdued. Unless the PCs have managed to destroy every egg clutch and every Tick Spawn roaming the area, the infestation will recur again in the near future. The players could be approached by ISCX, DAPA, or any one of the other cryptid-hunting organizations and recruited into their ranks!



## Unquenchable Things

### Tick Spawn

STR: 45      WPR: 45  
DEX: NA      PER: NA  
AGL: 45      PCN: 45  
STA: 35      PWR: NA  
ATT: 1/45%    WND: 11  
MV: L 100

*Powers: none*

The common Tick Spawn found in the area are the "children" of the Tick Tarantulord. These blood-sucking arachnids are flat and round, about 3 feet across. (The size of a car tire.) They scuttle quickly on their eight legs, and they have a hardened outer shell that protects them from most forms of blunt-force attacks. (Clubbing them will be ineffective.) If a Tick Spawn is successful in an attack, it will "latch on" with its strong mandibles and begin draining the victim of its blood. Each following round the Tick Spawn remains attached, the victim will suffer the results of a Harsh damage result on the Unarmed Combat Result. Tick Spawn are very susceptible to fire and flame-based attacks (PCs should receive a +20% bonus if using such attacks).

### Deer Brundle

STR: 75      WPR: 30  
DEX: NA      PER: NA  
AGL: 75      PCN: 75  
STA: 90      PWR: NA  
ATT: 1/90%    WND: 15  
MV: L 200

*Powers: none*

This unfortunate deer was a victim of the Tick Tarantulord, but it managed to escape before being utterly drained of fluids. However, it has been transformed by the experience, and now has eight multifaceted eyes like a spider and the feeding mechanisms of one of the giant ticks. When encountered, it appears to be feeding on a black bear. When it lifts its head up, the players will be able to see the multiple eyes and the bizarre insect mandibles it now sports. The transformed deer will immediately attack any other mammals it sees, as it now suffers from "the thirst." If successful, it will latch on and drain its victim each round just like its Giant Tick brethren

(see the Giant Tick entry). The bite of a Brundle will not spread the disease, however.

### Human Brundle

STR: 60      WPR: 15  
DEX: 90      PER: 30  
AGL: 90      PCN: 75  
STA: 45      PWR: NA  
ATT: 1/75%    WND: 12  
MV: L 75†

*Powers: none*

Two of the hunters have been transformed into Brundles by the bite of the Tick Tarantulord. They both have multiple eyes across their face and forehead as well as the tick feeding manibles. These half-man/half-tick hybrids now stand guard over their master, protecting her at all costs. They will charge anyone they see in order to feed and quench their mindless, insatiable appetite for blood. If they manage to successfully bite a victim, they will do Harsh Unarmed Combat Damage each round as they feed (see the Tick Spawn entry). The bite of a Brundle will not spread the disease, however.

### Tick Tarantulord

STR: 90      WPR: 45  
DEX: NA      PER: NA  
AGL: 90      PCN: 90  
STA: 75      PWR: 90  
ATT: 1/90%    WND: 15  
MV: L 75

*Powers: summon Tick Spawn*

The Tick Tarantulord is a monstrosity huge deer tick, appearing from a distance to be a huge green-and-black balloon. It is 6 feet high and about 10 feet round, weighing approximately one ton. (Imagine a swollen deer tick the same size as a small minivan.) The Tarantulord has the head of a spider with a set of biting/feeding mandibles. (It attacks similarly to the Giant Ticks described earlier.) It scuttles about on eight legs, but due to its size, it moves incredibly slowly for one of its species. It also only gets one attack per round.

If the Tick Tarantulord feeds upon a creature, but the creature does not die, the victim has an 80% chance of contracting a bizarre form of Lyme disease. This disease transforms the victim into a Brundle

who will now become a half-tick hybrid with an unquenchable thirst for blood. (See earlier entries on the Deer Brundle and Human Brundle.)

The Tick Tarantulord has the unsettling power to summon any Tick Spawn to come to its aid. At a cost of 10 WPR, the Tick Tarantulord sends out a distress call. On the next round, one Tick Spawn will arrive to defend the "queen." Every other round following the appearance of the first Tick Spawn, another 1d10 Tick Spawn will appear, up to a maximum of 10 Tick Spawn. These creatures will defend the Tarantulord to the death.

The Tick Tarantulord is immune to any clubbing or blunt-force attacks (the blows just bounce off its rubbery skin), but it is very susceptible to fire and flame-based attacks (PCs should receive a +20% bonus if using such attacks).

## Unquenchable Random Encounters List

Roll 1d10 when the rescue team enters a new area on the map. On a 1-2, they have encountered something in the wilderness as they explore. Roll another 1d10 and refer to the list below:

1. **Small pile of withered corpses.** This is a cast-off pile of prey from one of the Tick Spawn. In the pile is a rabbit and two squirrels that have been drained of all bodily fluids. Someone with Medical or appropriate Science skill should be allowed a roll to determine cause of death. (See earlier description.)

2. **A panicked rabbit crashes through the underbrush.** There is nothing dangerous about this encounter, but it could cause the party to react badly to the "attack" or even lead them off the correct path if they decide to follow.

3. **Well-fed Tick Spawn.** One of the Tick Spawn is wandering through the area, but it has recently fed and is engorged with blood. It looks like a swollen red beach ball when it waddles up to the PCs. It will half-heartedly fight if attacked, but it has no interest in trying to feed. If punctured with a sharp weapon, the Tick Spawn will burst, spraying blood

and ichor on everything within 10 feet. (Fear check level 3).

**4. Two Tick Spawn.** Two Tick Spawn are scouting the area. One will be seen out in the open, whereas the other remains hidden in the underbrush. The Tick Spawn have not seen the PCs when first encountered. If the PCs attack the visible Tick Spawn, the other will leap out, surprising the PCs.

**5. Four Tick Spawn.** A small "swarm" of Tick Spawn are hunting for larger prey to bring back to the Tick Tarantulord. If they encounter the PCs, they will try to cut off one of the PCs from the rest of their party. If successful, they'll attack that one PC in an attempt to subdue them and drag them back to the lair.

**6. An angry, panicked wolf.** The PCs will meet up with a near-feral wolf. The animal is crazed with hunger and frightened due to the strange creatures in the woods. It will attack the PCs on sight. (Use the Wolf stats from page 55 of the CRYPTWORLD rulebook.)

**7. Two angry, panicked wolves.** Like the previous encounter, only this is a mated pair of wolves. They only want to steer clear of the PCs. They will snarl and threaten, but will not attack as long as the PCs give them a wide berth. If the PCs make any threatening gestures, they'll charge. (Use the Wolf stats from page 55 of the CRYPTWORLD rulebook.)

**8. A Deer Brundle.** Like Encounter 5, this infected deer is roaming the forest looking for prey to satiate its thirst. When the PCs encounter the creature, it will hiss-snarl, then open its mouth, exposing its insectoid feeding mandibles. It will then charge the PCs. (Use the Deer Brundle stats from Encounter 5 for at the end of this adventure.)

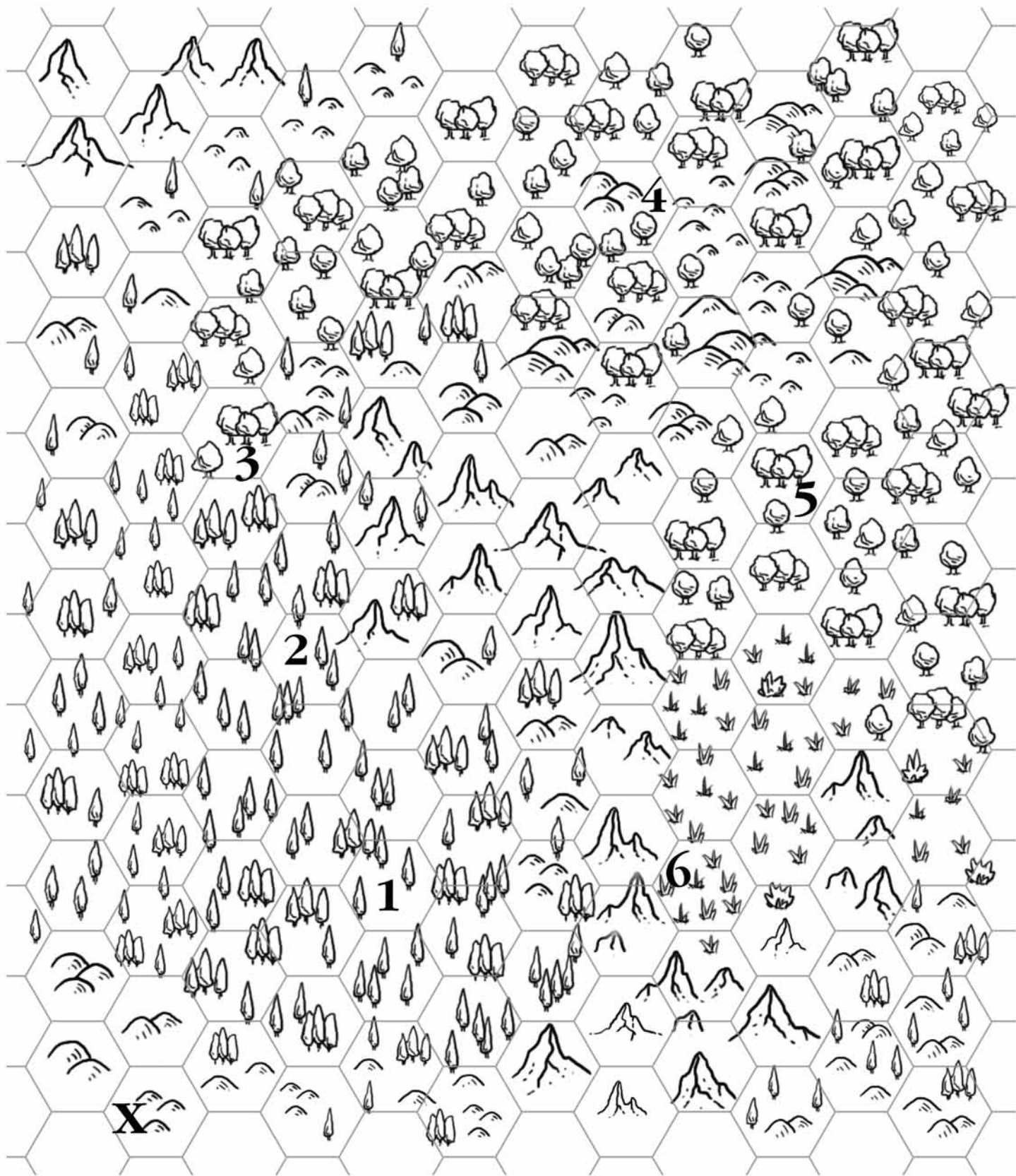
**9. A Bear Brundle.** This dangerous random encounter should only be used if the CM feels the PCs are up to the challenge. A large black bear has been bitten and infected, and now this behemoth is stalking the woods for prey. Due to its size and slowness, smaller game animals

have been able to stay away from the creature, so it's nearly insane from the thirst. PCs will have their hands full as the infected bear is stronger than even the Tick Tarantulord. (Use the Bear, Black stats on page 54 of the CRYPTWORLD rulebook, but give the creature the same feeding ability as the other Brundles found in this adventure.)

**10. A lost rescue worker from another area.** This is an opportunity for the CM to introduce a new NPC to the scenario. The rescuer in question became separated from their original search party from the neighboring quadrant earlier that morning. Their radio is also nonfunctional, and they've been trying to find their way to one of the rescue base camps. They will be very excited to see the PCs, though the PCs may be suspicious of the "lost" person's true intentions. It is left to the CM to flesh out the NPC.

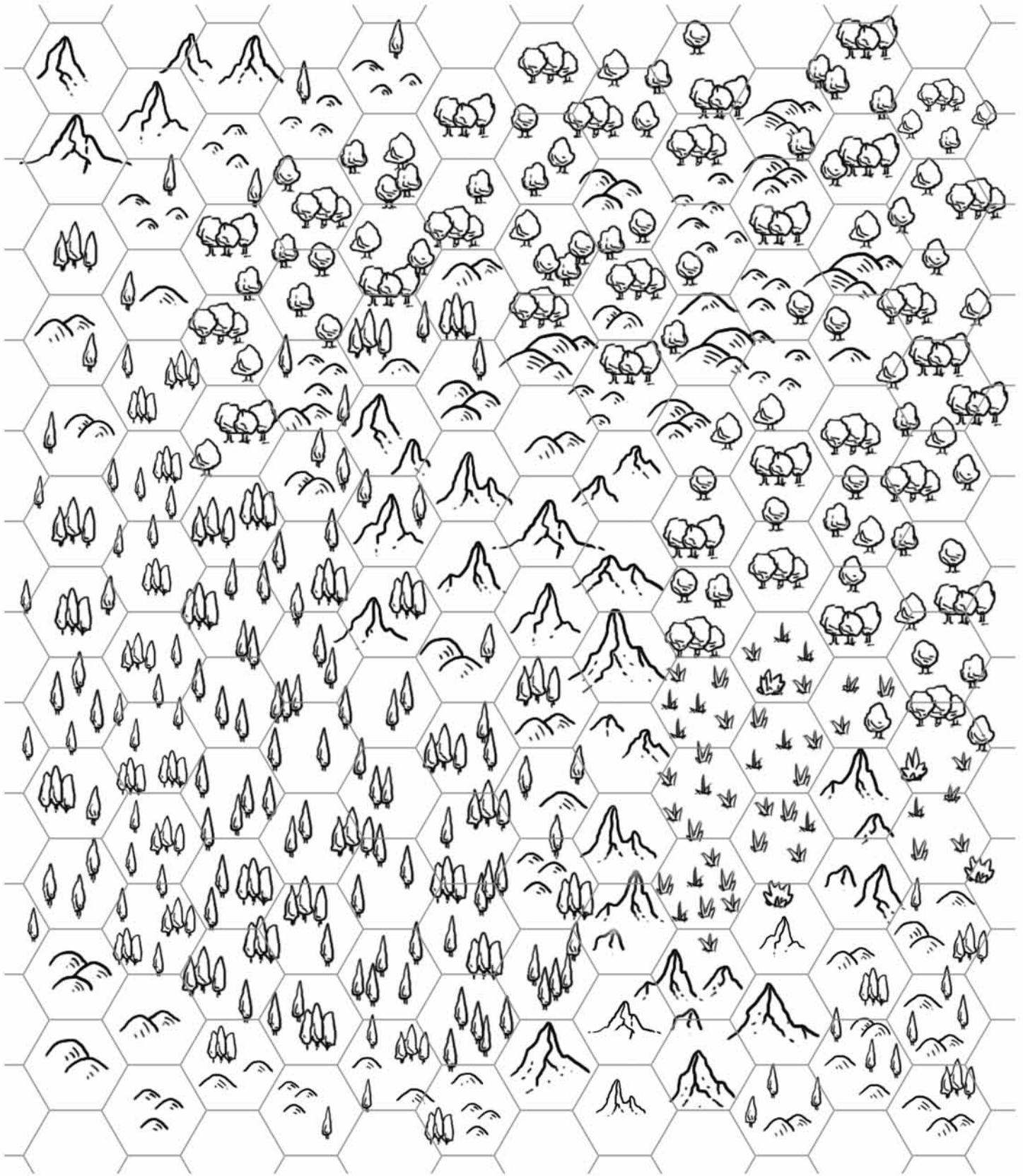


# Crypt Master's Map



Scale = 1/2 mile per hex

# Player Map



Scale = 1/2 mile per hex

# DEATH IN THE DUST

## Introduction

The players are dispatched to the Old West mining boomtown of Weaver, Arizona, located in the Sonoran Desert roughly 40 miles west of Tucson. Once an abandoned silver mining camp, Weaver has been renovated into a tourist destination, opening soon to the public. The Crypt Master will need to determine why the PCs have been sent here:

- Players who are members of the media may have been sent to Weaver to cover the soft opening of this new tourist destination. Also, the town's history could make an interesting human interest story.
- Players who are members of law enforcement or similar legal investigators have been sent to check out reports of vandalism and/or destruction of property. Although it sounds like a minor disturbance and hardly worth their involvement, the owner of the property has enough clout to have someone sent out to investigate.
- Players who are members of a supernatural investigation organization may have heard about the initial abandonment of the camp that happened under circumstances resulting in the deaths of a dozen miners. They are tasked with seeing that the "disturbance" doesn't reoccur.

