

# UNKNOWN PROVIDENCE

SAVE THE WORLD FROM ENGLAND



A

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PRODUCT





# UNKNOWN PROVIDENCE: SAVE IN NEW ENGLAND

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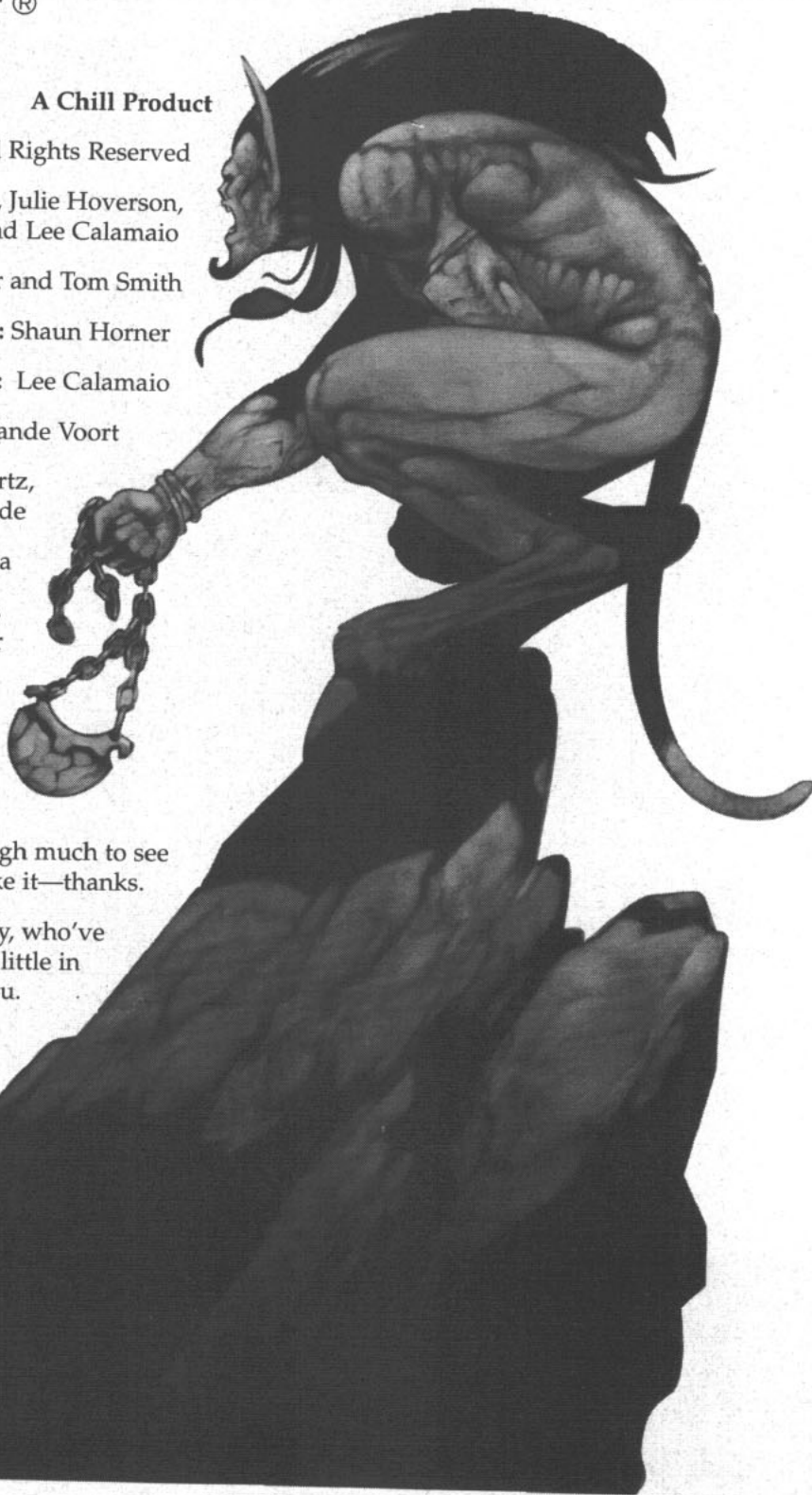
**Special SAVE Benefactor:** Jay Tummelson

**Dedication from Shaun:** To grampa Jimmy. I'll  
miss you stealing my french fries. Thanks for  
believing in me. And to my wife who's been through much to see  
me make it—thanks.

**Dedication from Lee:** To my friends and family, who've  
given me more than I could ask for and asked for little in  
return. I wouldn't be here without all of you.

**Dedication from Tom:** To wife, fraternity, family,  
and college.

**Special Thanks:** Faith Price, SAVE Director  
of Public Relations, and the Pentacon XII  
playtesters of Dark Providence.



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All characters in this book are fictitious. Any resemblance to actual persons, living, dead, or undead, is purely coincidental.

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part; it simply takes up less space and makes for smoother reading.

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26 January, 1994

George Niles: SAVE New England Coordinator

Dear George;

I am indisposed at the moment, so you will pardon if I have been unable to call you as of late.

In these troubled times, it is vital to the existence of our organization that we begin to re-gather and redistribute the information that was lost to us when the Dublin headquarters burned four years ago. I therefore authorize and direct that you gather all the information SAVE has collected about the New England region into a file. From there, I would like you to put together appropriate background information and case files for a new envoy attempting to enlighten himself about the New England he thought he knew.

I understand the resources and time that this will require, and that both are scarce commodities. I ask that, in light of this, you give it the attention it deserves.

May you sleep safe and live well.

Gordon Pym: Coordinator, North American Operations  
Societas Argenti Viae Eternitata

March 18, 1994

Richard Blackwell: SAVE Boston Director

Dear Richard;

Enclosed, you will find a copy of a letter I received from Gordon's secretary. Though she claims it was sent to her by Gordon himself, no one has seen him in public, so I am understandably skeptical.

His request, however, is not unreasonable. Whether he is or is not in control of SAVE North America, this request just makes sense. We must get the field envoys and the situation under our control once again. We cannot afford to be disorganized any longer.

Please take care in assembling this information for me. There is much to sift through, so please try to include the information most relevant to envoys who are not familiar with the New England area. You may wish to include several case files as examples of missions carried out in the area. Additionally, feel free to include any relevant information, even if it is not specific to New England. In all, use your best judgment.

Regards;

George Niles: New England Coordinator  
Societas Argenti Viae Eternitata

# Section One: Background Material

*An open letter to new SAVE New England Envoys;*

*The first thing any envoy needs to know is where he is. Not just on a map, but a truly deep understanding of the geography, history, and people of the region he is in. Most creatures of the Unknown take their form from the beliefs of the native people near where they first manifest. Know the people, and you'll usually find the key to the creature's existence.*

*New England is a vast region, comprised of Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, and Connecticut. Outsiders will include some other Northeastern states, like New York and sometimes even Pennsylvania, but they are mistaken. Those are entirely different people, living in a different world. New England was the center of the country when it was founded, and in many ways it remains the heart of the country.*

*If New England had a capital city, it would be Boston, where SAVE's New England Headquarters is located. Boston is an odd town, a city of a million or so people that manages to retain the personality of a small college town. The winters are often harsh, and the locals drive like maniacs, but Boston has a homey atmosphere that no city of its size can match.*

*Colleges are central to Boston's essence. Harvard, MIT, Boston College, Boston University, Brandeis and many more schools are all within the city limits, and the Seven Colleges (including Amherst, Smith, and others) are within a few hours' drive. The pulse of the city ebbs and flows as these thousands of part-time residents come and go.*

*Colleges have been pivotal to SAVE Boston's role as one of the research capitals of the world. There are other SAVE locations that have better facilities for researching the paranormal, such as North Carolina, Rome, or the Paris world headquarters, but Boston is unparalleled in its capabilities for conventional research. When envoys want to know obscure historical trivia, unusual facts of physics, or the latest theories of human psychology, SAVE Boston is often the first place consulted.*

*The large college population has also been a fruitful recruiting tool for SAVE Boston. At various*





points in its history, over 50% of the active envoys in Boston have been college students. They make ideal envoys, with their keen intellects, athletic skills, and desire for knowledge. Most SAE locations in the US have at least one envoy who first discovered SAE as a co-ed, and many of those envoys started out in Boston.

The other key to understanding Boston is history. Boston was a central port for the colonies during the Revolutionary War. This was a time of intense emotion, and certain effects still carry over to the spirit world. Many Indian tribes of the area still regret the loss of their lands to the white man, and many died violently trying to save their lands from defilement by the colonists.

One event in New England history merits special attention by all SAE envoys. The Salem Witch Trials of 1692 were a disaster which shows all envoys that they must never take their crusade against the Unknown too far. There have been envoys whose judgment was so clouded by their hatred of the Unknown they were willing to risk innocent lives to eliminate this threat. This sort of behavior is absolutely unacceptable in a civilized organization. While evidence indicates that there were various Unknown forces at work in Salem, that cannot be an excuse for the death of innocents the name of justice.

5 Until this century, Boston's main source of income was the sea. As one of the largest ports on the Eastern seaboard, hundreds of ships would pass through here each year. Sailors are known as a superstitious folk, and with good reason. The Atlantic is home to a great number of creatures of the Unknown, many of whom have been able to grow very strong in the absence of human opposition. Shipwrecks are especially likely to hold revenants, Altum or other Unknown.

Of course, New England is more than just Boston. Each state has its own character. Political boundaries may seem arbitrary and beyond the realm of the Unknown, but human minds see these little lines as real, so they have a great impact on all things.

Connecticut is a state torn between New York and Boston. The southwest is a suburb of New York where the wealthy live to avoid New York taxes. SAE New York covers most Unknown activity in this area, although it occasionally calls on SAE New England for research and other assistance. The eastern side of Connecticut wishes it were closer to Boston, or even Providence. It is largely rural, but its soul is urban.

The only truly individual parts of Connecticut are the center, in New Haven and Hartford. Of course, New Haven is individual in ways that most people would rather avoid. Envoys in the area should be prepared for trouble from conventional sources as well as the Unknown. This is an area where gunshots are just part of the background noise. Even the ivory towers of Yale are not immune to the crime and poverty of New Haven, so envoys are advised to be careful. Hartford is smaller but more pleasant, maintaining the quaint rural identity that most people associate with New England.

Rhode Island is barely a state. It is comprised primarily of Providence and a few suburbs. Providence itself is a strange city, seemingly the worst of both worlds. It has the crime, corruption, and stress of a large city without the creativity, excitement and wonder that usually follow. Providence has been particularly active in the Unknown over the years, and bears further watching. Brown University, though a bit liberal for many envoys, has been a valuable tool for SAE for many years. Its collection of occult books is one of the best in the world.

*SAVE Providence is known for its odd mix of Boston-esqe researchers and more down-to-earth members, to put it politely. Providence is a haven for the East Coast Mafia, and the local branch of SAVE has developed a pleasant working relation with these gentlemen. Despite its reputation and methods, the Mafia has a strong interest in maintaining order, and the Unknown tends to disrupt family operations. SAVE benefits from the organization and manpower available on loan from the Mafia. This is a dangerous partnership that has never been stable, but most envoys understand that in the battle against the Unknown, SAVE accepts whatever allies become available to it. Such alliances are the lesser of two evils.*

*Massachusetts is mostly an outgrowth of Boston. Colleges dot the terrain like video rental stores do elsewhere. These are more rural institutions, catering to the more earthy intellectuals. When you get far enough away from Boston, the state begins to have some actual wilderness, such as the much acclaimed Walden Pond. Of course, this wilderness also engenders its own hazards, such as the Yeti problem of the 1970's. Fortunately, this infestation has died down recently, but strange things still reside in the hills of Massachusetts. Massachusetts, Connecticut and Rhode Island are as urban as New England gets. Vermont is much more wild, with only a few decent-sized cities and the occasional ski slope to break up nature's domain. In the north, Vermont blends seamlessly into Canada, and SAVE New England often works closely with SAVE Montreal in this region. Some of the activity rumored over the border has concerned many members of SAVE, but it is Canada's business and it is doing the best it can to eliminate its problems.*

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*New Hampshire's nature and appearance mirror Vermont. Wilderness, ski slopes, and occasional human settlements dot the landscape. What makes New Hampshire unique is it's commitment to democracy. From its perceived importance in the presidential primary to the state license plate of "Live Free or Die," New Hampshire tries to maintain the American spirit of fierce independence. This ties New Hampshire closer to the fate of the country than any place outside Washington, DC If the Unknown were to establish a foothold in New Hampshire, it could be the beginning of tragic events to come.*

*Maine has some of the best remaining wilderness east of the Mississippi, and the largest coastline of any New England state. The hills of Maine have never been fully explored by SAVE, and there is continuing concern for what they may contain. The streams of vacationers and summer campers who enter the wilds of Maine every year may be at greater risk than they know.*

*The coast of Maine is another major source of trouble. Shipwrecks of the past few centuries house many horrors of the Unknown, and the wealthy have taken to the coasts for their vacation homes and pleasure cruises (as exemplified by a recent president's fondness for Kennebunkport). The chance for innocents stumbling upon forces beyond their comprehension is great.*

*Be aware that these musings are only the most superficial view of New England. These are people, and no person can be summarized by mere words. Envoys expecting to be working for SAVE in New England are encouraged to do their own exploration of the region. Know the land, know the people. These are the keys to understanding, and knowledge is the greatest tool against the Unknown.*

*Yours sincerely;*

*Jack Banker, Coordinator, SAVE New England*



# The History of New England

*Noth'n here is more crazy than the people. I'm sure that everything they keep telling me can be boiled down to that. Just a bunch of escaped loons and a massive case of group paranoia.*

— Charlie Coleman, neophyte envoy (1971-1992)

Today, the forces of the Unknown are better equipped and better organized. Where there used to be only isolated incidents of violence and corruption when SAVE was first established, it is now more pervasive and dangerous everywhere. The understanding that the "war" was to be private has been lost (not that the Unknown ever accepted this unwritten rule). What was once thought to be an understanding is now found to have been only a rallying point for the forces of the Unknown to gain power. Now the forces of the Unknown continue their offensive against humanity at large, making it more difficult for SAVE envoys to keep innocent people out of the conflict. The task of keeping the operations of SAVE hidden from the public has also become more difficult.

The destruction of the SAVE World Headquarters in Dublin, Ireland forced many agencies around the globe into seclusion. However, the United States as a whole has been wracked not only by the destruction of the world headquarters, but also by the continuous political infighting between SAVE branches. This political infighting within SAVE has led to the advancement and heroism of many of the smaller branches and individual envoys whose loyalty to humanity has left them outside the political tug of war. The civil war and back-stabbing has also led to frequent conspiracies centered around the leadership of North America, its ability to govern the operations of SAVE, and its overall effectiveness. Recently, SAVE agents have had several places to investigate in the New England area—both outside and inside the office.

To understand the history of the Unknown in the area of New England, you must first understand the history of the colonization of North America and how the colonists came to grips with the unholy forests, the untamed wilderness, and the native inhabitants.

## Tribal Practice of the Art

During SAVE's investigations into what have been called the "first SAVE agents" in North America, the Native Americans, SAVE has found that not only were the Native Americans fighting the forces of the Unknown long before SAVE ever came into existence, that many tribes of these people actually practiced a variation of the Art SAVE

employs. The Native Americans not only used this variation of the Art but used the Art to render the forces of the Unknown in North America to near extinction. However, there is an important difference between the Art that most agents of SAVE use and the rituals that Native Americans perform. The most important point is that the Native Americans rarely use the Art alone, since most of the powerful individual powers of the Art were lost during the European colonization. Most tribes tend to use the collective forces of all members in the general vicinity to enact their powers.

## Native Americans & Early Colonization

*"To think that corruption and evil could seed its way into the founding of such a great nation is almost impossible to even imagine. . ."* —Coordinator Gordon Pym to new envoys during an indoctrination, March of 1988

The first permanent colony in North America was established not in New England, but in Jamestown, Virginia. Regardless of where the Americas were first colonized, the history of early colonization is marred by acts of the Unknown. The best example of this is one that SAVE has been unable to keep hidden from the public—the disappearance of the Roanoke Island Colony established by Sir Walter Raleigh around 1585.

Nothing of the Roanoke Island Colony was ever found except for the word "Croatan" carved on a tree. The word has never reached mainstream accounts of history, and SAVE has theorized that it quite possibly reveals the name of Contashe (which is explained later in this text). This word origin is a secret held with great secrecy by SAVE since it would pose disturbing questions to anyone involved with the study of history. In later times, a tribe of Native Americans has come forth claiming to be direct descendants of the original Croatan tribe (named after the carved word) that befriended the Roanoke settlers—hence the name. While they are now recognized as the Croatan tribe, they seem to have mixed European/Indian ancestry and therefore something of their story would seem valid. SAVE has done some independent research into this matter finding only that the tribe's claims appear to be true. This does not, however, explain the following journal entry from a colonist of Roanoke Island found by SAVE in years past. It is likely that this mystery will not be resolved for some time to come.

1497. John Cabot is first Englishman to explore New England.

decide to found a permanent settlement in Plymouth.

1620. Provincetown, MA. The Pilgrims first land on the tip of Cape Cod, but explore the area and

1630. Salem, MA. The first large immigration of Puritans, led by John Winthrop, founds their first colony here. Mr. Winthrop becomes first Governor of Massachusetts. In September, settlers from this colony leave Salem to found Boston.

1636. Cambridge, MA. Harvard College founded.

prosecution by the Puritans of Massachusetts. Providence supports full freedom of religion.

1636. Providence, RI. Roger Williams founds Providence as a refuge from religious

1636. Eastern CT. Pequot War. A group of Pequot Indians murder a European trader on Block Island. In retaliation, colonists attack and utterly destroy the 500-person tribe in their home on the Mystic River in 1637. Other local Indian tribes decide to remain loyal to the colonists.

1675. King Philip's War. King Philip, chief of the Wampanoag tribe of southern Rhode Island, attacks the encroaching Plymouth settlements. He attempts to rally all Indians in the area, but many tribes refuse to join him. The Pilgrim's retaliatory force indiscriminately attacks Indians from all tribes, which spreads the violence into a general melee between colonists and Indians across all the colonies. The destruction is great; vast areas of Providence are burned. The War ends in 1676 with the surrender of the Indians.

*In the hopes that someone finds this, I should hope that this warning will not seem the ravings of a mad man. Our colony is gone, and those that have survived the first attack have gone off to be with the savages that helped us survive this great evil. Satan himself in the guise of a man.*

*The man claimed to be a colonist from France who had been lost and roaming the wild wood for many weeks until he found Roanoke. His strange accent seemed to validate his origin, and the fact that he was not primitive seemed to add credibility to his story. We couldn't have been more wrong.*

*He was an agent of Satan himself. He came and destroyed us all, bringing with him those from the unholy horde God had cast from heaven. Those who weren't killed outright had to suffer and listen to the screams of loved ones. The attacks lasted for days. Where could we go?? Where was Sir Walter Raleigh? Was he lost as well? Had the evil spread and corrupted Europe? We are alone.*

Later, when the original colonies were founded, these colonists also encountered a fascinating race of people who they called Indians. These people were, of course, mistaken for those living in the Indies. As time passed, most European countries attempted to colonize the Americas, bringing several different cultures together in a clash with the Native Americans. The only country that actually tried and succeeded in working with the native population is France.

Most of the other colonies had little trouble with the natives at first. They found the natives to be nothing more than primitive and heathenistic. While the Native Americans had all but defeated most of the forces of the Unknown, they did not have any defense against the sheer force and weapons that the Europeans brought with them. It wasn't until it was nearly too late that most of the colonists stopped their bloody colonization. Not only were the guns and other more advanced weapons the colonists brought with them a major setback for the Native Americans, but the diseases that came with their new neighbors proved deadly.

Since the Native Americans had been in the Americas thousands of years before the Europeans arrived, it should come as no surprise that they had contact with the Unknown. For the most part, the Native Americans fought



1688. Boston, MA. Mr. Boston Goodwin consults with pastor Cotton Mather concerning his nanny, who has been seen having strange fits. Mather visits and deems the nanny possessed. He exorcises the demon, and later that year publishes *Late Memorable Providences Relating to Witchcraft and Possession*.

1692. Salem, MA. Salem Witch Trials. Further details are found elsewhere in this document.

1701. New Haven, CT. Yale University founded.

1702. Boston, MA. Cotton Mather publishes *Magnalia Christi Americana*, describing the history of New England as the struggle of the noble colonists against the devil and his servants, the Indians.

1723. Boston, MA. Old North Church built.

1738. Block Island, RI. The *Princess Augusta* (commonly known as the *Palatine*, as it comes from the town of Palatine in Germany) runs aground on Block Island, which is located in a particularly treacherous passage. Most of the passengers survive, but the ship is ruthlessly scavenged by a horde of local villagers more interested in the passengers' goods than the passengers themselves. Since this time, the "Palatine Lights" are occasionally sighted in the vicinity, appearing as a spectral ship complete with crew.

1764. Providence, RI. Brown University founded.





against the agents of the Unknown with what powers they had at their disposal. The battle between the two raged for thousands of years. It wasn't until the Europeans arrived that the tide turned. History attributes the extermination of 95% of the densely populated areas of Native Americans to diseases brought over from Europe. Research done by SAVE envoys have disproved much of this belief. Because the practice of religions other than the protective anti-Unknown rituals was forced upon them or openly accepted by them, the Native Americans were left open to wholesale slaughter at the hands of the creatures of the Unknown and Europeans unwittingly assisting the Unknown.

During the first several years of the colonists' stay, creatures of the Unknown attacked their fortifications on a regular basis. Modern-day textbooks attribute these attacks to the Native Americans or to wildlife, but this is in many cases incorrect. Studies done by SAVE debunk the "rationalized" history created by those outside the organization of SAVE who could not (and still cannot) handle the truth about the rough times of early colonization. It has even been postulated by some envoys that agents of evil were able to infiltrate or otherwise influence those inside the early colonists' protective forts. Often, this occurred with deadly results (i.e., mass undead Indian assaults) which were rationalized as native attacks in historical texts. The following is a passage from a recent scholarly study done by a SAVE agent on this very subject:

*"In recent digs in various states along the eastern seaboard, we have found evidence that the first true agents against the Unknown were those of the Indians in the Americas. Most tribes of Native Americans constantly fought battles with the Unknown in an effort to save their own lives. However, other evidence has suggested, to our great dismay, that a few tribes were actually working with the Unknown and using the Evil Way in order to rid the countryside of the European invaders and rival tribes. Most of these tribes had been defeated earlier by tribes using a variation of the Art. We have firmly documented only one instance of probable alignment with the Unknown, and that particular tribe seems to have been vanquished completely."*

There has also been evidence suggesting that agents of the Unknown migrated from continent to continent as early as the crossing of the Bering Strait at least 12,000 years ago. The fact that the creatures of myth from all continents and cultures are similar in many ways solidifies the theory that these creatures are somehow related, or somehow migrated, in the minds of those of us who must continue our vigilance."

—Dr. Henry Malcolm, Harvard Paleontologist and seasoned envoy, speaking at a SAVE envoy meeting in Boston

Today, most SAVE members realize that many of the tribes of the Americas were active practitioners of a variation of the Art, and several are still active in many respects. Current members of these surviving tribes continue to keep the old ceremonies alive. They use these specially adapted practices of the Art to both protect themselves from and to attack their ancient enemy; the creatures and minions of the Unknown and practitioners of the Evil Way. SAVE has, however, heard reports of a few tribes who kept the Evil Way as a tradition, seeking whatever power would drive "the white man" from their land. These tribes are thought to be much less common and seem mostly to have been concentrated in Central America.

## The Salem Witch Trials

Beyond a doubt, the most active site of Unknown activity in New England, and one of the most active sites in the world, is Salem, Massachusetts. How many people were burned alive after neighbors claimed that they were witches or some other agent of evil? As most envoys should be aware, this was a center of the religious persecutions of the 17th century, and the final resting place of many "witches." Many died as this religious wildfire was allowed to run its course. Despite exhaustive research, SAVE has not concluded whether or not any actual witchcraft was practiced in Salem. There certainly were many pockets of old religions throughout the Western world, many of whom practiced bizarre and powerful rituals that sometimes tapped into the Arts. It is certainly possible that the trials were used by the Christians in Salem to eliminate an old religion. However, witchcraft has been used throughout the ages as a blanket term for any use of occult powers, including both primitive uses of the Art and the presence of the Unknown. The Salemites may have simply been lashing out at something that they did not understand.

## Historical Background

The trials began with Betsy Parris, the daughter of the Reverend Samuel Parris of Salem. Betsy was an inquisitive young girl. She was bored by the colonial Puritan lifestyle, and she and her friends sought amusement and excitement. They found it in Tituba, a black slave of Rev. Parris. Tituba amused the girls with parlor room occultism, such as palmistry and mock seances. Many SAVE envoys investigating the evidence have concluded that Tituba was involved in real voodoo (probably as a Malfacteur), and the

1767. Boston, MA. *The New Book of Knowledge*, a guide to the translation of dreams, is published. Some people report strange, disturbing dreams after reading the book. Few copies exist today, one in SAVE Boston's archives.

1770. Boston, MA. Boston Massacre. With tension between the British and the colonists high, a band of colonists pelts some British soldiers with snowballs. This escalates into a riot in which 5 civilians are killed by the British. Crispus Attucks, a black man, is the first to die. One account of the Massacre leads to suspicions that a Hate may be involved, but the evidence is too sketchy to say for certain.



1773, December. Boston, MA. Boston Tea Party. Boston colonists, dressed as Indians, raid British East India Company ships and dump tea into Boston Harbor.

1775. Boston, MA. In June, the Battle of Bunker Hill establishes British control of Boston. During the winter of 1775, George Washington lays siege to Boston. In March of 1776, Washington manages to seize strategic hills overlooking Boston Harbor, forcing the British, already suffering under low supplies, to retreat.

1780's. The aftermath of the Revolutionary War forces New England shipping interests to expand beyond England, increasing New England's contact with the rest of the world.

involved in real voodoo (probably as a Malfacteur), and the Witch Trials can be explained by the actions of the False Loa. While this does not explain the entire Witch Trials, the possibility of voodoo activity is real and must be considered.

Tituba led Betsy and her friends in relatively innocuous occult activities until 1692. In this year, Rev. Parris began to take notice of his daughter's unusual activities, and was particularly disturbed when Betsy went into a trance and began writhing on the ground, making dog-like noises. This activity spread to other girls who enjoyed Tituba's company. While in their trances, the girls would claim that the Devil was attacking them, and then name local townspeople who had set the Devil upon them. They ended up in court, accusing various folk of being witches and cavorting with the Devil. Their primary (and usually only) evidence was the spiritual, taken from their trances. The first person accused was Bridget Bishop. The judges sentenced her to death.

This wanton destruction continued for the next five years, as more and more people were accused of witchcraft. Word of the hangings and burnings spread quickly, and soon many prominent Bostonians became involved. Most notable of these is the preacher Cotton Mather. He became an outspoken critic of the use of spiritual evidence in civil cases, and made many Bostonians aware of what had previously been a local incident. After the trials, he wrote *Wonders of the Invisible World* to defend his actions and explain his view of the Trials.

The Witch Trials finally came to a halt in 1697 when the girls testified that the wife of Governor Phips was cavorting with demons. At this point, the governor stepped in and closed the court. Once the excitement died down, the villagers came to realize what they had done. Reverend Parris was ostracized, lost his congregation, and left the town a few years later. There is some evidence that his son, Noyes Parris, was haunted in his dreams by the ghosts of



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the deceased. Noyes Parris died in an asylum at a very young age.

Of course, the simplest explanation for the witch trials is that Betsy Parris and the other girls were simply abusing the power given to them by the belief of Rev. Parris and the other townsfolk. They may have simply been lashing out at anyone they felt deserved punishment, and the adults may have been too caught up in their religious and spiritual fervor to stop the proceedings.

One of the many untold stories of the Salem Witch Trials is the story of James Contashe. (His statistics are found on later in this book.) It is important to note that envoys won't find the name listed in any of the official records. That's because, as an agent of the Unknown, James may already have been here and waiting for the colonists when they first arrived. In fact, it has been the theory of many knowledgeable persons in **SAVE** that perhaps his name was actually meant to be carved into the wood at the Roanoke colony and not the misspelled word of Croatan. He could easily have integrated himself into early colonies and claimed that he was a visitor from France. Because the colonies had little contact with Europe at the time, his accent would have made his story an easy sell. Since most people probably would rather believe this story than one that included any mention of "monster," he would have

1786, September. Western MA. Shay's Rebellion. Farmers angered by high taxes attack the courts, taking over many government buildings. This exposes the weakness of the Articles of Confederation, as the federal government is unable to control its own property. The state government puts the rebellion down.