Upon arrival, the players will be given a tour of the facility by the park manager, who points out some odd vandalism that recently occurred. Due to park's isolation, she wonders who amongst the staff could have done the damage? And if not an employee, then who?

## How To Run The Scenario

Before starting, the Crypt Master should read through the scenario, first to get an idea as to what is causing the disturbance and to prepare for the game session. Be sure to make a note of any clues the PCs may find so you can pass them along

as they're discovered. Also, get a feel for the *thing* that's causing the problems, where and how it may attack, and how the PCs may defeat it. Also, at CM's discretion, require Fear checks on column 4 each time the PCs encounter something frightening or unsettling.

## Crypt Master Background

In 1887, prospector Zeb Sterling discovered silver at this location. Sterling set up a small claim and began mining "The Sterling Silver Mine." Finding the work to be overwhelming on his own, he partnered with Tucson businessman Randolph Weaver, and the mine was renamed "The Weaver-Sterling Silver Mine." The two grew the mining camp into a small boomtown employing 75 miners and support staff.

When the first substantial silver vein was struck a year later in 1888, greed overcame Weaver, and he legally wrested total control of the property away from Sterling, leaving him penniless. Sterling vowed revenge on Weaver and the camp for taking away what was rightfully his. Sneaking into the mine early one morning, he set up dynamite charges throughout it, planing to kill as many of the miners as he could while also collapsing the mine upon itself and depriving Weaver of any further silver strikes. Things did not go as planned, and the charges went off while Sterling was still in the mine. A dozen men who had entered the mine for that morning's shift were killed outright, and Sterling was trapped deep within the bowels of his mine. A mind-snapping combination of terror, rage, and greed flooded through Sterling, and he grabbed a pick off the mine floor and began digging. He pledged to himself that he would never stop until the mine yielded silver again.

One-hundred-and-thirty years have passed. Although his body died long ago, Sterling continues to mine as a Remnant – a spirit that remains

tethered to its long-dead physical form due to sheer willpower. As a supernatural *thing*, Sterling has harnessed the unearthly power to *animate constructs*, using it to reanimate minions made of the miners' bones as well as creating human-like golems from the materials and tools in the mines to assist with his eternal excavation.

Sensing the presence of The Living above, Sterling surfaced to find the camp rebuilt. Not wishing to be disturbed, he intends to drive these new intruders away from "his property" by any means necessary.

## Setting the Stage

This CRYPTWORLD scenario takes place in a single location with several areas to explore and investigate. The mining camp is located well into the desert, so the sense of isolation from any form of outside assistance should be stressed. Also, leaving the camp on foot is inadvisable as the desert is hot, foreboding, and dangerous. If the players do feel the need to leave the camp by car to go get help, the camp will be leveled and everyone will be killed before they can return.

There are a handful of NPCs in the park who may be able to offer advice, information, and assistance to the PCs. The CM should make sure the NPCs are not just standing in one place, waiting for the players to approach them. Treat them as living people with their own agendas and schedules to keep. Have them moving through the park from place-to-place (going to lunch or the bathroom) so the park seems active during the course of the investigation.

There are two halves to the scenario. Initially, Zeb Sterling is solely trying to drive the interlopers away as the players investigate. He has been sending his Bone Constructs into the park late at night to frighten and demoralize the employees. Sensing the PCs are there to stop him, he will begin to target the players specifically. After the PCs have discovered most of the information



about the true history of the camp and Zeb's part in it, Steven Weaver will arrive. At this point, Zeb will focus on revenge and will stop at nothing to kill Weaver's descendant even if it means taking down the whole town. Unless the players are able to discover Sterling's identity, location, and weakness, they will have to be very clever or very lucky to make it out of the camp alive!

### Arriving at Weaver, Arizona

The adventure should begin in the early afternoon while the sun is high in the desert sky. The drive to Weaver takes about an hour in the blazing desert sun. The road is flat, straight, and featureless on the trip out, and not another sign of civilization can be seen during the trip out. There is a sign pointing to a small parking lot off the interstate that reads "WEAVER MINING CAMP HISTORICAL PARK". The parking lot is recently-paved (but empty), and there is an electric shuttle tram waiting for visitors. The driver, an elderly man named Sidney Peterson, is the shuttle driver for the park, and he was told to expect the PCs. If the players ask why they can't just drive up to the park, Sidney explains that the park owner wishes to keep vehicle traffic to a minimum to preserve the area. After the players grab whatever equipment they brought with them, Sidney takes them on a 10-minute drive up a windy dirt road into the hills until they reach Weaver.

The shuttle tram drives slowly through the town, giving the visitors their first look at the historical facility. It drives around the back of the Visitor's Center, down the other side of the street, before pulling alongside the Shuttle Station at the park entrance. Waiting for the players at the station is a middle-aged woman dressed in "corporate casual" clothing. As they disembark, she introduces herself as Nadine Reynolds, the park manager. She welcomes them warmly and thanks them for coming to the "soft opening" of the park, which is scheduled to open to the public next month.

Nadine's knowledge of the park and its history is fairly basic - the

kind of information the players can get from a brochure or that they may have found out before arriving. The CM should keep in mind that this is Weaver's story of the town and its founding with no mention of Sterling's involvement:

"The town was founded in 1887 by Tucson businessman Randolph Weaver who discovered silver dust at the top of that hill. Shortly after, he established The Weaver Sterling Silver Mine and grew this mining camp into a small boomtown named, appropriately enough, 'Weaver.' At its height of activity, 75 people worked and lived here. On February 12, 1888, the mine yielded its one and only substantial vein of silver before disaster struck. Two weeks later, a cave-in collapsed the mine, killing a dozen men who were reporting to work that morning. Weaver shut down operations shortly afterward and the camp was abandoned. The property rights remained in the family, however. Recently, one of Randolph Weaver's descendants - Steven Weaver, his great-grandson - decided to renovate the camp and reopen it as a historical landmark and educational park. And you can now see the results. We hope to offer overnight accommodations for visitors and hands-on activities in the future!"

Nadine does not know any more about the founding of Weaver or Randolph Weaver. She explains that she was hired to manage and run the park, and the town historians who give the tours of the various locations and buildings are not available today during the soft opening.

Nadine then tells the players that there has been recent incidents that has everyone concerned - someone has apparently been sneaking in and vandalizing the park.

"At first, it was small things - flat tires, broken windows, that kind of thing. But recently, these 'pranks' have grown dangerous. Our museum assistant reached into a desk drawer only to find it was filled with live scorpions. Our commissary was filled with gas after someone turned on all of the stove burners overnight. We're lucky the town didn't blow sky-high. And now...this."

She takes the PCs over to the town sign in front of the Visitor Center. (The sign is now covered with a tarp.) When she unveils it, it reads WEAVER MINING CAMP HISTORICAL PARK. But someone has gouged and scratched the word "WEAVER" to the point of near-illegibility. PCs who make a successful specific check against PCN with an H result or higher can make out something amongst the gouges: the letters Z-E-B seem to be scratched into the sign. Nadine doesn't know anything about the letter nor what they could stand for. (Zeb had one of his Bone Constructs do the damage with a pickaxe, and his name was placed there as a threatening reminder.)

Nadine then points out one other thing that has her concerned. She takes the PCs into the Visitor Center which, at one time, was Weaver's personal residence as well. In the foyer is a large painting of Randolph Weaver with a plaque reading "Our Founder" beneath it. A pickaxe has been lodged in the painting, deftly between his eyes.

Nadine explains that, to the best of her knowledge, no one has entered the park to commit these acts, so it must be someone working from within the park - perhaps an employee. However, she says that her questioning hasn't gotten her anywhere.

"Please, you've got to find out who's doing these awful things. We can't open the park until we get to the bottom of this as we don't want to place our guests in danger and, truthfully, we've lost a few employees who are afraid to return to work. They think ghosts are responsible."

CM note: Zeb's mining tunnels have spread out from the mine itself and under the town in several different directions. There are several hidden entrances and exits to the underground mining tunnels which has been how Zeb and his minions have access to the town. These entrances are very well hidden, and can only be found if the player is specifically looking for them at the right location, and only if they get a "C" result on the specific skill check with a +20% penalty. (The entrances

will be exposed in the second half of the adventure when Zeb ramps up his attack on Weaver and the town.)

The PCs will probably have more questions for Nadine (she knows nothing else of value) or they can scatter throughout the camp to go check things out. At this point, the sun is at its noontime highest and is beginning to lower itself to the horizon.

### Places To Go, People To Meet

At this point, Nadine will excuse herself to go to her office in the Administrative Offices. As the players investigate the town, they should be free to roam the grounds, enter buildings, and talk to anyone they wish. (Nadine is cooperating fully as she'd like to get to the bottom of things as well.)

### Shuttle Station

The Shuttle Station is a small air-conditioned glass booth with a bench next to it where visitors to the park are picked up and/or dropped off. The shuttle tram will be parked here, charging up when not in use.

Shuttle driver Sidney Reynolds (who the PCs met early) is normally stationed here to drive visitors back and forth from the parking lot to the park. Sidney grew up in the area, and he knows some of the background of Weaver. If appropriately questioned, and if a successful general check is made versus the PC's PER score, Sidney will warm up to the player enough to tell them about the following:

- Weaver was a Tucson businessman. Sidney thinks it's unlikely that he "somehow" stumbled across a patch of silver dust 40 miles from his home in the middle of the desert.
- The cave-in that collapsed the mine and killed the miners was no accident. Sidney remembers reading somewhere that someone heard explosions underground prior to the cave-in.

Around 5 p.m., Sidney will get a call from the parking lot for a pick-up. If the players return around this time, Sidney will be gone. (He's picking up Steven Weaver who has just arrived at the site.)

### Visitor's Center

The Visitor's Center is Weaver's former home that the camp grew around. It's a simple one-story structure that is much nicer than the other buildings in the park. In the front foyer is the damaged painting described earlier. If someone inspects the pickaxe and makes a successful general check versus PCN or an appropriate skill, they can tell that the tool was forged rather than cast. The wood handle is also quite aged, marking it well over 100 years old. (This was one of the mining tools brought up from the depths of the mine by Zeb's minion.)

In the front foyer is a booklet rack with flyers and brochures from other local tourist attractions. If the players check it out, they'll find a visitor's map of the park they can use to explore.

The house has been renovated as a tourist attraction. There is a bedroom, a kitchen, a sitting room, and a bathroom (a recent addition) to the house. Each room has been decorated in finery, and antiques from the appropriate period are on display.

Anyone with Geology or similar skill should be allowed to make a general skill check. If they make it, they can tell the house is leaning to one side, as if the foundation has shifted. Zeb's mining tunnels run directly under the Weaver home, criss-crossing underneath it. The home is starting to fall into the tunnel under it, and - in fact - will tumble and collapse if there is any further damage done underneath.

In the master bedroom in an ornate silver frame is a high-resolution copy of the deed to the mining camp. (The original is in a safety deposit box in Tucson.) The deed names Randolph Weaver as sole owner of the property. However, anyone who looks closely at the deed's legalese (general check versus PCN or an appropriate legal skill) will notice that the deed has a "transfer of ownership" rider within the fine print. This is not the original deed, but rather one that was drafted on February 14, 1888 - two days after the major silver strike from the mine. There is no formal name listed as the

original owner, as they are only ID'ed as the "Party of the Second Part - Z.S.". If further inspected, only Weaver's signature and the signature of the filing attorney appears on the deed - there is no signature from this "second part." Although it appears legal, it seems the "second party" was not a participant in the transfer. (And if the PCs try to do more research as to this mysterious "other owner," they will turn up nothing as all of the records listing Sterling as the original owner were destroyed many years ago to protect Weaver's machinations.)

### Museum

The Weaver Historical Mining Museum features exhibits and artifacts from the early days of mining. Mining tools and equipment, old photographs, and other dioramas of the mining process are prominently featured here. There is also a separate media archival room with photos of the camp taken in the 1800s as well as newspapers and other publications on microfiche. (The park plans to update the archives to electronic files once it begins to turn a profit so they can afford to have everything converted to e-files.)

The following museum exhibits may be of interest to the PCs:

- One exhibit under glass features a small collection of silver nuggets that was excavated during the major silver strike yielded by the mine on Feb. 12, 1888. The placard says that this strike was the only substantial amount of silver taken from the mine before the cave-in.
- Amongst all of the photographs in the media room is a group photo of the entire camp. A successful PCN check or with the successful use of an Investigation or Photography skill, a player will be able to determine that the photo was taken shortly after the camp was established. (The buildings appear newly constructed, the miners appear "fresh" and unworked, etc.) In the foreground stands Randolph Weaver, recognizable as the man in the damaged painting in the

Visitor's Center. Weaver has his arm around another man, a grizzled-looking prospector-type with a shaggy beard and wild eyes. The prospector's grin is missing several teeth, but one that remains is what looks to be a silver tooth. Weaver seems to be particularly friendly with the man in the photo.

- The media room also has issues from the *Arizona Citizen* from 1870 to 1900. If a player decides to go through the archives for any information regarding the camp of the cave-in, they will need to roll versus PCN or an Investigation skill at a +10% penalty to rummage through the un-indexed microfiche. If successful, they find the article that discusses "The Weaver-Sterling Silver Mine Disaster." There are two takeaways from the article: 1) Interviews with some of the miners said they heard what sounded like multiple explosions underground just prior to the collapse. 2) The name of the mine is oddly hyphenated in the story. (Although ousted as a partner, the mine's name still had him listed as a co-owner.)