1813. Portsmouth, NH. The Spanish ship *Sagunto* capsizes in a heavy storm ten miles offshore at the Isle of Shoals. Ghosts are frequently sighted at this location up to the present day.

1827. Boston, MA. Edgar Allan Poe (1809-1849) returns to the city of his birth. He resides here until 1831, when he moves to Baltimore.

1844. Dublin, Ireland. **SAVE** founded by Charles O'Boylan.

1846, September. Boston, MA. Near the end of the first major **SAVE** expansion, **SAVE** Boston is founded as the 8th **SAVE** HQ in the Americas. Earlier HQs are New York (1844), Rio de Janeiro (1845), Washington DC (1845), Mexico City (1845), Montreal (1846), and Chicago (1846). Dennis Cunningham, a childhood friend of Charles O'Boylan, is the first director of **SAVE** Boston.

At this time, most of these bases do not actively carry out missions. There are a small (but quickly growing) number of envoys world-wide who use these locations as temporary bases for missions in the area. There are usually between one and three resident envoys at each base, and these members usually conduct organizational or research work.



been accepted at face value.

After Mr. Contashe infiltrated early Salem society, he could have used his Mastery of the Evil Way to subjugate the populace and encourage the witch trials once they were underway. A logical place to start would be with young women, convincing them that the devil and his minions were in the small town to collect souls. James could have gone so far as to assist in hunting down many innocent victims who had fingers pointed at them. Contashe could even have called upon his minions to disguise themselves as and replace some of the townspeople, which could have proved most effective.

This mockery of justice would have continued had it not been for the extreme paranoia felt by most of the hunters in the trials. Eventually, participants in the hunts for suspects began to turn in their superiors. Rather than face trial, many escaped into the "unholy wood" never to be seen again. It is rumored that some of these men, possibly affiliated with the Unknown, continue to cause havoc in the northeast so that they may continue their evil hunts elsewhere. **SAVE** in New England is sure some of these people still exist with a very powerful following somewhere in the northern Appalachian mountains.

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## Salem in the Modern Age

The aftermath of this organized cruelty has left a permanent mark on the town. **SAVE** has documented numerous haunted houses, apparitions, and non-spectral Unknown residing in or around the city in this century alone. Only 3 of these spirits have been successfully eliminated by **SAVE** actions, despite over a century of research, observation, and field work.

The most powerful individual Unknown in the Salem area is the vampire Ezra Cabot. Dr. Ellsworth Smythe has written the definitive text on Cabot (detailed in the *Vampires* supplement by Mayfair Games), and it is recommended that any envoy operating near Salem read it before venturing near the city. Cabot's role in the Witch Trials themselves is unclear, but it is known that he resided in the town at the time. It is certainly within Cabot's powers to have orchestrated the whole event to further his own goals. The nature of those goals remains a mystery.

The best known apparition in Salem is Giles Cory. Cory was a warlock who was tried and executed early in the trials. His spirit appears sporadically at spots throughout the city, manifesting as a common ghost. Despite good documentation of sightings since the 17th century, very few acts of outright violence have been attributed to Cory. Dr. Smythe theorizes that, unlike most

apparitions (who seem to feed on death), Cory is more interested in creating fear. He will appear to people who are easily frightened, and will sometimes even lead them on a chase. He always seems to break off the chase before any contact occurs.

## SAVE Activities In Salem

One of the most difficult aspects of conducting any **SAVE** action in Salem is the public notoriety the town has gained. Despite the continuing presence of many powerful occult menaces, Salem has become a tourist trap. Fortunately, most of the haunted houses advertised in the papers and open to the public, such as the majority of the Essex street mansions, are not really dangerous. Either they house only the most minor of poltergeists, barely capable of moving a sheet of paper, or they at one time housed a powerful creature that has since been exorcised, either by **SAVE** or by the church.

The problems arise when tourists wander outside the beaten path. With the number of people flowing through Salem in recent years, it is inevitable that some would fall prey to the horrors that remain from the Witch Trials. The more intrepid travelers who avoid the posted tour routes often stumble onto more than they bargained for. Most of disappearances have been attributed to other things by the press, but every year more and more innocent people disappear. **SAVE** has used its influence to discourage the use of Salem as a tourist stop, but its powers are weak in the public sphere.

Clearing the area of the Unknown would be a great boon, but is beyond the powers of **SAVE**. Even the few victories **SAVE** has had over the years have come at great cost. More **SAVE** envoys have lost their lives in Salem than in any other town in New England, and perhaps even in the US.

So what really happened in Salem? At the time of the trials, there may have been a voodoo priestess, a clan of witches, fanatical Christians, and a powerful vampire all residing in the same town. It was probably inevitable that some sort of conflict occur. But was it the noble destruction of an occult menace? The wanton murder of innocents? Or the deplorable loss of noble pioneers of the Art? Was it really a spontaneous outbreak of religious fervor, or can it all be attributed to machinations of a vampire or another undocumented creature of the Unknown? The truth may never be known.

1860's. The disruption of the Civil War leads some New England whalers to emigrate to foreign ports. This signals the beginning of New England's fall from primacy in the whaling industry.

1872. Boston, MA. The Great Boston Fire. At this time, most of the structures of Boston are made of wood, so the city ignites like a tinder. Huge sections of the city turn into ashes.

1876. New London, CT. US Coast Guard Academy founded.

1879. Boston, MA. Christian Science religion founded by Mary Baker Eddy (1821-1910).

1884. Boston, MA. **SAVE** Boston expands, and begins conducting more active research. There are currently 18 resident envoys. The members most active in field research are Mrs. Piper (a psychic medium), Dr. Richard Hodgson (bureaucrat and socialite), Mr. George B. Smith (hypnotist and doctor), and George Pelham (adventurer and author).

1884. ME. Prohibition of alcohol incorporated into Maine's constitution.

1885. New York, NY. The American Society for Psychical Research founded. Dr. Richard Hodgson is first president. **SAVE** works closely with the organization, with the ASPR conducting public works that **SAVE**, as a secret organization, cannot. Many **SAVE** members see the ASPR as the first steps toward making **SAVE** itself a public organization. Especially in its first few years, the ASPR also serves as a good recruiting tool for **SAVE**, encouraging **SAVE**'s largest growth spurt in its history.

## Victorian Spiritualism

During the Victorian Era, many people experimented to some degree with what was loosely termed "the supernatural." Seances, palm reading, and tarot cards were a common interest during this time. Parties with a supernatural theme were in vogue, and it was the province of the affluent, who used these parties as those in past eras used the afternoon tea. With this newfound fascination came many fakes and false practitioners. Experienced practitioners of the Art used often their powers to discredit those without any true ability. Oftentimes, those that had been discredited traveled around the world showing others their tricks, becoming traveling magicians and fortune tellers for anyone who would watch or listen to them. The population as a whole generally chose not to believe in the "mumbo-jumbo" that **SAVE** and its envoys knew existed, preferring to embrace this new form of entertainment rather than accept the true explanation.

It is thought that during this time, the agents of the Unknown took advantage of this newfound spiritualist movement to broaden their scope and infiltrate persons and societies which had been difficult to infiltrate in the past. **SAVE** believes that, during this period, many willingly signed up with the ranks of the Unknown, not realizing the true nature of their actions. Others were further manipulated into destroying the work of **SAVE**, which at the time was just beginning to gain strength. It is **SAVE**'s belief that this time, more than any other than the recent destruction of the Dublin Headquarters, was the single most active period in the history of the **SAVE** organization.

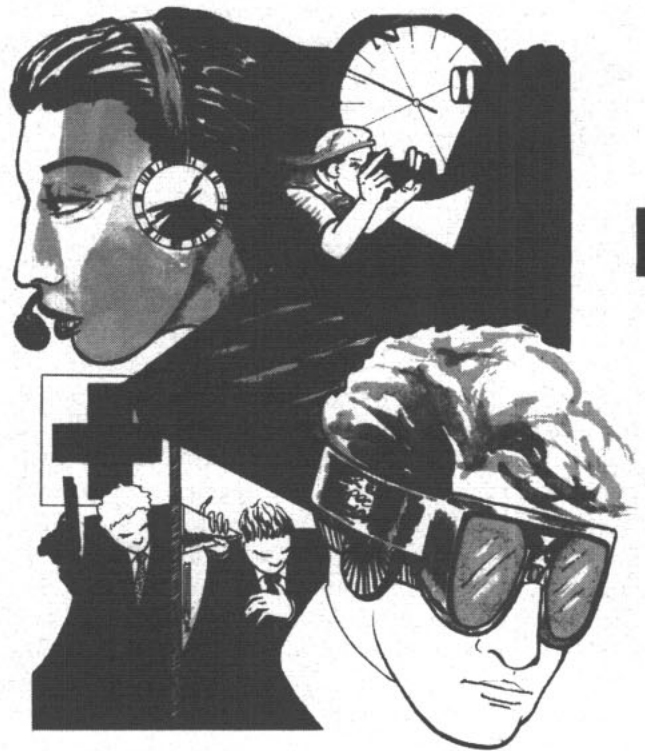
Recent research conducted by **SAVE** has also hinted that the occurrences of Unknown activity rose sharply during the Victorian Era. Though at least some of this may be attributed to the actions of Dr. O'Boylan (as discovered in his diary, which was found in the ruins of the **SAVE** HQ in Dublin and revealed in the Chill rulebook on page 127), **SAVE** is currently investigating several disturbing theories that may account for the rest of the increase. Those studies are ongoing.

Lastly, it is widely known that, during this period, the United States was making every attempt to "civilize" the Native Americans still living in the wilderness. What is not widely known is that **SAVE** has several pieces of evidence to suggest that agents of the Unknown were behind this effort. In several different situations, **SAVE** believes that agents of the Unknown either influenced

members of the United States government or their closest assistants and directly affected the course of Native American policy. However it was accomplished, it is apparent that this time, the Unknown was able to exact a measure of revenge upon the peoples who had almost defeated them.

## Modern Times

Since the days of the Salem witch trials, many of the direct actions of the Unknown taken against **SAVE** have gone undocumented by the general populace. With the exception of **SAVE** envoys and their confidants, accepted history has either ignored or explained most of those actions as chance or coincidence, since superstition and



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witchcraft still are not widely accepted in these "enlightened" times. This has resulted in an ongoing fight that has been kept largely behind the scenes.

Until the mid nineteenth century, the activities of the Unknown had been extremely rare and the incidences isolated, which may be a result of the rebuilding needed after their near defeat at the hands of the Native Americans in early American history. However, in the years since 1844, when Dr. O'Boylan may have closed the gap between

**1890.** Salem, MA. The first **SAVE** investigation into Salem. Dr. Hodgeson leads the investigation, which discovers little except the enormity of the problem. Excerpt from his report: "Never in my days have I seen a site so plentifully enriched with the activities of the Unknown. It seems we could not turn a corner without discovering some evidence of a new creature or haunting. Mrs. Piper refused to even enter the city limits, as she felt the emanations from the spirit world too strong for even her formidable powers.... Cataloging the spiritual inhabitants of this poor village, much less dealing with them, would take a lifetime." **SAVE** first learns of Ezra Cabot, a powerful vampire living on the edge of town.

**1891.** Portsmouth, ME. **SAVE** Maine founded.

**1892.** Exeter, RI. Mercy Brown dies and is buried. A few months later, her mother becomes weak and pale. Her father, George, suspects vampirism and has Mercy's corpse exhumed with the assistance of a doctor. The corpse is in surprisingly good condition and appears to have moved since being put in the coffin. Seeing this, George removes the heart and liver of the corpse and burns them.

**SAVE** envoys hear of this and investigate the family. Mrs. Piper forms a seance at the site, and contacts Mercy. Mrs. Piper learns that Mercy was a vampire, but Mr. Brown's actions appear to have destroyed her physical presence on this plane. Unfortunately, the mother is already beyond recovery, and she passes away soon after. (Note: Since the late 1970's there have been reports of strange voices in the cemetery outside Exeter where Mercy is buried. **SAVE** has not yet investigated the site, due to limited resources and reluctance to confront a potential vampire without detailed knowledge of her nature.)



humanity and the Unknown, their activities have been on the rise. The result of this has been increasing coverage by the press, or at least some small notice by the public at large. Most of the stories that have surfaced are still treated with apprehension and scorn, so the news is still ignored by most of the mainstream media and public.

Recently, television and other entertainment media have begun to focus on the supernatural again, with shows and films about topics as varied as possessions, vampires, and alien invasions and conspiracies. These shows have highlighted many of the unusual occurrences that were on the rise as a result of the activities of the Unknown. The SAVE North American organization has used its resources, where possible, to keep these stories to a minimum. Recent successes have included canceling or discrediting several shows responsible for depicting events that encouraged the public to believe some of the things that SAVE has tried to fight and destroy over the years.

Today, many of these shows are the province of cable and satellite-only channels. Even then, SAVE continues to go to great lengths to ensure that the schedule is sporadic or extremely hard to follow, often by pressuring executives or making sure that advertisers feel the shows not mainstream enough to warrant their attention. To date, this campaign has been fairly successful; the population tends to view the events as interesting and entertaining, and only rarely believe there is any truth to the stories. This has helped to insure some level of secrecy regarding the actions of SAVE and the Unknown, though there are those in SAVE who actually *want* the public to find out.

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## Section Two: SAVE in New England General Background

Since the destruction of SAVE World Headquarters in Dublin, Ireland in 1989, nearly all of the SAVE offices have gone underground or kept their activities to a minimum to avoid notice. The rare exceptions to that rule are some of the more influential offices in the United States. Many of these organizations have been caught up in the race to become the new world headquarters, despite the relocation of the World Headquarters to Paris. With the vast resources available to many of the regional and local offices in the United States, it is no wonder that there has been no clear front-runner so far. Dr. Desmond Kearney,



leader of the new SAVE World Headquarters in Paris, is waiting to see if a challenge is issued by one of the various factions in the United States before trying to reassert the authority of the World Headquarters. With the number of US agents outnumbering those of England and the rest of Europe, Dr. Kearney has genuine concern that a faction from the United States may try to challenge his authority and move the headquarters out of Europe.

To further complicate matters, many of the leaders of the US branches wish to have nothing to do with more dictates from Europe. Many of those involved believe that the current headquarters has outlived its usefulness and is at risk of another disruptive and potentially crippling attack. Many envoys in the US feel that the SAVE organization would be better managed if a decentralized leadership were in place, with each continent responsible for its own affairs. Dr. Kearney is against a decentralized leadership and has resisted any sort of democratic means of governing SAVE, believing it would cripple SAVE's ability to focus its resources where most needed.

1892. Fall River, MA. Two normal middle class parents, Mr. and Mrs. Borden, are brutally murdered. Their daughter, Lizzie, is the chief suspect. A popular saying concerning "30 whacks" pops up soon after. SAVE Boston investigates, and suspects the involvement of spiritual influences. After thirteen days at trial, Borden is acquitted and set free. SAVE London is contacted to compare notes with the Jack the Ripper case.

1892. Boston, MA. George Pelham falls to his death in a house that has been haunted since the Revolution. Despite his death, he continues to serve SAVE for several years through Mrs. Piper, who is able to channel his spirit.

1893. Salem, MA. Envoy Patrick Flynn dies while working on his pet project, cataloging the Unknown in Salem. His death certificate lists the cause of death as "Plague," but SAVE envoys are certain that he fell prey to Ezra Cabot.

1894, June. Salem, MA. SAVE Boston's first major non-research expedition attempts to eliminate Ezra Cabot from Salem. The expedition leader is an aged Dennis Cunningham, and many envoys from the early days of SAVE Boston assist. Their bodies are found in a gutter on the outskirts of Salem a week later. This is a significant blow to SAVE Boston, and it takes decades before SAVE Boston has the manpower and confidence to launch another mission of this magnitude.

1896. Boston, MA. Mrs. Piper and George Smith retire from active adventuring.

## North American Headquarters— New York, New York

The New York branch was the first branch of SAVE in America, founded in 1844. Its current leader, Gordon Pym, was hand-picked by Dr. Wilhelm Geistmann to become the North American Coordinator in 1980. Mr. Pym, a retired politician who previously had worked at the

void. There is very little direct contact with the office. The only reason envoys believe that Pym still controls the post of North American Coordinator is that Dr. Kearney in Paris still receives annual updates from Pym, which are disseminated to the rest of the SAVE organization where still possible. Some privately speculate that the reports may not be from Pym at all, but instead from an agent of the Unknown who has either killed Pym or made him its minion.



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Dublin Headquarters many years ago, willingly accepted the task of organizing SAVE's efforts against the Unknown and practitioners of the Evil Way in all of North America.

Gordon Pym's appointees to lower offices are viewed by most as both rational choices and unique "chances." Several of those he has appointed have little experience with administrative duties, but were invaluable to the collection of knowledge against the Unknown or had vast field experience. Many currently blame these choices, and the power and control that went with them, for the current power vacuum that seems to exist in the United States SAVE organization. Pym always seemed to choose people that appeared to have little ambition beyond their current positions. He seemed to avoid anyone he felt would be capable of taking over his appointment—at least not without his approval or training.

After the destruction of the world headquarters in Dublin, Pym seemed to take the advice to go underground to heart. Currently, the office that he controls is a virtual

## Office Locations in the Big Apple

With the growth and support of Gordon Pym's organization, it was rumored that the North American HQ Office was going to transfer to the World Trade Center in the early 1990's. However, shortly after this rumor began circulating among those in SAVE's closest circles, a presumed terrorist bombing halted the rumored move.

No actual SAVE envoys were killed; but the bombing has led to speculation that Gordon Pym is now hiding from something or someone that got too close, and that the bomb was an attempt on his life.

To date, those allegedly responsible have been tagged as religious anti-US terrorists. Though the evidence certainly points in that direction, there are those in SAVE who would devote significant resources to a thorough investigation of the circumstances surrounding the bombing.

1897. Boston, MA. First subway in the US opened.

few years, creating havoc for envoys in the area until they are finally caught and destroyed in 1909.

1903. Pelham, MA. SAVE Boston discovers a small coven of nomadic devil-worshippers who have survived since the colonial days. They possess powerful Evil Way disciplines. They manage to escape the envoys who first find them, and lead SAVE Boston, Maine and New York on a chase across the countryside for the next

1911. SAVE ends its close association with the American Society for Psychical Research. The Golden Era of SAVE ends.

1913. Portsmouth, NH. The first of a series of investigations of the wreck of the Spanish ship *Sagunto* by SAVE Maine. As no member of the investigating team speaks Spanish, the first investigation does little except verify the presence of ghosts.



1917. Providence, RI. A SAVE New York envoy reads H. P. Lovecraft's story *Dagon*, and approaches him to see what he knows. The envoy finds him a pleasant, creative man with little or no experience with actual creatures of the Unknown. SAVE Boston and New York occasionally call on him for research assistance, but he does not participate in any field studies.

1917. Groton, CT. A major US submarine base founded.



## New England Regional SAVE Office—Stamford, Connecticut

The SAVE New England Regional Office is currently located in Stamford, Connecticut. This office covers the New England States, which include Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, and Connecticut.

Most of the time, the New England office is busy with its ongoing research into the origins of the forces of the Unknown in early America. Currently, this is where most of the manpower is focused, working in association with the area's local offices. This was the last major objective that Gordon Pym gave the office before his disappearance.

Until recently, the Coordinator of the SAVE New England Headquarters was a retired book buyer by the name of George Niles. After the mysterious disappearance of the Mid-Atlantic Coordinator, however, he has been transferred to the Mid-Atlantic Headquarters in Philadelphia to helm that organization. His orders came by mail from Gordon Pym himself, though there is considerable speculation that the orders are either a forgery or a fabrication by Mr. Niles, who is an ardent supporter of Pym. At this point, no one has challenged the transfer or the appointment of a new New England Coordinator.

The new Coordinator of the New England branch is Jack Banker, a native of Connecticut and a graduate of MIT. He is known for his great passion for the SAVE organization, and for his dedication to Pym. He is widely considered an appropriate choice, with the only dissenting opinion coming from those who wanted the job for themselves. Those who know him consider him an intellectual who possesses great strength of character and careful, thoughtful approach to his work.

Jack Banker's first priority is to begin to rebuild the New England SAVE organization. He believes that SAVE must begin to re-focus its efforts on bringing the organization back together in order to better concentrate the resources available to it. He has told those closest to him that these orders came directly from Pym, but Pym's continued absence causes SAVE to privately doubt that information. Few, however, doubt that he has the will and the charisma to accomplish this goal should he focus his full attention to it.

## Other Important SAVE Offices

### Mid Atlantic Regional SAVE Office—Philadelphia, Pennsylvania

Though not in New England, the Mid Atlantic SAVE office is detailed here because of its connection to New England; the head of the Mid Atlantic office has recently been promoted to the Mid-Atlantic regional Coordinator post. Additionally, the Mid Atlantic and New England offices worked closely together in the past, and it is the stated goal of the new heads of these offices that they begin to do so again.

The new head of the Mid Atlantic Regional Office is a retired book buyer named George Niles. Niles, who has a doctorate in literature, was appointed by Gordon Pym to the post of New England Regional Coordinator once the US operation was well underway. For a while, the office of regional and North American Coordinators were nearly the same and were even housed in the same building at the beginning of the organization. However, in 1979, it was decided privately between Coordinator Pym and Regional Coordinator Niles that the office should be separated; many of the SAVE's other regional headquarters were jealous of the instant information access that Niles's personnel always seemed to receive. This only served to widen the gaps between the different SAVE branches in the US. The struggle for power and control of information was becoming a huge problem. In light of this, the office was moved to another building in New York, then to Boston, and finally to Stamford, where it currently resides, to avoid the appearance of favoritism.

Recently, Mr. Niles has been promoted to the post of Mid-Atlantic Regional Coordinator when the previous Coordinator, Dr. Derek Bowman, disappeared mysteriously about a month ago. Niles' promotion came in a letter from his good friend, Gordon Pym, sent from an undisclosed location in New York City.

Until recently, Mr. Niles was busy trying to determine the whereabouts of his friend Gordon Pym, and was considering shifting some of his resources to finding the North American Coordinator. Since the recent contact, however, he is feeling a bit more reassured that his friend is alive and well, and is trying to pick up the pieces of the Mid-Atlantic office he has recently inherited. George Niles has yet to show anyone the entire contents of the letter he received from Pym, and continues to play an active role in the day-to-day operations of SAVE North America.

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1919, September. Boston, MA. Looking for better working conditions, Boston policemen go on strike. Then-Governor Calvin Coolidge calls in the national guard and forces the police to return to work.



1920's. A series of investigations find a hidden enclave of crocodilian beasts throughout south-western Connecticut. They possess a rudimentary control of the Evil Way, and are very defensive of their territory. SAVE suspects that these creatures may have been the minions of a powerful creature of the Unknown, perhaps an Apophis, but no such creature is discovered. SAVE manages to pacify the creatures with chemicals specially formulated for their metabolism. Fifteen crocs are captured alive. After intense study by SAVE scientists and other scholars (including H. P. Lovecraft) the twelve surviving crocs are sent to SAVE Cairo for study and observation. They die within the next two years. The corpses of the other three remain in America, one in a sealed vault at Harvard, the other two in the care of respected SAVE envoys.

1922. Boston, MA. Margery Crandon manifests spiritual powers. She becomes the toast of high society, conducting seances from her Lime Street home. SAVE secretly approaches her and offers her membership, but she refuses.

## Boston SAVE

This office has only recently come to prominence. Its director, Richard Blackwell, is new to the SAVE membership. His is currently the only office not personally appointed by Gordon Pym. A year after Pym's disappearance, the previous director of Boston was found strangled in a downtown alley. The autopsy showed the cause of death as strangulation. However, no identifiable hand or finger prints were found, and the strangulation was ruled a "strangulation by an unknown and unidentified object." The marks found on the neck could not be identified, and were ruled "inconclusive." Mr. Blackwell has assumed that the death may be attributed to the rumored existence of a group of Irish Evil Way cultists, or perhaps some other as yet Unknown agent. The investigation has currently reached a standstill. Many members of the Boston SAVE office are still searching for leads whenever given the chance.

Until recently, Richard Blackwell was busy gathering support to have himself named as head of the region and take the office from George Niles, whom Richard believed should take the post as North American Coordinator in the absence of Gordon Pym, allowing the SAVE organization to move forward. That plan has recently been squashed, as Mr. Niles has been moved to the Mid-Atlantic region and another promoted over Blackwell. Needless to say, this does not sit well with him, and he privately plans, if he can garner enough support, to contest the appointment. It appears that Richard's ambition and thirst to destroy the Unknown may be impairing his judgment and his patience.

## Maine SAVE

The SAVE headquarters in Maine has taken the directives of Pym and the World Headquarters to heart, and has gone underground. Currently, this office of 27 SAVE envoys is comprised of an abandoned storefront in a run-down street just outside the city of Augusta. It has been in this new location since the attack against the world headquarters in 1989. With the bombing of the World Trade Center, this branch has made certain to screen new envoys well and watches each new envoy carefully to prevent any intrusion by agents of the Unknown.

The branch is headed by the Reverend Stephen David Bowder. His innate suspicion and paranoia has allowed him to keep his branch on the move and seemingly out of trouble. However, the one thing Stephen hasn't been able to do is keep his envoys out of the political

infighting within SAVE. The Reverend Bowder has aligned himself and those working directly with him to the side of Gordon Pym. The Reverend has gone so far as to suggest that SAVE ignore Dr. Kearney in Paris and retreat completely contact with other SAVE offices until all of SAVE is prepared to plan an assault against the Unknown. Reverend Bowder is an extreme isolationist and conspiracy theorist; this can easily be explained by the episode that led the Reverend to become involved with SAVE (see the description of Rev. Bowder elsewhere in this document.)

## Section Three: Resources and Threats

*I have taken the liberty of including my personal thoughts about the resources available and the threats posed to envoys in the New England area with this background material. With my appointment as the SAVE New England Coordinator, I intend to make the resources of SAVE available to envoys when and where I can. Following are my thoughts about those resources and how envoys can make the best use of them, as well as the very real threats that exist for envoys. I hope you find them helpful.*

*-Jack Banker*

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1923-6. Salem, MA. Paula Ynocencio conducts the most thorough investigation to date of the Unknown in Salem. Her breakthroughs include the first observation of a possible female companion of Ezra Cabot, a complete ley line chart of the area, evidence that a Deceiver lived in the area until recently, and the life-names of all major apparitions in the area. Her careful research methods and minimal contact with the Unknown allow her to conduct her research without incurring any permanent damage.

1924. Boston, MA. While wandering the spirit plane, Margery Crandon discovers a "strange and terrible beast, blinding in appearance and form." The other members of that seance are booked into a private sanatorium, and all evidence of what occurred is covered up for fear of scandal. Margery remains sane, and rethinks her dabbling in the Unknown. She becomes a member of SAVE Boston, the most powerful medium in their ranks since Mrs. Piper of the 1890's.

1927. VT. Severe flooding in Vermont.

1936. CT. Severe floods along the Connecticut River.

1936. Boston, MA. Joan McCluan, a faith healer with natural abilities in the Arts, joins SAVE after an experience with what she believes were demons. She has a brief but productive career as an envoy, assisting in a variety of cases before she dies in 1945.

1937. Providence, RI. HP Lovecraft dies.



# Resources for Envoys

## SAVE

An envoy's greatest resource in the New England region is SAVE itself. As Coordinator, I can assure you that SAVE will do anything within its power to assist in any ongoing investigation whenever and wherever possible. Our resources have their limits, but envoys should never hesitate to ask for any assistance necessary.

SAVE Boston has some special resources of its own that envoys should be aware of. Unfortunately, most of these are located at the Boston HQ, which moves frequently. This has become standard policy since the destruction of the global HQ in Dublin, and can make it difficult to contact us. Your local Director should know where we are, or you can always contact our friends at Severn College (see below).

The frequent moves also mean that the physical resources of SAVE Boston are meager, especially when compared to continental HQ's such as New York. We maintain a small but exhaustive research library which is available to envoys at all times. Some of the more unusual equipment available to envoys is also stored here, such as vehicles or weapons. Most of these items are not for loan to field envoys except in very unusual cases or in official investigations under the sanction of the Boston HQ.