There is a single security guard on duty. Officer Brighton Fowler is a young, thin man with red hair. The PCs may notice that he seems somewhat skittish and jumpy. If questioned about his nervousness (and if a successful Personality general check is made), Fowler will admit that, through the museum window, he saw a "ghost" walking around the park at night two days ago. He hasn't told anyone because he didn't want others to think he was making up "ghost stories in a ghost town." "But, I swear it was a skeleton! An honest-to-God skeleton!" he'll say. When he worked up the courage to go outside and investigate, it was gone. (The Bone Construct he saw accessed one of the hidden exits to the tunnels below.) Fowler's nerves are shot with all of the other events that have occurred, and he plans to quit at the end of the week.

#### Administration Offices

The Administration Office is located in a small single-room building between the Museum and the Assessor's Office. This is a new building rather than one that was repurposed from the original camp structures. When the PCs enter, they'll see three desks, two against each wall and one in the center of the room, facing the entrance. Nadine will be sitting at the center desk, remaining completely motionless and staring straight ahead in wide-eyed terror. If the PCs listen closely (general PCN check), they'll be able to hear a distinct rattle coming from under her desk. Zeb has used the *Vermin* Unsettling Power to send two desert rattlesnakes into the office. They were curled up under the desk when Nadine entered and sat down, realizing too late the rattlers were lurking underneath. She knows if she makes any sudden moves, both snakes will try to strike.

#### Rattlesnakes

<b>STR:</b>	15	<b>WPR:</b>	15
<b>DEX:</b>	NA	<b>PER:</b>	NA
<b>AGL:</b>	75	<b>PCN:</b>	60
<b>STA:</b>	30	<b>PWR:</b>	NA
<b>ATT:</b>	1/45%	<b>WND:</b>	11
<b>MV:</b>	L90		

*Powers: none*

A successful bite by a rattler injects a level 3 poison into the victim, who should make a specific Luck check versus column 3 on the Action Table. Failure means death in 1d10 rounds. A successful save should be referred to the Poison Specific Check chart on page 42 of the CRYPTOWORLD rulebook.

Once the snakes are dealt with, Nadine allows the players full access to the Administration Office records. Most of the records and paperwork they have are records of all employees of the Weaver Mining Camp, both past and present. If someone requests to review past employee records, Nadine will point them toward the microfiche archives. It is un-indexed like the museum archives, necessitating a roll versus PCN or an Investigation skill at a +10% penalty to find anything relevant.

A successful research roll means the PC has found the census reports listing all residents of Weaver, Arizona, at the end of the year 1887 when the town was founded. In the census, Randolph Weaver is listed second on the list. First on list is someone named "Zeb Sterling." (Zeb is listed first because, at the time, he was still the primary partner and original founder of the mining camp.) The census also mentions that Sterling's "living space" was in the Bunkhouse, Bunk 22. (He preferred rooming with the other miners rather than in Weaver's house in the center of town.)

Also of interest are the medical records on file. If the players have figured out the name "Zeb Sterling" and wish to look up his medical records, allow them a general roll versus PCN or similar skill (no penalty). Success means they find Sterling's personal medical file. The doctor said he was in good physical health, though his mental health was questionable. Sterling had rampant paranoia that would manifest in violent anger issues when he felt betrayed or crossed. Sterling's dental records also mention he possessed a silver tooth.

#### Assessor's Office

The Assessor's Office is where the silver that was mined was weighed, assessed, graded, and bagged for trading. The office has been renovated to appear as it did in the 1880s with scales and weights on the tables, stacks of folded bags in the corner, and tables with the current silver prices pinned up to the walls.

There are a few old card catalogs on one of the tables. If someone thumbs through the cards, they'll see that each card lists that day's mine output, the quantity of silver deposited, and what the value of the yield is. If a PC decides to review the cards to get a feel for the mine operations, allow them a roll versus PCN or an appropriate skill such as Geology. If successful, they'll see the biggest silver strike occurred on Feb. 12, 1888, yielding nearly 200 pounds of silver ore at a value nearing \$40,000. However, a note with the card says that geologists and other



experts agree the finding was a fluke and the mine is fairly well tapped out. No other silver is expected to be found in this area, except for residual low-grade silver and valueless silver dust.

### Workshop

The workshop is a woodworking facility where the mine's timber framing and other construction projects were performed. The building has a variety of large lumber cutting and milling tools, all powered with electricity. (A recent renovation to speed up the park's renovation.) There is nothing of particular interest in this location unless the player has an interest in antique wood-shaping tools.

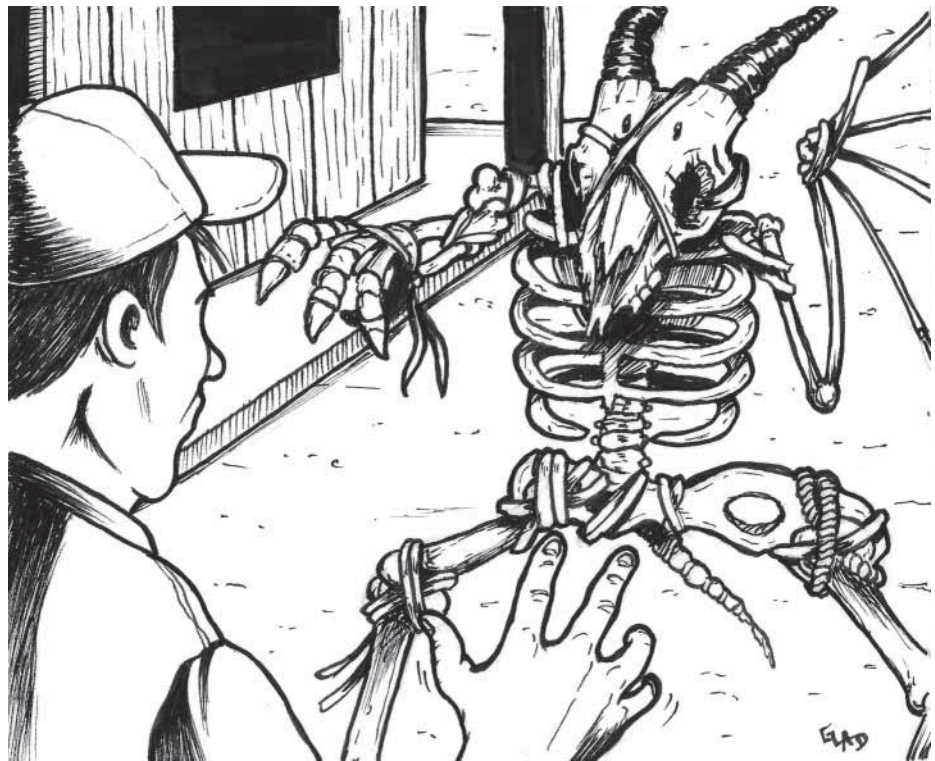
### Gift Shop

The gift shop has an assortment of collectables and tourist items for sale: T-shirts, caps, bumper stickers, Old West paraphernalia, and even snowglobes can be found lining the shelves. There are even a few small bags of low-grade silver dust available for purchase. A bored-looking teen girl named Tiffany Ambrose is working the register. She's wearing a souvenir t-shirt that claims "I got MINE at The Weaver Mining Camp Historical Park!"

If questioned, Tiffany hasn't seen anything of interest and doesn't know anything of interest. She doesn't understand all of the excitement over a few broken windows, and she rationally explains away even the most damning of supernatural evidence. She's completely jaded, apathetic, and disconnected from the events occurring around her.

### Commissary (Mess Hall)

This was a simple "mess hall" during the camp's days. It has now been turned into a cafeteria for the park's employees as well as a snack bar and restaurant for guests. The front of the commissary has several long wooden tables set up with multiple chairs to allow for cafeteria seating. At the back is a large open kitchen with a serving area in front of it where diners can grab a tray and be served cafeteria-style. (The chalkboard next to the



servicing line claims that Today's Special is Spaghetti!)

Although there is nothing here of note, Zeb will use this opportunity to terrorize the players with his *Minor Telekinesis Unsettling Power*. While the players investigate the area, several kitchen knives will take flight around the room, slashing and hacking at the PCs. There will also be a corkscrew spinning like a drill in a threatening manner. (Use Zeb's ATT score of 53% to determine combat results. Require a Fear Check on Column 2 if the PCs seem startled by the attack.) If someone gets too close to the stove, the spaghetti within will lash out and entangle the unfortunate victim, pulling them towards the stove's burners which are ablaze. Zeb will halt his attack when he has successfully attacked three times, or when he uses more than 50 WPR during the attack.

### Bunkhouse

This large wooden structure is the two-story bunkhouse where some of the miners lived during their time at camp. Each floor housed 20 men living in an army-like open dormitory (40 men total lived here). The miners slept in bunk-beds (10 per floor). Between each bunk is a simple table

with washing pitcher and bowl, and two wooden chests for personal belongings were slid under each bunk. The accommodations are fairly Spartan, although everything is original. (The bunkhouse was in good condition, so the park contractors simply refurbished, cleaned, and repaired the structure using the original materials and furnishings.) Some extra environmental touches have been added such as scratchy wool blankets over straw-stuffed mattresses, a clothesline with several pairs of "drying" long johns, a few hands of poker laid out on a nearby table, etc.

If the players have figured out Zeb used to room in the Bunkhouse in Bunk 22 (from the census records in the Administration Offices), they may want to check out his bunk on the second floor. (Or they may just wander upstairs on their own.) When they go upstairs, they'll see and hear someone rummaging around in a chest near Bunk 22. When they approach, the figure will slowly stand and turn to face the players, revealing itself as a Bone Construct. It will grab a nearby sledgehammer, hiss menacingly, and charge the players. (Require a Fear Check on column 4 if

this is the first time the players have encountered a Bone Construct.)

### **Bone Construct**

<b>STR:</b> 45	<b>WPR:</b> NA
<b>DEX:</b> 30	<b>PER:</b> NA
<b>AGL:</b> 30	<b>PCN:</b> 15
<b>STA:</b> 45	<b>PWR:</b> NA
<b>ATT:</b> 1/38%	<b>WND:</b> 12
<b>MV:</b> L 75†	

**Powers:** none

When the final blow is dealt, the Bone Construct will collapse into a pile of bones, dust, and whatever bindings were used to hold it together. It will not reanimate.

One of the wooden chests under Bunk 22 was pulled out from under the bunk, and the creature was apparently trying to claw its way into the locked chest. Allow the players to use whatever skills would be most appropriate for them to unlock the chest. (Or they could just pick up the Construct's sledgehammer and bash it open!) When opened, the chest will be revealed to be empty. Anyone who searches the chest should be allowed a general PCN check. Success means they found the false bottom in the chest. Within the hidden compartment are the following items:

- A tightly folded sheet of paper that is yellowed and brittle with age. It will require a specific check versus DEX with a success of "C" to unfold it gently enough without causing it to crumble into dust. Failure means the paper falls apart and is unreadable and unsalvageable. Success means the players have found the original deed and claim to the property naming "Zeb Sterling" as the land's owner. There is a handwritten addendum naming Randolph Weaver as Sterling's partner and changing the name of the holdings to "The Weaver-Sterling Silver Mine."
- There is also a torn page from either a journal or diary. (Give the Death in the Dust Handout to the players.) Anyone who reads the page who also knows the timeline of the cave-in and Weaver's eventual abandonment of the property will realize Zeb

never followed through on his threat to kill Weaver. The logical conclusion is that Sterling was trapped in the mine at the time of the explosion when the charges went off early.

### **The Weaver Sterling Silver Mine**

The mouth of the mine is set into the top of the hill. A framed wooden structure has been set up around the entrance to protect the opening from the elements. Above the simple structure is a sign that proclaims is as "The Weaver Sterling Silver Mine." There are two moderately sized water towers next to the mine entrance for both the town's use as well as to use during the mining process. (The towers are now empty as the camp now uses water from several wells.) On the other side of the entrance are a set of mine car tracks that lead from the mine, down the hill, and running behind the Workshop, the Assessor's, and Administration Offices. Although the mine itself did not use mine cars and tracks, the system was set up outside to expedite transport of silver ore down the hill to the Assessor's and to bring tools and timber from the Workshop back up to the mine. There is a (non-working) kerosene-powered engine next to the tracks that was used to lower the car down the tracks and pull it back to the top. There is a mine car sitting on the tracks as well, for display purposes (though it could be sent along the tracks with a successful STR check).

The entrance to the mine is completely boarded up to keep visitors and tourist seekers out. If the boards are removed, the mine entrance goes back about 20 feet until a wall of boulders and rubble is encountered. The entrance is completely sealed, and has been since the day of the cave-in. There is no way of getting through without months of digging. (If asked, Nadine said they plan to keep the mine sealed "out of respect to the men who lost their lives in there.")

Anyone who closely examines the steel sign above the mine entrance will see that it's the original sign placed above the mine entrance more than 100 years ago. It's been

weathered and aged over the decades. On a specific check of Perception or similar Investigation skill at an H result or better, the player will see that a hyphen that appeared after "Weaver" was deliberately removed from the sign. Originally, the mine was named "The Weaver-Sterling Silver Mine," as if Weaver and Sterling were co-owners.

Although the mine cannot be accessed from the main entrance, it can be accessed through one of the numerous auxiliary tunnels Zeb and his minions have dug over the years. Zeb's chamber is located deep within the depths of the mine. Later, when Zeb makes his attack, numerous entrances to the mine complex will be exposed, and access to Zeb's lair will be possible.

### **Hell Comes For Weaver**

Around 5 p.m., Sidney will receive a call at the Shuttle Station that there is a pick-up in the parking lot. If the PCs pass by the Shuttle Station at this time, Sidney and the Shuttle will be missing. Sidney has gone to pick up Steven Weaver who has shown up to check on the most recent disturbances to the park himself.

Steven Weaver is an egotistical blowhard who sees the camp as his last big chance to save the reputation of the Weaver family. (The past few generations have been rough on the Weavers, who were once a prominent family in the area.) He has dumped every cent he has to his name into turning this old decrepit camp into a tourist attraction, revitalizing his career and reputation. When he first arrives, he'll make a beeline to the Visitor's Center, as he wants to talk to these so-called "investigators" in privacy. He'll demand they meet him in the sitting room for their "talk."

Weaver knows the full sordid story behind the camp and what Randolph Weaver did to Zeb Sterling. However, if the truth ever got out, the Weaver family name would be ruined, and he would risk losing the park. He will deny everything and refuse to listen to any evidence the players have uncovered. He will remain steadfast, claiming the players are just making up "ghost stories" in an attempt to discredit him. "One of



my business rivals set you up to ruin me, didn't they?" he'll sneer, before demanding the players get out of his park. If they have physical evidence, he'll attempt to claim it as "park property" for later disposal.

As soon as Steven arrives in the park, Zeb will immediately sense his presence from his lair in the mines, and his rage at the family will be unleashed. Zeb will stop at nothing to kill Weaver's descendant. Zeb will instruct one Pickaxe Construct to begin digging at the remaining foundation holding up the Visitor Center. Allow anyone in the building a chance to hear the sounds of digging (general check versus PCN). In four rounds, the house will tilt and buckle before crashing into the mining tunnels below. Anyone within the house when it collapses will take catastrophic damage from the ordeal. (See Special Damage on page 41 of the CRYPTWORLD rulebook). The Pickaxe Construct will climb out of the new crater and will head for Steven Weaver.