In addition to the physical support available, SAVE Boston also makes its staff available to envoys. Our small support staff may be able to assist envoys in day-to-day functions, such as research and contacting other branches of SAVE. If you require the assistance of other envoys, the support staff may be able to connect you to them. I urge envoys: do not hesitate to ask SAVE for help. If you are on a mission and turn up something beyond the abilities of the envoys present, feel free to contact the local HQ and find an envoy who can assist you. We can normally find someone to translate a tome or open a lock that is holding up your investigation. I realize that often, time constraints will prohibit this, but whenever possible it pays to find a specialist.

### Wiccans

One special resource that I am particularly interesting in pursuing is SAVE Boston's recent association with a small coven of Wiccans from downtown Boston. Over the past few years, we have been establishing a strong working relationship with these women. We have found that they practice the same Art that many envoys utilize, but often in different ways. Just this year, we went on our first joint mission with these women, which was an excellent success. They are now considered full envoys, and I hope that our association here will provide for greater links between our organization and theirs. There are a surprisingly large number of people out there who, knowingly or not, are practicing the Arts in their spiritual acts. Tapping into this power may provide an excellent resource for SAVE to learn to understand how the Art works and how we can better make use of it in our struggle against the Unknown.

### Colleges

New England's best resource is the extensive college system that dots the landscape. New England houses most of the Ivy League colleges, as well as dozens of other top-tier academic institutions. SAVE Boston has at least one contact in almost every college in the area, and envoys occasionally populate the staff or students at many of those colleges.

Envoys should be aware that colleges are excellent resources for all steps in an occult investigation. As a starting point, I recommend finding a professor with some interest in the occult. Other professors can be useful, but the strict scientific mindset at most colleges precludes belief in the Unknown. Usually, people with an interest in the occult gravitate toward Anthropology, Languages, or English, but there is no one field that has a monopoly on occult research. Get to know the faculty, or consult SAVE to find professors who have assisted us before.

Once you have found faculty who are willing to accept the existence of the Unknown, you should make use of their special skills. Anthropologists or English professors often know vast information about legends and folklore. This is an excellent source of information on the Unknown, but always take it with a grain of salt, as the oral tradition is not known for remembering accurate details.

Historians are a critical resource during investigations, as knowing the history of a creature of the Unknown is often the first step toward destroying it. History professors will know where local records are kept, what books contain the information you seek, and may even be willing to answer your questions themselves.

Science is often underrated by envoys. Knowing the laws of nature may seem futile when battling a creature who can twist those laws to its own whims, but I cannot stress enough the importance of scientific analysis in good investigations. Identifying a chemical or knowing when the laws of physics are being broken can often be the key to understanding a creature of the Unknown. If you can find a scientist willing to work on more "unusual" projects, maintain that connection and never let them go. If you doubt this, remember the existence of Pandora's Box in Colorado: a SAVE facility dedicated to the application of scientific analysis to paranormal artifacts. (a complete description of Pandora's Box can be found in *The Familiar Magazine*, issue #10.)

Beyond their staff, colleges also offer excellent resources for independent research. Knowing a good librarian is often as useful, if not more, than knowing a good professor. Librarians may not be able to answer your question themselves, but they'll know where to find the answer. And the library collections at some of these colleges are truly incredible. This is one place where the Ivy League has a distinct advantage over other schools, as their history and money have allowed them to acquire books many researchers may never even have heard of. Of course, that's the problem with most of the good books; they're in special collections, so you cannot simply browse through them at your leisure. Often, they can only be accessed at certain times under certain conditions and require you to request specific books before you can enter. Of course, if you know a friendly librarian, any rule can be broken.

A special note: Brown University in Providence, Rhode Island should be noted for its excellent collections of occult and mystic books. SAVE

1941. Cambridge, MA. A group of nuns is brutally murdered at the Convent of Saint Michael. SAVE suspects Unknown involvement, but cannot uncover further details. See 1991. (Further information about this location is available in the *Horrors of North America Sourcebook* by Mayfair Games.)



1945. Providence, RI. SAVE agents confront an unidentified water spirit on the shores of the Seekonk River. Envoys Donald Gordon and Joan McCluan give their lives to banish it from the physical plane.

1942. Sandwich, NH. SAVE Boston encounters its first Sasquatch in the wilds of New Hampshire. It is vanquished successfully.

1952. Bangor, ME. A new development on the outskirts of town disrupts some old Indian spirits. SAVE Maine investigates, but is unable to exorcise the spirits. Using some local connections, a SAVE agent convinces the developers to work their plans around the Indian area.

1953. Providence, RI. SAVE Providence founded. It serves mainly as a research organization, but in its early days was active in the field.

has established a good relationship with some librarians there. If you need assistance, just ask at the Ann-Marie Brown Memorial at 21 Brown Street; someone there will assist you if you mention that you are a friend of Dr. O'Boylan.

Another important resource at colleges are the students. SAVE has recruited many envoys from colleges. I myself was introduced to SAVE while I was at MIT. Colleges can provide some extra manpower for a mission if SAVE doesn't have the time or manpower to assist you. If SAVE has connections at the college, local envoys will probably know of some students who are likely candidates. In cases of dire emergency, these students can be brought into a mission. Be aware that the danger of taking an untrained student along on a mission is great. They may panic at first sight of the Unknown, or even be taken by the creature you hope to defeat. Those extra bodies may be critical to the success of a mission, but do not bring along anyone who is not ready for it.

Severn College in Severn, Mass shares a special relationship with SAVE. Since the late 60's, it has been the center for SAVE Boston's research efforts and an invaluable resource for envoys. Some of New England's best envoys began their training as students at Severn, and there are envoys in a number of top staff positions. They have spent the last few decades building up a staff that supports paranormal research as well as more traditional fields.

Dr. Ellsworth Smythe is the unofficial coordinator of SAVE's efforts at Severn. He is the Chairman of the Anthropology Department, and his particular interest is in superstitions of the New England region. I have consulted closely with him in the preparation of this document. His assistant, Pablo 'Bubba' Rodriguez, is a promising young envoy who has proved himself on countless missions with SAVE Boston. He is currently working on his master's thesis under Dr. Smythe.

One other college that deserves special mention (and not just because it is my alma mater) is the Massachusetts Institute of Technology, or MIT. SAVE has a long history of using traditional techniques to eliminate the Unknown, but recently more and more envoys have discovered the advantages of technology in our pursuits. SAVE Boston has been working hard since the late 80's to form a firm relationship with MIT to assist in development of SAVE's technical skills. SAVE Boston now has some of the finest computer systems short of SAVE San Francisco, and have found technology to be a valuable resource for the propagation of information and the coordination of envoys.

The only real exception to SAVE's goodwill at New England colleges is at Yale. It seems that during the 1950's and 60's, the then-director of SAVE Providence, Martin Snoon, believed that some members of the faculty at Yale were conducting psychology experiments that had pushed subjects over the edge into the Unknown. He never found any hard evidence of this connection, and many envoys began referring to Yale as "Snoon's folly". He did, however, manage to harass and annoy many members of the Yale faculty and staff. Since Snoon retired in 1981, SAVE has been working to improve relations with Yale, but the general attitude at Yale is still strongly anti-SAVE.

### Non-Academic

One important non-academic research facility is Wood's Hole Aquatic Research Center in Wood's Hole, Connecticut. This is one of the foremost centers for marine biology in the world. There was a member of the research staff at this facility in the 70's who was an envoy, and since that time, SAVE has generally had a good relationship with researchers there. They have an open file on "Unexplained Marine Phenomenon" that I recommend to all envoys active on the eastern seaboard. Some of the reports in the file are clearly fictional, but otherwise it is the most thorough report on Unknown activity in the Atlantic that I have seen outside our own archives.

### Government

Most SAVE envoys today fear that the forces of the Unknown will someday manage to take control of key posts in the governments of the world, since there is evidence that this has occurred in the past. At this time, there is no firm evidence to support the theory. One thing that is only recently coming to light is that most of the superpowers (the G7 specifically) either know of or suspect the existence of SAVE and have even, from time to time, offered assistance in the form of informants and, in rare instances, resources. It is unclear whether or not the governments have their own bureaus to research the Art or the Unknown, or have been giving support to the various SAVE branches in the forms of limited governmental support in lieu of creating branches to specifically research these phenomena.

Unlike the larger national governments, local governments rarely have any knowledge of SAVE or its intentions. In fact, it would not be uncommon for smaller nations and local governments to believe SAVE envoys are spies of some sort. Federal and national governments that are aware of SAVE's existence keep that information secret even from local law enforcement. Should SAVE agents become compromised, these governments will turn a blind eye towards the outcomes of local investigations.

The one thing that all governments do offer, regardless of their awareness of SAVE, is information. In most free nations of the world, government information is available to the public for free, and usually includes vast resources for the determined envoy to plunder. Take the Library Of Congress in the United States, for example. It contains copies of every copyrighted and published manuscript since the copyright laws were enacted. The sheer volume of knowledge possessed by that one branch of the US government is an overwhelming thought, and that is just the beginning. Diligent envoys may find significant help if they can get around the bureaucracies involved.

## Threats

I've lived in New England all of my life, and worked with SAVE for the last 10 years. In that time, I've learned that every place has its own sources and flavors of the Unknown. Here in New England, conflicts begun in colonial times are still felt. Indians seeking revenge on the White Invaders; windborne ships with ghostly sails still seeking the lost treasures of the New World; restless casualties of the religious hatred of the times; warriors still on the lookout for redcoats or Yankees. These are the battles that SAVE must fight someday. These are some of the terrors we must confront.

1955. Windsor, VT. The first recorded 'Water House' is investigated by SAVE Boston. This is a variant of a haunted house with abnormal poltergeist events. Instead of objects moving unassisted, water appears throughout the house with no scientific explanation. Furniture left in a room becomes damp, even when dried regularly. In one case, an empty bowl of water filled to overflowing in the time it took to walk across the room. As these spirits seem relatively benign, exorcising this house and similar ones that have manifested over the years has been a low priority for SAVE.



1957. Portsmouth, NH. Consultation with SAVE Barcelona allows SAVE Maine to finally exorcise the ghosts of the *Sagunto* by sending the remains of the sailors for proper burial in Spain.

1970. Trumbull, CT. SAVE Delhi sends agents to investigate reports of a rare 'Albino Sasquatch' in Connecticut. They fail to find any actual Sasquatches, but discover evidence of Sasquatches gathering together in locations throughout Western Massachusetts. As this behavior is atypical for Sasquatches, a German member of the Delhi mission decides to stay in Boston to continue researching the Sasquatch. She disappears on a mission in Southern Canada in 1976. Bigfoot sightings in New England decrease significantly after she disappears.



## Native American Tribes

All evidence we have seen indicates that the Indians of North America had a healthy, balanced attitude toward the Unknown that kept their lands as safe from the Unknown as any have managed in human history. The brutality of the white man against the natives of this continent is one of the greatest tragedies of humanity. The early history of SAVE in America was full of spirits from Indian burial grounds, hunting parties, and tribal lands that were decimated by white men. Over the intervening century and a half, many of these spirits have been successfully appeased by SAVE action. Such spirits are still encountered, but with nowhere near the frequency that they were seen earlier this century.

Dealing with Indian ghosts is usually easier than most other apparitions. Many of them can be appeased by resolving the dispute that led to their demise. Sometimes this is as easy as paying the Indians fairly for items or land stolen by colonists. Some spirits merely want their grave sites to remain undisturbed. In cases where this cannot be achieved, the remains can often be moved with the assistance of surviving members of that Indian tribe. The real problems arise when Indian spirits become so hungry for revenge that simple appeasement is impossible. In these cases, envoys are advised to avoid direct confrontation whenever possible and research as much about the situation as possible. Ghosts are almost always caused by unjust death, and the colonists were universally unfair to the Indians.

## The Atlantic Ocean

The Atlantic Ocean is one of the most prominent features of New England. It has shaped its history, and created its fortune. For over a century, the whaling fleets of New England were the best in the world, and they created the basis for the wealth and urban life of the New England we know today. The massive invasion of colonists and immigrants to the New World drove countless people across the sea, and the trip was not an easy one. Months alone, apart from the rest of the world, led many on the ships to madness and death. Poor health, cramped living conditions, and cultural differences made these ships havens for some of the worst of humanity and, unfortunately, the Unknown.

A large percentage of the Unknown activity on the ocean is the result of shipwrecks. Shipwrecks are obvious sites for Unknown activity, as they represent the loss of hundreds of lives without burial or permanent peace. And SAVE has theorized that many shipwrecks have actually been caused by the Unknown in the first place.

The Unknown most commonly associated with shipwrecks are apparitions. The *Sagunto* is one of the most well-documented such cases, as SAVE Maine struggled for decades to discover the cause and cure for this haunting. Simple re-interment was the answer, but returning dozens of aged corpses across the Atlantic turned out to be a great task, and one of SAVE Maine's greatest triumphs. It is unfortunate that they have not been able to completely clear the wreck, as more ghosts have been detected there in recent years.

Another well-known Atlantic wreck is the wreck of the *Andrea Doria*. This is a bit south of New England, but provides an excellent example of a shipwreck with unusual ties to the Unknown. The *Andrea Doria* is believed to be the home of an Altum, a massive marine creature with powerful and unexplained powers which may be tied to the Unknown. Whether or not the Altum caused the wreck is unclear, but any divers who have approached the Altum's home have been quickly dispatched. There have been sightings of Altums in a fair number of other wrecks on the Atlantic floor, including (probably) the most famous wreck, the *Titanic*.

Remember, ships are still lost at sea to this day. Some, but not all, are due to natural causes. The bottom of the ocean is one of the few remaining places of this world that has not been mapped and catalogued. This makes it a natural haven for the Unknown to hide and gather their powers. There are things there that science does not understand, and not all of them are mere biological curiosities.

## Religion

The religious struggles of the Reformation were one of the primary reasons for colonization of the New World. Many of the colonists were individuals whose religious beliefs were not accepted practice in Europe. The colonies provided a place where they could practice their religions unmoled. This attracted people from both ends of the religious spectrum, from overly devout Christians who participated in the massacres at Salem to the followers of ancient religions that may be better left dead.

The terrors in Salem are plentiful enough to deserve special mention, and receive their own coverage elsewhere in this document. It should be noted, however, that this form of religious persecution was not unique to Salem. During this era, burning or hanging of witches occurred throughout the colonies, and I have heard tales of witch-ghosts from Florida to Maine. Many manifest themselves as Heretics, but the special circumstances of their demise often lead to unique and unusual apparitions that can be difficult to understand. Walk carefully, and be prepared for things that even the experienced envoy cannot explain.

The other outgrowth of the religious exodus to America is the phenomenon of fringe religions. Worshipers of strange gods frequently came to this continent to find peace and solitude to practice their religions as they pleased. Most of these groups were innocuous, and some were even familiar with the Arts and used them to battle the Unknown, but many of these groups were persecuted for good reasons. Though the United States has a long history of religious freedoms, some of these fringe religions pushed this boundary to the limit.

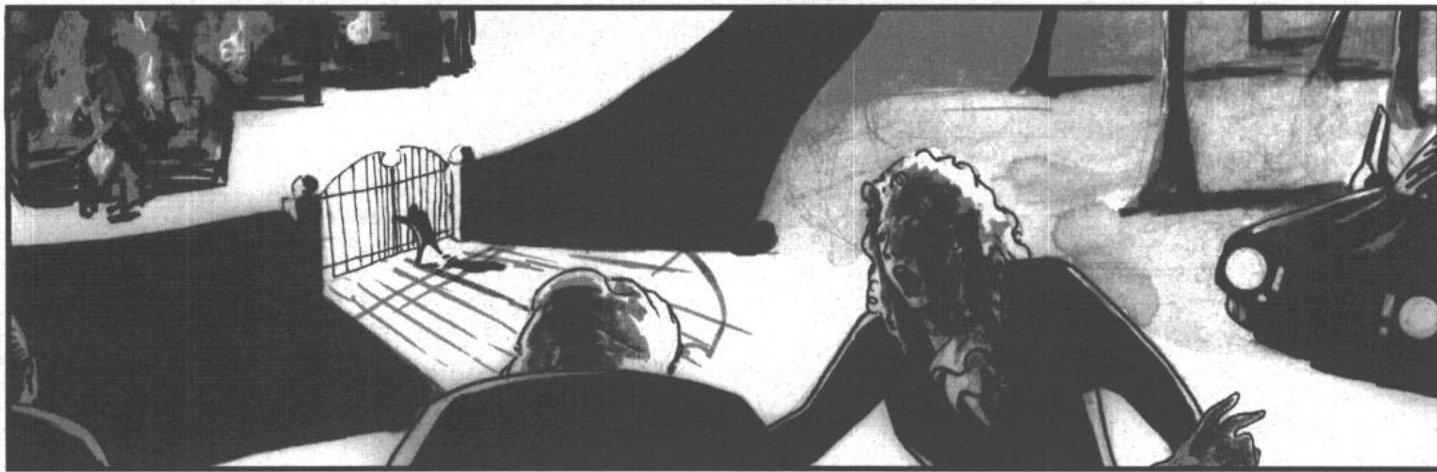
I confess that I will never understand what leads humans to worship the cruel and destructive side of humanity, but it happens. Such people are often taken in by a creature of the Unknown upon their death, allowing them to continue their cruelty beyond the grave. Often, these monsters of society, upon their return from the grave, form religious groups of their own, committed to the worship of things long dead or of great evil. When confronted by the society they were once a part of, these have historically splintered and gone underground, or have "repented", only to surface later in another location. Some groups have survived from the early colonies to the present day. These groups have often been involved with the Unknown for generations, and should be diligently avoided by all but the most experienced envoys.

1973. East Hartford, CT. A possessed female rag doll kills three children. SAVE Boston attempts to confront it, but only one envoy returns alive and sane. A major joint mission with SAVE New York manages to exorcise the beast with minimal losses. Envoys suspect that a matching possessed male rag doll may still be wandering the countryside.

1984. Ganstrom's Creek, ME. The Den is founded as one of a series of specialized research bases across the world. The Den functions as a facility to further research were-wolf activity. Richard Mason is director and Dr. Edison Scott is his deputy project coordinator. Dr. Scott and Mathew Finnegan, the current chairman of SAVE Boston, are old college buddies, so the association between the two organizations is very close and congenial.



1986. Portsmouth, NH. Resurgence of ghost activity at the wreckage of the *Sagunto*. SAVE envoys dive and discover the wreckage of a pirate ship on the same site, with active ghosts. SAVE Boston attempts to exhume the remains, but bad weather and the hostile actions of the ghosts prevent successful exhumation. The difficulty of conducting and underwater investigation while being harassed by hostile spirits prevents SAVE from conducting another investigation.



### The Natural World

When the colonists first arrived, they found a continent of natural beauty and purity rivaled only by the parts of Europe unspoiled by wars and population growth. The forests of New England were an imposing threat to these first colonists, and many who entered their depths never returned. Even the most remote wilderness remaining today only touches upon the power and majesty of these ancient forests. The Indians knew the power held within nature, and constantly struggled to keep the Unknown that resided there at bay. The settlers cared little for such superstitions, and paid the price for their hubris. The forests that remain may be pale reflections of the forest primeval, but the same power and intensity remain, and their anger has been honed by centuries of destruction.

The forests of Maine, Vermont, and New Hampshire are the only remaining wilderness in New England. Despite the vast amounts of untamed wilderness in these states, they are also one of the main recreational facilities for the New York/Boston megalopolis, filled with ski slopes, campgrounds, and summer camps. These locations, due to their proximity to the vast wilderness, are all prime hunting grounds for the Unknown. Yeti, Sasquatch, Stalkers, mortal serial killers, and various apparitions all haunt these areas, and take great pleasure in discovering tourists enjoying the wilderness and away from the safety of civilization.

### Nature Spirits and Natural Magic

More deadly than these isolated killers are the spirits of nature, twisted and deformed by the Unknown into deadly threats to all humankind. These spirits are difficult for SAVE to deal with, as their powers are great and their resources stretch as far as the horizon. The most successful such SAVE operation was the famous "Battle of the Bridge" in Providence in 1945. Envoy Joan McCluan managed to remove from this plane a powerful water spirit who had been ravaging all New England. Unfortunately, this cost her her life. She pushed her formidable healing powers to the limit to allow one of her fellow envoys to take the spirit into himself. The merging of the spirit with a human host created a new being, which disappeared and was never seen again. Envoys found Ms. McCluan's bloody, dehydrated corpse on the site of their great battle.

This unusual incident has caused SAVE to begin serious investigation into the area of research commonly thought of as natural, or elemental, magic. The Battle of the Bridge showed SAVE a new side of the world that had not previously been known. Studies are currently underway to determine if the incidences of what is now being referred to as natural magic are in any way related to the Art, or, on a more ominous note, the Evil Way. There have been other rumored incidents of contact with powerful spirits, but until SAVE has more conclusive evidence, envoys are strongly advised to avoid conflict with them when encountered, and to observe them whenever possible.

To date, only one other such spirit has been documented. During a mission into the depths of the Amazon basin in 1980, leading explorer Pablo de Nacimientos was lost to the Unknown. What has not been previously disclosed, and was only recently brought to the attention of SAVE, is the fact that Nacimientos had discovered evidence of a being of tremendous power. His journals, recovered in 1983 after a second team of envoys was sent to discover his fate, spoke of a great jungle spirit which had the ability to command the weather, the animals, and, in the encounter which took his life, even creatures of the Unknown. While some of these abilities fit well with what SAVE knows about the Evil Way, it is clear that any spirit powerful enough to command the Unknown is a force to be reckoned with. To date, SAVE has not sent a new team to explore this area, though this may be necessary if SAVE is to learn more about these powerful beings.

1988. Cambridge, MA. A college prank at MIT goes awry, trapping four freshmen in the tunnels underneath the school. Jack Banker, one of the students who organized the prank, had learned of SAVE's existence through his researches, and contacts them first. Six envoys are sent into the tunnels. Four return, with the students. Two of the students are immediately sent to an asylum in Rhode Island for their own protection.

A full-scale investigation into the tunnels follows. All attempts to map the tunnels prove fruitless, as new passages appear and old ones disappear. A child-vampire is discovered and successfully vanquished by a traditional stake and head-burning. There is evidence that a small tribe of non-humans have been surviving in the tunnels for years, but none are ever encountered. One envoy is lost in the tunnels and discovered six months later, wandering the streets of Sao Paulo (Brazil), dazed and unaware of his surroundings. After six months, the investigation is called off and all envoys are warned to avoid the tunnels if at all possible.



1989. Dublin, Ireland. SAVE World Headquarters is attacked and destroyed. The regional directors of SAVE around the world lose regular contact with each other.



# Section Four: Rules Material

This section contains new rules, creatures, and Non-Player Characters (NPC's) for the ChillMaster to add to the Chill Horror Role-Playing Game. These new items should only be read by the ChillMaster. If you are a player, please stop reading here!

## New Rules Tribal Practice Of The Art

For tribal magicians attempting to use the Art, the following special rules apply. For game purposes, when a tribe attempts to use a discipline of the Art, it will use as many members as it has available, as the more members, the stronger the ritual. To resolve this, a CM should use the average of the appropriate scores of all the members participating in the ritual rather than the score of the one person who would usually use the discipline. For example, if a tribe of Native Americans is trying to use a Native American ritual version of a Sphere of Protection (perhaps to protect their entire village from a creature of the Unknown), the CM should take the combined average PCN and LCK of *all* involved with the ritual, not just that of one person. This average should then be divided by three as the Chill rules would indicate. After this calculation is made, the CM then takes that number and adds the skill level (+15 for Student level, +15 for Teacher level, and +20 for Master level) of the senior tribal leader to calculate the final skill total. The CM should also adjust range and effect to levels appropriate for the size of the group. If used normally, the Sphere of Protection has a range of 20 to 30 feet. However, since the Native Americans are trying to protect their village and have a collective ritual established to do so, a range that doubles the normal range would certainly not be out of the question.

This usage of the Art should, by its very nature, be more costly in Willpower than the usual discipline would be. The CM should require all participants to spend the normal willpower associated with the use of the discipline. For example, if a discipline costs 10 WPR to use, then each participant would need to spend 10 WPR to create the effect.

The CM should keep in mind that most such disciplines are only known by the elders of the tribes or

those born with a special gift and subsequently trained using traditional knowledge of the Art. Some persons of Native American descent associate the use of such rituals (and the Art) as nothing more than "old rituals and ramblings" (a CM should apply appropriate modifiers should some of those directly involved with a ritual have those doubts of the old ways of the tribe.)

## Totem Magic

*ChillMaster's note: This section adds extremely powerful abilities to the basic Chill rules system. Before using the Totem rules, the CM should review this section carefully himself and then again with any player he is allowing to use these abilities.*

Most uses of the Art by Native American rituals function more or less the same as their normal counterparts. However, some tribes use tribal totems to make their Disciplines more powerful and effective. A totem is a particular animal which an individual or tribe holds great reverence for. They worship the animal, protect it, and try to emulate its strengths in their everyday life. This extends to the use of rituals and the Art.

Characters (and NPC's) who wish to make use of totem magic first must pick a totem. CM's may feel free to restrict this choice to the Animals listed in the Chill rulebook or to make up their own animals if they prefer. In any case, once a totem is chosen, it cannot be changed for any reason without losing all disciplines of the Art already learned. The CM should also take care in allowing the choice, and should consider restricting the choice to animals actually native to that person's place of birth or the residence of his tribe. It would be highly unusual, for example, for a person to have an Elephant totem if from a tribe on the North American continent.

This must be purchased as a normal Discipline of the Art during character creation, and is considered a Protective Discipline for these purposes. Purchasing it costs no unusual amount of points, and only a student level must be taken to gain these abilities.

To make use of the totem, the character or NPC actually becomes the totem for a period of time. The transformation itself takes one round, and functions exactly as the Evil Way discipline Change Self (Chill rulebook, page 157.) The duration is determined by the character or NPC, but must be less than one hour. Unless prevented for other reasons (see below), the character or NPC reverts back to his original form immediately upon the expiration of the hour.

To activate the totem discipline, the character must

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1989, November. Provincetown, MA. Envoys from SAVE Providence encounter the first recorded AIDS Mary encountered by SAVE Providence envoys. SAVE has heard tales of men contracting AIDS from an unusual, vindictive woman who they picked up in a local bar and then never saw again. The regular pattern of these cases leads SAVE to suspect the involvement of the Unknown. A lengthy investigation leads to the discovery of a new type of ghost, angry at a world it perceives as unconcerned with its plight. This first AIDS Mary is successfully interred through a confrontation with a lover from her mortal life. This method proves ineffectual with later AIDS Marys, leaving SAVE searching for a common cure. Envoy W. Tyler Smith III of Brown Med School jokingly suggests that the only way to satisfy these ghosts is to "make the government form a coherent policy to combat AIDS, and by that time we'll all be ghosts."



1990. Easton, CT. A new type of apparition is discovered at a local cemetery. A local envoy names it the *lepke*. It is a full-bodied, realistic manifestation that is indistinguishable from a real person by the naked eye. The *lepke* encountered here seems relatively innocuous, asking passersby simple questions and letting them go on their way. No acts of violence are currently attributed to a *lepke*. SAVE Providence has been attempting to study the apparition, but with little success.

simply tell the CM he is doing so; the change requires no roll, is automatic, and can be done any number of times per day. The Willpower cost for the ability is fixed at 10 WPR for each use. For all intents and purposes, the person actually becomes the totem, complete with changes to the body and mind. When using a discipline of the Art or a skill, the statistic of the totem, instead of the statistic of the player or NPC is used for calculations (where applicable.) For example, the Feat of Strength discipline (page 42, Chill rulebook) allows a character with a Student level to lift 20 times his Strength in pounds. A character or NPC who has a totem uses the strength of his totem instead of his own strength to determine the amount lifted. This applies both ways, however, and the statistic of the totem completely replace those of the person during this time. Willpower spent to use disciplines is taken from the total Willpower of the totem, and damage taken is taken to the Stamina of the totem. The character also gains any attack forms of the totem animal, but loses any skills which the animal could not reasonably perform. This requires a bit of judgment on the part of the CM, but should be fairly obvious; a bear could obviously not type commands into a computer or use lock picks. Additionally, the totem cannot talk, but may use hand signals where appropriate (or limbs....) A character in totem form can also continue to use additional disciplines of the Art; he does not have to concentrate on the totem ability to keep it functioning.