**Pickaxe Construct**

STR: 75      WPR: NA  
 DEX: 30      PER: 15  
 AGL: 30      PCN: 15  
 STA: 75      PWR: NA  
 ATT: 2/52%    WND: 15  
 MV: L 100

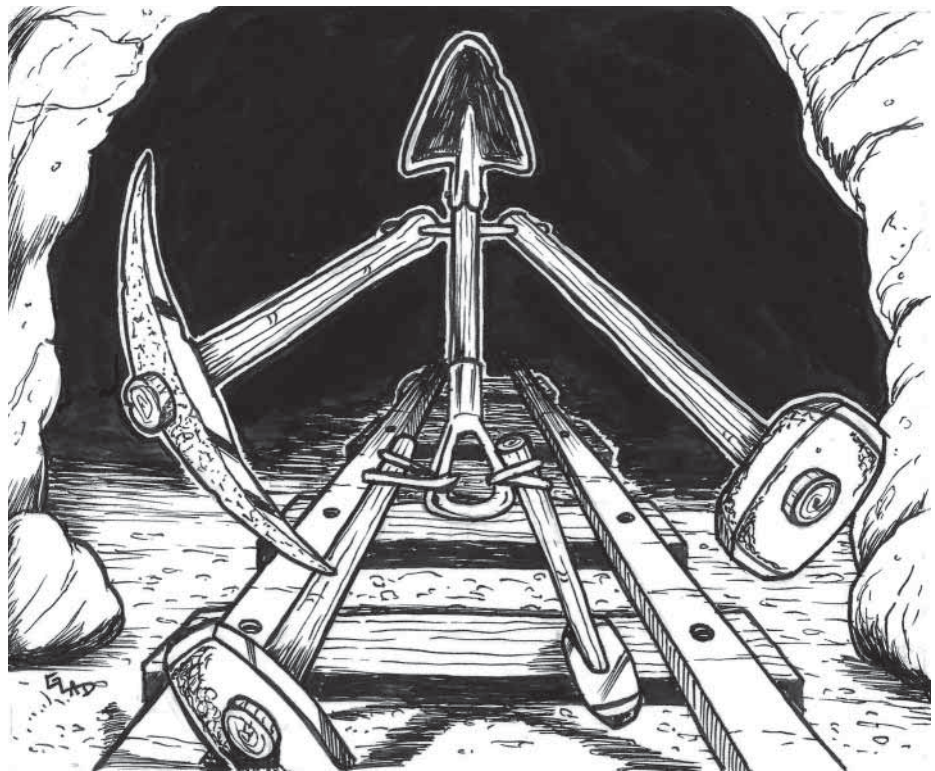
*Powers: none*

At the same time the Visitor Center is collapsing, four Bone Constructs will climb out of the hidden tunnel exits marked with an "X" on the CM's map of the camp. All four will be hissing "...WEAVER...WEAVER..." as they approach from all four sides. Three of the Bone Constructs are armed with a sledgehammer, a pickaxe, and a steel bar. The fourth is holding a stick of (incredibly old and unstable) dynamite that will do catastrophic damage to anyone within 60 feet when it goes off.

**Bone Constructs**

STR: 45      WPR: NA  
 DEX: 30      PER: NA  
 AGL: 30      PCN: 15  
 STA: 45      PWR: NA  
 ATT: 1/38%    WND: 12  
 MV: L 75†

*Powers: none*



If the players are successful in stopping the initial onslaught, Weaver will suffer a complete breakdown, and he'll tell the players everything they want to know and will answer all of their questions. He'll beg them to stop Sterling from killing him. If the players ask, point out that it is unlikely that any of these cobbled-together puppets were Zeb, who must be controlling them from his lair. Allow for a PCN roll if the players still cannot deduce that Sterling is probably holed up in the very mine he coveted and died in.

The players can enter via any of the now-exposed tunnel entrances (or the big hole left by the collapse of the Visitor's Center). There is no light in the tunnel complex, so players will need to provide their own illumination. The tunnels are 10 feet wide and just as tall. There are no support beams installed in the tunnels, and the constant bits of dirt and rock falling on their heads will probably convince the players the tunnels could collapse at any moment. The CM is encouraged to feed into that paranoia, although the tunnels are actually quite safe. Zeb was an expert miner in life and he knows how to shore up the tunnel walls while excavating.

Zeb's rage is now directed at the players for robbing him of the revenge he had craved for so long. As the players trudge down the tunnel toward the mine, there will be two more Bone Constructs racing down the tunnel to stop them. They are both armed with mining pickaxes, and the tunnel is only wide enough to allow two people to stand shoulder-to-shoulder during the close-quarters fight.

**Bone Construct**

STR: 45      WPR: NA  
 DEX: 30      PER: NA  
 AGL: 30      PCN: 15  
 STA: 45      PWR: NA  
 ATT: 1/38%    WND: 12  
 MV: L 75†

*Powers: none*

When the players reach the silver mine, they'll see the mine shaft has been widened and opened up into a huge antechamber. Sitting slumped over on a wooden crate against the far wall is the skeletal remains of a miner. By the way he's dressed and the silver teeth in his dead leering grin, this appears to be the body of Zeb Sterling, but it doesn't stir from its seat when the players enter. When the players get



close enough, they'll see that the small crate the body is seated on is labelled "TNT". (Unknown to the players, the crate is empty.)

Meanwhile, standing in the center of the chamber is a looming Pickaxe Construct standing guard over its "master." It will charge at the players the moment they enter, swinging both arms wildly in a last-ditch attempt to stop the intruders.

**Pickaxe Construct**

STR: 75           WPR: NA  
 DEX: 30           PER: 15  
 AGL: 30           PCN: 15  
 STA: 75           PWR: NA  
 ATT: 2/52%       WND: 15  
 MV: L 100

*Powers: none*

The body against the far wall is indeed Zeb Sterling. Zeb is only "playing dead" and is very much aware of what's happening. When someone gets too close, Zeb will attempt to grab them by the throat (treat as an attempt at an unskilled hold, see page 39 of the CRYPTWORLD rulebook) while getting to his feet. In his other hand is a small hatchet that he attacks with.

**Zeb Sterling, Remnant**

STR: 60           WPR: 105  
 DEX: 30           PER: 45  
 AGL: 45           PCN: 45  
 STA: 60           PWR: 80  
 ATT: 1/53%       WND: 0\*  
 MV: L 75

*Powers: Special*

Zeb cannot be placated with the knowledge of Steven's ruination, nor the discovery of him as the rightful owner. Revenge on Weaver and the PCs is his sole driving force now. If Zeb's STA is taken to 0, his body collapses into a pile of bones and dust. However, he will reform in 1d10 minutes unless silver dust is sprinkled on the bones, or unless the killing blow was delivered with a silvered weapon. If Zeb reforms, he will grab a hidden stick of TNT, crawl from the crater in the center of town, and blow Weaver and himself to hell. If he is killed with silver, Zeb is destroyed and the park - what's left of it - will be saved.

**Death in the Dust Things**

**Zeb Sterling, Remnant**

STR: 60           WPR: 105  
 DEX: 30           PER: 45  
 AGL: 45           PCN: 45  
 STA: 60           PWR: 80  
 ATT: 1/53%       WND: 0\*  
 MV: L 75

*Powers: Special*

When first encountered, a Remnant could be mistaken for a reanimated Skeleton. However, a Remnant comes into being when a person dies, yet refuses to leave his earthly body. Through sheer force of willpower, the Remnant forces its spirit to remain anchored to its earthly form. Over the years, as its body decays and rots, the Remnant refuses to move on, animating its own corpse to fulfill some unfinished task.

Like a Skeleton, a Remnant does not suffer wound damage, but it does suffer STA damage. When its current STA reaches 0, the Remnant's body will fall apart into a pile of inanimate bones. Due to Zeb's obsession with silver, it has ironically become the one substance that can permanently kill him. Unless his bones are sprinkled with silver dust or the last blow is dealt with a silvered weapon, Zeb will reform in 1d10 minutes back at full STA.

Remnants attack with any weapons it may have at hand, or it will claw at an opponent for armed damage with its sharpened bony fingertips. Because the Remnant retains the intelligence it had in life, it will often set up traps and deadfalls to protect the area it haunts. It may lie motionless, disguising itself as a lifeless corpse as its future victims pass by. Although physically weak, the Remnant is an exceedingly clever creature.

As a Remnant, Zeb has learned how to tap into his WPR to trigger minor environmental Unsettling Powers (CRYPTWORLD rulebook, page 52). He will use these effects to terrorize any intruders who might disrupt his eternal task. Zeb also has discovered the ability to *animate constructs* and has spent the decades building a small mining "army" to

work for him...and to attack for him when necessary.

*Animate Construct* - This power allows Zeb to animate and control a non-living humanoid figure, much like a Puppet Master can control dolls (CRYPTWORLD rulebook, page 66). The process needed to give "life" to a construct is a lengthy one, taking several months of time to build the construct and to imbue it with a measure of WPR. Once the construct is complete and the ritual is finished, Zeb must spend 100 WPR to animate the figure. The figure needs no further WPR investment to remain animated and under his control.

**Pickaxe Construct**

STR: 75           WPR: NA  
 DEX: 30           PER: 15  
 AGL: 30           PCN: 15  
 STA: 75           PWR: NA  
 ATT: 2/52%       WND: 15  
 MV: L 100

*Powers: none*

Zeb's Pickaxe Constructs are 6 feet tall and are formed out of mining tools, steel bars, and other materials Zeb found deep in the mine complex. The Pickaxe Construct looks like the skeletal form of a man, with the handles of the tools making up the "bones" of the creature. The Pickaxe Construct's "feet" are sledgehammer heads, and its face and head is actually the blade of a shovel. Its two "arms" end in a pickaxe and a sledgehammer respectively which it uses to mine under Zeb's direction or, when ordered, as weapons to attack. The creature has no consciousness or will of its own and works under the direction and at the behest of its creator. A Pickaxe Construct will collapse into a pile of inanimate tools once it takes its final wound of damage.

**Bone Construct**

STR: 45           WPR: NA  
 DEX: 30           PER: NA  
 AGL: 30           PCN: 15  
 STA: 45           PWR: NA  
 ATT: 1/38%       WND: 12  
 MV: L 75†

*Powers: none*

Although they could be mistaken for skeletons, Bone Constructs are mere animated

"puppets" under the control of their creator. If viewed closely, the Bone Construct's joints are bound together with cloth strips, rope, leather thongs, and other materials. The bones of the Construct should be mismatched and varied, as if assembled from various skeletons. These Bone Constructs are

formed from the bodies of the miners buried when the mine collapsed. They will have some of the tattered clothing hanging from their dry, greying bodies, and they will be armed with sledgehammers, pickaxes, and other mining tools. Unlike proper skeletons, Bone Constructs

can be defeated in normal combat without the need for any secondary elements such as salt. They will collapse into a pile of moldy dry bones and brittle skin and muscle once they take their final wound of damage.

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## Death in the Dust Handout

The following is written on a torn sheet of paper, apparently from a journal or diary:

*February 12, 1888 – Finally! Late last night, a sizable vein of silver was struck. We spent all night and well into this morning digging up the entirety of the ore in that vein. The car must've made 100 trips up and down to the Assessor's. Early assessment is that the silver from this strike is valued in the tens of thousands of dollars!*

*February 15, 1888 – Weaver, that accursed bastard, has taken what's mine. Through his business connections, he now has a new deed to the property naming himself sole owner and proprietor of the property, as well as all present and future assets connected to it. He's "generously" offered to let me stay on as a mining supervisor. If I refuse, I know his goons will see to it I disappear in the desert. I have agreed to the arrangement – for now.*

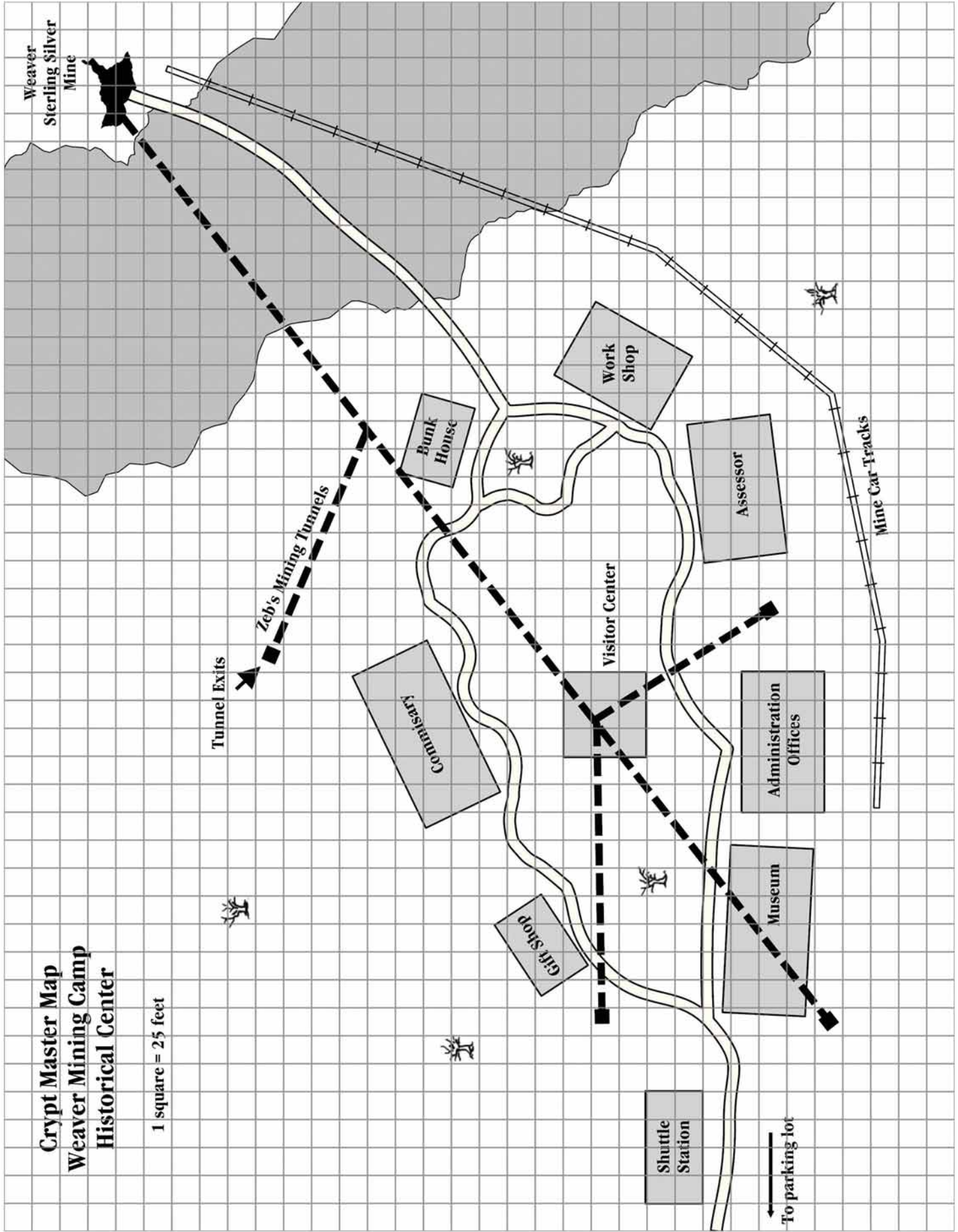
*February 21, 1888 – Weaver is insufferable. He's made it clear to the men that he's the one in charge now. They're all lap dogs – not one of them has shown me an ounce of loyalty since the takeover. They all deserve to die for what they've done to me – starting with Weaver.*