With this new ability comes a price. If a character or NPC is in totem form and spends more Willpower or loses more Stamina than his normal stats would allow, he will be unable to return to his normal state. He will become the creature forever, wandering its native habitat as any other creature would. Healing the lost Willpower or Stamina will be to no avail. This is the cost of practicing totem magic.

As totem magic can potentially be very powerful, the CM should place some restriction on its use. First of all, the character should be of Native American ancestry (or raised from birth by those in a tribe, at CM's discretion) and must have been raised in the traditional tribal ways. This doesn't necessarily mean that the character hasn't had contact with modern day society, but he should think of most people today as "different" or "not of the tribe." Secondly, the character must have the following skills at the following levels: History (Master Level) and Legend/Lore Legend Lore (Master Level); Familiar (his specific tribe, at Teacher Level) and Anthropology/Archaeology (Teacher Level.) The CM should feel free to alter these or add additional requirements to suit his campaign.

*A special note about the use of totems: CMs should never connect creatures of the Unknown with this special usage*

*of the Art. This could be considered use of the Evil Way and therefore is not appropriate for the heroic characters.*

## Creatures

### Creatures of the Unknown— North America

Since the US is the main place that most Chill campaigns get their start, it is only right that CM's use native creatures of the Unknown to get the PCs involved and to introduce them to a more global awareness of the organizations and the problems they face. It is possible to use the creatures or stories to urge characters into the secret organization of **SAVE**.

The creatures in this section are those that the PCs might encounter just after or certainly just before they become involved in **SAVE** as envoys. Most of these creatures are not as difficult to "defeat" in one way or another as many listed in the Chill main sourcebook, and are intended as creatures "normal" people could encounter. This gives a ChillMaster an easy way to introduce a character to **SAVE** and the world of Chill.

Since most of these creatures of the Unknown were found and battled by the Native Americans, the names originally given have been included whenever possible. Most often, however, those who were questioned about such creatures refused to name them or gave them new names. Superstition is a powerful thing, and the threat that calling out the name may call the creatures often makes investigation difficult.

#### Jakeras

AGL: (60 + 2D10) or 75  
DEX: (40 + 2D10) or 55  
PCN: (60 + 2D10) or 75  
PER: (60 + 2D10) or 75  
STA: (70 + 2D10) or 80  
STR: (40 + 2D10) or 55  
WPR: (45 + 2D10) or 60  
EWS: (70 + 2D10) or 85  
ATT: 1; (35 + 2D10) or 50  
SR: As per weapon  
WB: 7  
Fear: -10  
MV: 75' (L); 25 (W)  
Type: Independent, Servitor  
Class: C  
Disciplines: 64/79/99 Influence

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1990, August. New York, NY. **SAVE** North America regional coordinator Gordon Pym vacates his New York offices. He sends regular transmissions from various locations to Dr. Desmond Kearney's office in Paris, and keeps sporadic contact with other **SAVE** directors. Despite his non-presence, he remains very much in charge of his operations through his memos.

1991, October. Cambridge, MA. The St. Thomas Aquinas School for Boys is first investigated by **SAVE** envoys. The school had previously been a convent where a brutal series of murders occurred (see 1941 and Horrors Of The Unknown by Mayfair Games.) Since 1979, boys at the school have reported seeing a spectral figure they call "the White Sister." **SAVE** learns of this through a former student who noticed that boys who saw the "White Sister" become likely to commit murder-suicides later in life.



1992, April. Manchester, ME. Envoy and professor Charlotte Carner saves fellow envoy Robert Christiansen from a Langsuir, a female vampiric spirit. Mr. Christiansen survives, but retires from **SAVE** after the ordeal.

1992, June. Cutler, ME. A Nakk manifests in the town and lures hundreds to their death in the sea. The survivors are disconsolate, and decide to vacate the town. Cutler has had no human inhabitants since.



These goblin-like creatures usually serve a greater minion. They often form small hidden villages either deep in caverns or in dense forests far from man. They are a very curious species by nature and often spy on unsuspecting small congregations of people. Their skin is a dull gray with long, mangy black hair. As a society, they often raise snakes in great numbers. No reason for this has yet been ascertained. Perhaps an association with a snake-like deity may be the cause.

The creatures often use their location to bring back victims that are used for both food and primitive religious practices. So far, no group larger than 12 has been found, but **SAVE** suspects that there are larger groups hidden deep within the earth.

#### Avlars

AGL: (45 + 2D10) or 60  
 DEX: N/A  
 PCN: (75 + 2D10) or 90  
 PER: N/A  
 STA: (30 + 2D10) or 45  
 STR: (30 + 2D10) or 45  
 WPR: (50 + 2D10) or 65  
 EWS: (70 + 2D10) or 85  
 ATT: 1; (70 + 2D10) or 85  
 SR: 6  
 WB: 12  
 Fear: -15  
 MV: 5' (L); 225 (W)  
 Type: Servitor  
 Class: C  
 Disciplines: 64/79/99 Blur Vision

These creatures are little more than vicious mouths on wings. Their huge mouths tear and rend the flesh of victims. They usually serve creatures of great power; however, should that creature or person prove at some point unworthy, the Avlars will usually dispose of the offender well before anyone else gets the chance—almost as if they answer to an even greater power than their current masters. It is unknown, but suspected, that the Avlars have a hive-mind and can understand when their “master” is in trouble and in threat of compromising them.

Once their former master has been destroyed in some manner, they will return from where they came from until summoned by another. Where they go is not known since no actual “lair” has been found. Little is known about these creatures other than that some agents that have been in pursuit have lost the creatures because of the creatures’

use of the discipline Blur Vision.

These creatures often enjoying spreading chaos and vicious destruction of life wherever they go. Because of their hive-like mentality, they often have coordinated attacks that are very effective.

#### Pseudo-Continh

AGL: (55 + 2D10) or 70  
 DEX: (40 + 2D10) or 55  
 PCN: (60 + 2D10) or 75  
 PER: (80 + 2D10) or 95  
 STA: (80 + 2D10) or 95  
 STR: (30 + 2D10) or 45  
 WPR: (60 + 2D10) or 75  
 EWS: (125 + 2D10) or 140  
 ATT: 2; (45 + 2D10) or 60  
 SR: As per weapon  
 WB: N/A  
 Fear: -25 only if seen materializing or if recognized  
 MV: 75' (L); 25 (W)  
 Type: Master, Independent  
 Class: C, I  
 Disciplines: 93/108/128 Summon, Telepathy  
 93/108/128 Breath of Pestilence, Gnarl, Unique Kiss of Death  
 Automatic Change Self (unique flying creature; often birds)  
 87/102/122 Influence, Steal Memory  
 85/100/120 Halt  
 Automatic Unique Manifestation (ghost form)

This form of continh resembles a cross between a normal continh (found on page 207 of the Chill rulebook) and that of a remnant (pages 214-216 of the Chill rulebook.) Unlike the original continh, this one is bound to a particular area or building and not a tree. Everything else applies normally. Because the type of area to which the pseudo-continh is bound differs from a normal continh, the “bird form” differs from creature to creature. Most are area specific birds (gulls in New England, pigeons in New York or London, eagles in the American west, etc.) while some have resorted to something more akin to the original species (i.e., love birds).

1992, June. Salem, MA. Veteran envoy Red Hampton witnesses a Heretic on a rampage during a church service. Red attempts a standard exorcism, but he is helpless to stop it as it ransacks the church and brutally murders the clergyman, Father Greeson. After thoroughly defiling the church, the Heretic disappears and has not been seen since.



1992, July. ME. The “Slaughter of ‘92.” A Stalker roams summer camps in the eastern part of Maine, killing five girls before **SAVE** can stop it by trapping it under a rockslide.

1993, April. Ganstrom’s Creek, ME. The Den is attacked on a full moon by a collection of Unknown creatures. It is unclear if their goal is to destroy the **SAVE** base or free the werewolves present. Increased security measures enacted after the attack on Dublin combined with the valiant efforts of Gregory Nash allow **SAVE** to turn back this Unknown attack with only minimal losses. Jacques and Marie Salgier, two inherent lycanthropes, escape in the chaos. Recapturing them becomes a major priority for **SAVE** Boston, but proves more difficult than expected. Gregory Nash is changed by his experiences, becoming more serious and brooding, and shying away from social involvement.

## Narkers

AGL: (60 + 2D10) or 75  
DEX: (60 + 2D10) or 75  
PCN: (40 + 2D10) or 55  
PER: (35 + 2D10) or 50  
STA: (45 + 2D10) or 60  
STR: (60 + 2D10) or 75  
WPR: (25 + 2D10) or 40  
EWS: (90 + 2D10) or 105  
ATT: 3; (60+ 2D10) or 75  
SR: 3  
WB: 30  
Fear: -35  
MV: 150' (L)  
Type: Independent, Servitor  
Class: C

Disciplines: 70/85/105 Animation of the Dead  
68/83/103 Darken

With the collection of humans in the large cities of the East Coast, it was only a matter of time before evil combined with toxic wastes. Narkers usually form in packs in sewers or other dark industrial areas. There, in the cover of darkness, they feast on human prey.

Just like their close cousin the ghoul (page 217, *Chill* rulebook), they attack and attempt to transfer their special poison, which allows them to increase their number (base chance of 15 of catching the disease, Strength 160). But unlike ghouls, narkers continue to feed unless the newly-born narker (the victim) can somehow break free. This seems to be some sort of survival ritual. The half-eaten animated narkers look even more horrifying because of these tests of survival.

## Croc

AGL: (25 + 2d10) or 40  
DEX: (15 + 2d10) or 30  
PCN: (40 + 2d10) or 55  
PER: (25 + 2d10) or 40  
STA: (70 + 2d10) or 85  
STR: (60 + 2d10) or 75  
WPR: (25 + 2d10) or 40  
EWS: (5 + 2d10) or 20  
ATT: (55 + 2d10) or 70  
SR: 3 / as per weapon  
WB: 40  
Fear: -25  
MV: 100' L, W  
Type: Independent, Servitor (?)  
Class: C

Disciplines: Most Crocs encountered had no Evil Way disciplines, but some have demonstrated skill in at least four different disciplines. The disciplines learned by Crocs were mostly from the Distortive or Elemental schools. (See timeline, 1884 entry.)

## AIDS Mary

AGL: (75 + 2d10) or 90  
DEX: (65 + 2d10) or 80  
PCN: (90 + 2d10) or 105  
PER: (80 + 2d10) or 95  
STA: (75 + 2d10) or 90  
STR: (60 + 2d10) or 75  
WPR: (100 + 2d10) or 115  
EWS: (85 + 2d10) or 100  
ATT: 1  
SR: 1  
WB: 40  
Fear: -20 (incorporeal only)  
MV: 100' L (incorporeal)/50' L (corporeal)  
Type: Independent  
Class: C, I

Disciplines:  
78/93/113 Breath of Pestilence, Corporeal Manifestation  
88/103/123 Sleep, Dreamsend  
80/95/115 Write  
Automatic Unique Manifestation (as ghost)  
(See timeline, 1884 entry.)

These are the spirits of individuals who died of AIDS and blamed society for ignoring their plight and (in most cases) discriminating against their lifestyle. They have returned to seek their revenge by spreading the disease to as many others as possible. IT accomplishes this by appearing corporeal in a bar or other place where singles tend to meet. It finds an attractive member of the opposite sex and woos them. When it is alone with its victim, it uses its Sleep discipline to put the victim to sleep and then uses its Breath of Pestilence to transmit the disease. The victim has a pleasant dream of a happy night spent with the AIDS Mary, followed by a terrifying dream of wasting away to nothingness in great pain. While the victim sleeps, the AIDS Mary disappears, leaving writing somewhere at the site (commonly on a mirror in lipstick) to the following effect: "Now you've got it. —AIDS Mary". If directly confronted, it will usually use Breath of Pestilence to give its attackers a painful debilitating disease (such as rheumatic fever or bubonic plague), turn incorporeal, and flee. A means of destroying this creature is currently unknown.

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1993, April (Spring Equinox). Providence, RI. The police receive calls complaining about a college party in an abandoned train tunnel. Callers report "a large bonfire and bizarre dancing by kids in weird costumes." SAVE Providence envoys listening to the police channels suspect something, and manage to get there before the police. They find a recruitment party for a large, well-organized, apparently pagan cult. The arrival of the police and their violent attempts to break up the revelry prevent the envoys from discovering many details on how the cult operates. Many students are arrested on charges of indecent exposure, cruelty to animals, and disturbance of the peace. The envoys notice that all the organizers of the event escaped when the police first appeared. Dr. Robert Mathiesen, professor of Slavic Languages at Brown University and a regular SAVE consultant, traces carvings left behind to an obscure 8th century Middle Eastern tongue. The dialect is untranslatable.

1994, Upstate, VT. The first clue to the whereabouts of the Salgier werewolves is discovered. Locals report seeing a stranger matching Jacques' description pass through. Envoys scour the area. They find evidence of recent habitation in an abandoned barn near the town. Hair samples indicate that both the Salgiers were present, but also show the presence of an unknown number of other creatures.

1995, August. ME. A Sasquatch attacks a summer camp, but the swift intervention of three SAVE New York envoys who were camping in the area stops it before it claims any victims.



## Important Persons

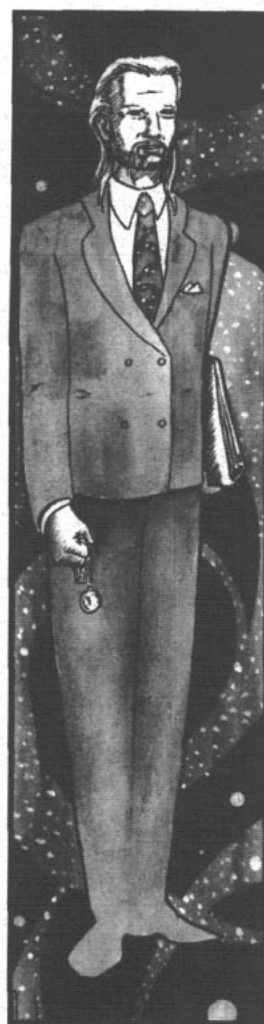
### James Contashe

AGL: 27  
 DEX: 68  
 PCN: 81  
 PER: 72  
 STA: 44  
 STR: 45  
 WPR: 77  
 EWS: 122  
 ATT: 2; see skills below  
 Skills:  
 Acting: (S) 92  
 Antiques: (M) 151  
 Anthropology/Archaeology: (T) 109  
 Familiarity (\*Christianity): (M) 143  
 Familiarity (Calvinism): (M) 143  
 History: (M) 109  
 Language (French): (T) 109  
 Language (English): (T) 109  
 Legend/Lore (Native American): (M) 126  
 Survival: (M) 124  
 Melee, One-handed (Rapier): (S) 51  
 Evil Way Disciplines:  
 Animation of the Dead: (M) 105  
 Empathy: (T) 95  
 Evil Eye: (T) 85  
 Hallucinate: (M) 116  
 Appear Dead: (M) 118  
 Influence: (M) 116

*\*a specific denomination if the CM finds it appropriate*

If James is actually spotted, he will resemble one of the many Amish residents of the upper East Coast. However, unlike them, he will never be spotted using any mode of transportation (i.e., a horse, car, or the like) other than a slow but measured striding walk. While not truly incorporeal, James can blend in well with the forests from which he was born from.

Whether or not James is even alive or undead is only a matter of rumor. Many SAVE envoys have died investigating the truth of this matter. It is up to a CM whether or not a group of investigators will encounter James or his minions. Certainly they might come in contact with some of his minions who are trying to protect this valued survivor of the war against the Native Americans.



### Gordon Pym SAVE North American Coordinator

AGL: 33  
 DEX: 15  
 LCK: 81  
 PCN: 68  
 PER: 89  
 STA: 59  
 STR: 22  
 WPR: 88  
 Skills:  
 Accounting: (T) 108  
 Acting: (M) 132  
 Administration (M) 128  
 Anthropology/Archaeology (T) 108  
 Familiarity (SAVE): (M) 129  
 Familiarity (Political—US): (M) 129  
 History: (M) 128  
 Forensics: (T) 108  
 Investigation: (M) 119  
 Language (Spanish): (M) 138  
 Legend/Lore (T) 108  
 Psychology: (S) 97  
 Savoir-Faire: (M) 132  
 Disciplines:  
 Sensing the Unknown: (T) 44  
 Detect Unknown: (S) 67  
 Heal: (T) 60  
 Sphere of Protection (M) 100

Gordon appears as a well-dressed politician in his sunset years. He usually wears expensive suits, and rarely dresses down for any occasion. Since Mr. Pym never saw himself as a field man, there was never any reason for him to conduct missions in the field.

That may have changed, however. Currently no one is sure where Gordon is. Many have presumed him dead. People close to him have said that they believe that an enemy of his that he called Tharais got too close to him and now Pym is on the run. Others believe that he took the directives of the world headquarters to heart and is in hiding, directing SAVE's affairs from a secret and secluded location.

1995, September. Boston, MA. Jacques Salgier's left hand is sent to the private home of Richard Blackwell via US Postal Service. All attempts to trace the package fail. Mr. Blackwell moves immediately and leaves no forwarding address, except to selected SAVE envoys.



1995, December. Boston, MA. Dr. Derek Bowman, the Coordinator of Save Mid-Atlantic, disappears. George Niles, the New England Director, is appointed by Gordon Pym to take his place. Jack Banker is appointed new director of New England by another letter from Gordon Pym.

1996, April. Otis, MA. A small family of crocodilians is discovered living near Otis Lake. One child-croc is captured by SAVE envoys, but escapes before it can be conveyed to SAVE Boston. SAVE manages to connect this incident to previous incidences of croc sightings, declaring that further investigation is still needed.

1996, May. Ganstrom's Creek, ME. Gregory Nash announces that he will no longer be going on field missions for SAVE.

1996, June. Portsmouth, ME. Jacques Salgier's corpse discovered. Both hands had been removed over a year ago. Large claw and tooth marks covered the chunks of the body that were found. The body is taken to the Den for study.

**Jack Banker**

New England Regional Coordinator

AGL: 37  
 DEX: 58  
 LCK: 73  
 PCN: 75  
 PER: 81  
 STA: 24  
 STR: 40  
 WPR: 71

Rapier: (T) 48  
 Computer: (M) 123  
 Electronics: (T) 96  
 Chemistry: (S) 88  
 Physics: (T) 103  
 Investigation: (S) 72  
 Lockpicking (S) 81  
 Language: Latin (T) 103  
 Language: French (T) 103  
 Anthropology (S) 88  
 Familiar: New England (S) 88  
 Familiar: SAVE (T) 103  
 Legend-Lore: (S) 88  
 History: (T) 103  
 Savoir-Faire: (S) 90  
 Administration: (S) 88  
 Charm: (T) 111  
 Occult Lore: (S) 94

Entomophobia: (-1)  
 Contact Lenses: (-1)  
 Asthma: (Mild Crippled) (-3)

Jack Banker is one of the rising stars of the **SAVE** organization. Still in his twenties, he has risen to one of the highest positions in the Americas. Many see him as a cocky kid who will much better off once someone takes him down a notch, but so far he hasn't found a challenge he can't deal with.

He first encountered **SAVE** when he was a student at MIT. Through his exploration of computer systems he had found some hints of **SAVE**'s existence, and when some of his friends became threatened by the Unknown, he called **SAVE** for help. After overcoming their initial surprise and saving his friends, Jack was offered membership in **SAVE**. He proved to be an energetic and productive member, taking time out from his studies to go on many missions as an envoy. He came to the attention of Niles, who took him under his wing. After graduation, Jack went to work at Niles's private library and became his unofficial second-in-command for **SAVE** New England. His charm and wit made him very popular with other **SAVE** officials, so most are willing to accept his promotion to New England Coordinator over many other qualified candidates.

**George Niles**

Mid-Atlantic Regional Coordinator

AGL: 27  
 DEX: 48  
 LCK: 58  
 PCN: 86  
 PER: 66  
 STA: 29  
 STR: 44  
 WPR: 72

**Skills:**

Antiques: (T) 102  
 Familiarity (SAVE): (T) 102  
 Familiar (Books) 122  
 History: (M) 129  
 Investigation: (T) 88  
 Language (Spanish): (T) 109  
 Language, Ancient (Latin): (M) 129  
 Language (German): (M) 129  
 Legend/Lore: (T) 109  
 Savoir-Faire: (S) 85

**Disciplines:**

Restore Willpower: (T) 73

Dr. Niles would normally appear as a quiet reserved man with an air of authority. Recently, however, he has become less concerned with matters of importance and has become nearly obsessed with finding his friend Gordon Pym. His obsession is based on the fact that he believes Gordon's nemesis is behind this disappearance. He hopes to get to the bottom of the missing Coordinator soon. Otherwise, he may have to take sides in the power vacuum fight and be the deciding vote on where the world headquarters should be. Niles has yet to truly take sides and is actively trying to stay out of the fight.

**Richard Blackwell**



**Richard Blackwell**  
Boston Local Director

AGL: 60  
DEX: 64  
LCK: 28  
PCN: 40  
PER: 89  
STA: 91  
STR: 75  
WPR: 82  
Skills:  
Acrobatics: (S) 79  
Computer: (T) 91  
Driving: (T) 82  
Familiarity (SAVE): (S) 65  
Forensics: (M) 101  
Investigation: (M) 103  
Pistol, Automatic: (M) 82  
Running: (T) 121  
Savoir-Faire: (S) 75

**27** Richard is a highly-strung, self-important man whose ambition is to move continually upwards. Since his current goal of becoming the Regional Coordinator has not come through, he has entertained the possibility of challenging the new appointment, or even of forming his own splinter faction of loyal **SAVE** envoys. At one time, he held strong beliefs regarding the destruction of the Unknown, but now his beliefs are clouded by his highly ambitious goals. He feels that if he can achieve these goals of upward mobility and fight the Unknown at the same time, then so much the better for him.

**Rev. Stephen D. Bowder**  
Maine Local Director

AGL: 22  
DEX: 48  
LCK: 59  
PCN: 82  
PER: 66  
STA: 24  
STR: 37  
WPR: 63  
Skills:  
Anthropology / Archaeology: (M) 123  
Familiar (Religion) (T) 98  
History: (T) 103  
Investigation: (M) 105  
Language, Greek: (T) 103  
Language, Hebrew: (T) 103  
Language, Latin: (T) 103  
Legend/Lore: (S) 88  
Pistol, Automatic: (M) 74

Reverend Bowder is a small man who is fearful of nearly anyone who could directly threaten him. Reverend Bowder appears as a short man with advanced balding. He

has grounded his only courage around the faith that he has in his religion. He uses this as a final defense. Bowder currently keeps most of the envoys in the field since they seem less threatening to him that way. He has some charisma, but tries to hide it by being a recluse.

The Reverend became a **SAVE** agent early in his years in the seminary. During his studies of world religions, the Reverend got mixed up in a plot that led to the discovery of what he referred to in later years as an alien crash site. Current **SAVE** envoys believe that Bowder only found a small cell of creatures that have since retreated and are hiding, but no other details are known, since Bowder is the only survivor of that particular mission and he has said all he is willing to.

**Dr. Ellsworth Smythe**  
SAVE Envoy; Vampire Expert

AGL: 24  
DEX: 19  
LCK: 51  
PCN: 56  
PER: 56  
STA: 34  
STR: 23  
WPR: 78

**SKILLS**

Anthropology / Archaeology / M 117  
Antiques / T 93  
Art Criticism / S 82  
Familiar (New England) / M 111  
Familiar (SAVE) / S 76  
History / T 97  
Language (Latin) / T 97  
Language (German) / T 97  
Language (Greek) / S 82  
Language (Dutch) / S 82  
Legend / Lore / M 117  
Occult Lore / T 93  
Comparative Religion / S 82  
Seafaring / S 57  
Administration / S 82

Old  
Impulsive  
Spectacles

Dr. Ellsworth Smythe is one of the most respected cultural anthropologists in the world, and his specialty is New England folklore. He studied under Dr. Killsworth in Oxford, and has spent most of his life exploring out of the way corners of New England, trying to unearth new stories.

It was on one of these trips that he first encountered the Unknown, and it was only through the timely intervention of envoy Hollis Crenshaw that he survived. This led to Dr. Smythe's long association with **SAVE**, and his friendship with envoy Crenshaw until

Crenshaw's untimely demise at the hands of a Devil Doll (*Things*, p. 42) in 1990. Dr. Smythe is now the Chairman of the Anthropology Department at Severn College, where he oversees **SAVE**'s extensive actions at the college. Recently, Dr. Smythe has formed a close association with rising young envoy Pablo "Bubba" Rodriguez. Dr. Smythe has great hopes for Bubba and expects Bubba to be his replacement when he passes on.

Despite Dr. Smythe's age (he just turned seventy), he remains as energetic and joyful as most men half his age. He has no family, and spends most evenings poring over obscure texts or discussing esoteric points of anthropology with Bubba. He is always willing to help out **SAVE** envoys from any walk of life, and has the connections to do it.

#### **Jessica "Luca" Mather** Wiccan; **SAVE** Envoy

AGL: 56  
DEX: 46  
LCK: 34  
PCN: 70  
PER: 74  
STA: 61  
STR: 36  
WPR: 69

Improved Willpower Recovery  
Night Vision  
Attractive  
Specialized: Wiccan

#### **SKILLS**

Martial Arts: S 71  
Acting: T 101  
Antiques: S 69  
Language (French): T 84  
Photography: S 73  
Running: S 76  
Astrology: T 87  
Occult Lore: S 72  
Ritual Magic: T 87

Disciplines (require Wiccan ritual magic to use)  
Clairvoyant/Prescient Dream/T 102  
Seance (requires a group)/S 80

Luca first became involved in witchcraft at Smith College, where a small Wiccan coven has existed since the 1960's. She found the coven to be a supportive and friendly place where she slowly learned to use her natural affinity for the Art. The branch of Wicca taught by the coven is very modern, incorporating elements of 1990's Americana in their rituals. Luca is particularly fond of using Barbie dolls as effigies. Her wealthy Connecticut family is not aware of her lifestyle, and would likely be shocked if they found out.

Luca first became associated with **SAVE** through Jack Banker, who she met at a club in downtown Boston

while they were both still in college. Unaware of each other's secret life, they dated for awhile, but eventually drifted apart. In 1993, they were both became aware of a tiger-spirit roaming Braintree, Massachusetts and met during their respective investigations. They kept in contact after this, aware that each organization could benefit from closer association with the other. The coven and **SAVE** Boston have worked together since then, and the Wiccans were recently made full envoys of **SAVE**.

#### **Cotton Mather (c. 1692)** Minister

AGL: 38  
DEX: 43  
LCK: 42  
PCN: 45  
PER: 72  
STA: 41  
STR: 37  
WPR: 65

Specialized: Oratory

Art Criticism: S 70  
History: T 85  
Language (Latin): T 85  
Language (Greek): T 85  
Psychiatry: T 86  
Familiar (Boston): T 80  
Familiar (Christianity): M 100  
Creative Writing: S 53  
Administration: T 85  
Comparative Religion: S 70  
Persuasion: T 102

Cotton Mather was born in 1663 to Increase Mather. He studied at Harvard, the school his father presided over from 1685, and became an influential minister in Boston. He was also a prolific writer, on varied subjects such as history, science and the supernatural. He held a very traditional world-view, and was concerned about the actions of the Devil and his minions (such as the Indians) against god-fearing Christians.