*February 27, 1888 – I will take back what's mine. Tonight while the men sleep, I'll sneak into the mine with a few sticks of TNT. (I took some of the "unstable" charges as they were scheduled for disposal. No one will question their disappearance. I'll be careful.) When those traitors enter the mine in the morning, I'll have the place rigged to come down on top of their heads. During the confusion, I'll strangle Weaver with my bare hands and regain the rights to my land again. Once it's all mine again, I'll start digging. I will spend eternity digging until I strike another vein of silver like the one Weaver stole from me. I will never rest until I get my hands on all the silver I can. It is my life. My passion. My one true weakness.*

*The men are asleep. I must go now.*

# Crypt Master Map Weaver Mining Camp Historical Center

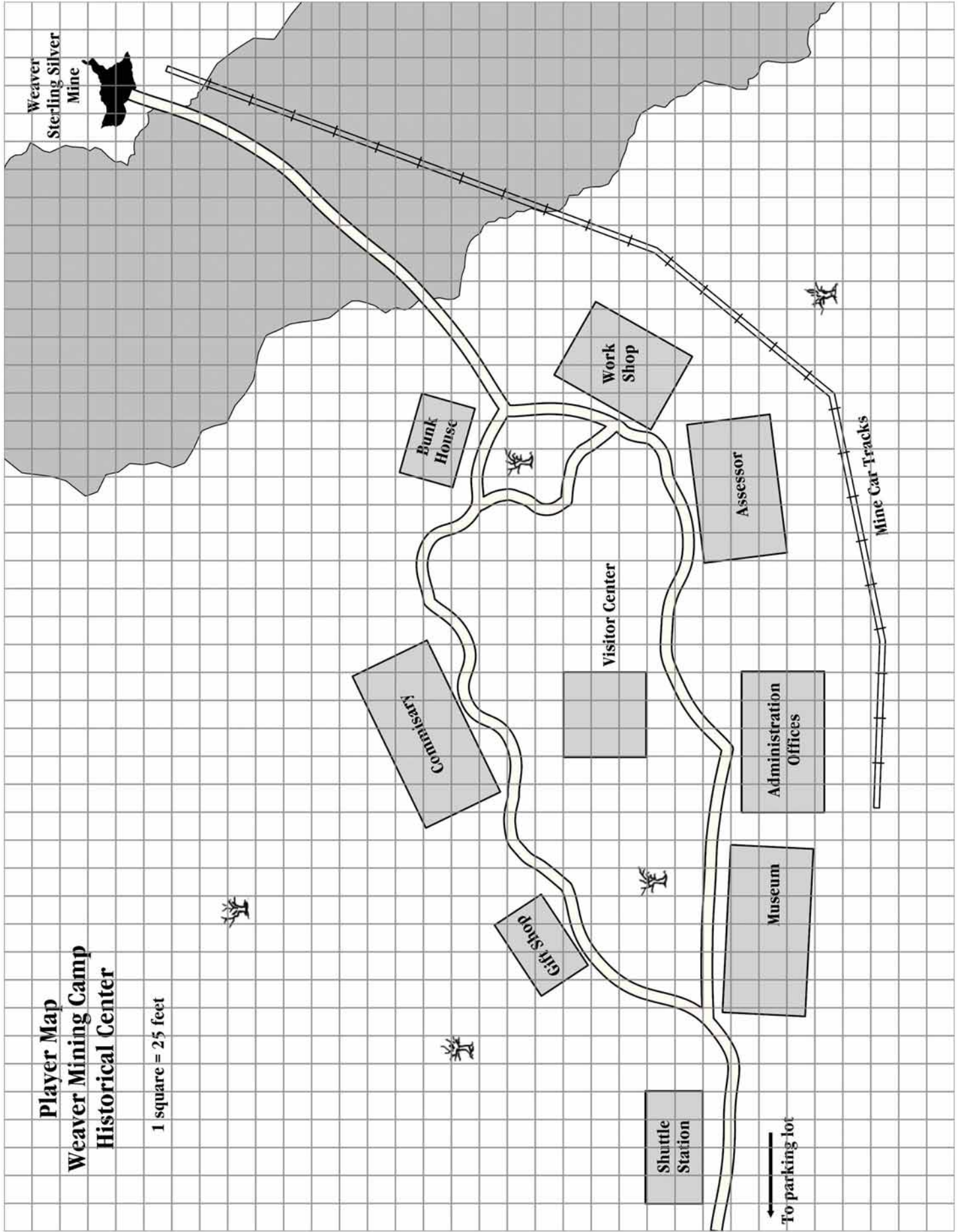
1 square = 25 feet





# Player Map Weaver Mining Camp Historical Center

1 square = 25 feet



# FORGET-ME-NOT

## Introduction

Horrific axe murders committed in Oregon's Tillamook State Forest are identical to those committed by the legendary "Paul Bunyon Butcher" 40 years earlier. However, the original murderer—now elderly and feeble—remains behind bars. Has a copycat killer surfaced, or is this the work of the something more sinister? The players have been tasked with investigating the new crime spree. It is left to the Crypt Master to justify how the PCs have become involved in the investigation:

- If the PCs have police or law enforcement backgrounds, they may have been assigned to assist the local police in the investigation.
- If the PCs have a journalism background, they may have been sent to cover the story.
- Some of the secret societies and governmental agencies the PCs could belong to believe the supernatural is involved and have been sent to investigate the murders.

## How To Run The Scenario

Before starting, the Crypt Master should read through the scenario to get an idea as to what is truly causing the killings as well as its motivation for doing so. The *thing* responsible is hard to destroy, so the CM may want to read up on the clues and hints tucked throughout the adventure to better impart the life-saving evidence in the path of the PCs! Also, at CM's discretion, require Fear checks on column 4 when the PCs encounter something frightening.

## Crypt Master Background

In April 1973, a transient hermit named Logan Baxter beheaded six people with an axe in the Tillamook State Forest in Oregon. Baxter had holed up in a hidden ramshackle hovel he constructed there, and the victims were hikers and visitors to the park. Baxter, obviously deranged, claims he was "protecting his

property" when authorities discovered his shack, as well as the six shallow graves nearby. Nicknamed "The Paul Bunyon Butcher," Baxter was found mentally incompetent and was sentenced to life in prison without hope of parole.

However, unknown to all but Baxter, there was a seventh victim. Audrey Burke, a college student studying to be a veterinarian, was visiting the park to research some of the flora and fauna found at the appropriately-named University Falls. Baxter found her and killed her as she sketched a patch of wild forget-me-nots growing at the foot of the falls, beheading her and burying the body in the plunge pool at the base of the falls. Baxter placed a heavy pyrite stone on top of her grave to both weigh down the body and ensure it never floated to the surface, concealing her final resting place forever.

Now, 40 years later, Audrey has risen as a powerful Wraith—a vengeful ghost who exists solely to take revenge on those who failed her in life. Seeing herself forgotten and left to rot in an unmarked grave, her wrath began with the beheading of two park rangers, the murders that triggered the summoning of the PCs. Audrey blames the following people for "allowing" her to die:

- The park rangers, as they didn't do enough to drive out Baxter from the park.
- Baxter, as he was the man who killed her.
- The local police, as they were unable to stop Baxter before he killed her, as well as leaving her disappearance unsolved.
- Her mother, as Audrey feels she didn't do enough to find out what became of her.
- And, unless stopped, Audrey will then kill each and every citizen of Timber Grove who have forgotten her.

Audrey's presence is always marked with a slight scent of forget-

me-nots in the air, the last thing she gazed upon before she died. She has been joined in the afterlife by her loyal family dog, Muffit, who has become a Spectral Hound at her command. Audrey also has the ability to command forest wildlife to do her bidding. And her *spectral blades* ensure that her vengeance will be swift and deadly.

Audrey has been visiting Baxter in his cell, tormenting him with visions of his own death at her hands. Baxter was already fairly unhinged, but he's nearly incoherent with fear now. He knows that "Number Seven" is coming for him. And when she's finished with him, Audrey has a long list of others to eliminate...unless the PCs can find her body and show her she hasn't been forgotten.

## Setting the Stage

This CRYPTWORLD scenario takes place in a small Oregon town on the outskirts of the Tillamook State Forest. Although the players should feel free to investigate the town and explore any leads they may have, there are only a handful of places of appropriate interest in the town. (See the adventure script for more information.) The adventure should be run on a tight time schedule, as Audrey's plans for vengeance should be swift and methodical. Unless the players move quickly to stop her, she'll work her way through her list of victims before eventually turning her attention toward the entire town!

## Murder Returns to Timber Grove

Through circumstances previously determined by the CM (see Introduction), the PCs are brought together and informed of the situation developing in the small town of Timber Grove, Oregon. It is important that the PCs meet with Logan Baxter during his transfer. It is left to the CM as to how these arrangements have been previously

made on behalf of the players. Some suggestions include:

- If at least one of the PCs is a member of law enforcement, they have the necessary “pull” to arrange such a meeting.
- If the PCs are members of the press, their publisher has made the necessary arrangements using long-established connections in the state legislature.
- If the PCs are members of a supernatural investigation society or governmental agency, all arrangements have been made for the meeting by shadowy manipulations “behind the scenes.”

Whoever tasks the PCs with the investigation, they present them with the following information:

Less than 48 hours ago, the bodies of two park rangers were discovered in the Tillamook State Forest 40 miles west of Portland, Oregon. The victims had been beheaded. These murders are identical to the infamous “Paul Bunyon Butcher” killings that occurred in that same forest 40 years ago. The original murderer, Logan Baxter, was caught shortly after the original killings and has been behind bars ever since. However, it is believed that these new killings are not the work of a typical copycat killer for two reasons:

One: The cuts that severed the heads from the victims were so keen, it would have taken a blade of unimaginable sharpness to make the cut so cleanly. This was not the work of a run-of-the-mill axe killer.

Two: Baxter himself, who’s been in deep prison isolation for decades, apparently knew of the murders and the nature of the crime scene before anyone could inform him. When asked how he knew, he claims a “demon” told him.

The players will need to travel to Timber Grove, Oregon, a small town on the edge of the Tillamook State Forest, and investigate these new murders. Baxter will soon be transferred to a state psychiatric hospital for observation. While he’s being transferred, a stopover at the County Jail in Timber Grove has been

arranged where the players have been authorized to interview him for 30 minutes. Hopefully they can get him to reveal what he knows about this new crime spree and his “demon” informant.

Travel to Timber Grove is uneventful and, unless they are travelling together, the PCs will meet up with each other at the Timber Grove Holiday Inn where they’re staying. Baxter will be arriving at the County Jail for the arranged interview in about 2 hours, so the PCs have precious little time to do much investigating before their appointment.

### Places to Go, People to See

If the players decide to do some hurried research prior to their meeting with Baxter, there are only two locations within town that may reveal any information of use:

*The Timber Grove Gazette* is the local paper with an extensive library of past issues. The *Gazette* has a lot of information on the Paul Bunyon Killings of 1973, as the reporters at the time covered every aspect of the crime and the trial. If one of the PCs makes a successful general check versus their Journalism, Investigation, or similar skill, they find an interesting article written during Baxter’s sentencing. (Refer to the newspaper clipping, Handout One.)

The *Gazette*’s current chief editor is Lauri Newman. She remembers the killings from 40 years ago (she was 5 years old at the time), but she doesn’t know much more about the incident than the article would impart.

*The Timber Grove Police Department* doubles as the County Jail, and this is where Baxter will have his stopover during the transfer. Most of the contact the PCs will have will be with Police Chief David Perry. Perry isn’t so easy to talk to, and a successful general Personality check is needed for him to “warm up” to the PCs enough to talk openly. If Chief Perry likes the players well enough, he may reveal the following information if a general check versus Investigation or any Police-based skills is made:

- The two park rangers were cleanly beheaded. Unlike the original killings in which an axe was used, these murders were almost surgically clean – as if performed with a giant scalpel or razor knife.
- The foreheads of the two rangers had an unusual cut deliberately carved into them. To Perry, it looked like a capital letter “L” was gouged into the foreheads of the victims.
- Baxter has always been an emotionless, cold-blooded killer. He’s never shown the slightest emotion throughout his life, not when arrested, convicted, or even incarcerated. The reason he’s now being sent for psychiatric observation is because he’s claiming that he’s being stalked. And for someone who has never showed emotion, he’s almost in a state of perpetual panic over his “demon stalker.”

Allow the PCs to do whatever else they wish for the remaining 2 hours, then it’s time for their visit with Baxter.

### Face-to-Face With a Killer

Today, Baxter is being transferred to the state psychiatric hospital. Chief Perry is impressed with the PC’s ability to pull some strings to have him held over for a few hours at the County Jail so they’d have a chance to talk to him.

“You guys must have some impressive pull to arrange a meeting like this,” Chief Dave Perry says. “Not that’ll do much good. He doesn’t talk much from what I understand.”

Perry explains that two guards have brought Baxter in through a rear door and strapped him into a chair. The PCs are to stay on one side of a thick pane of glass during the interview, and no physical contact will be allowed with Baxter. As the PCs enter their side of the interview room, they see Baxter already strapped to a chair on the other side of the glass. He looks to be about 70 years old, balding, thin, and frail. There are two guards standing toward the back of the room – the ones who brought him in apparently. One



looks bored. The other glares at Baxter with unhidden contempt and disgust.

Allow all of the PCs a general check versus Perception at this stage. Any who make it detect a faint odor of perfume or wildflowers. Any PCs with a Botany skill may be able to determine it's the scent of forget-me-nots. (The scent of the flowers follows Audrey any place she appears.)

"I was told you were to have 30 minutes," Chief Perry says. "Make 'em count." He leaves the room so the PCs can talk to Baxter in private.

Baxter looks wildly about, wide-eyed. He may be crazy, but he's obviously terrified - almost catatonic to speak to anyone. Have the PCs make specific checks versus their respective Personality scores. Baxter will engage with anyone who succeeds with a margin of more than 20. He will also respond to anyone who claims to believe his story of being stalked by "demons".

Once he begins talking, Baxter will begin jabbering wildly at his audience. He seems crazed with terror and in a hurry to tell his story before he's silenced. Some tidbits he'll share if questioned:

- "They think I'm makin' it up, but I'm not! Seven's the one that killed them rangers! Told me it was gonna happen, and it did. Told me I was next!"
- "They thought there was only six. There was SEVEN! No one ever found out about Seven. She's mad about that."
- "Seven appears in my cell, taunting me. Tells me I'm gonna die for what I done to her. Tells me everyone who done forgot her will die. Tells me those that done failed her will die."
- "Seven wants me to remember something. Don't know what though! I'd remember if I could, but I can't!"
- "I killed Seven in the fall, you know. I buried Seven there in the fall. Marked it with the big gold rock so's I always knew where she was."

Toward the end of the interview, Baxter starts getting very agitated,



struggling against his bindings, and the guards in the room move up behind him. The PCs may notice an overpowering floral smell in the air at this time. Just then, Police Chief Perry races in; his face is ashen with horror.

"Oh my God, we just found another headless body - here in the station, hidden in a closet! Officer Kyle Rutherford!" Chief Perry looks up into the other room and points at one of the guards. "Dear God, THAT'S KYLE RUTHERFORD."

The false Kyle Rutherford - the one who was glaring at Baxter with hatred - grins upon being recognized. He lashes out at the other guard beside him with one hand, and the guard's head is severed clean from his shoulders as his body crumples to the floor, blood spraying in gouts from the neck stump. (Everyone who sees this gruesome scene should roll a Fear check on column 6.)

Audrey's plan for vengeance has taken another step forward as she killed one of the policemen "responsible" for her death, took on his form, killed a second officer, and she now turns her attention to Baxter.

#### Audrey Burke, Wraith

STR: NA      WPR: 105  
DEX: NA      PER: 90  
AGL: NA      PCN: 90  
STA: NA      PWR: 130  
ATT: 1/60%    WND: 0\*  
MV: F 75 (when incorporeal)

Powers:      spectral      blades,  
                 command/control animals

The PCs should be trying to get into the Interrogation Room to stop her from killing Baxter. Chief Perry is stunned by the carnage and will take a round to snap out of his shock. He has a key to the interrogation room, but it will take a round before he can get to it. While the players try to enter the room, Audrey slides up next to Baxter and begins toying with him.

"Remember me..." the false officer hisses as it moves to Baxter's side. Baxter is shrieking at this point in fear and panic. Between wails, you hear him repeating "SEVEN! SEVEN! SEVEN!" "Officer Rutherford" seems almost disappointed with his answer, then, using a finger as long as a knitting needle, it begins carving the number 7 into Baxter's forehead - the same symbol found on the rangers.

At this point, Chief Perry will have opened the door to the room,

and the players should be allowed to take action. Audrey won't take Wound damage (weapons pass through her), but she will take Willpower damage from any physical attack. Chief Perry may also draw his weapon and demand the *thing's* surrender. Audrey will ignore one round of attacks as she continues her attack on Baxter. At the end of that round, she'll then lash out at Baxter. The PCs may see her hand take on the look and properties of a shiny silver blade. It passes through his neck like a laser, and his screams are cut off in mid-shriek.

With Baxter now dead, the "officer" points to the PCs and the Chief.

"You have all failed me," it hisses. "You all killed me. You WILL remember me..."

Audrey uses the Unsettling Power of *minor telekinesis* to throw the PCs and the Chief off their feet. (Everyone should make an Agility check to stay up. Those who fall take a Wound and 1d10 Willpower damage from the fall.) Audrey will be gone when they get to their feet.

Chief Perry is stunned by the events he just witnessed. He steels himself up and turns to the players – terror and anger both play across his face.

"Two of my officers are dead as well as a prisoner under my watch. I want an explanation as to what that...*thing*...was, and I want it *now*."

It is up to the PCs as to whether to inform Perry as to the existence of the supernatural, their true purpose for being in town, or whether to try using some other explanation. Let them say whatever they want to try to either bring Perry into the fold or explain away what happened. (The CM could require any Personality and/or skill rolls as appropriate to placate Perry.) Regardless of the explanation, Perry scowls with skepticism at what they say.

"I don't believe a word of it..." he growls, "...but I'll be damned if I have any better ideas as to what happened here. But I do know that...*monster*...will kill again if it isn't stopped. I'll get some reinforcements called in to handle what happened here. Don't leave

town because you're all witnesses...or suspects. Hell, I'm not too sure which right now. But somehow I think you're better equipped to deal with this than we are. So go out the back door. I'll be in touch."

Perry ushers the players out the rear entrance, adding:

"And don't come back to the station. There will be too many questions and I don't think we have the time to answer them."

Perry shuts the door, leaving the players in the rear parking lot of the station. In the distance, the PCs can hear the wail of an approaching siren as the reinforcements approach. The PCs should leave before more cops show up looking for the murderer.

### Further Investigation and Audrey's Mom

The PCs should now have a bit more to go on. They should now know that they're dealing with an unknown seventh victim of Baxter's who's apparently back from the dead and out for revenge on everyone who failed him or her.

If any of the players has access to a database of supernatural creatures, the terms "revenge," "demon," "ghost," or any combination will bring up the entry on WRAITHS. (Refer to Handout Two.)

Of primary importance to the PCs is to puzzle out who Baxter's unknown "seventh victim" is. The PCs will need to access any information that might be available in the small town: the police records of Timber Grove (without entering the now-overrun police station), a visit to the *Gazette* libraries, or perhaps asking around town. A successful general check versus an appropriate research skill such as Investigation or Journalism will lead them to find out that there was an unsolved missing persons case that occurred about the same time the original murders took place – that of college student Audrey Burke. According to their research, police investigations didn't turn up any evidence connecting her disappearance with the Paul Bunyon case, and she was written off as a runaway. Her mother, Cindy Burke, is

80 and living by herself in a small house on the outskirts of town. Her husband, Andy, passed away 15 years ago.

If the PCs decide to visit Mrs. Burke, she regards them warily. She lights up if they ask about Audrey, especially if they begin to hint that they may have reason to believe they know what happened to her. If the PCs are able to convince her of their interest in solving Audrey's disappearance, she'll offer the following information:

- Mrs. Burke always suspected that Baxter (that "evil devil") may have had something to do with Audrey's disappearance, but no trace of her was ever found at the original crime scene.
- Audrey was attending Oregon State University to become a veterinarian.
- Her dog, Muffit, was heartbroken when Audrey never returned and pined away for her until the day it died.
- "I always keep her close to my heart," Mrs. Burke says as she touches the charm necklace she wears. "This was Audrey's. I gave it to her when she entered veterinary school. The night she disappeared, I found it on laying the dresser in her room. I put it on and haven't taken it off since. I hoped to one day give it back to her."
- According to Mrs. Burke, one of Audrey's favorite activities was to go to Tillamook State Park and explore the area around University Falls, examining the flora that grows there. "She enjoyed sketching the flowers that grow in that area," she says.

While the PCs are visiting, there is a knock at the door, and Mrs. Burke excuses herself to see who it is. Allow the PCs to make a general check versus Perception. Those who make it smell that distinctive floral aroma from earlier. Whether it's Mrs. Burke or one of the PCs who opens the door, standing there will be "Officer Kyle Rutherford" who seems just as surprised as the PCs when they see each other.



**Audrey Burke, Wraith**

**STR:** NA      **WPR:** 105  
**DEX:** NA      **PER:** 90  
**AGL:** NA      **PCN:** 90  
**STA:** NA      **PWR:** 130  
**ATT:** 1/60%    **WND:** 0\*  
**MV:** F 75 (when incorporeal)

**Powers:**      *spectral blades,*  
*command/control animals*

This time, Audrey immediately drops her guise and appears as herself – a spectral teen/young woman who appears drenched and covered in mud and ichor. She reaches up for and removes her severed head, which hisses “Remember me!” at the PCs. (PCs who see her remove her severed head should make a Fear check versus column 5.) Audrey then hurls her severed head at a random PC. (Treat as a ranged armed attack and require the target to make another Fear check versus column 5 due to the nature of the horrific assault.) Audrey’s head will then reappear on her shoulders as she attacks the players with her *spectral blades* while her mother cringes in the background.

When Audrey tries to make a move toward her mother, Mrs. Burke asks questioningly “Audrey?” The Wraith’s expression softens, and it seems confused. (Allow the PCs to make an unopposed action toward the Wraith in this moment.) As Mrs. Burke reaches out, the Wraith spies the necklace and seems to recoil from the object. The Wraith then sighs sadly, then shrieks as it disappears.

Mrs. Burke will be adamant that the PCs help her daughter find eternal peace. That means finding her final resting place so she can bring her daughter home for a proper burial.

“Here, take this,” Mrs. Burke says as she hands the players the necklace. “Maybe it will protect you and give her some peace as well.”

The PCs are now tasked with finding the final resting place of Audrey Burke and reuniting her with her cherished necklace to prove to the spirit’s satisfaction that it hasn’t been abandoned or forgotten. However, it is still full of rage, and it will continue to attack the PCs as they approach its final resting place.

**An Evening Stroll Through the Woods**

At this point, the PCs should have gleaned enough information to know what the *thing* is, where Audrey’s body is assumedly buried, and how to put the Wraith to rest. If not, allow them to do whatever additional research is needed to come to the correct solution to the situation.

Following a map or using GPS, the players should be able to easily find one of the gates to the Tillamook State Forest. The sun is starting to set, so the gates are shut. There is also yellow tape stenciled with “CLOSED BY THE ORDER OF THE OREGON STATE POLICE” stretched across gate. (Although the park rangers were murdered in another part of the park, the entire area is considered a crime scene.)

After getting into the park, the PCs will need to take one of the foot trails into the woods. A park sign helpfully points the way to University Falls. Halfway down the trail, the players will come across the location of the Tillamook Memorial – the site of the original 1973 murders. There is now a large granite block where Baxter’s cabin once stood, and on it is a plaque that reads “In Memory of Those Who Lost Their Lives Here” along with the names of the six known victims. Anyone who gets up close can see that all of the names have been defaced and scratched off the plaque as if by animal claws. (Audrey is enraged that these victims are remembered and memorialized while she remains forgotten in an unmarked grave.)

A snarl and a growl comes from the darkness, and four large timberwolves come lumbering out from the treeline, their eyes glittering with a hellish light. Audrey is controlling the wolves, having them attack any who dare to try to disturb her. The wolves will fight to the death or until driven off.

**Wolves**

**STR:** 45      **WPR:** 30  
**DEX:** NA      **PER:** NA  
**AGL:** 75      **PCN:** 90  
**STA:** 60      **PWR:** NA  
**ATT:** 2/60%    **WND:** 15  
**MV:** L 225

**Powers:** *none*

Once the wolves are driven off and/or defeated, the PCs will follow the path for about 10 more minutes until they reach University Falls. The site is not very well known by most tourists, so the path is a bit overgrown. Until recently, it was picturesque, but it’s become almost foreboding now that Audrey has begun haunting the grove. When the players first enter the area, they should be overwhelmed by a sickeningly sweet flower odor – the same flower aroma that clings to Audrey. Blanketing the floor of the grove are thousands of forget-me-nots.

When the PCs arrive they will likely try to find Baxter’s “big gold rock” that marks the grave of his seventh victim. The search will be difficult as the forget-me-nots cover every square foot of the grove. It will also be fruitless, as no such stone will turn up. If anyone suggests examining the pond basin at the foot of the falls, allow a general Perception check for the PC to notice a reflection of moonlight off of something metallic at the bottom of the pond. Baxter dragged Audrey’s corpse into the center of the pond and buried her in the loose sand and muck, using the pyrite boulder to weigh down the corpse. The water is 5 feet deep in the center, so the PCs will need to hold their breath as they work under the surface to both move the 60-pound boulder as well as try to unearth Audrey’s body. (The PCs will need to make a general save versus their Stamina after being underwater for 1 minute, and every round thereafter until they either fail a save or surface to breathe. Failure means the PC takes a Wound and 2d10 points of Stamina damage from near-drowning. They must also surface and lose three rounds of action as they cough up the water in their lungs.)

The moment they touch the pyrite boulder, there is a shriek that fills the small valley. Audrey appears at the foot of the falls, seething with rage. She looks to her side, and a large, ghostly, dog-like beast shimmers into existence.

“Muffit! Sic ‘em!” she screams as she points at the players.





Both Muffit and Audrey will now fight to stop the PCs from digging up her body. Muffit attacks as a large ghostly dog, biting and snapping at the PCs. Audrey is trying to kill the PCs with her *spectral blades*. While the PCs try to keep both Audrey and Muffit at bay, they should be trying to exhume her body as quickly as possible. Audrey will unleash all manner of Unsettling Powers to slow them down: the winds will whip to a frenzy, a flock of crows darkens the moon, rain starts to crash all around.

#### Audrey Burke, Wraith

STR: NA      WPR: 105  
 DEX: NA      PER: 90  
 AGL: NA      PCN: 90  
 STA: NA      PWR: 130  
 ATT: 1/60%    WND: 0\*  
 MV: F 75 (when incorporeal)

*Powers:*      *spectral blades,*  
*command/control animals*

#### "Muffit," Spectral Hound

STR: 60      WPR: 45  
 DEX: NA      PER: NA  
 AGL: 90      PCN: 90  
 STA: 75      PWR: NA  
 ATT: 2/75%    WND: 0\*  
 MV: F 225 (when incorporeal)

*Powers:* none

Once the boulder is moved to the side, Audrey's grave is actually fairly shallow, and the PCs should be able to reach her body in 6 total rounds of digging. (One PC can reach her body in 6 rounds, two PCs can reach it in 3 rounds, etc.) Once her corpse has been discovered, the Wraith stops its attack. Audrey's spirit silently opens one hand while pointing to her corpse with the other. If a PC places the necklace on the body, Audrey and Muffit both slowly change until they look like what they did in life. Audrey smiles softly at the PCs.

"Thank you for remembering me," she says as she and her pet fade from view and from the mortal world. Audrey Burke is now at rest.

#### Conclusion

A month passes since the player's investigation in Timber Grove, and there has been no further word of supernatural activity in that area. Audrey Burke's body was recovered and laid to rest next to her father in Timber Grove Cemetery. Her mother made sure that the necklace was buried along with her daughter. Audrey's name was also added to the Tillamook Memorial plaque, which needed to be refurbished to fix the

damage attributed to some "local vandals".

The murders of two park rangers, two police officers, and Logan Baxter remains under investigation. It's theorized that a copycat killer surfaced who had hoped to become as infamous as Baxter, but no suspects have surfaced.

Fortunately for the players, their employer's contacts throughout the law enforcement and legal channels absolved them of any involvement in the new murders. And the person most instrumental in clearing their names? Their new ally in the fight against the paranormal - Police Chief David Perry.

#### Forget-Me-Not Things

##### Audrey Burke, Wraith

STR: NA      WPR: 105  
 DEX: NA      PER: 90  
 AGL: NA      PCN: 90  
 STA: NA      PWR: 130  
 ATT: 1/60%    WND: 0\*  
 MV: F 75 (when incorporeal)

*Powers:* *spectral blades,*  
*command/control animals*

A Wraith is a spectral haunt similar to a Ghost (see CRYPTWORLD rulebook, page 60). But rather than a sense of "unfinished business" anchoring it to the earthly plane, a Wraith seeks revenge on those it feels wronged it in life. To accomplish this, the Wraith has the ability to attack its victims physically, though it remains incorporeal to the physical world. However, even though physical attacks pass through it and it takes no Wound damage, the Wraith still takes Willpower damage from an attack. When its WIL is depleted, the Wraith is banished from the earthly realm for one hour, at which point it will reform at full strength. The only known way to permanently banish a Wraith is to somehow correct the wrong it suffered in life. Satisfied by the outcome, the spirit will dissipate.