### Typical Tribal Leader

AGL: 27 (5 + 2D10)  
DEX: 50 (45 + 2D10)  
LCK: 58 (50 + 2D10)  
PCN: 85 (70 + 2D10)  
PER: 65 (50 + 2D10)  
STA: 40 (30 + 2D10)  
STR: 25 (15 + 2D10)  
WPR: 75 (60 + 2D10)

#### Skills:

Antiques  
Anthropology / Archaeology  
Dagger  
Familiarity (*tribe*)  
Familiarity (*region*)  
History  
Language (Spanish)  
Language (Sign)  
Language (*tribal*)  
Legend / Lore

#### Disciplines:

Sensing the Unknown: (T) 44  
—no more than 4 other disciplines all at  
T level

#### Common Edges/Drawbacks

Crippled  
Poor Vision  
Dependents  
Poor Hearing

#### Totem:

*As per animal selected (see Chill Rulebook, pages  
175-189.)*

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### Mrs. Piper

AGL: 56  
DEX: 34  
LCK: 61  
PCN: 71  
PER: 45  
STA: 72  
STR: 33  
WPR: 61

Concentration  
Keen Hearing  
Dependent (Husband)  
Overconfident  
Filching/S 70  
Magic Tricks/T 80  
Hypnotism/S 81  
Seance/T 101  
Mental Shield/S 68



# ADVENTURES

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WEEKEND IN NEW ENGLAND  
DEATH'S HEAD REVISITED  
BITTER REMNANTS  
DARK PROVIDENCE



# WEEKEND IN NEW ENGLAND

## SECTION ONE: BACKGROUND

This adventure is set in Gavinsport, Connecticut in late October. Gavinsport is a small town located east of New Haven. The buildings are mostly of old English style, but only three of them are originals, all of them dating to the eighteenth century. Two of them are homes belonging to the mayor, Larry Johnson, and the banker, Stuart Gavin; the third is the Mannford Inn. Brad Silver, a **SAVE** envoy who has been on a sensitive assignment out of the country for several months, has contacted some colleagues with a problem. He needs them to find Janet Webb, his girlfriend, who disappeared while on the way to visit his mother about two weeks ago. Brad does not suspect that the Unknown is involved, but because of the case he is on, he cannot come back to the country to take care of this matter himself. All normal avenues have been explored by Brad's mother, but neither of them has come up with anything.

There are three creatures of the Unknown that reside in Gavinsport: Everett Mannford, a common werewolf; Stuart Gavin, who is a banker and a Carpathian Vampire (and is out of town for this adventure) and, to Brad's sorrow and the group's surprise, Janet Webb, a Carpathian Vampire created by Stuart Gavin. Unfortunately, the discovery of what happened to Janet will not end the party's adventure in Gavinsport as both Everett and Janet will want to destroy the characters if the PCs discover what is going on in Gavinsport.

Fear Checks are likely to play an important role in this adventure once the creatures go after the group. While the characters may be able to contact **SAVE**, this may be of little help once the creatures begin their assault.

This scenario is fairly unstructured and should allow opportunities for "light-hearted" moments along with the expected suspenseful ones. The events are based on locations investigated by the characters rather than times along a timeline. There are clues to what is going on in many places in Gavinsport. Naturally, some may lead the PCs to false conclusions. Even the false leads can push the investigation in the right direction, however, so it makes little difference what the group selects as their path through the town. If the group splits up to "speed" its investigation, the CM should try to manage the sub-groups so that each player gets an equal amount of playing time.

Even a group on the wrong track should be given their share of playing time; such diversions often lead to very interesting situations, even when they don't add value to the investigation.

As the characters gather information, the CM should keep the motivations of the NPCs in mind. Everett will always attempt to keep his secret and will act against the players if he learns of their mission, as will Janet.

The climate is typical of New England: Rain and fog visit daily during the autumn months (it is late October, remember) and the temperature drops into the 30's each night, but may range as high as 60 (though more often only reaching the mid-40's) if the sun stops by for more than an hour.

## THE STORY

Two weeks ago, Janet Webb was to drive from her home in New Haven after work on Friday and meet Brad's mother in New London for some shopping, dining, and other activities. She never arrived. She had car problems in Gavinsport (actually caused by Everett Mannford's use of his *Haywire* discipline) and was attacked by Stuart Gavin (a vampire) while waiting for her car to be repaired. She is now "buried" in the cellar of the mayor's house while her body undergoes its conversion from dead human to vampire. She should be able to "awaken" as a vampire some time during the coming weekend, probably while the characters are in Gavinsport.

This adventure begins with the characters driving along Janet Webb's last known route. She was driving along Highway 95 from New Haven toward the small village of New London. When the characters reach Gavinsport, the car they are using becomes the victim of Everett's *Haywire* discipline and the players are forced to spend the night in the only inn (the Mannford Inn, of course).

Once in the town, they are on their own to investigate the town, its people, and its mysteries. It is important that they believe that Gavinsport is the last place Janet was seen before she disappeared. Thus, their search for information should begin there.

The characters should eventually come to the conclusion that there is something very strange about the banker, Stuart Gavin. Finding out what his story is will give them the key to the mystery. Unfortunately, he left three weeks ago and will not return during this adventure, so the PCs will



# WEEKEND IN NEW ENGLAND

have to learn about Stuart from sources other than a face to face encounter (which is just as well for them, actually). They should, therefore, want to search his house. If they do, they can learn a great deal but will also incur the wrath of the "guardian hound", Everett Mannford.

If they cannot avoid Everett, or drive him away (a very difficult task), their best hopes lie in the hall of records where they can learn that the only buildings still standing from the original town are the Inn, the mayor's residence, and the banker's home. Unknown to the mayor, the vampire's lair is located in a secret part of his cellar. This is where Gavin's (who will not appear) and Janet's caskets lie. If the characters manage to deal with the caskets, they can discover the stolen jewels, which they may have learned of through their investigation.

Once the creatures are dealt with, the scenario is over. If sufficient time is left, the characters may investigate the jewel theft as well.

## SECTION TWO: PLAYERS' INTRODUCTION

*"You have banded together to solve the mystery of the disappearance of Janet Webb, Brad Silver's girlfriend. She disappeared about two weeks ago while driving up the New England coast to meet Brad's mother in New London. Brad and his mother have done some investigating on their own but have come up empty. He hopes that you can succeed where traditional resources have failed.*

*What Brad knows is that Janet left New Haven for New London on the 13th of October but never arrived there. You have decided to travel the route Janet would have in the hope that you can learn more than the police have managed to. Leaving New Haven about noon on Friday (October 27th), you traveled east on Route 95 to Foxon, a village of 71 inhabitants. You showed Janet's picture around, but found no one who had seen her. You then piled back into the car and drove to Branford, a town of*

*413. A service station attendant remembered a young woman who looked like Janet stopping for gas "a few weeks ago." He didn't remember exactly when she stopped, but said he never forgot a pretty face as he sees so few of them in Branford. No one else remembered seeing her, so you decided to try your luck elsewhere. Your next stop is Gavinsport, the next town on 95. As you enter Gavinsport, the car you are driving emits a low grinding sound, sputters, and rolls to a stop. Several futile attempts to start the car convince you to seek help. As you look about, you notice Johnny's Gas and Go about a block further down the street. By guiding and pushing, you all manage to get the car into Johnny's service bay."*

## SECTION 3: WHERE IS JANET?

This section details the beginning of the PCs' investigation into the matter of Janet's disappearance. After running through the list of places that the PCs could go, reference the table below to figure out which section corresponds to it. At the beginning of this adventure, the PCs start at Johnny's Gas & Go (Section Eleven).

Place	Section
Mannford Inn	4
Gavinsport Museum	5
City Hall	6
Gavinsport Library	7
Church/Graveyard	8
Gavinsport Register	9
Wharf	10
Johnny's Gas & Go	11
Fuller Home	12
Banker's Residence	13
Mayor's Residence	14

## SECTION FOUR: MANNFORD INN

The inn is owned and operated by Everett Mannford, who is also a common werewolf and one of the group's adversaries. From the outside it looks like an old-English styled mansion with 15 rooms. The inn is one of the three remaining original buildings in Gavinsport and is in need





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of a coat of paint and several other repairs. The inside is warm and cozy and especially welcome to stranded travelers on a cool October evening. The front door opens on a large, tastefully decorated sitting room that includes a well-used registration desk standing opposite the stone fireplace. The seven-foot-wide doorway opposite the entrance leads to the small dining room and well-equipped kitchen.

## SECTION 4.1: CHECKING IN?

Everett Mannford is standing behind the desk. When the characters enter the inn, read the following aloud:

*"As you enter the inn, you see a man behind the front desk. This 45-year-old man's small, beady eyes and toothy grin contrast with the cozy atmosphere presented by the sitting room and fireplace. He briefly looks you over before asking, 'Looking for a place to stay?'"*

Everett stopped the PC's car (using his *Haywire* discipline) because he had no bookings for the night and needed the money. He also was looking for new victims: Saturday night is heavily booked and he prefers to take his victims when the inn has only one or two guests. If the characters question Everett about the legends of Gavinsport, he will pass them off as superstitious drivel, claiming such stories to be *"the ravings of lonely old people who have nothing else to do with their time."*

He uses a large registration book that all guests are required to sign when they check in. He will not allow anyone to examine earlier entries in the book, even for a bribe. If the characters find a way to distract him or return after midnight when he has gone to his rooms, they can learn that Janet did check into the inn on the night of September 13th and checked out the following day. If someone spends two rounds studying the signatures looking for a forgery and gains an "H" Perception result, they will discover that the "check-out" signature is different from the "check-in" signature. After midnight, the book is kept in a locked drawer behind the desk; a successful lockpick result (or an "M" untrained lockpick result) is required to open the lock.

The rooms cost \$25.50 per night; a second guest in a room is charged \$5.00. The rooms are clean and decorated with antique Victorian-style furniture. The bathrooms are old, but in perfect working condition. One oddity: the characters will be the only registered guests on Friday night.

## SECTION 4.2: NOISES IN THE NIGHT

If female characters spend Friday night alone (or together) in a room, Everett changes to wolf form to attack one or both of them. Have any affected PCs make a general Perception Check (Target Number: 35) to see if Everett's presence wakes them up before the attack. If the victim wakes up, then she has a chance to yell for help or perform any other action that she might wish to do. If the character yells, then Everett quickly leaves, but if she can't or doesn't, then Everett attempts to subdue her.

If Everett has already discovered that the group is investigating Janet's disappearance, he does not attempt to enter the PC's room and attack, but uses this as the excuse he has been waiting for to "awaken" Janet. He then spends the night teaching her about her new powers (as best he can), telling her about Stuart, and briefing her on the investigators that are in town and that must be eliminated.

## SECTION 4.3: RED HERRINGS

On Saturday, six couples and a family of four will register in the Inn. These sixteen guests are briefly described below, but have no information useful to the investigation. They provide many role-playing opportunities, since the PCs would very likely want to question each of them to find out what they know about the town. They are described below:

- **Mr. Peter Gordon:** This man is in town for a few days doing some research at the local library. He is in his late forties or early fifties, and dresses like a politician. He has been here since yesterday, and is engrossed in his research; he will politely decline all invitations to dinner or other social activities.
- **Virginia Craig and Stuart Wilson; Samantha Pearson and Daniel Mulligan:** Ginny and Sam are United stewardesses in their mid-twenties; Stu and Dan are attorneys. They have come down from Newton to spend the weekend bicycling in the area. They are out cycling all day but could join the group for dinner, drinks, or a party Saturday night if invited. They plan to return to the Boston area Monday evening.
- **Marsha Struck and Terry Beals:** Both are female students at the University of Connecticut, Majoring in architecture. They have come to Gavinsport to study the three original buildings in town. They spend the days outside the two homes making sketches and taking pictures.



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They would welcome an opportunity to get inside the houses but would never initiate such an invasion on their own. If the characters manage to get into any of the locations, Marsha and Terry will ask to join them. Their interest in the three buildings is architectural only; they explain to the characters that these are the only buildings remaining from the original town. They are familiar with (but do not believe in) the legend of the *Sea Ghost* and may share that with the PCs. They befriend the characters if given the opportunity, and even suggest a party to live up an otherwise boring Saturday night in Gavinsport (assuming that Janet and Everett have not been aroused.)

- **Marvin and Mildred Thompson:** This couple (in their mid-forties) flew to Boston from Cleveland and then drove from Boston in a rented car. They are here in a last-ditch effort to save their marriage. Both gladly complain to the characters about the problems they are having with the other. Any character willing to listen will find either partner has several hours' worth of complaints. Both are near the inn all weekend long, appearing to lie in wait to trap unsuspecting sympathetic ears.
- **Cindy Lou Jones and Carl Schwartz:** These two college students from Hartford met two weeks ago and are still madly in lust with each other. They leave their room only for meals, and are only out long enough for a quick bite before returning. They avoid contact with the other guests and certainly refuse any invitation to join the characters for anything.
- **Joe, Winnie, Michelle, and Michael Brown:** The Brown family takes weekend trips all over New England. They hike all over the area, in town, in the woods, and along the shore. They have never visited Gavinsport before, but have heard the tale of Baron Drake and share that with the characters if the opportunity presents itself. They are friendly, but keep to themselves unless approached by someone. Although they are at the inn for meals and sleeping only, the characters might meet them in town as they wander about.

## SECTION FIVE: THE GAVINSPORT MUSEUM

This old warehouse has been converted by Daryl Johnson into a museum that may provide the characters with useful information and a few false leads. It is a simple one-story building

with sturdy oaken doors in the front and a padlocked sliding steel door in the back. During business hours (10:00 a.m. to 5:00 p.m.) the front doors stand open, beckoning the few tourists who visit Gavinsport to visit. There is no charge for visiting the museum, but Daryl encourages all visitors to buy an annual membership in the Gavinsport Museum Society for \$10.00.

The museum is well lit and boasts 15 exhibits, some under glass. Included among the exhibits are an old sea anchor (12 feet across and dominating the room by its size), an old rocking chair, four valuable antique dolls, a set of dinnerware, a crystal chandelier (hanging from the ceiling without candles), an antique silver mirror, a hand-carved mahogany wardrobe, a painting of a gentlemen, a set of dueling pistols, a pirate flag, and an old treasure chest. None of the exhibits are marked in any way, but Daryl will gladly describe the items (and the stories associated with them) to society members and their guests. (This should give at least one of the PCs incentive to join the society.) Daryl is a simple man who really enjoys his work and is proud of the history he has collected here. He has a slow, drawling accent that tends to drive the other inhabitants of Gavinsport crazy if they spend too much time listening to him.

## SECTION 5.1: MEET DARYL

Read the following aloud when the characters enter the museum for the first time:

*"As you enter the museum, a middle-aged man looks up from his desk and inquires, 'Why, how are ya'll doin' today? If you have any questions about anything ya'll see, let me know,' he offers."*

Daryl makes polite talk, but brings up the museum membership as quickly as he can introduce the subject. If one of the characters pays for the membership, Daryl is quite happy to start answering questions about some of the items in the museum. The following is some boxed text that should be read when a character asks about a certain item:

- **The rocking chair:** *"The old rocking chair belonged to the town's first witch, Abigail Wonser. Many powerful spells she cast on the folks hereabouts. Some was helpful, but most was bad. A few even kilt some of the youngin's. She was burned at the stake without repentin' back in 1826."*
- **The antique dolls:** *"The antique dolls belonged to the richest girl what ever lived here. All she ever did was save her money and hoard the dolls she col-*





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lected. She never left her house an' was only seen peekin' out her bedroom window. One day she just up an' died; nobody knows how or why."

- **The wardrobe:** "No one knows where that old wardrobe comes from, but the date on the underside makes it about as old as the town: 1758. They jes' don't make 'em like that anymore."
- **The mirror:** "The mirror was a gift from Mayor Johnson's great-great-great-great grandfather Henry, way back when this town was first bein' built."
- **The dinnerware:** "The dinner settin's belonged to Wilma Maycomb, one of Gavinsport's few social organizers. When she died at the ripe ol' age of 79, she left 'em to the museum in her will, she did. Really ticked off her fam'ly cuz the silver's real an' the dishes is right valu'ble, too."
- **The painting of the gentleman:** "The paintin' is of the land baron who built the entire town back in the early 1700's. I forget his first name, but his last name's the same as the town: Gavin. He donated the paintin' so's folks'd remember who done built this here town. I guess it didn't work out too good fer him since I cain't remember his whole name anyway."
- **The dueling pistols:** "Them pistols was also donated by that Gavin fella. It was said he was a man of honor; he fought an' won 13 separate duels with them pistols. 'Course they's real old now an' surely won't fire. 'Tis said he always used silver bullets like them that's in the case there. I spect that they is fer show only, cause it'd be real 'sensitive to use real silver to shoot somebody." (CM Note: Have each PC who examines them make a general Perception Check to learn that they are, indeed, not in working order; the bullets are silver.)
- **The chandelier:** "The chandelier also belonged to Wilma Maycomb, who seemed to have a hankerin' for things material. So did her inheritors, but she gave away most of the good stuff to museums an' old friends, leavin' her fam'ly with only her house, which they couldn't sell cuz nobody is buyin' nothin' down here anymore. I'm tole they fin'ly gave up tryin' 'bout 40 year ago."
- **The treasure chest:** "The treasure chest an' flag are all that remains of the ol' pirate ship named the Sea Ghost. The Sea Ghost sailed the coast in the early 1800's looking for prey. One night 'n the fall of 1823, as she made her way toward Gavinsport, a storm blew up outa nowheres and dashed her agin' the rocks jus' east of the bay. She sunked immediately with all hands and whatever treasure she was carryin'. Tha's the part a the story that al'ays sounded s'picious ta me: if the ol' Ghost went down with all the treasure, where'd this here chest come from. The weird part is: nobody I done as't had an answer. Anyway, as the las' bit o' her went under, a

ghostly apparition arose from the rocks an' swore vengeance on the people of Gavinsport. Today the Sea Ghost still climbs the rocks where the ship sunked. I know. I seen the ghastly thing one night when I was jus' a lad an' didn't know any better than to go out there lookin' fer trouble. It's green and covered with the rags of a pirate; lookin' for its lost treasure, no doubt. Come ta think: mayhaps the raggety ghost hauled it up from the bottom."

Daryl is willing to talk for hours, although all he knows of the items in the museum is the speeches he has learned about each. If asked for more information about an item, Daryl will try to stall: "What ya wanna know?" When that fails, he will look uncomfortable for a few seconds and then make up something. He isn't too bright so his additional information is 75% likely to be obviously false. If the PCs point out an obvious error, he will try to cover it (and fail 90% of the time). If the PCs continue to question the validity of his explanations, he will become upset and suggest that, "if you all knowed so much about this stuff, why'd ya ask me in a first place, huh?"

If asked about a specific legend, he will confirm any legend or tale the characters tell him, even if he has never heard it before. He also knows that Stuart Gavin, the banker, left town on business three weeks ago, but will not mention this unless they ask him where or how to find Stuart. Getting accurate and short answers out of Daryl is a very difficult task.

## SECTION SIX: CITY HALL

The Gavinsport City Hall is a converted mansion, larger than average, but nowhere near the size of the inn. An arched door leads into the building; a sign just outside that door announces that it is open from 8:00 a.m. to 5:00 p.m. Monday through Friday and 9:00 a.m. to 1:00 p.m. on Saturday; it is closed on Sundays and holidays.

### SECTION 6.1: A LESSON IN CIVIC HISTORY

Inside the front door, the characters find a large reception area. If they come during business hours, they will be greeted by Amanda Fuller. Read the following aloud when the characters first meet Amanda:

"The receptionist is a beautiful blond, with blue eyes and a warm, friendly smile. She appears to be in her



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young twenties and wears a very flattering aqua sweater with a black miniskirt. She is seated at an antique mahogany desk, equipped with a phone, an IBM Selectric, and her nameplate. When you walk in, she looks up and smiles. "May I help you?" she asks."

If the characters ask to see the Mayor, she explains that he is busy at the moment, but that she can arrange for them to see him in 10 to 15 minutes. After a short wait of five minutes, during which she flirts continuously with one of the male characters, she announces them to the Mayor. Upon meeting the Mayor, have the players each make a general Perception Check. Those who succeed notice remarkable similarities between Larry Johnson (the mayor) and the museum curator (if they've met the curator, that is). Larry is extremely helpful (Gavinsport doesn't get many visitors) and assigns his personal secretary, Amanda Fuller, to assist them in any way she can. She promptly attaches herself to the same male character that she had been flirting with and, if possible, continues her flirting. For purposes of this tournament, the CM should assume that Amanda can find anything that would normally be found in a city's records. Information the PCs may find in the hall is listed below (CM's note: NONE of the information described below is available unless the characters indicate they are looking for that information in the records. If a PC tries to find certain records, he or she must roll success on an Investigation Check. If the PCs fail to locate a piece of information after searching, Amanda offers to help them; she always succeeds at finding the information.)

- The town was built by Drake Gavin; for various reasons (fire, old age, storm, etc.) only three buildings remain from the original 19: the inn, the mayor's home, and the banker's home. Most of the homes in Gavinsport are owned by the mayor, Larry Johnson, or the banker, Stuart Gavin. *Amanda's gossip:* Larry has bought several homes cheaply hoping that the tourist business will improve and wealthy families from Boston will want to purchase summer cottages in Gavinsport. He spends a fair amount of the town's small budget promoting tourism for the town in Boston and other nearby cities. Stuart's acquisition of the property he owns comes from bank foreclosures. Tourism has dropped sharply since the mid-fifties, as has the town's population and the abandoned mortgages.

*For CM eyes only:* Contrary to Larry, Stuart is quite happy with the drop in tourism and

population as it is easier for him to conceal his true "occupation" in a small dying town than in a thriving tourist town. Accordingly, he discourages new businesses and reconstruction by withholding loans for such purposes. He usually gives the lack of business as his reason for denying the few applications he receives.

- There is no record of Stuart Gavin's birth, nor is there a probate record tying him to the inheritance of the family fortune. In fact, there are no birth or death records for any Gavin since Grace Gavin died in 1893 of natural causes. The probate records indicate that she was being cared for by her nephew, Robert Gavin, and had no property or wealth of her own at her death. The records do indicate that Robert inherited the family estate and fortune after the death of his father, Rutherford, of natural causes in 1881. The records show that his mother, Victoria Fuller Gavin, died of pneumonia in 1879. There is no record of Robert's death, but complete birth and death records of all the other Gavins all the way back to and including Drake exist. *Amanda's gossip:* Mandy is surprised that the records are incomplete, but suggests that Robert died elsewhere after moving out of the town, marrying (he was only 38 when his father died), and raising a family. She further postulates that Stuart is Robert's grandson. If asked to search further for information on the Gavin family since the turn of the century, she finds occasional bank records with Robert's signature as late as 1911. She finds similar records dating from 1905 with the signature of Richard Gavin; these continue until 1943. The first occurrence of Stuart's signature is in 1936. If a PC asks to examine the signatures and makes a successful PCN check, the signatures are seen to be very similar, almost as though they had been written by the same person. Amanda half-heartedly suggests that the signature is inherited with the family fortune. She is again surprised, but at a loss as to why the three signatures would be so similar. If the PCs suggest a supernatural explanation, she scoffs and remind them that this is the twentieth century and that witches were eradicated in this part of the country centuries before. A further check (and PCN roll) shows previous Gavin signatures to be different from each other and from those of Stuart, Richard, and Robert.

- Cemetery records show that a burial plot in the town cemetery is being held for Robert Gavin, son of Rutherford and Victoria; it is marked as vacant. *Amanda's gossip:* Mandy takes this information to support her contention that





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Robert died (and was buried) elsewhere, along with his wife. The records also show no reservation being held specifically for Stuart. There are, however, 17 plots still reserved in the Gavin name, presumably (at least, as far as Mandy is concerned) for Stuart and his descendants.

- Everett Mannford purchased the inn from Stuart Gavin 13 years ago.
- Larry Johnson has been the mayor for 11 years; he succeeded his father, Matthew Johnson, when the elder Johnson retired. A further search of election records show that the office of Mayor has been in the Johnson family since Edward Johnson was chosen mayor at the town's first meeting, back in 1787. *Amanda's gossip*: Mandy explains that a Johnson has always been Mayor: it is a town tradition. She further explains that since the job is mostly ceremonial and is not supported by salary or expenses, no one else has ever wanted the job. Records show, in fact, that there were some periods where no one (not even a Johnson) held the position.
- The Maycomb (Section Five) mansion was purchased by Larry Johnson at a delinquent tax sale in 1953.
- A search of the past several town budgets shows increasing amounts spent on publicity. The Mayor has been hard at work in promoting Gavinsport. The few records that track tourism indicate that his efforts appear to have no effect in increasing tourism: The numbers are continuing to drop as is the population and the tax base. Larry has been somewhat successful in getting support for his efforts from the state's tourism bureau. In fact, for the past two years, the state has provided 75% of the total publicity budget for the town of Gavinsport.
- A search of marriage records shows occasional marriages among the wealthy Gavinsport families: the Gavins, the Fullers, the Johnsons, etc. There appears to be no pattern and the number of "intermarriages" is no larger than one might expect in a small community. *Amanda's gossip*: Mandy even remarks that her mom's great aunt married a Gavin (other information described above confirms this: Victoria was married to Rutherford).

## SECTION SEVEN: THE GAVINSPORT LIBRARY

Unusual in Gavinsport because of its stone construction, the Gavinsport Library stands across from the town hall. Two massive oaken

doors invite all who value study and research to enter and tarry a bit. Beyond those doors, the characters find a quaint but useful small town library. To the left is the circulation desk and behind that the office and living quarters of the lone librarian, Mr. Charles ("call me Chuck") Jamison. Straight ahead, beyond the expected "QUIET PLEASE" sign, there are several tables and chairs, patiently waiting for the occasional scholar or student from the colleges of Boston and other New England cities. On the right is the library itself. Row upon row of natural oak shelves hold a surprisingly large collection of books.

## SECTION 7.1: THE LIBRARIAN

Chuck, who works daily from 8:00 a.m. to 5:00 p.m. is certainly not the person one would expect to find running a small town library. He is young (mid-twenties), attractive (6'1" with compelling green eyes below waves of sandy hair), dressed in a suit and tie, and intelligent. He is a student of New England's history and legends, and is well versed in the library's resources. He gladly assists the group in any research they begin. Unfortunately, he also fancies himself irresistible to women and turns his charm on one of the female characters. As he and Amanda Fuller recently ended an eight month engagement, he is especially persistent. If his chosen target resists his charm, he only tries harder to the point of becoming an absolute, although thoroughly charming, pest.

The library, as one might expect in so small a town, has few recent releases, but is well stocked in the classics. It also boasts very complete sections of New England history, with several texts on the myths and legends of the ports along the southern coast of Connecticut, including Gavinsport, New Haven, and New London. The characters should be able to find the two relevant legends among the many available. If the characters visit the library, but decide not to study the myths and legends of Gavinsport, Chuck uses his knowledge of the legends to try to impress his favorite female character. Unless the players are particularly obstinate, they should leave the library with both legends. All the available legends are detailed in the appendices.

## SECTION EIGHT: THE CHURCH AND GRAVEYARD

Like the library, the Catholic church is constructed of stone. In almost every other way,



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however, the two buildings differ greatly. The library is a sturdy, practical building with little adornment or style; the church has enough grace, style, and beauty for a town full of libraries. It lies on the far western side of the town, alone but imposing in its isolation. The two large wooden doors are flanked by lifelike carved stone lions and remain unlocked at all times.

Inside, Father McNulty silently reads scripture in the light cast from an ornate candelabra. Rows of pews, 14 by count, focus the attention of parishioners on the altar located at the front of the church. Confessionals are located on both walls, midway down the outer aisles from the door; overhead, a beautiful stained glass skylight depicts the "stations of the cross."

has become hard of hearing in the past four years. All his parishioners have learned to speak up to be heard; thus, the good Father does not recognize how badly his hearing has deteriorated. He is very willing to help the PCs in their search for Janet, although he liberally sprinkles his conversation with religious references, referring to Janet as the lost sheep, for example. Unfortunately, he is very absent-minded and cannot remember what he is doing or speaking of for more than a few minutes. He does know everyone in town, both by name and occupation, but he mixes things up and gets the name and occupation right only half of the time. He gets the banker's name right: Stuart Gavin; he also knows that Stuart left town a few weeks (or days? "I just can't remember exactly which it was") ago and has not returned (he thinks?).



## SECTION 8.1: FINDING THE LOST SHEEP

After describing the inside of the church to the PCs, read the following aloud:

*"The Father, who looks to be a kindly gentleman in his eighties, stands up at your entrance. "Welcome, my friends, welcome! I am Father McNulty. Have you come for confession or merely to pray?" "*

The Father is a kindly gentleman of 83 who

If asked about any of the legends the PCs may have heard about the town (assuming, of course, that the characters have learned them by the time they meet Father McNulty), he passes them off as tales told by parents at bedtime to frighten children. If pressed further, he explains that some of the old-timers actually believe the legends, suggesting that those who believe such tales place more faith in the monsters of the legends than in God.

If the characters ask for holy water, he becomes very suspicious and wants to know exactly why they want it. If they have treated him well and shown respect for his church (a short prayer at the altar, lighting a candle, or a





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small offering would go over well), he listens patiently to their reasons, but almost certainly refuses their request. He certainly does not give them anything to use against ghosts or vampires or other such creatures, suggesting that prayer and faith in God are the only weapons they need to fight such illusions.

If the characters attempt to steal a small amount of holy water and devise a reasonable plan, they should succeed unless Father McNulty has been alerted to their interest in the fluid by their request (if he has been so alerted, he will catch them in the act on a successful PCN roll). If they are caught stealing holy water, Father McNulty reports the theft to the sheriff, who lets the PC's off with a stern lecture. He does, however, keep an eye on them for the rest of their stay, watching for further problems. Thus, if they try to break into the Gavin's house, the sheriff will probably catch them and then they will be in more serious trouble (he will keep them in jail overnight).

The graveyard behind the church is the only one in town and, thus, contains the graves of most of the people who have ever made Gavinsport their home. There are large, prominent sections for the well-known and wealthy families: the Johnsons, the Gavins, the Fullers, and the Jamisons, for example. As indicated earlier, the last "entry" in the Gavin family plot belongs to Grace Gavin, who died in 1893 (born 1826). There is a double gravestone with the names Madeline and Robert Gavin. It shows that Madeline died in 1888 at the age of 40, that Robert was born in 1844, but his date of death is missing, suggesting that he was buried elsewhere.

CMs should keep in mind that Stuart moved back to Gavinsport about 15 years ago. Many assumed that he came back to infuse new life in the town and were excited about the prospects. But years passed and Stuart seemed content to live out his life in a quiet town, seeming to actually prefer the peace and quiet to the excitement and money that tourists bring.

The town hall records agree with the graveyard record. If the characters decide to check the contents of his "grave", they find that it has never been dug, as the outward signs indicate. Any other digging done in the graveyard is equally fruitless, but very likely (25% per grave disturbed) to be noticed by someone in the town. If someone does notice, it is 50% likely to be Everett Mannford, who will attack. The graveyard, despite player's hopes, the character's fears, and much bad press, is quite benign.

## SECTION NINE: THE GAVINSPORT REGISTER

The home of the town's newspaper is located in a small shop near the center of town. The paper is type-set and printed here; it is published bi-weekly. As with the rest of the town, there is little action here. Cecil Bracken is the owner, publisher, reporter, type-setter, and everything else for the paper. He is listening to a college football game on the radio (Harvard vs. Dartmouth) and scowling, as Dartmouth has fallen behind.

### SECTION 9.1: THE BITE OF CYNICISM

When the characters enter the room, read the following:

*"The sounds coming from a radio indicate that the scowling occupant of this office is listening to a football game. When you enter, he looks up with a sour expression that is quickly schooled into a more bland expression. "Is there something I can help you with?""*

Cecil's general unhappiness is caused by Stuart Gavin, and not the game. Until a few weeks ago, Stuart provided most of the funding for the paper by buying regular advertisements for his bank. Without warning or giving a reason, Stuart stopped the ads and left town shortly afterward, leaving Cecil high and dry. Stuart stopped the ads for purely business reasons. They were not generating any business for the bank.

If given the opportunity, Cecil talks for hours about how unfair the world and, especially, Stuart Gavin is. His complaints are full of frustration, but little else; less than a month ago, he would have described Mr. Gavin as a saint.

If the players ask to look at past copies of the paper, Cecil gladly obliges them but constantly looks over their shoulders to see what they are reading so that he can judge their reaction to his writing and add his own useless comments about the story. He has only been publishing the paper for six years; there had been no paper for many years when he blew into town (the town's previous paper closed down when its owner left to join the army to fight in World War II in 1942). He does not have any copies of the previous newspapers, but they can be found in the library (they contain no relevant information, since Stuart returned only 15 years ago).

In the entire six years that Cecil has been writing and publishing the *Register*, only one



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item of real excitement is mentioned. About two weeks ago, the Fuller mansion was burglarized, and a large quantity of jewelry was taken. Katherine "Kitty" Fuller estimated the loss at \$78,000. Sheriff John Thompson was quoted as having "No comment!" when interviewed regarding the crime. The story ends with the comment that no suspects or further information was available at press time, but suggested that readers could read the "breathtaking conclusion to this bizarre robbery in the next edition of *The Gavinsport Register*." The remainder of all editions concerns itself with births (3 in six years), deaths (33 in the same six years), lost pets, and the countless other tidbits of infinite interest in a small town.

Cecil is a boring and frustrated man. He is skilled enough to do serious writing (his proclaimed hobby and profession), but he is far too lazy to ever finish anything and has not started all that much, either. He shows passing interest in one of the female characters but does not persist. If she shows some interest, however, he suggests a time and place to meet her later. If she does meet him later, he continues his harangue over Stuart Gavin and the unfairness of the world in general. It will not be the most interesting or inspiring evening she has ever spent.

## SECTION TEN: THE WHARF

With its nearly constant fog and timeless atmosphere, the wharf is likely to draw several characters looking for clues. Once an active dock for fishing boats, the wharf is now quite empty. The fog, the murmur of the sea, and the various other sounds heard but not seen suggest just the opposite to imaginative characters, but their investigation turns up little. If Everett is aware of them, he may choose to attack the PCs at the wharf, particularly if they have split up. If time is long, CM's may wish to add the appearance of a drunken old sea-dog to fill the time and feed the characters' imaginations. He could, certainly, recite the legends. In his drunken state, however, he is likely to get

some of the details mixed up. CM's are encouraged to have fun with this if the opportunity presents itself. Despite rumors to the contrary, there is no pirate ghost for the PCs to encounter here.

## SECTION ELEVEN: JOHNNY'S GAS & GO

When the characters stop at this place with their now-defunct car, read the following description aloud:

*"Located on the eastern side of town, Johnny's Gas & Go is littered with cars in various states of repair (but mostly, disrepair). When you arrive, a bleached blond man is bent over an old Ford pickup truck, working on the engine. At the sound of your car being pushed into the station, he turns around and heads toward you. "Your car looks dead, man. Need help?""*

This is Johnny, a frustrated surfer (bleached blond hair, golden tan, and simulated California accent) who feels that he is stuck on the wrong side of the continent. He plans to "blow this dead burg and catch the big surf" as soon as he can get caught up on all the work that keeps piling up around him. With Everett's special "talents," that isn't likely to occur anytime soon. (Everett "attacks" one to three cars each week, depending as much on his mood as the phase of the moon.) He is literally swamped with work since most of the owners live in New England and were able to find other transport out of



Gavinsport, leaving their vehicle for Johnny to work on. He will not be able to "do their car, man" until next week. If pressured, and offered double his normal rate (he will charge them \$68





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to fix the car), he will promise to have them "out of Gavinsport on God's day afternoon." This is the absolute best they can do; if they leave town, after all, the session is down the tubes (which is exactly where Johnny wishes he were).

If asked about Janet (after being provided with a description), Johnny replies with the following:

*"No, man, I haven't seen anyone like her. I've had my head under the hood of that beauty," he gestures toward the cherry-red Thunderbird, "for, well, forever, it seems like."*

He knows little of the town legends (he's only been here three years). He is working on one of Gavin's cars (the cherry-red Thunderbird); Stuart dropped it off about a month ago, saying he wanted it back by October 15th. He hasn't seen Mr. Gavin since, but "we don't hang together much."

## SECTION TWELVE: THE FULLER HOME



The Fuller Home is a well-kept old Victorian mansion overlooking the sea. The mansion sits on about five acres of formal gardens, complete with decorative fountains, a swimming pool, and four ponds. The home reeks of money, inside and out. Broderick Fuller is a Boston attorney who is in Europe for "another week or two." Kitty spends much of her time in the gardens or the pool. She is aloof and has nothing to say to the characters

unless they offer to find her missing jewels. The butler has standing orders not to admit strangers and tells the PCs that "madam is too busy to see anyone at the moment." The servants (butler, chauffeur, two maids, a cook, a handyman, and a gardener) were all "imported" from Boston years ago, but know very little of Gavinsport or its legends, as they rarely leave the house except to leave town on vacation or family visits. They treat the PCs coolly, but will speak with them if approached.

## SECTION 12.1: THE LOST JEWELS

If the PCs suggest that they can find the stolen jewelry, Kitty will agree to see them.

*"You are shown into a tastefully, if richly, decorated sitting room. An elegant woman stands up at your entrance and gracefully makes her way over to you. 'Hello, I'm Kitty Fuller. I'm afraid I don't have much time to spend with you before I'm needed elsewhere, but please, ask any questions that you might have.'"*

She will hold the interview to five minutes, during which she will complain about the lack of an effective police force. She actually knows very little about the robbery; she and Amanda (Mandy) were at the symphony (in Boston, of course) that night; when they returned, she found her jewelry box missing; and she called the police. *"The incompetent sheriff claimed that there was no evidence of forced entry; he as much as accused one of the servants of*



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*the theft. They have been with us for years and are like family. They did not steal my jewels."*

If asked, she will describe the jewel box and contents:

- Cherry wood box with gold lock and silk liner; it is engraved with her initials and is valued at \$400
- Diamond earrings valued at \$1,200
- Diamond anniversary ring valued at \$1,500
- Emerald earrings valued at \$1,500
- Amethyst and silver necklace valued at \$3,000
- Two ruby studded hair combs valued at \$1,000
- Star sapphire pendant on silver chain valued at \$12,000
- 5-carat ruby set with diamonds in a brooch valued at \$15,000
- Ruby earrings with diamond flowers valued at \$6,000
- 6-carat emerald pendant set in an emerald and diamond necklace valued at \$30,000
- Diamond and ruby tiara valued at \$6,400

She is actually only missing the first six items, plus miscellaneous costume jewelry that was mixed in with the valuable items when it was stolen. She never even suggests that she has padded her loss estimate. If the PCs actually find the jewels, she accuses the thieves (or the PCs, if necessary) of keeping or disposing of the other items.

## SECTION THIRTEEN: THE BANKER'S RESIDENCE

This magnificently preserved old-English style mansion is truly a magnificent sight. Stuart Gavin lives here and takes great care to keep his ancestral home in mint condition. When he returned here 15 years ago, he found the mansion badly in need of repair. He immediately embarked on a project that has erased the years and many scars the home bore. Situated amid four acres of pleasant but informally landscaped gardens, the home is well lit at night and maintained by a small, loyal staff hired locally. Everett Mannford, although not officially part of the staff, keeps an eye on the place when Stuart is out of town, as he is during this weekend. The front and rear doors are locked except to admit guests to the 15-room mansion. The entire house is lavishly furnished and immaculately kept by his staff. Although it contains no mirrors, it is designed such that their absence is not obvious. If one of the PCs notices or asks about mirrors, they cannot find any in the house. If, however, the PCs

don't mention mirrors, the CM should not point out their absence. A successful Sense Unknown anywhere in the house will detect a strong presence of Unknown. Naturally, the sensation is somewhat stronger in the locations Stuart spends a lot of time: the cellar, the study, and his bedroom.

## SECTION 13.1: ENTERING THE MANSION

Since Stuart Gavin is not home, to gain entrance to the mansion, the PC's will either have to convince the staff to let them in (they have standing orders to admit no guests in his absence) or break into the home. If they choose to try to break in, the CM will need to improvise a bit, keeping in mind that Everett Mannford has been instructed to watch the house in Stuart's absence and that the staff resides there.

If the characters manage to enter the mansion, read the following description aloud:

*"Inside the massive and artfully carved front doors, you are greeted by the spectacular foyer. A grand staircase curves gracefully under a massive, yet delicate chandelier of light and crystal. Through eight-foot-tall double pocket doors to the left and right are the dining room and the parlor. The dining room is furnished in rosewood with a warm fire crackling in the hearth. The table stands ready to seat ten with Waterford china, Damansk crystal, and gold-plated silverware."*

Actually, the room looks more like it belongs in a museum than in a home. Stuart rarely uses the room, but enjoys living in a home whose rooms are completely decorated and ready for use. Every room in the mansion stands ready for a camera crew from *House Beautiful*, although Stuart would never invite them to film the place. The parlor is rich with mahogany and overstuffed chairs and sofas. A cozy fire blazes between floor to ceiling bookshelves laden with leather-bound books.

Beyond the dining room is a well-equipped but obviously seldom used kitchen. Stuart prefers to "dine out," but occasionally stops in here for a snack. Although it has been fully reconstructed to recreate the original old-English atmosphere, modern appliances have been cleverly hidden to make them at once "invisible" and functional. The pantry is stocked with all manner of dried and canned foods, all apparently fresh (although Stuart rarely eats the food stored here, he expects his staff to keep the pantry stocked at all times, to take the food to their homes before it spoils, and to replace it with fresh food weekly).





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Hidden behind the shelves on the right side of the pantry is a secret door leading to the cellar where Stuart has hidden his and Janet's coffins. Any PC searching the pantry finds the secret door on a successful PCN roll. The staff, by the way, is totally unaware of the true nature of their employer, has never noticed the secret door, are disturbed by any suggestion that Stuart might be evil, and defend him (verbally) against any who would accuse him of being so. If, however, anyone on the staff is shown compelling proof of Stuart's vampiric activities, they become very frightened, tell all the others, and leave the mansion immediately. The word will be spread to the entire town within 30 minutes, unless the PCs prevent the staff from telling anyone; once the word is out, it's out.

Stuart Gavin's study is located behind the parlor and appears to have been just recently vacated by someone who intended to return within a few minutes. As with the other rooms, that is not the case; Stuart is gone for the weekend (the whole month, actually), but he pays the staff well to keep the house this way and they take pride in doing just that. If the PCs search the room, they find the file cabinets full of meticulous records kept by the Gavins that go all the way back to Drake, the founder of the town and the man who built this mansion. A successful PCN roll by any PC examining the records for at least an hour reveals the handwriting of the last three Gavins, Robert, Richard, and Stuart, to be nearly identical (all three are the same person, kept young by his vampiric abilities).

Other than being imbued with wealth and style, the study has little else substantive to offer the PC's. There are Havana cigars on the desk, scented linen stationery monogrammed in gold leaf, a full suit of medieval plate armor (authentic and, therefore, quite heavy), and a large selection of other things the wealthy consider necessities.

Up the grand staircase are the four bedrooms, fully restored and looking immaculate.

If the characters enter Stuart's room, read the following aloud:

*"Located over his study, Stuart's bedroom is furnished with a finely crafted ebony bedroom suite: double bed, wardrobe, dressing table, night stand, and chest of drawers. The deep burgundy curtains and bedclothes are made of plush velvet to match the deep pile carpet. The walls are papered with a dark paisley pattern that makes liberal use of black and burgundy. The effect is a mixture of opulence and darkness; the room seems to absorb light into it and give off only shadows."*

There is no Evil Way Discipline at work here, merely the effect of the room's decorations. If the PCs search the room, they find expensive clothes, toiletries, and jewelry at every turn. They may also find a small, locked safe behind the nightstand if they move it and look behind it (it is not visible to anyone looking about the room for "anything interesting" or even to someone who examines the nightstand itself - they have to move it). It has a combination lock and may be opened only on a successful appropriate skill check. Though it could also be opened with explosives, such methods will destroy the contents, making only the jewelry recoverable. It contains \$33,000 in hundred- and five-hundred-dollar bills and several pieces of expensive jewelry (this stuff makes the jewelry found in his dresser look shabby by comparison). There are four matching ruby-studded tie tac and cuff link sets, a silver brooch set with a large ruby and several small diamonds, and two gold rings set with large rubies.

The three other bedrooms are furnished as guest rooms. They each have a double bed, night stand, wardrobe, and dressing table. Although they cannot be considered bright and cheery, none is as dark and foreboding as Stuart's bedroom. The materials used are similar to the rest of the house: expensive and well-crafted. Each room is furnished with a different wood: cherry, rosewood, and cedar. Each is decorated lavishly (though not as lavishly as Stuart's bedroom) and stands ready for guests that rarely arrive: prepared are fresh bedclothes, bath towels folded neatly on the nightstand, clothes of various styles and sizes in the wardrobes, and a small selection of toiletries displayed on the dressers.

If anyone examines the toiletries in the "cherry room", they may notice (successful PCN) that only the bottle of "Temptress" has a price tag (\$39.99 on the bottom, from a store called "In Scents"). None of the other toiletries have price tags (they were removed by the staff when purchased). This bottle is Janet's; Stuart put it here so that she would have something familiar in "her" room when she completes her transformation. Stuart felt her clothes, handbag, and other possessions were too cheap for her new station and discarded them (two weeks ago; they are long gone). He will be bringing her a new wardrobe when he returns. Should she awaken before then, there are clothes in the cherry room that fit her.

The single bathroom, like the kitchen, has been restored to appear as close to authentic as possible, but boasts most modern conveniences hidden behind the facade of the old english styling. The medicine cabinet over the sink has two elaborately carved rosewood doors, behind



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which is a variety of soaps, shampoos, conditioners, shaving creams, and the like. The plumbing fixtures are all brass, the wall tile is a light rose, and the floor tile is dark gray. The rose-colored towels are clean and fresh and complement the decor of the room. The entire arrangement appears to be designed to accommodate the few guests that Stuart entertains. No one in town will remember ever seeing anyone visit Stuart except his house staff, Larry Johnson (the Mayor), and Everett Mannford. The house staff does not wish to betray their employer's confidence and refuses to describe any of his guests but acknowledge that he rarely invites guests to his home.

The cellar (down the stairs hidden behind the secret door in the pantry) is dark and, to the PC's surprise, furnished. The walls are lined in rich ebony and cedar, the floor is covered in a black and expensive Italian tile, and the furniture is as lavish as the furniture elsewhere in the house. The single room contains an overstuffed sofa, two matching chairs, an ebony cocktail table, and two elaborate, silk-lined ebony coffins resting on ebony stands. The coffins belong to Stuart Gavin and Janet Webb. Stuart's will be empty, but Janet's may be occupied (by Janet) depending on the time of day and whether Everett has "awakened" her to deal with the PCs. If she has been "awakened", she will only be here during daylight hours; at night she will be stalking Brad and the PCs; otherwise, she will be here "sleeping" day and night. Everett will keep an eye on Janet during the day so he can protect her. In addition, the staff at the mansion has been told (by Stuart) to inform Everett of anything strange that occurs at the mansion. For specifics on Janet, her abilities, and her tactics, refer to her description in the NPC appendix.

If the PCs destroy the coffins (with or without Janet in hers), Janet will be destroyed. Stuart Gavin is considerably better prepared, however, and has hidden an alternate coffin at the Mayor's house. To travel about the country (as he is now), he carries graveyard dirt with him to have with him when he sleeps. Thus, he also can survive for several weeks without either coffin, but will need to replace one within that time span and eventually replace the other. If the PCs carefully examine the remains of Janet's coffin (if it has not been burned), they will find several pieces of Mrs. Fuller's missing jewels (the ones that were actually stolen; see list in the description of the Fuller residence) and can do with them as they please.

If the PCs encounter Everett or Janet (or both of them) here, the CM should try not to kill them outright unless they are being very stupid (or the players are ready to end the adventure). As an excuse, Janet has not yet adjusted to her new

abilities and will be somewhat clumsy with them. Also, both Everett and Janet are quite confident that they can deal with the PCs in time and so will not push to finish them in their first encounter. After all, they do get considerable satisfaction from feeding on the fear of their victims. Killing the PC's too soon would eliminate much of that.

## SECTION 14: THE MAYOR'S RESIDENCE

The Mayor lives in the old colonial-style home that his family built when the town was founded. He keeps it painted and in excellent repair, but cares little about its history. He added the garage a dozen years ago, but it does not fit the colonial style at all; nor does the modern patio and swimming pool he installed six years ago. Considering those additions, it seems only fitting that he has a large TV antenna anchored to one of the chimneys on the roof. He has used the same approach on the inside, ripping out the old baths and kitchen to replace them with modern fixtures and appliances that clash dramatically with the rest of the house, but he and his family don't seem to care. A house is, after all, only a place to live and nothing more (Larry's apparent philosophy on the subject).

The furnishings throughout the home are comfortable, but selected without any overall plan in mind. The individual pieces are good quality, but without a plan, it appears as just a jumble of nice furniture. Larry obviously has money and is quite willing to spend it. He just doesn't seem to know how to spend it well. The internal layout of the home is similar to Stuart Gavin's, but the similarities end there. Larry has converted the study into a family room, complete with TV and pool table. The kitchen is thoroughly modern and the pantry has been converted into a laundry room. The cellar, accessible from a door in the kitchen, is dirty, musty, and full of junk. It is the kind of junk one finds in an old basement: nothing of any real value, but lots of memories.

A successful Sense The Unknown Check in the cellar shows the area near the furnace to be a source of something Unknown. A successful PCN check from any PC who looks allows them to find a secret door leading into the walled-up coal bin. Inside that room is Stuart's backup coffin and a tunnel leading 200 feet to an old, unused well. The well is not visible from outside because the Johnsons removed the old upper stones to put a metal tool shed on the spot.

Stuart took advantage of that by installing a trap door in the floor under the riding mower in the shed. Only if a PC moves the mower, examines the floor, AND makes a successful PCN check





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will the trap door be found from above. None of the Johnsons are aware of the room, its contents, nor the tunnel between the tool shed and their cellar. They will be shocked and surprised to learn of its existence and will want to know who is responsible and what is going on. If the PCs suggest Stuart is involved, Larry defends his friend unless shown positive proof of Stuart's true nature.

## APPENDIX ONE: THE LEGEND OF THE *SEA GHOST*

In the early 1800's, pirates sailed up and down the eastern coast of North and South America attacking merchant ships and looting small villages like Gavinsport. On a dark night in the autumn of 1823, such a ship was bound for Gavinsport, its crew intent on pillaging and taking slaves. Although the winds had been calm all day, a storm blew out of nowhere as the ship sailed past the reef that forms the bay on which Gavinsport lay. With its target in sight, the ship was dashed against the reef, ripping a gaping hole in her hull and sending her and her crew to the ocean floor just outside the bay.

The few Gavinsporters that were up and about (mostly drunken sailors) reported seeing a ghostly apparition rise from beyond the reef. According to the witnesses, the *Sea Ghost*, as it came to be called, hovered just over the surface of the water among the swimming pirates and floating debris for almost an hour after the wreck, as though it was searching for something. One drunken sailor claimed he heard the strangled cries of the pirates as they were pushed under the waves by the *Sea Ghost* and drowned.

Come morning, the men of Gavinsport rowed and sailed their boats to the reef in search of the pirate treasure they were certain was there. After searching all day, only a single chest was found (the one now in the museum). The chest, much to the town's dismay, contained only old clothes and other personal items; it contained no treasure. Oddly (or, perhaps, not so oddly considering the presence of the *Sea Ghost* at the site of the wreck) none of the pirates' bodies were ever found.

Since that year, many sailors and a few Gavinsporters have reported seeing the ghost walking the bay in search of lost crewmates (those that escaped his killing touch that night in 1823). Old sailors who frequent the docks of Gavinsport believe the crew mutinied and killed their captain before sailing for Gavinsport. Their theory is that the dead captain, angered by the rough treatment he had received at their hands, became a ghost which followed the ship, called forth a storm to

wreck it, and then moved amongst the survivors, draining the life from their bodies.

Although the wreck indeed occurred and a treasureless chest was removed from the wreck, no ghost (of the land or sea variety) haunts the bay or the village. That has not, however, stopped the people of Gavinsport from attributing every unexplained death or disappearance to the *Sea Ghost*. Every 15 or 20 years, another group begins anew the search for the *Sea Ghost's* vast treasure; all with the same result; many with some loss of life; and with all the deaths attributed to the *Sea Ghost*.

If the PCs go to the wharf looking for the *Sea Ghost*, they will be disappointed. **SAVE** "removed" that creature in 1923. If the PC's manage to get in contact with their local SAVE branch, they can discover this information with some heavy searching, though the CM should discourage this when possible.

## APPENDIX TWO: THE GAVINS OF GAVINSPORT

"Baron" Drake Gavin founded Gavinsport in 1753 at the age of 27. He reputedly chose the area because he wanted to be away from the "hustle and bustle" of the nearby towns of New London and New Haven. Drake had claimed that the towns were too urban for him, and he moved his family and a few close friends to an area with a natural harbor midway between the two towns. None of the surviving records suggest where Drake Gavin got his money, but he is credited with building the original village of five homes. Unfortunately for the "Baron," as he became known to those who ran afoul of him, he chose his site too well. Soon others moved to the bay area for the fishing and the natural port the bay provided.

As the "crowds" moved in, Drake became more and more of a recluse. By 1780, his retreat was complete and he was only seen at his mansion by family and close friends. Nonetheless, in 1783 when the village filed its charter with the state of Connecticut, the people chose Gavinsport as its name and Bertram Johnson, a close friend of Drake's, to be their Mayor. Although his friends wrote highly of him in their letters and diaries, none gave any explanation for his reclusive habits. This trait was not shared by his descendants, who seemed to try, after his death in 1791, to undo the years of seclusion as rapidly as possible by throwing numerous parties at the estate. Within six months, the mansion became the social focus for the entire southern coast of Connecticut. In fact, the parties became a major factor in the rebirth of Gavinsport fol-



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lowing its near demise at the hands of the Nightstalker (see Appendix Three). The Gavins became the social barometer for the area; if you weren't a regular guest at the Gavin parties, you were left out of "polite" society. Fortunately for most residents, Martin Gavin liked nearly everyone, so only thieves, murderers, and the poor were excluded from the invitation lists.

The Gavins continued to be an influential and well-liked family until Robert left Gavinsport for unknown reasons in 1901. From then until Stuart Gavin "returned" to Gavinsport to live in the family mansion, the Gavin name was absent from the village's history. Throughout that half century, the house was managed by a succession of caretakers who were hired and paid by the Gavin family from afar. The bank was managed by the officers that had been appointed by Robert before he left, and by those they to replace officers who died or retired. The salaries for the caretakers and the bank employees all came from the profits earned by the bank. All in all, it seemed to run as well without the Gavins as it had when they were around.

Since his return, Stuart has slowly insinuated himself into the management of the bank. kept such a low profile that few recognized that a Gavin was once again in charge until he had been in that position for two or three years. The bank continues to prosper, as does the Gavin fortune (based on the amounts spent by Stuart to reclaim and restore the family mansion).

## APPENDIX THREE: THE TALE OF THE NIGHTSTALKER

On the evening of June 28th, 1785, Penelope Morris was returning from a brief visit with her grandmother. She was walking near the docks, savoring the rich smells of fish and produce while she enjoyed the cooling breeze that blew in from the ocean. Had she known about the Nightstalker, she might have quickened her pace or taken a different route. Instead, she was the first victim and so could not know she was about to launch, in a way, the most grotesque era in Gavinsport's long history. The Nightstalker struck only at night, mutilating his victims with a knife and with a ferocity eventually matched only by London's infamous Jack the Ripper. His victims could be anybody: old and young, man or woman, attractive or homely. None felt safe after dark in Gavinsport.

The attacks peaked in the fall of 1787, when the Nightstalker averaged one savage killing every week from late August through early

November. By then, many families had moved to the safer towns of New London, New Haven, and Branford. The pace slowed somewhat in '88 and '89, and become a mere trickle into the early '90's. The last attack attributed to the Nightstalker occurred on June 3, 1793, almost eight years since the first attack. During that period, the Nightstalker claimed 92 lives and frightened countless others.

Despite their best efforts, including help from as far away as Boston and New York, law enforcement officials were no closer to learning the identity of the Nightstalker when the killings stopped than they were when they began. There were theories aplenty, but few hard facts. In the end, most were simply relieved that it was over and were content to return to the quiet life that had existed in the village before the killings began with Penelope and her ill-fated stroll.

## APPENDIX FOUR: THE OPPOSITION

### JANET WEBB CARPATHIAN VAMPIRE:

AGL: 105  
DEX: 60  
PCN: 90  
PER: 45  
STA: 120  
STR: 90  
WPR: 90  
EWS: 125  
ATT: 2/100%  
SR: 4  
FEAR: -30  
MV: 155' (L); 75' (A as fog or mist)  
Type: Servitor (to Stuart Gavin),  
can become a Master at Stuart' death.  
Class: C,G  
Disciplines: 71/86/106 Swarm  
96/111/131 Second Light  
Automatic Change Self (to mist or  
fog only)  
86/101/121 Wave of Fog  
86/101/121 Steal Memory, Sleep  
77/92/112 Halt

Janet possesses the same abilities and limitations as the Carpathian Vampire found the Chill rulebook, pages 235 through 237. If things go as expected, she will be "awakened" by Everett during the adventure to help him take care of the PCs. Therefore, she is still learning about her new powers during the weekend but is fascinated by





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her new abilities. She is not hesitant to use her new powers, but uses them clumsily and to little effect (at least, in the first encounter or two). To simulate this, the CM should apply a 25% penalty to any of her actions the first full day she is awake; that penalty drops to 15% the second day, and by the third day she is in full command of her abilities. She still feels human emotions, but feels them much more strongly than she did in her former life. She also believes she is invulnerable in her new form, and this makes her somewhat reckless. She will take Everett's advice if he suggests that they retreat from a dangerous situation.