Audrey wants her unsolved disappearance solved and to be shown that she has not been "forgotten" by the town of Timber Grove. Once her murder is solved, her body is recovered, and a token of

"remembrance" is presented, Audrey will be put to rest.

**Command/Control Animals** – Audrey can summon and control any animal at a cost of 10 Willpower for each one. Any animals so summoned (wolves, hawks, etc.) will fight for her as long as she controls them. The animal's eyes blaze with a red glow, revealing their control by the angry Wraith.

**Spectral Blades** – Audrey can shape her hands to take the form of razor-sharp blades as a cost of 30 Willpower. With these *spectral blades*, Audrey can inflict grievous cuts and serrations on her victims (treat successful attacks as Armed Combat Results). Also, if Audrey makes any successful called shot attack with a C result or better, she has beheaded her victim who instantly dies.

**"Muffit," Spectral Hound**

<b>STR:</b>	60	<b>WPR:</b>	45
<b>DEX:</b>	NA	<b>PER:</b>	NA
<b>AGL:</b>	90	<b>PCN:</b>	90
<b>STA:</b>	75	<b>PWR:</b>	NA
<b>ATT:</b>	2/75%	<b>WND:</b>	0*
<b>MV:</b>	F 225 (when incorporeal)		

**Powers:** none

Loyal to the end and beyond, a Spectral Hound is a ghostly dog that has joined its master upon death. The Spectral Hound follows its master unwaveringly, obeying every command without question. As a ghost, the Spectral Hound does not take Wound damage, but it will take Willpower damage from any attacks. Once its Willpower is depleted, the Spectral Hound will be banished back to the ethereal plane for one

hour at which time it will appear again to attack on behalf of its master. A Spectral Hound Will be permanently banished only when its master has been sent away from the physical plane.

## HANDOUT ONE

*Timber Grove Gazette*

*December 21, 1973*

### **"Paul Bunyon Butcher" Sentenced To Life Without Parole**

TIMBER GROVE, OREGON – Logan Baxter – no known previous address – was sentenced to life without parole in the Oregon State Penitentiary for his role in the Paul Bunyon Butcher Murders in April of this year. Baxter was found guilty of murdering six visitors to the Tillamook State Forest with a hand axe.

While police were investigating the disappearance of Stephanie Stevens, Roger and Rebecca Simmons, Paul Monroe, Jarrod Parker, and Will Barnes, they discovered Baxter living in a ramshackle structure deep in the state forest. The bodies of all six victims were found beheaded and buried in shallow graves around the small shack. When his motives were questioned, Baxter stated that he was simply "protecting his property," as he felt the state forest was his land. Baxter had been in trouble with police in the past for assault, theft, and vagrancy.

When asked by Judge John Myers if he had anything to say before being sentenced for the six killings, Baxter smiled as if he was in

on some private joke and shook his head.

A memorial for the six victims was erected at the site of the murders in Tillamook State Forest as a tribute of remembrance.

## HANDOUT TWO

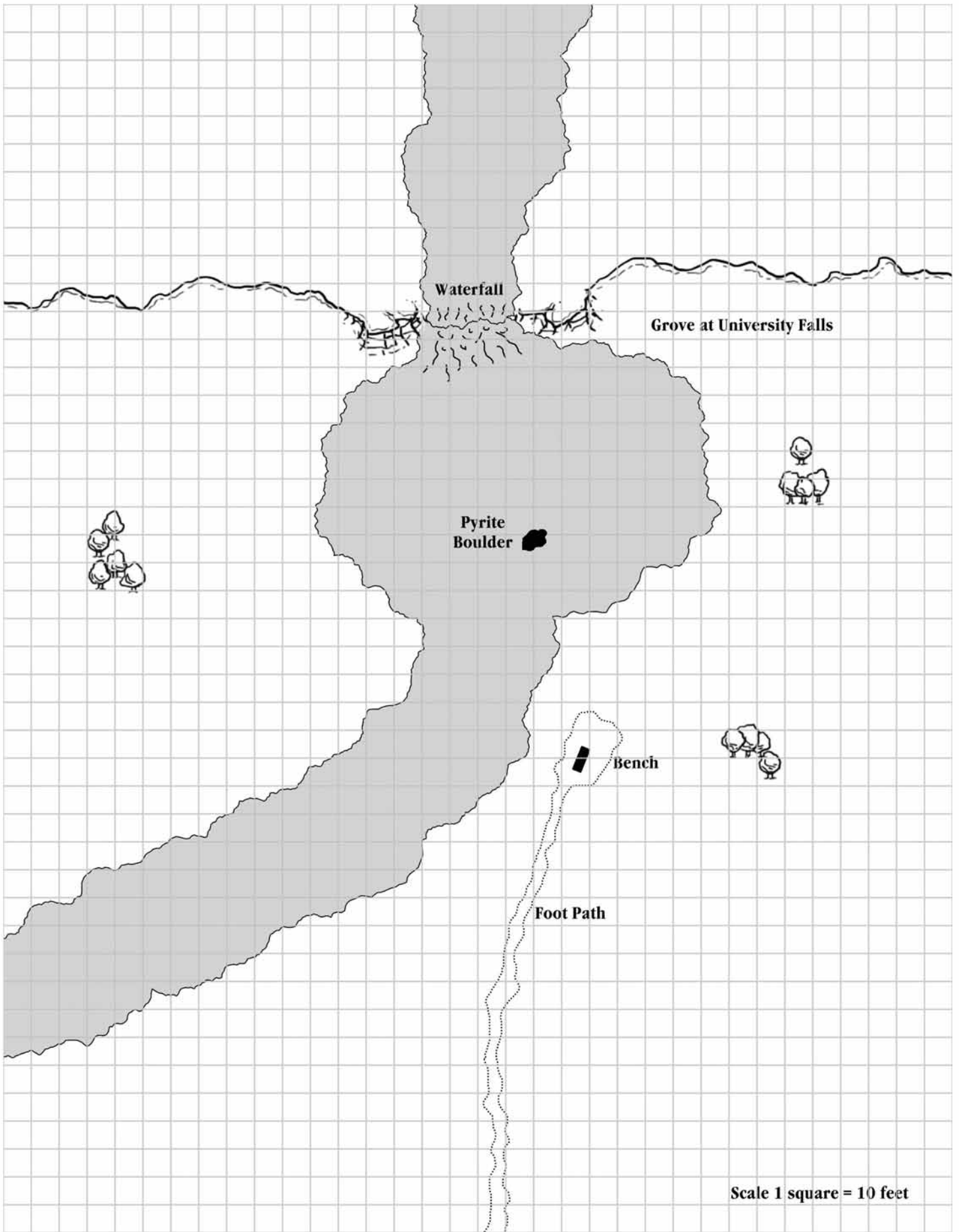
SUPERNATURAL CREATURES  
DATABASE ENTRY

### **WRAITH**

Unlike a typical ghost or phantom who haunts the living, a Wraith is an incorporeal creature bent on revenge for wrongs committed against it while it was a living human being. To accomplish this, the Wraith has the ability to attack its victims physically, though it remains incorporeal to the physical world.

A Wraith's abilities are many. It can manifest itself in the form of a living being, and reports of telekinetic ability are also reported. The Wraith also has supernatural abilities that mirror its abilities in life. For example, a person gifted with a beautiful singing voice may have the ability to shriek with a banshee's wail as a Wraith.

To stop a Wraith's rampage, it is important to determine who the Wraith was when alive and what the Wraith desires other than revenge on the living. It may wish to be reunited with a cherished item it loved in life. It may wish to feel that its death was not in vain. If may want a wrong it suffered in life corrected. Once this need is satisfied, the Wraith will be able to move on to the next plane.



Waterfall

Grove at University Falls

Pyrite Boulder

Bench

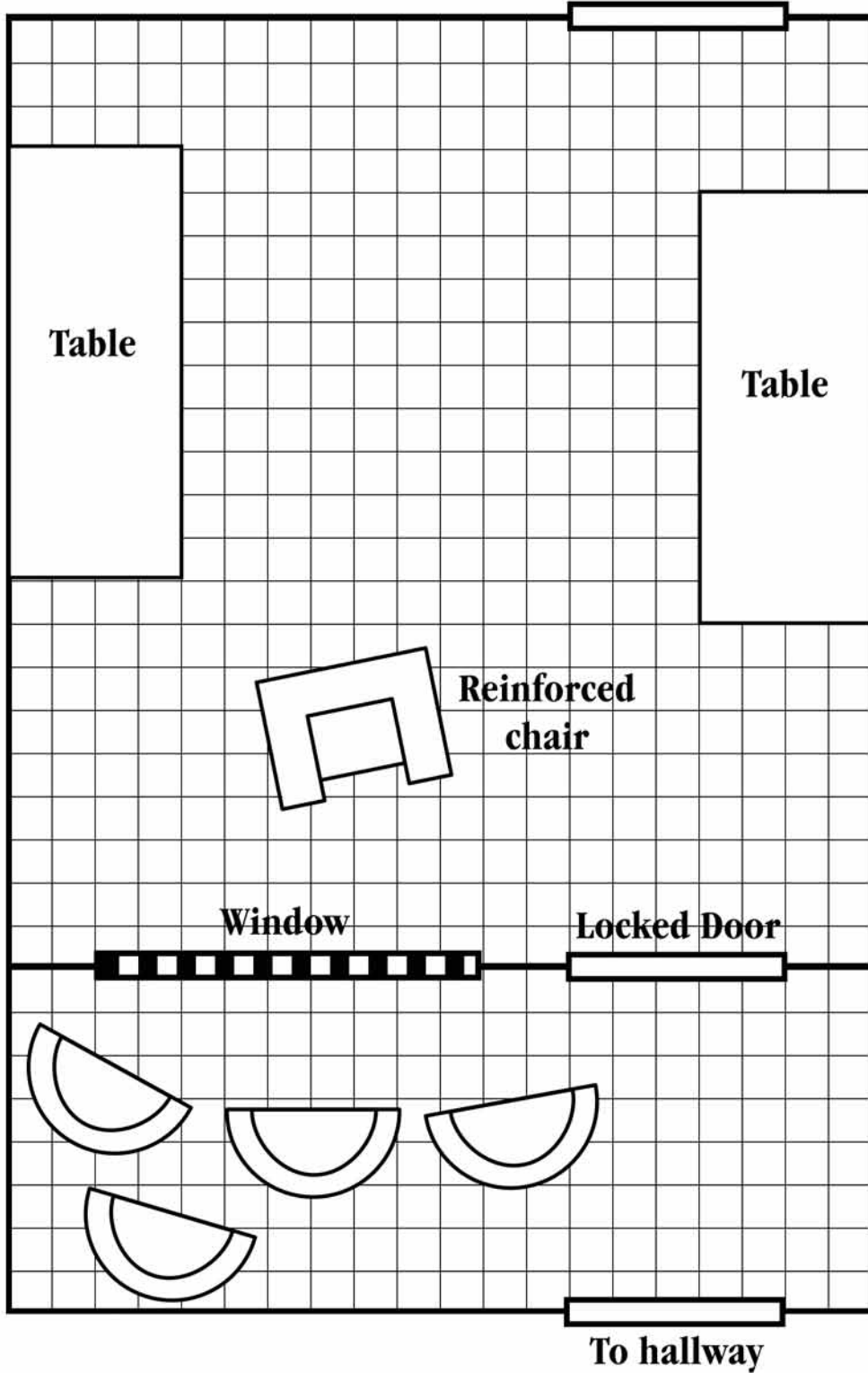
Foot Path

Scale 1 square = 10 feet



# Police Interview Room

To rear parking lot



Scale 1 square = 1 foot

# IT CAME UPON A MIDNIGHT CLEAR

## Introduction

This scenario takes place at a remote, rural farmhouse on Christmas Eve. How the players find themselves at the residence depends on the needs of the Crypt Master:

- One of the players could be a relative of the Drakes who was invited to spend the holidays with them (along with any friends they bring along).
- If the PCs are part of an investigational team, they could be sent to check out a possible supernatural disturbance at the Drakes' house.
- Or that old stand-by: The PCs' car could break down on this remote stretch of road, and the only lights they see come from a nearby house.

As the PCs approach the house, they will see that it's decked out in the flashiest, gaudiest, tackiest set of Christmas decorations imaginable. Strings of flashing multicolored lights run along the roof's gutters and around every window. A herd of wicker reindeer stand on the front lawn, bobbing their heads mechanically. Next to them stands a plastic life-sized snowman waving a mittened hand to non-existent passers-by. Santa, Mrs. Claus, and their sleigh is perched precariously on the roof. And classic Christmas music can be heard coming from inside the house. If anyone knocks at the front door, the music abruptly stops, but no one comes to the door. The front door is unlocked, and the curious and unwary are likely to go in to investigate. And the Yuletide Nightmare begins...

## How To Run The Scenario

Before starting, the Crypt Master should read through the scenario, first to get an idea as to what is causing the disturbance and to prepare for the game session. Be sure to make a note of any clues the PCs may find so you can pass them along as they're discovered. Also, get a feel

for the *thing* that's causing the problems, where and how it may attack, and how the PCs may defeat it. Also, at CM's discretion, require Fear checks on column 4 each time the PCs encounter something frightening or unsettling.

## Crypt Master Background

Charlotte Yeats was a materialistic, self-centered, passive-aggressive bully in life. Both her style of dress and personality could be generously described as "loud and gaudy." She was manipulative toward family members and cruel to her neighbors and community. However, Charlotte loved the Christmas holiday season, wallowing in every shallow, materialistic moment. Her house was always festooned in decorative trappings, and she adhered to the ritualistic traditions of the season, though "the spirit of the season" was completely lost on her.

After her death 5 years ago, the family had her cremated (per her wishes) and her personal effects and possessions were sold off or donated with one exception: "Aunt Charlotte" bequeathed her sizable Christmas decoration collection to her niece, Suzi Drake. Charlotte thought Suzi was a kindred Christmas spirit who would cherish the tacky baubles, but instead she and her husband, Brian, prefer a more solemn holiday. Charlotte's decorations and the wooden box containing her ashes ended up in the Drake's attic where it was forgotten.

This year, Charlotte returned as a Puppet Master (see the CRYPTWORLD rulebook, page 66). Charlotte's first act was to possess a Christmas-tree-topping angel within one of the boxes of decorations. The little angel crept down out of the attic to watch the Drakes and was furious by what she saw. No decorations! No gingerbread houses! Just one small tree on the dining room table! Aunt Charlotte also realized that she and her cherished Christmas collectibles had been unceremoniously forgotten.

She judged the Drakes as "Scrooges" and was determined to punish them for their "naughtiness."

Taking possession of the large plastic snowman in the attic (now displayed on the front lawn), Charlotte murdered the Drakes, dressed their corpses as Santa and Mrs. Claus, and then mounted them in the sleigh on the roof. She then set about decorating the house with all of her forgotten treasures. She is having a "Holly Jolly Christmas" again, and no "Scrooges" are going to stop her. Especially not the PCs.

## Charlotte Yeats, Puppet Master

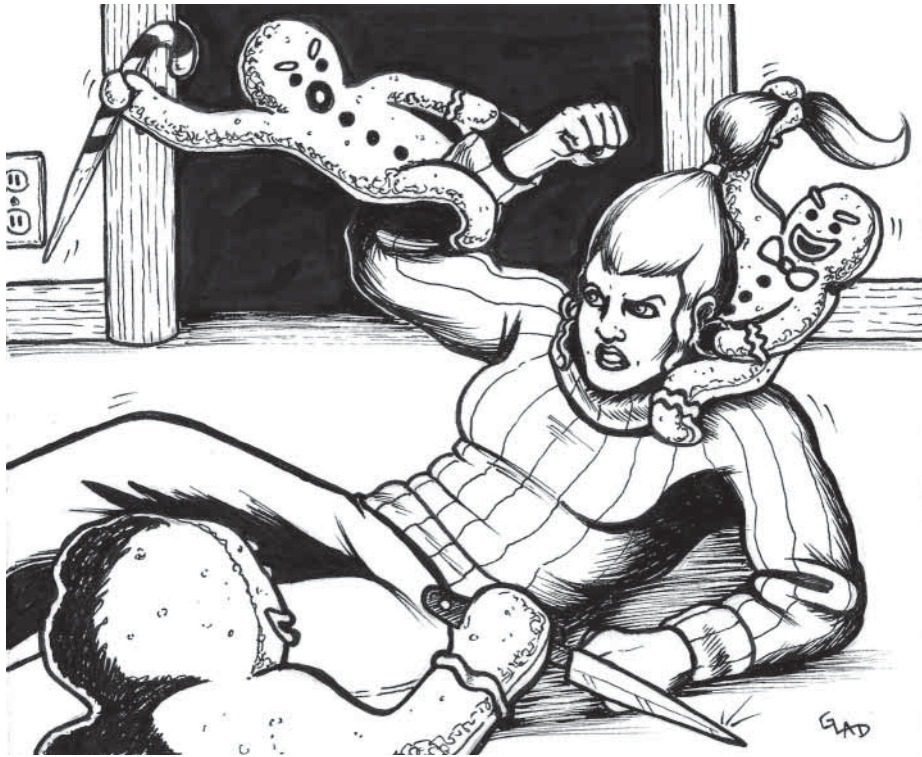
STR:	40	WPR:	85
DEX:	40	PER:	NA
AGL:	35	PCN:	70
STA:	45	PWR:	80
ATT:	1/38%	WND:	0*
MV:	L 75 F 150 (if incorporeal)		

*Powers: doll possession*

Charlotte can possess and control up to five small dolls/figures at a time, or she can control three small dolls and one large doll (the snowman on the front lawn, for example). She can be destroyed if her ashes (found in a wooden box in the attic) are mixed with the burned remnants of a figure she once possessed. (The fireplace in the living room (A) or the gas oven in the kitchen (C) may come in handy for this purpose.) She fears fire and will actively avoid any fire or flames during the scenario. The CM should make a note of any dolls or figures she has possessed during the course of the scenario as any one of these items – once burned and mixed with her remains – could be instrumental to her defeat.

*"He Sees You When You're Sleeping; He Knows When You're Awake."*

When the PCs first enter the house, Charlotte has possession of the angel at the top of the tree in the living room (A). She is watching them with interest, as she's trying to determine if her personal Christmas party is about to be ruined by these



new “Scrooges” or not. As long as the PCs don’t disparage the holiday or the decorations that fill the house, Charlotte will remain hidden. She will, however, use her unsettling powers to lock all the entrances and exits to the house. The front and back doors will be unopenable to the PCs until Charlotte opens them again or she’s destroyed.

### First floor

NOTE: Although not described in detail for every location, every room of the house has some kind of tacky Christmas decorations up – garland, tinsel, mistletoe, fake snow sprayed on the windows, candleholders, etc. Anything noteworthy in the room has been specifically described for the CM.

**A. Living Room** – The living room is a large open area with a couch in the center of the room, facing a gas fireplace. The fireplace can be activated by flipping a switch over the mantle, at which point it will blaze up. For now, it remains darkened and cold. Above the fireplace is a flat-screen TV that is showing holiday music videos. The sound is currently muted, and the remote sits on the couch. On the far north wall sits a table with a sizable

collection of Santas of various kinds. (One of Charlotte’s prized collections. There are around a dozen of them.) In the southwest corner is a huge artificial Christmas tree festooned with lights, decorations, tinsel, garland, and candy canes. At the top of the tree sits a gaudy angel with outstretched arms.

Charlotte has possession of the angel when the PCs enter the house. She was watching Christmas specials on the TV in her angel form when the PCs’ knocking startled her. She muted the TV, then returned to her perch on top of the tree. She has not yet possessed any of the Santas in the collection, though she may do so if she needs a small army later.

**B. Dining Room** – A large family-sized table sits in the center of the dining room under a large brass chandelier fixture. There is seating for six, and a small serving cart sits in the southeast corner. In the center of the table is a rather sloppily constructed gingerbread house. Gingerbread cookies are glued onto a cardboard frame, the frosting is smeared, candies are glued on haphazardly, etc. A smiling ginger-bread man stands next to his cookie hovel. It looks like someone used powdered

sugar to simulate “snow” for the scene, and the sugary dust is all over the table and floor in this room.

Charlotte created the gingerbread house in the kitchen (C). Due to her fear of fire, she didn’t use the oven; rather she assembled it out of materials she found in the kitchen. Observant PCs may be able to detect tiny footprints in the powdered sugar if they make a successful roll versus PCN. The footprints lead from the kitchen to the table and back several times. Charlotte may take control of the gingerbread man on the table if it suits her purposes.

**C. Kitchen** – The kitchen has a counter that runs along three of the four walls. There is a refrigerator on the west wall; a sink to the north; and a gas range/oven to the east. There is a kitchen island in the center of the room. The place is wrecked, with pots and pans scattered all over the place, and sugar, butter, and other assorted baking ingredients thrown around.

Charlotte made her gingerbread “masterpiece” in here using the four gingerbread men she possessed. One stands next to the house now, and the other three now lay on the kitchen floor. The footprints in the dining room (if found by the PCs) were made by the possessed gingerbread men. If Charlotte wants to, she may possess the three gingerbread men and his brother in the next room to attack the PCs. She prefers to use the knives and sharp kitchen tools as weapons.

There is a spilled box of salt in the center of the kitchen that all of Charlotte’s puppets will avoid. Any doll possessed by Charlotte is unable to cross a line of salt, and any doll sprinkled with salt will drive Charlotte out and will be “un-possessable” by her in the future.

**D. Mud Room** – This back entry way into the house leads to the backyard. There is a pair of boots with dried mud caked on them next to the back door. (Brian’s work boots.) There are also a set of muddy, perfectly round footprints in here. (As the snowman, this is the door Charlotte entered and exited the house.) The back door was locked



shut by Charlotte's unsettling power and will be unopenable by the PCs. There is nothing else in this room.

**E. Laundry Room** – This small utility room holds a washer and dryer unit. A shelf over the washer/dryer combo holds boxes and bottles of detergents, softeners, and bleaches. There is a basket of unwashed clothes sitting on the floor. There is nothing else in this room.

**F. Small Bathroom** – This small half-bath contains only a toilet and sink. There is a basket of decorative holiday potpourri and a wooden nutcracker figurine sitting on either side of the sink. If the PCs attempt to make a stand or hide in the mud room (D), laundry room (E), or in here, Charlotte will possess the leering, smiling wooden nutcracker and drive them out.

**G. Entryway Closet** – This closet holds an assortment of coats, scarves, and other outdoor winterwear. There are two sets of golf clubs, a bowling ball, and a compound bow and quiver stored in here as well. (Suzi enjoyed archery, Brian bowled, and they both enjoyed golfing.)

**H. Upstairs Staircase** – This staircase goes to the second floor.

*"Tiny Tots With Their Eyes All Aglow Will Find It Hard To Sleep Tonight."*

## Second floor

**I. Downstairs Staircase** – This staircase goes back to the first floor.

**J. Master Bedroom** – This was the Drakes' bedroom. There is a king-size bed here with a nightstand sitting next to the bed. A large wooden chest sits at the end of the bed, and there is a chair in the corner of the room.

The chest was Suzi's toychest as a child, and she's kept it with her over the years. Inside is a Cabbage Patch doll, two Barbies, and an assortment of doll clothes for them. Charlotte was unaware of the chest and its contents, so she has not possessed any of these (yet). If Charlotte has been following the PCs (either in her incorporeal form or in a possessed puppet), she will make a

note of these new vessels for her to inhabit.

**K. Walk-in Closet** – This walk-in closet contains the Drakes' clothes, shoes, and wardrobe. There is nothing else in this room.

**L. Master Bathroom** – The master bathroom contains a sink, toilet, and corner-installed shower. There is nothing else in this room.

**M. Guest Bathroom** – The guest bathroom contains a sink, toilet, and bathtub/shower combo unit. There is a rubber duck toy sitting on the edge of the tub. Charlotte may possess the duck and cause it to hiss menacingly at the PCs to frighten them, but, without legs, it's fairly useless in an attack (and she knows it).

**N. Guest Bedroom** – This comfortable bedroom contains a queen-sized bed with two nightstands on either side. A sock monkey toy leans against one of the bed pillows as decoration. Charlotte will not possess this doll as it was a childhood toy of Suzi's that she herself gave her, and she's left it alone out of some warped sense of respect.

**O. Office** – The Drakes' home office has a desk against the south wall with a computer sitting on it. A small filing cabinet sits next to the desk, and against the back wall is a couch.

If the PCs rummage through the filing cabinet (currently locked; will need to be broken into) and make a successful Investigation or other Research skill roll, they may come across a copy of the letter bequeathing Charlotte Yeats' Christmas collection to them. The letter describes many of the Christmas collectables, decorations, and knick-knacks in detail, and the PCs may recognize their descriptions as matching the decorations throughout the house.

If the PCs are able to boot up the computer and access the desktop (have someone roll versus an Investigation or Computer skill to succeed), they will find an unfinished letter that Suzi was working on to her

sister before she was killed. It reads in part:

*"Brian and I have finished putting up our tree for the holidays. Something simple and elegant – not as flashy and tacky as Aunt Charlotte's grotesque displays. Remember those? Ugh, I know you're not supposed to speak ill of the dead, but she was so mean to everyone! The only time she was tolerable was during the holidays, and she was still so self-centered and egotistical – like Christmas revolved around her alone. All of the Christmas decorations she left me are up in the attic along with the box containing her ashes. (It's weird that she wanted to be cremated, as I recall she has some phobia about being burned alive. And the fact she wanted her remains to be kept with all of that junk was incredibly creepy!) Brian and I need to get rid of it all this summer. Just having it here gives me the willies. Like she's watching us from beyond."*

On the eastern wall is a shelf holding five sporting trophies that Brian and Suzi have won at some point in their lives. The trophies are two for bowling (Brian), one for archery (Suzi), and two for golf (one for each of them). Charlotte has possessed and animated each of the trophy figures before, and will use them to torment the PCs. They will not leave their trophy mounts, but will instead use their sporting equipment as small ranged weapons (ie, the archer will fire small arrows, the golfers will swat BB-sized golf balls, and the bowlers will hurl marble-sized bowling balls).

**P. Access To The Attic** – In the ceiling of the upper hallway is a door to the attic, accessible by a pull-chain. Tugging the chain opens the door and a drop-ladder will drop down.

*"Hang Your Stockings And Say Your Prayers..."*

## Third floor

**Q. The Attic** – Due to the positioning of the roof, the attic is narrower than the rest of the house's

floorplan. The attic is one large open room, freezing cold due to the lack of insulation and the open vents at either end. The inside of the roof slopes inward and upward on both sides, making the attic feel constrained.

There are many sealed boxes of the Drakes' stored possessions up here, crammed into the west end of the attic. However, in the east end, many of the boxes have been torn open and their contents emptied. Almost all of these boxes have the words "YEATS' DECORATIONS" written on the sides. These boxes contained Charlotte's Christmas decorations which she has unpacked and set up all over the house since returning to the Living Realm

In the northeast corner is a small Christmas tree set up on a card table. Under the tree sits a small wooden box with a brass plaque that simply says "YEATS". This box contains Charlotte's cremated ashes. She will not allow anyone to pick up or touch the box. If anyone approaches the tree and reaches for the wooden box, two of the nearby storage boxes will rustle and shake. Exploding out from the boxes will be "eight tiny reindeer" - actually eight dog-sized plastic replicas that normally go with the sleigh now on the roof. Sharp stiff wires were used to make the reindeer antlers, and the possessed creatures will use these as stabbing instruments in an attempt to kill the PCs.

*"Do you hear what I hear?"*

At this point, it is hoped that the PCs have puzzled out the following clues:

- The various animated figures are the work of the spirit of Charlotte Yeats, who has returned to possess her beloved Christmas decorations.
- The animated figures cannot cross a line of salt, and salt will drive the *thing* from the animated figure.
- The animated figures avoid fire as if they're afraid of being burned. It also seems Charlotte Yeats had a phobia of being burned alive as well.

If the PCs have figured out that fire is the answer, and if they have Charlotte's ashes, Charlotte will do everything she can to stop them. The reindeer in the attic will be her first



line of offense. If the PCs make it to the attic door, they'll find knife-wielding Santas (from the living room) waiting at the bottom of the ladder. If they manage to fight off the Jolly Old Elves and make it to the first floor, the front door will burst open and the plastic snowman from the front lawn will walk inside. He will now be armed with a heavy shovel that he'll be swinging like an axe.

If the PCs set the wooden box on fire, every animated figure in the house will shriek as one before stepping up their attack to put out the flames. If the PCs have already burned one of the previously animated figures and mixed the ashes together, all figures freeze in place, then topple as Charlotte is destroyed and her dark control is broken.

#### Designer's Notes

A few additional notes on running this scenario:

- There are no decorations representing the birth of Christ anywhere in the home. No mangers, no wise men, no Star of Bethlehem, no nativity scenes, etc. This is deliberate as Charlotte's taste ran more toward the secular.
- Regarding the bodies of the Drakes, if you wish to have the PCs interact more with the corpses (a horrific discovery!), there are a few ways to do this:

1. While they're investigating the second floor, have the Santa display on the roof break loose and crash to the front lawn. If anyone goes to a window, they'll easily see the bodies for what they truly are.
2. Charlotte may have set the Drakes' bodies up on either side of her Santa collection in the living room. If you decide on this approach, have the "life-size Santa and Mrs. Claus mannequins" seated in chairs on either side of the display. If anyone investigates, removing their plastic masks reveals their faces locked in a rictus of terror (roll fear checks on column 5). Medical skill rolls are needed to determine that they both have been bludgeoned to death (the snowman using the shovel as seen in a later encounter).
3. The bodies could also be in the attic, propped up on either side of the small Christmas tree display with Charlotte's cremains. If so, Charlotte decided to have the Drakes permanently "watch over her" as they neglected to when they were alive. This could be used to great effect as the scenario reaches its apex of terror.