## EVERETT MANNFORD COMMON WEREWOLF:

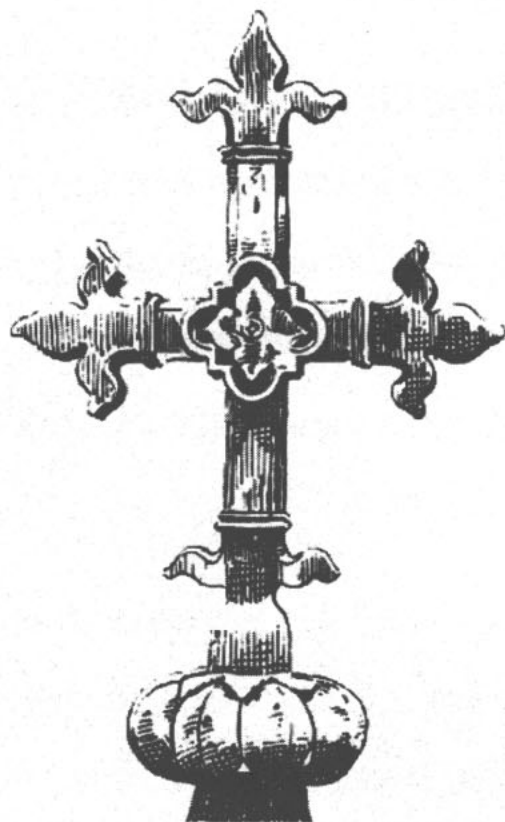
AGL 85  
DEX 30  
PCN 85  
PER N/A  
STA 75  
STR 85  
WPR 55  
EWS 95  
ATT 3/85%  
SR 4  
WB n/a (or as a human when in human form)  
FEAR -40  
MV: (L) 225  
Type: Servitor (to Stuart Gavin)  
Class: C  
Disciplines: Automatic Chage Self (to and from human and werewolf form)  
60/75/95 Haywire

Everett Mannford is a common werewolf who has the same basic abilities as those found in the Chill rulebook, page 238. The only difference is his Haywire discipline, which he was taught by Stuart Gavin. Before he became a werewolf, he was Stuart Gavin's valet. When he learned that Stuart was a vampire, he begged him to make him a vampire as well. Unfortunately Everett did not possess sufficient natural abilities to become a vampire. Depressed, Everett went for a walk in the woods one evening and was bitten by a werewolf. He has always suspected Stuart of arranging the encounter, so he continues to serve Stuart, now in his more powerful werewolf form. For his many years of devoted service, Stuart gave him the Mannford Inn. He now splits his time between the management of the Inn and watching over Stuart's affairs, especially when Stuart is out of town.

Everett is cruel and enjoys watching people

suffer, especially when he is the source of the suffering. He is arrogant and considers himself better than those around him, although for the good of the Inn, he tries to control these traits around customers. Any PC who makes a PCN check notices that Everett's attitude seems a little out of place for an innkeeper.

Stuart has asked Everett to watch over Janet's transformation while he is out of town. Hours of staring at her lying in her coffin has convinced Everett that he loves her. He hopes when she "awakens" that she will return the feelings he has for her. To help her along that path, he used his special abilities to burglarize the Fuller mansion, emptying Mrs. Fuller's jewelry box. He has selected several pieces to present to Janet when she completes the transformation. Although she is not scheduled to "awaken" for several weeks (when Stuart has returned), Everett is looking for an excuse to "waken" her early in the hopes that she will feel a particularly strong attraction to the first man she meets after completing her transformation.





# Death's Head Revisited

## Section One Background

**A mysterious disease has been striking in the small town of Port Roberts. The doctor in charge of taking care of this problem has reason to believe that there is more to the situation than what is apparent. It is up to the envoys to figure out what the cause of the disease is before it can cause more deaths. What they find, however, could be more than they anticipate.**

**This adventure is broken into several sections. The first section details all of the background of the adventure. The second section covers all of the information that a CM needs to be able to run the adventure. The third through sixth sections are the main body of the adventure and are arranged by what should happen on each day that the PCs investigate. Finally, the seventh section describes any “floating” encounters that might occur.**

**Before running this adventure, please be sure to read it through in its entirety because several encounters could occur earlier or later, depending on the PCs' actions. If you don't have that luxury, be sure to read at least Section 1, Section 2, and Section 7. This should give you a good overview of the whole adventure.**



## Section 1.1: *The Money Pit*

Excerpted from a recent issue of Archaeological Digest:

Life as a young boy in Nova Scotia in the late 18th century wasn't very exciting, except for those who knew how to make their own excitement. Three such boys lived in the tiny seaside town of Port Roberts. Breezy beaches and a nearby forest were good for an afternoon of playing pirate, but they never really offered the fun of exploration and discovery. So one summer day, the three boys decided to explore the little island of Beths Head, which lay about a mile offshore.

Finding a lamentable lack of lost Indian tribes and a definite deficit of spooky caves, the boys settled for an adventurous picnic lunch under the huge oak on the west end of the island. Unpacking their basket, the boys noticed a wooden tackle block hanging from a rusted pulley secured in the oak's branches high above. The tackle's rope was rotted through with age and came apart when one of the boys struck the block with a tossed stone. The block fell to the base of the tree, landing in a shallow depression directly below the pulley. Recalling legends of buried pirate gold, the boys returned early the next day with pick and shovel, hoping to find a fortune in lost doubloons.

Digging two feet down, the boys struck flagstone, laid out in a layer. Pulling the flags up, the three uncovered the top of a shaft filled with loose dirt. Encouraged by this strange discovery, the boys continued to dig until they reached an oaken platform 10 feet below. Over the next few weeks, the excavation revealed further platforms 20 and 30 feet down.

**"...the boys refilled the shaft and made a pact to return one day when they could afford to hire help".**

The mysterious shaft began to lose its novelty after a month of backbreaking labor, so the boys refilled the shaft and made a pact to return one day when they could afford to hire help.

Thus, in June of 1804, with the help of a rich friend from the States, the boys, now men, returned to Beths Head Island with a crew of laborers. In the next six weeks they found more platforms of oak beneath the first three, plus inexplicable layers of putty, charcoal, and even coconut fiber. At a depth of 85 feet, the diggers at last found a hint of the riches they sought: a stone tablet, one foot square and three inches thick, with a crudely engraved silver plaque

nailed to its face. Joyous at this discovery, the men stopped work for the day and took the tablet back to Port Roberts for study.

That night, the tablet vanished and was never seen again.

When they returned to the site the next morning, the men discovered to their horror that the shaft was filled to over half its depth with water. The water refused to recede and couldn't be pumped. Thus confounded, the men were forced to give up.

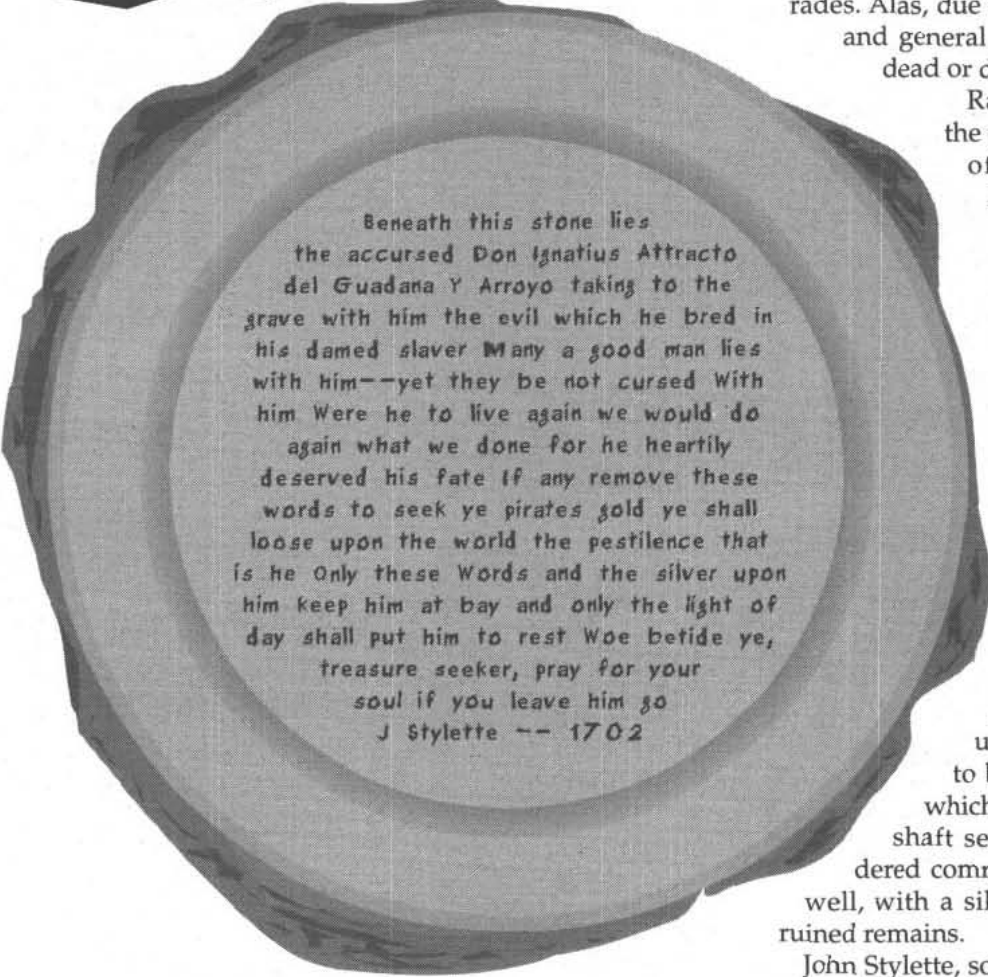
Since that time, many digs have been attempted, but all have ended in failure. The island has been mined so often over the years that it is no longer possible to be certain where the original shaft was. In 1961, the most recent excavation ended in death.

Just recently a new expedition has been launched, funded by the Canadian government. ■

The remainder of the Archaeological Digest article goes on to detail the techniques used in previous digs on Beths Head, along with speculation about the type of equipment that will be used in the new project. This technical talk is rather anticlimactic.

## The Inscription:

### Player's Aid №1



Beneath this stone lies  
the accursed Don Ignatius Attracto  
del Guadana Y Arroyo taking to the  
grave with him the evil which he bred in  
his damed slaver Many a good man lies  
with him--yet they be not cursed With  
him Were he to live again we would do  
again what we done for he heartily  
deserved his fate If any remove these  
words to seek ye pirates gold ye shall  
loose upon the world the pestilence that  
is he Only these Words and the silver upon  
him keep him at bay and only the light of  
day shall put him to rest Woe betide ye,  
treasure seeker, pray for your  
soul if you leave him go  
J Stylette -- 1702

## Section 1.2: A Bad End for a Bad Man

The remainder of the Archaeological Digest article goes on to detail the techniques used in previous digs on Beths Head, along with speculation about the type of equipment that will be used in the new project. This technical talk is rather anticlimactic.

In 1702, long before the three boys described in Section 1.1 were born, wooden ships ruled the waves and English gentlemen roamed the high seas as privateers, robbing and routing the Spaniards in the name of God and Country. In this year, a Spanish slave-ship captain by the name of Don Ignatius Attracto del Guadana y Arroyo captured the ship of James Boote, a notorious privateer.

Rather than kill the surviving crew outright, the sadistic hidalgo threw the men into the hold of his own ship to be sold as slaves in the New World. After a week of deprivation and torture, the first mate of the pirate crew, John

Stylette, escaped while the slaver's ship was in port in Portugal and took word of the pirate crew's capture to their privateer brethren.

Stylette's hastily-assembled pirate fleet, under the flag of Captain Reginald Faulkenay, overtook the evil Don's ship, El Paso del Santo, 45 days after the original capture. The English privateers took the slave ship, killing all hands but the captain, and went in search of their comrades. Alas, due to malnutrition, disease-ridden vermin, and general filth, Boote and his crewmen were all dead or diseased beyond hope of survival.

Rather than mercifully hang Ignatius, the pirates threw him into the infested hold of his own ship and left him to rot. Pressed into service as booty, the Spanish slave ship was manned with a skeleton crew and added to the privateer fleet.

Finding themselves on the wrong side of the Atlantic as winter arrived, the vengeful pirates turned north to Nova Scotia, where the English colonials currently enjoyed an uneasy peace with the French. At the time, Port Roberts was no more than a handful of cabins, and Beths Head was no island at all, but a headland, connected to the mainland by a low isthmus. That winter, the pirates busied themselves in secret, using the oaken timber of the Don's ship to build a series of shafts and tunnels in which to bury their stolen riches. The surface shaft served also as the grave for their murdered comrades. Don Ignatius was buried there as well, with a silver chain and many a curse upon his ruined remains.

John Stylette, sole survivor of the Spanish hold, made a plaque from one of the Don's costly silver serving trays and mounted it upon a stone tablet. Using his belt knife, he wrote upon the plaque the following words: (Translated for the CM's convenience, see Player's Aid #1 for the plaque's actual appearance.)

Stylette buried the tablet atop the tomb of his shipmates and their killer, then ordered the shaft filled and forgotten. The pirates completed their work on the hole, knowing that they had a second entrance and would never need to re-dig the surface shaft.

Twenty-seven years later, a tremor sank the isthmus connecting Beths Head with the mainland, collapsing the secret entrance and sinking the treasure beyond the hand of man forever.

The pit's present depth of 110 feet is the deepest that can be successfully excavated, because the network of flood tunnels built by the pirates was wrecked beyond repair by the 1730 tremor. Digging any deeper would only result in massive, uncontrollable flooding.



### Section 1.3: The Curse of Don Ignatius

Though his body had perished in the pit, Don Ignatius's twisted spirit remained, and through the ultimate act of will, he forced an evil echo of life back into his bones, a life with no purpose but to destroy everyone he could by spreading the foul disease that took his life.

He discovered, however, that alive or not, he was unable to move from his tomb. He was pinned by the curse of the silver chain around his neck and the plaque buried far above his head.

Having no alternative, he bided his time in a quiet, vigilant rage, knowing that someday the pirates would return for their stolen Spanish gold. His wait was much longer than he expected.

The first dig to approach the depth of the bodies was the ill-fated 1961 expedition. When unsuspecting workers discovered him, the motionless Don infected them and commanded them to forget. After infecting several workers this way, Ignatius overheard the site manager informing one of his men that the site would soon be closed because of the sick men. He also overheard mention of the plaque that had once been buried far above him. Ignatius was at first gleeful to learn that the plaque was missing, but after some consideration he realized that he would never be safe to roam until both it and the chain were destroyed or irretrievably lost.

To this end, the Don used his Influence on the site's sanitation manager, Albert McClellan, commanding him to recover the plaque. To finance this search, the Don directed Albert to dig for a small purse of silver crowns buried with the pirates. Two days later, the Canadian government ordered the site closed for reasons of health: Two of the infected men had died.

Albert spent nearly 30 years searching for the plaque across three continents. When he finally found it, the moment he laid his hands upon it, the force of the Don's command faded, only to be replaced by greed. Albert began to speculate: The creature had found him one bag of silver. Perhaps it could be made to find more. Besides, he reasoned, the thing had never moved; how could it be dangerous?

Albert went to work on reopening the site, and finally persuaded the Ministry of Health that the deaths in 1961 were due to faulty sanitation equipment. With financial backing from the Canadian government, Albert had the shaft re-dug.

### Section 1.4: McClellan's Folly

When new workmen returned to disturb his tomb, Don Ignatius reacted as he had before, infecting them and commanding them to forget his existence. The first sick men appeared two days ago. Yesterday, the Ministry of Health declared a quarantine of the site.

Even so, as site manager, it was easy for Albert to return to the site early this morning to strike a new deal with the strange creature. This time, however, Albert planned to have the upper hand—this time, the creature would do Albert's bidding.

In the face of Albert's stubborn behavior, Ignatius hid his anger and agreed to serve Albert, offering the silver chain around his own neck as a token of good faith. Greedily, Albert took it, releasing the Don from the pirate curse.

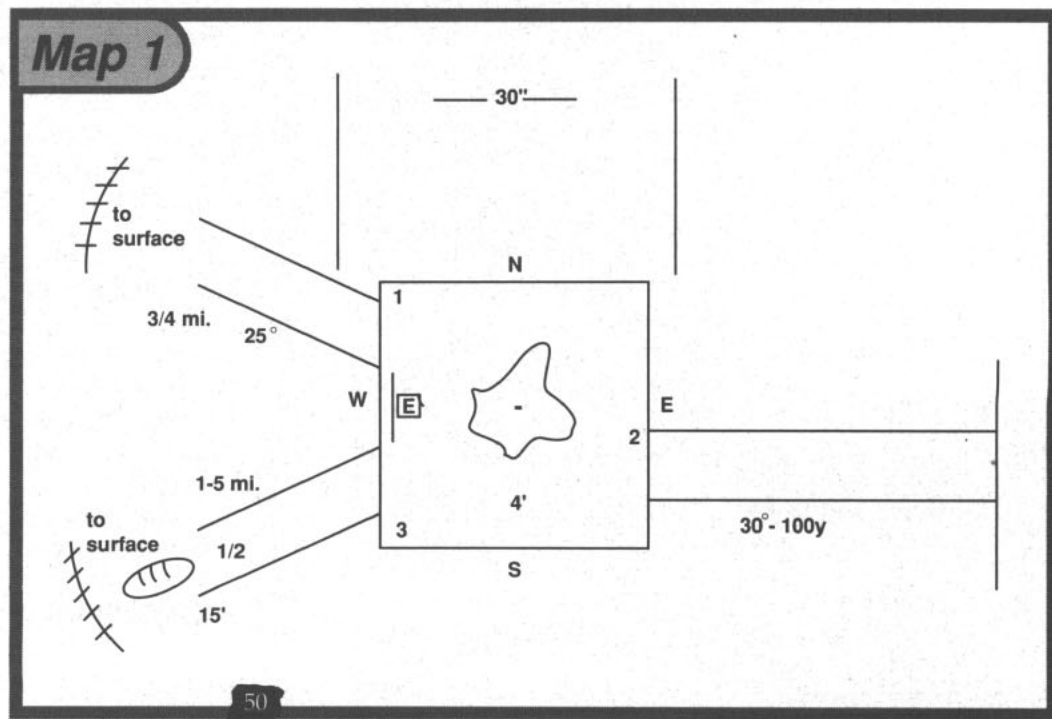
To the Don's dismay, he found that although the chain no longer held him immobile, it still had the power to thwart him by protecting the person who held it—in this case, Albert.

Albert in turn was horrified to discover that the creature was now alive and perhaps capable of leaving its hole. Terrified, Albert struck this bargain with the creature: If the Don finds all the treasure of the pit for Albert, agreeing not to go to the mainland until Albert returns to America, then Albert will sink both the plaque and the chain into the deepest water he can find.

Neither has any intention of fulfilling his side of this pact.

### Section 1.5: The Excavation

The excavation is a 30-foot-wide shaft that sinks straight down for about 110 feet. At the bottom are three tunnels, one starting south and leading to the southeast, one



starting west and heading to the northwest, and one leading almost directly east.

The first tunnel runs upward at a sharp, nearly 25-degree incline for not quite three quarters of a mile before breaking through the surface of the island.

The second tunnel leads upward at a 30-degree incline for about 100 yards before running into a rough wall of stone. Attempts have been made to dig around the wall, but it continues quite a way in all directions.

The third tunnel runs slightly upward for almost a mile and a half before breaking out through a slight cliff over the beach. Just past the halfway point of this tunnel the floor dips and at this point lies a several-foot-deep puddle of water. The water is almost 15-feet across, and the ceiling is only 3 feet above the surface. Beyond this obstacle, small tunnels riddle the walls, some no larger than rat holes, and none are large enough to fully explore. As the characters pass these holes, rats will attack them. (This is equivalent to the Summon spell, though Don Ignatius need not be present for it to work.)

Both auxiliary exits to the site are within the fence circling the dig. The fence is not electrified, but does have several rows of barbed wire on top, as well as a silent alarm system.

Near the pit stands a large generator with several cans of fuel, two sets of pumps (for pumping water out of the hole), and a huge stump, which is the only remains of the old oak tree (see the article).

In the pit, a free-standing mine elevator runs down the west wall between tunnels 1 and 3. It is fairly easy to operate, requiring no special skills.

The pumps require someone with Mechanics or a related skill to start and run them effectively. The hoses attached to the pumps can reach any spot on the floor of the pit and a short distance down each of the tunnels. They cannot reach the water in the second tunnel unless the party can jury-rig the two sets of tubes together. This would require the Mechanics ability as well.

The bottom of the shaft is almost 30 feet across. There is a large puddle (nearly 15 feet across) near the first tunnel, and smaller puddles lie scattered haphazardly across the rest of the floor. The water is no more than a foot deep in most places, except for one deep hole at the center of the large pool; this hole is 6 feet deep and 4 feet across. It will not be seen by anyone wading around, because the water is fairly muddy.

Along each wall runs a network of catwalks, which in some areas reach the top of the pit. They are 3 feet wide in most places and made from wood and metal. Ladders join each level of catwalk with the ones above and below it.

## Section Two Preparing the Adventure

This section contains information on preparing the adventure. Not only are several timelines included to make things easier to reference, but descriptions of NPCs, creatures, important items, and locations are in this section as well.

### Section 2.1: Useful Skills

Certain skills will be especially useful to the characters in this adventure. Among these are the following:

History  
Journalism or Investigation  
Archaeology/Anthropology  
Medicine  
All combat skills

Because History and Journalism or Investigation are particularly important to this adventure, if no PC has either, it would be a good idea for the CM to prepare an NPC with these skills.

### Section 2.2: Research Tables

Results are cumulative; an 'H' result, for example, will also reveal the information under 'M' and 'L.'

Anthropology/Archaeology  
(Historical Society and Library)  
Items in parentheses cannot be discovered unless the researcher has the silver plaque.

**L or M:** The oak used in the construction of the pit, as far as can be seen from the remains in the Historical Society, is consistent with the wood used in old sailing ships and galleons.

**H:** The plaque's appearance and the level of technology required to construct it are consistent with the date engraved on it

**C:** The letters on the plaque were hand-engraved, possibly with a belt-knife or similar object. The silver plate is of a style commonly used on Spanish galleons of the time. The back probably bears the stamp of a Spanish smith (It does—"Castille A.D. 1695, INTS"). The language on the front is English, though.

History  
(Historical Society and Library)  
Items in parentheses cannot be discovered unless researcher has the silver plaque.

**L:** In the late 1600s and early 1700s, Port Roberts was an English colony which commonly turned a blind eye to shady deals, and Beths Head, which at the time was still part of the mainland, was rumored to be the lair of pirates.

**M:** In the 1600s many "gentlemen pirates" or privateers were loosely affiliated with one country or another. They gave a portion of their booty to their sovereign and in return received whatever protection the country could extend without causing an international incident. England's Queen Elizabeth was well known for dealing with them—her privateer fleet would often harass the Spanish.

**H:** "J Stylette" was probably John Stylette, one of the few literate pirates. He often shipped with Captain James Boote.

**C:** "Don Ignayshus Atraco del Guadana Areyo," as spelled on the plaque, was probably Don Ignatius Attraco del



Guadana y Arroyo, a notably sadistic captain of a slave ship near the end of the 17th century. His ship disappeared completely with all hands sometime after the year 1700. It was presumed lost at sea.

Journalism or Investigation  
(See Section 4.5)

Graphology/Forgery

This skill indicates nothing about the writer of the plaque because of the inherent difficulties of engraving in this manner.

### Section 2.3: Useful Disciplines of the Art

Certain disciplines of the Art will be especially useful to the characters in this adventure. Among these are the following:

Clairvoyant/Prescient Dream

Restore Willpower

Restore Stamina

Due to the nature of the Don's disease (see Section 2.7) and the fact that its course can only be stopped by two successful applications of the discipline Restore Stamina, it is a good idea that the party have at least two PCs capable of using this discipline. If this is not the case, the CM should prepare at least one NPC with this ability.

### Section 2.4: The Dream

For any successful use of the discipline Clairvoyant/Prescient Dream, read aloud to the dreaming PC:

*"There is no light. The creak of the timbers and the moan of the ropes and the lapping—or is it laughing?—of the water seem to have gone on forever. And they will go on forever. The smell of death, the death of the First Horseman, and the tiny claws of his furry minions are everywhere.*

*The rocking and creaking stop, and a light—starlight!—blossoms above. But it is far away, as if at the end of a long tunnel. Or at the top of a deep pit. Or a grave.*

*The moon rises slowly from the edge of the darkness, so far away. For a brief instant it is centered, silver and gleaming, in the frame of earth.*

*It begins to grow larger. Or is it moving closer? Moving? Falling! As the huge, silver disk draws near, you see words written faintly upon it, but they aren't clear enough to read.*

*The moon, like a fallen plate, shatters into a thousand silver shards, which burn like the sun where they touch you.*

YOU WAKE."

## Section 2.5: Creatures

### TOMB RATS

AGL: 69  
DEX: 22  
PCN: 56  
STA: 88 (x 25)  
STR: 7  
WPR: 12  
ATT: 1; 39  
SR: -2  
WB: 3  
FEAR: -10  
MV: 85' (L); 5' (W)

The rats found in the Don Ignatius's tomb are versions of the small, brown-haired rodents found almost everywhere on earth.

Once in combat, rats are vicious fighters, attacking with their bite and often leaping onto the legs or even the backs of their opponents. A rat's bite causes little physical damage; however, a character attacked by a rat has a 10% chance of contracting the disease spread by the Mist Mummy (see Section 2.7), whether they are bitten or not, as the disease is also passed by the fleas on the rats.

### DON IGNATIUS ATTRACO DEL GUADANA Y ARROYO (Mist Mummy)

AGL: 58\*  
DEX: 59\*  
PCN: 43  
PER: 11\*  
STA: 73  
STR: 46\*  
WPR: 44  
EWS: 112  
ATT: 1; (40+2D10)  
SR: 3 (touch)\*  
WB: 20  
FEAR: -25  
MV: 40' (L); 150' (A, in mist form)  
Type: Independent  
Class: G,C

\*These figures apply to corporeal form only.

Disciplines:

Summon (tomb rats): (M) 112

(Special) Unique Breath of Pestilence/Change Self:  
(T) 123

Influence: (T) 108

Purified Shell: (S) 93

(Note: Disciplines in brackets differ from those of the typical Mist Mummy on page 225 of the CHILL® sourcebook.)

The Don is a mist mummy, an undead creature with the outward appearance of a monster-movie mummy, but which may turn to mist at will. (Unlike a vampire in gaseous form, the mist mummy cannot be attacked in mist form using Incorporeal Attack). While in corporeal form, the Don normally appears as a dripping corpse tightly wrapped in rags. If he wishes to pass unnoticed among the living, he uses the Evil Way to take on a Purified Shell resembling his handsome body of long ago. His natural form is that of a ball of mist colored with a green tint which is noticeable only in light at least as bright as daylight.

The Don can attack only while in corporeal form, when he attacks by striking or touching his victim. His mere touch carries enough force to inflict a wound, but his preferred form of attack is a sweeping backhand slap to his opponent's face, a habit he acquired during life (treat as a Called Shot). More serious than the wound itself is the fact that with each touch, the Don can use his unique version of Breath of Pestilence. Each touch from the Don has a base 100 chance of infecting the recipient with his special disease (see Section 2.7).

In addition to his infectious powers, the mist mummy is the natural master of all rats within 100 miles of himself and can summon them immediately to his aid. The rats will fight to the death for him. Don Ignatius' familiarity with both rats and disease has been intimate since his death in the hold of his infested slave ship.

A mist mummy suffers normal Stamina loss from attacks of all types but can only be wounded by silver weapons. If the Don is near destruction, he will try to change to mist form and escape. The Don will be destroyed if he is trapped in sunlight in mist form for more than one minute (12 rounds).

Ignatius is both intelligent and unscrupulous, but he is disoriented by his modern surroundings. Therefore his goals at the moment are simple: survival and revenge. He hopes to kill Albert and see to it that both the plaque and the chain in Albert's possession are tossed into the deepest water possible. The Don hasn't yet realized that any silver—not just the pirate artifacts—can harm and ultimately kill him. He does know that sunlight can destroy him while he is in mist form, so the Don generally travels only at night, for fear of being forced into mist during daylight.

The incorporeal discipline Medium will not work on the creature.

Above all, the spirit of Don Ignatius Attraco is cruel, delighting in the pain and fear of others. His activity during this adventure will reflect this, as well as his habit of toying with his victims, a conceit which allows him to reassure himself that he is in control.

Because the Don's location can be of importance at any time, here is a timeline telling where he is located throughout the adventure.

### Timeline for Don Ignatius Attraco del Guadana y Arroyo

**Day 1:** Albert removes the chain holding the Don captive, but makes him agree to stay off the mainland if he wants the chain and plaque to be destroyed. Albert also demands treasure. The Don agrees and keeps his word to the letter. He does not go to the mainland . . . he instead goes to sea and infects people aboard the Edinborough and the Mackie.

**Day 2:** Albert shows up after the Mackie is recovered and confronts the Don, who points out that he promised only to stay off the mainland, not that he'd remain on the island. Albert declares their deal off. No longer bound by his side of the bargain, the Don sets out for the shore as soon as it gets dark enough for him to travel safely in mist form.

Realizing that he cannot attack Albert physically or mentally, the Don decides to work against him indirectly. He has a brilliant idea: Albert has spoken about the team of researchers who are here to look into the strange disease. They are staying at the hotel. Why not try to get them to do his dirty work?

Masquerading as Albert he goes to the hotel fairly late and has one of the party member's rooms paged. (He has the receptionist call since he does not know how to use a telephone.) He plans to use his Influence on whoever comes down to talk with him and convince that person that Albert is being controlled by the creature. In this way, he hopes to trick the PCs into removing Albert's chain. He also tells the character that the way to destroy the creature is to take the chain and plaque and throw them into the deepest water possible.

**Day 3:** Don Ignatius wanders through town during the day disguised via Purified Shell. He goes to the library, the historical society, and the town hall and destroys some important information (see Sections 4.1, 4.2, and 4.3). He leaves the witnesses with the idea that he is Albert McClellan. This is in the hope that Albert will be blamed for the destruction of the information.

Late that night, he will (with difficulty—boats have changed a bit since his day) pilot the Edinborough, which he infected two nights ago, into the southernmost dock. He hopes to lure the PCs aboard and ambush them. Later, he will locate Albert's car and destroy its tires.

**Day 4:** The Don spends the day on the island, because he was there when dawn broke. He is not happy about this confinement and will attack anyone venturing near the pit.

**Day 5:** The Don, figuring that the party will come for him soon, stays in the hole to put together another ambush. He is tired of playing with the party and will try to defeat them by caving in a tunnel on them. He hopes that Albert will join them, since in this way, he can kill Albert, even if the chain still protects him.

The players should be able to kill the Don on this day. If they cannot, he will spend the next several days lying in wait for them in the pit. After Day 7 he will tire of this and set out on a rampage.



## Section 2.6: *The Plaque and the Chain*

In addition to the limitations set on a typical mist mummy, Ignatius is unable to attack anyone holding or wearing the silver chain with which he was buried, or anyone holding the stone with the engraved plaque. At the start of the adventure, both these items are in the possession of Albert McClellan. Any rats the Don summons are not affected by the items and will attack normally.

The plaque is made from a fine silver plate about a foot in diameter, crudely nailed to an irregular tablet of stone a foot square and three inches thick. Recently restored, both the stone and the silver are clean and unstained.

The chain is thick and heavy, constructed not as jewelry but as a means of having ready funds. There is therefore no clasp, merely a copper link binding the two ends of the chain together into a necklace. The original owner presumably pawned links of silver when he needed cash, hammering the copper link back into place to save the cost of a smith. Having been buried for centuries in damp soil, the chain is crusted with tarnish and niter and is not immediately recognizable as silver.

Up to two characters can comfortably hold the tablet bearing the plaque, though it is too heavy to wield as a weapon, and those holding it cannot perform any other action (except the Art) at the same time. If removed from the tablet, the plaque can easily be carried by one character and used as a blunt silver weapon (removing the plaque will turn the tablet into an ordinary stone tablet). Neither plaque nor chain will cause the Don any special damage if used as a silver weapon, except the normal damage any silver does to him. However, if either item is placed upon him either in his corporeal or mist form, he will be immobilized. Even while immobilized, he can speak and use the Evil Way.

The chain or the plaque will also temporarily halt the progress of the creature's disease in anyone **WHILE THEY HOLD THE ITEM**. If they release the item, the disease will resume its progress. Likewise, characters cannot in any way be infected with Ignatius's disease while holding either item, whether by the Don's touch, a rat attack, or by contact with an infected character.

## Section 2.7: *The Disease*

The disease spread by Ignatius is a particularly deadly combination of scurvy, jaundice, hepatitis, and typhus—all diseases common in close and unsanitary quarters, such as the rat-infested hold of a slave ship.

This disease cannot be treated successfully by any known medication. Two uses of the Discipline Restore Stamina applied within one hour of each other will halt the progress of the disease but cannot cause healing to begin. A character can only begin to recover from the disease when the mist mummy that caused it (Don Ignatius) has been destroyed.

The progress of the disease is as follows:

**STAGE 1:** 6-15 (1d10+5) hours after initial infection: skin and eyes begin to yellow slightly; gums become tender. (Symptoms are not necessarily noticeable at this stage unless specifically sought by a physician or an infected character knows what to look for in himself.)

**STAGE 2:** 6-15 (1d10+5) hours after the beginning of Stage 1: mild abdominal pain; mild fever; slight hair loss (not normally noticeable); lack of appetite; dehydration and ravenous thirst; tiny skin blemishes; loss of 1 STA every 2 hours.

**STAGE 3:** 6-10 (1d5+5) hours after the beginning of Stage 2: skin is dry and flaking and spots are easily seen; sporadic, severe abdominal pains begin; no appetite; definite fever; pronounced hair loss; distinct yellow skin coloration; bleeding gums; lethargy; mild headache; loss of 1 STA every hour.

**STAGE 4:** 1-5 (1d5) hours after the beginning of Stage 3: heavy fever and profuse sweating; severe abdominal pain; complete exhaustion; loss of 1 current WPR/hour; loss of 1 current STA every hour; permanent loss of 1 PER point every hour. Hospitalization is necessary, especially if the victim loses consciousness.

**COMA:** When a victim's current STA falls below one quarter of their original STA score, he will fall into a comatose state from which he cannot be revived until the Don is destroyed. The disease will continue to progress during this coma.

All Stamina loss is taken from current Stamina but cannot be recovered until the creature is killed.

Any physician can detect the various symptoms during a simple examination.

When the creature is killed, healing will begin for all victims who are still alive. Any who are at Stage 4 **MUST** be under medical supervision to recover. Anyone recovering in hospital will spend time (in days) equal to the level of success their attending physician rolls on a specific Medical Check, ('L' = 4 days; 'M' = 3 days; 'H' = 2 days; 'C' = 1 day) plus a number of days equal to the stage of disease they are in. Anyone in Stage 4 will require an extra week of care.

The creature has a base 100 chance of passing the disease by touch. There is only an 80% chance of infection if the receiver is wearing protective clothing, (e.g., heavy parka or ski wear, radiation suit, heavy leather or trench coat, welding apron, full scuba or deep sea suit). However, the touched item of clothing must quickly be discarded as there is a 30% (noncumulative) chance per minute of contracting the disease from it. The infected clothing will remain contagious until the Don is destroyed.

**THE DISEASE IS INCURABLE AND WILL RESULT IN DEATH UNLESS THE DON IS DESTROYED!**

There is a chance that a professional virologist (such as Dr. Mary Greene) with access to suitable high-tech equipment and sufficient samples of the disease will be

able to develop a partial vaccine which will slow the progress of the disease in inoculated characters.

The chance of developing a successful vaccine is as follows: Medical - 20 (secret check by CM).

Each attempt will take 6-10 (1d5 + 5) hours per batch of vaccine. The resulting vaccine, whether successful or not, will have the following effects, depending on the result of the Medical Check:

Failure: 50% chance that this injection will infect the subject with the disease.

L: Will delay death of patients for 1-3 days once they reach comatose state, if injected prior to infection; no effect on those already infected.

M: Will prevent those who are inoculated prior to infection from entering Stage 4 of the disease; will slow the progress of those already infected by 1 hour per stage.

H: Will prevent those who are inoculated prior to infection from entering Stage 3; will slow the progress of those already infected by 3 hours per stage.

C: Will prevent those who are inoculated prior to infection from entering Stage 2; will slow the progress of those already infected by 5 hours per stage.

Any character attacked by rats has a 10% chance of being infected whether they are bitten or not. The disease is spread by the fleas on the rats as well as the rats themselves.

Infected PCs or NPCs who have reached Stage 3 or beyond will infect others (20% chance) unless precautions are taken, (i.e., no skin contact, breath mask).

## Section 2.8: The Supporting Cast

### Dr. Mary Greene

Chief Virologist at the Moncton Center for Disease Control:

AGL: 43

DEX: 58

LCK: 55

PCN: 65

PER: 45

STA: 54

STR: 65

WPR: 70

Skills:

Medical: (M) 106

Virology: (M) 118

Computer: (T) 97

Forensics: (T) 97

Edge: Disease resistant

Drawback: Visually impaired(correctable)

Yesterday morning, Gort Rawlins sent four very sick men to Moncton for examination. As a SAVE agent and talented Artist, Dr. Greene recognized this new disease as the work of the Unknown. She immediately contacted SAVE for emergency assistance, which will result in the

telephone calls the PCs receive on the first day of the adventure.

She will help the PCs as much as she can but will not leave the MCDC, in case more patients arrive. She is working hard to develop a vaccine for the Don's disease, but she will need more time and samples of the disease.

Dr. Greene possesses the discipline Restore Stamina, with a score of (T) 73, which will allow her (with the help of another Artist with the same discipline) to halt the progress of the disease in an infected person. If the PCs are stumped as to how to combat the disease, she will suggest this tactic.

### Dr. Gort Rawlins

GP for the town of Port Roberts:

AGL: 45

DEX: 40

LCK: 38

PCN: 61

PER: 48

STA: 30

STR: 70

WPR: 52

Skills:

Medicine: (T) 78

Veterinary Medicine: (M) 103

Driving: (S) 65

Two nights ago, four men came to Gort's clinic in Port Roberts, each suffering from a similar ailment. As he is only a general practitioner, Gort realized he was in over his head trying to deal with this new disease. He immediately took the ailing workman to his old friend Dr. Greene in Moncton, since she would obviously be better equipped and more capable of dealing with the situation.

He knows little of what Dr. Greene is doing, but he respects her greatly and will cooperate fully with her or with anyone whom she sends to investigate. He will allow PCs with medical certification (e.g., as a doctor or paramedic) to ride in his ambulance and might be talked into loaning out his car.

He will be very skeptical if told about the Unknown and will be more inclined to believe that the person telling him such stories is nuts than to believe in ghosts.

### Kenzie Duglass

Owner and captain of the excursion boat Silver Lady:

AGL: 32

DEX: 50

LCK: 60

PCN: 76

PER: 63

STA: 42

STR: 28

WPR: 60

Skills:

Pilot (boat): (M) 118



Mechanics: (T) 93  
Swimming: (T) cur. STA + 30  
Aquatics (50 yrs. out of date): (T) 73  
Familiarity with Port Roberts: (M) 120

A merchant marine retired for 34 years, Kenzie is French Canadian by birth. He is 84, but still runs his little tramp steamer as an excursion boat for anyone who'll pay.

Kenzie was around during the 1961 dig on Beths Head Island and knows a little about it. Characters with Journalism or Investigation can interview him (see Section 4.5), but anyone plying him with enough decent rum, or who speaks to him in French, can attempt this as well.

His last name comes from the French "Du Glace," which means "of the ice." He is fiercely proud of his French heritage and will not speak to anyone who assumes he is Scottish.

#### Lt. Peter North

Coast Guard Officer:

AGL: 58  
DEX: 54  
LCK: 51  
PCN: 48  
PER: 60  
STA: 65  
STR: 70  
WPR: 66

Skills:

Revolver: (M) 104  
Pilot (boat): (T) 83  
Investigation: (S) 70  
Swimming: (M) 115  
Aquatics: (T) 97  
Familiarity with Port Roberts area: (S) 70  
Familiarity with Nova Scotia coast: (T) 85

Peter will volunteer himself as a liaison between the party and any authorities they may encounter. He will be the arresting officer in their original encounter with the Coast Guard (see Section 7.2).

#### Albert McClellan

Site Manager for the current Beths Head dig:

AGL: 47  
DEX: 53  
LCK: 46  
PCN: 59  
PER: 48  
STA: 40  
STR: 50  
WPR: 48

Skills:

Investigation: (M) 103  
Mechanics: (S) 71

Accounting/Administration: (T) 83  
Familiarity with sanitation control: (S) 66  
Familiarity with Mining Skill: (T) 81

Under the Influence of the creature, Albert spent nearly thirty years of his life recovering the missing plaque. Now he seeks from the creature something in return for his wasted youth.

He has barely managed to convince himself that setting Don Ignatius loose upon the world is not his fault, but deep down he knows that his greed has already doomed several of the workers from the site.

With the Don's silver chain and plaque in his possession, Albert feels protected, but he is still terrified of the creature that long ago took over his mind. He will react badly to anyone asking about the 1961 dig, the disease, monsters, or the silver chain, which he now wears constantly.

As he has not been seen at the site since the recent outbreak of the disease, and he shows no symptoms, Albert is not in active quarantine. Dr. Greene hopes that he will help the party to investigate the site. Albert will not agree to let the PCs go and look around the site, since he does not want anyone to find the creature. He is hoping the thing will turn up some money for him soon, so he can blast the hole and skip town before anyone is the wiser. He is also afraid that if anybody goes to the island, they will make a deal with the creature to do him in.

Albert constantly wears the silver chain beneath his jacket. He figured out that it would protect him just after he had taken it from the Don, when the creature tried to attack him and failed. Now he won't even take it off in the shower, for fear the monster will find him defenseless.

Albert is staying at the Bellevue Hotel for the first two days that the PCs are in town. He is in room 27, on the third floor. His belongings are few—a briefcase full of papers dealing with the dig, a change of clothes, and toiletries. Everything is more or less packed so he can make a quick getaway.

Because it may be necessary for the party to find Albert, here is a timeline detailing where he will be at any given time:

#### Timeline for Albert McClellan

**Day 1:** At the Hotel all night. He eats dinner in the dining room then goes to bed. The plaque is in the trunk of his car, a green compact.

**Day 2:** Waits most of the morning for news from the Disease Center. Hears of the disabled Mackie about an hour after it is towed to shore. He immediately goes to the island to demand an explanation. The creature assures him that it kept to its side of the bargain. Albert declares their deal off and warns him: "Unless you get me something really worth it, you'll be sorry. I'll turn the plaque over to those people who are here to investigate the disease." Albert goes back to the hotel and checks out. He goes to stay at the Pike's Peek, one of the bed and breakfasts in town.

**Day 3:** Albert goes out to the island early in the day in an attempt to reach the creature, but he is met with a horde of rats that attack him. He is frightened very badly and leaves. Albert is lying low so that he won't have to deal with the PCs or the creature. Events are beginning to take their toll on him. He stays in and remains awake all night for fear of the monster getting him while he sleeps. During the night, the creature finds Albert's car and disables it by destroying the tires. If, during this day, the PCs find him and remove the chain, he will go berserk and try to escape. When dusk comes, he will try to find the characters and plead for protection. If he cannot get their help, he will be killed tonight by the Don.

**Day 4:** Albert is a mental wreck, partly from fear and partly from the stress of no sleep. He gives up and decides to contact the PCs. He will demand that they meet him in a public place, in broad daylight. Albert is extremely paranoid by this time and will not give up the chain without a fight. Albert will readily agree to go with the PCs if they want to go out of town. It will be possible, but very difficult, to get him to go out to the island, but it would require physical force to get him to enter the pit

again. Albert can be convinced to give up the plaque, but nothing will get him to willingly remove the chain.

**Day 5:** As Day 4. The party must watch Albert at all times, lest he attempt to steal one of their cars and leave town.

## Section 2.9: Port Roberts

The map labeled Map #2 contains several locations that are keyed into the map. Port Roberts is a fairly small town, but it does have some basic amenities such as a gas station with a mini-mart, two bed and breakfasts, a couple of restaurants and a coffee shop. There is also a place on the docks where the party can rent scuba gear and wet suits and/or buy a rubber raft and outboard motor. The local clinic in Port Roberts is Gort's Clinic. Until the disease warning is officially ended by Dr. Greene, Gort will be sleeping in his office so he can be reached at all times. At the docks, the Coast Guard ship, the Chignecto Queen, is docked.

**Map 2**

- H = HOTEL
- C = CANNERY
- G = GORT'S OFFICE/CLINIC
- TH = TOWNHALL/HISTORICAL SOCIETY
- M = MINI MART
- L = LIBRARY
- ESS = ED'S SHIPPING SUPPLY & RENTALS
- PP = PIKE'S PEAK
- B & B = BED & BREAKFAST
- CG = COAST GUARD SHIPS DOCK
- SL = SILVER CADDY'S DOCK



Characters asking around about the bed and breakfasts find out that Miss Bethesda's boarding house is next door to the library. It doesn't have a sign, per se, but everyone in town knows where it is and can direct people to it. Miss Bethesda's boarding house is a large, almost manor-like building, done in the very Victorian style with lots of white-painted wooden gingerbread. The balance of the house is powder blue, and she has ceramic ducks on the front lawn. If characters are interested in finding Evan (from the historical society), he lives at Bessie's place. The other bed and breakfast in town is the Pike's Peek, but most of the people who live in town don't particularly recommend it. The Pike's Peek is a brick building, more along the lines of an apartment building than a house. The management of the Pike's Peek is less likely to try and nose into other people's affairs than Miss Bethesda, though, and that may or may not be to the group's advantage.

## **Section 2.10: Death's Head Revisited**

### **Encounter Breakdown**

It is assumed that this scenario will take place in the summer since Nova Scotia weather in the winter would preclude any archaeological digging. Numbers in parentheses correspond to section heads.

#### **Day One**

##### **Morning:**

Albert McClellan unwittingly frees the mist mummy, Don Ignatius Attraco del Guadana y Arroyo, by removing the silver chain from around its neck. Either the chain or the plaque (also in Albert's possession) will immobilize the creature. Though the chain is the more convenient of the two items, the plaque holds important information about how to destroy the creature.

##### **Afternoon:**

The PCs receive an urgent message calling them to Moncton, New Brunswick (3.1). Characters who choose to ignore the message are left out of the adventure.

The characters meet with Dr. Greene at the Moncton Center for Disease Control (3.2). She asks them to go to Port Roberts, Nova Scotia and look into an outbreak of a strange disease at an archaeological dig. She suggests that they contact Albert, who is the dig's site manager, and request permission to see the site, which is located just offshore on Beths Head Island.

##### **Evening:**

Upon arrival in Port Roberts (3.3), PCs have the option of contacting Albert (3.4). He refuses them admittance to the site.

##### **Night:**

The creature infects the passengers of a small yacht—the Mackie—and a fishing boat—the Edinborough (3.5).

#### **Day Two**

##### **All day:**

The characters may conduct research at the Library (4.1), the Town Hall (4.2) and the Historical Society (4.3). There is also a major library in Amherst that they may consult. They may wish to speak with Dr. Rawlins (4.4). They may also interview Old Kenzie, captain of the excursion boat Silver Lady (4.5); he is the oldest person in town and runs tours around the island.

##### **Afternoon:**

Old Kenzie spots the Mackie as it drifts unpiloted across the bay (4.6). He tows it to shore. All five people aboard are rushed off to Moncton by Gort Rawlins.

Albert visits the Don and declares their deal off. He then checks out of the hotel and goes to stay at the Pike's Peek. He doesn't want to deal with the PCs any more. This makes him harder to get in touch with.

##### **Night:**

Ignatius goes to the party's hotel (4.7) and attempts to trick them into removing the chain from Albert, thus leaving him defenseless. He also suggests that the chain and the plaque be destroyed.

#### **Floating Encounters:**

If at any time the party decides to go out to the island (7.1) and break into the fenced-in dig site, they set off a silent alarm. The Coast Guard arrives in approximately half an hour (7.2). If the party is still on the island at that time, they are arrested. If they think to call Dr. Greene, she has the authority to have them released immediately. If they do not think to call her, she finds out and they are released first thing the next morning.

#### **Day Three**

##### **All day:**

The characters have the day free to conduct research, communicate with Dr. Greene, and look for Albert. If they find him and try to remove his chain, he reacts badly. After lunch, Albert begins trying to contact the PCs (5.1).

Ignatius goes around the town, disguised via Purified Shell, and destroys information that might be used to find out about him (5.2). Everywhere, he causes witnesses to believe he is Albert. He follows Albert for a bit and finds his car. That night, Ignatius slashes the tires and breaks the windows.

Albert goes to the island to speak to Ignatius but is attacked by the rats left guarding the hole. Badly shaken, Albert returns to his room and hides. Albert lays low for the rest of the day.

##### **Afternoon:**

Dr. Greene may have developed a vaccine using the subjects from the Mackie; make appropriate skill check(s).

##### **Night:**

Ignatius pilots the Edinborough into port (5.3). All hands are dead. He purposely runs the ship aground to get the attention of the party so he can ambush them when they board the ship. If they choose to ignore the ship, this encounter does not take place. Dr. Greene later mentions that several of the coast guards who went to

check the boat in the morning encountered the rats Ignatius left for the PCs.

If Ignatius catches him without the chain tonight, Albert is killed.

#### Day Four

##### All day:

Ignatius is on the island when day breaks, and since his only means of traveling to the mainland is in mist form, he is trapped in the pit. He spends most of the day in a rage and attacks anyone who comes on the island, regardless of whether they venture into the pit or not (6.1).

##### Afternoon:

If he has not already done so, Albert contacts the party and begs for help (5.1). He is a mental wreck. He encourages the PCs to leave town and take him with them. It is possible for them to convince him to go to the island, but nothing will get him down into the pit. Albert can be convinced to give the PCs the plaque, but he does not voluntarily part with the chain.

##### Evening:

Dr. Greene arrives in town with what she thinks is an effective immunization (6.2).

#### Day Five

##### All day:

The creature is once again on the island, this time working on an ambush for anyone who dares to enter the pit (6.3). He sabotages the supports of one of the tunnels that leads out from the main pit, making it unsound.

Both the chain and the plaque should be available to the PCs by this time, whether Albert gives them up voluntarily or not. The PCs may choose to throw them into deep water. If they do, or if for any reason they have neither the chain nor the plaque (they only need one), Ignatius can still be destroyed, it will just be extremely difficult (6.4).

If Albert should die before he gives the plaque to the PCs, a letter from him will arrive the next day at their hotel. It is a classic "In case of my untimely demise . . ." letter and contains a rubbing of the plaque's text. This way, they will still have access to the information they need to kill the creature.

They should be able to kill the Don today or early on Day Six.

## Section Three Day One

This section includes all the events that could happen on the first day of the adventure.

### Section 3.1: The Call

This is the section that draws the group into the adventure. Read aloud or paraphrase the following:



*"Around noon you receive a phone call. The speaker identifies himself as a SAVE agent and asks if you are available for immediate assignment."*

If the character cannot accept an assignment, the line will be disconnected and the player is effectively out of the adventure. Allow the player to select one of the pre-rolled PCs, all of whom are available for immediate assignment. If the player agrees, the voice on the line changes to a woman's:

*"This is a recording, please listen carefully."*

*"My name is Dr. Mary Greene of the Moncton Center for Disease Control, in Moncton, New Brunswick."*

*"Something has turned up here that requires immediate—and I must stress IMMEDIATE—attention. This urgency is the reason I am telephoning rather than contacting you in writing."*

*"If you agree to come now, hotel rooms and plane tickets will be booked for you by the time you reach the nearest airport. I have very little information on what you will be facing, but it involves a serious illness. I'll share what information I do have when you arrive. Please agree to come! This could be a matter of life and death for many people."*

*The first voice returns to the line and asks, "Will you come?"*

Any envoy who answers 'no' will be disconnected immediately and will not be contacted by SAVE again for this assignment. Those who agree to travel to Canada and investigate Dr. Greene's suspicions are instructed to pack for a week's stay and be at the nearest airport in approximately two hours. A ticket to Moncton is held at the airport reservation counter in their name. Once in Moncton, there is a van waiting at the airport to take them to the Center.

SAVE arranges non-negotiable air travel for all envoys who agree to investigate, scheduling all flights to arrive in Moncton at around 2 p.m. on Day One. Once the characters have reached Moncton, go to Section 3.2.

### Section 3.2: Shuttle to Moncton

After the characters arrive at Moncton, read the following aloud:

*"You arrive in Moncton at about two in the afternoon. As you pass through customs, you have the opportunity to change your currency to Canadian money."*

The customs office is a good place to relieve characters of any weapons or items which you consider a danger to game balance. Characters may find it handy to have Canadian currency on hand during the adventure. If they do not do so now, they will have to exchange their money later during banking hours. Most Canadian merchants do not accept foreign currency or checks, although international traveler's checks are honored as well as some credit cards.



Standing in the airport lobby is a uniformed driver who directs the PCs to a van in the parking lot. Give the players about five minutes to introduce their characters to each other during the drive to the Center. Any NPCs that you wish to include to strengthen the party should be introduced at this point. The driver has been chartered by SAVE but has no information about why the PCs have been summoned. When the PCs arrive at the Center, they should identify themselves to the receptionist, who takes the group to meet Dr. Greene.

The receptionist leads the PCs to a comfortable conference room and asks them to take a seat at the conference table at the center of the room. She opens the door at the far end of the room and speaks to someone in the room beyond. "Dr. Greene will be with you in a moment," she tells the PCs before returning to her desk in the lobby.

Through the door in the far wall, the PCs can see a tiled hospital corridor which contrasts starkly with the well-appointed conference room. A woman, presumably Dr. Greene, pauses outside the doorway to peel off a pair of rubber gloves, which she carefully drops into a red container. The container's label reads in large letters: Caution—Hazardous Waste. Read the following aloud or paraphrase:

*"The woman enters the room and closes the door behind her, introducing herself as Dr. Mary Greene. 'I am chief virologist here at the Moncton Center for Disease Control,' she tells you. 'I'm also the head of the Ministry of Health's Contagious Disease Task Force.' The doctor is a handsome woman in her mid-to-late forties. Her dark brown hair is touched with gray at the temples. She wears a lab smock and carries a clipboard. Her exhaustion is obvious as she removes her glasses and rubs wearily at her red-rimmed eyes. She reaches for a chair and falls into it heavily before continuing."*

*"I'm glad you could make it, but I'll skip the social niceties, if you don't mind. Take a look at these." She removes a large envelope from her clipboard and passes it across the table. Inside are several photocopied pictures of a man in various stages of illness. "This man, along with three others, was admitted here yesterday for observation," she explains.*

*"He was suffering from abdominal pains and severe dehydration. He doesn't remember where or when he might have been exposed to any disease, but he's been having nightmares about a ghostly figure wrapped in rags. He says he thinks the dream takes place where he works. He couldn't say anything else about what might have caused this. He is—was—a student working at an archaeological dig on Beths Head Island, just off Port Roberts, in Nova Scotia. Recognizing that the man was infected with some form of contagious disease, I petitioned the ministry for a writ of quarantine over the island. A quarantine has been granted until further notice. I haven't yet announced the contagious nature of the disease to the public because I don't want to cause a panic."*

If the characters ask about the photos, read the following aloud or paraphrase:

*"These photos were taken between 7:30 yesterday morning and seven o'clock tonight. As you can see, the speed at which*

*this disease advances is tremendous, which is why I consider this matter so urgent."*

When the characters ask about the disease, read the following aloud:

*"The symptoms suggest a particularly virulent form of typhus, though some of the signs point also to jaundice. As a member of SAVE, I recognized the hand of the Unknown in this. News of the disease's full magnitude hasn't leaked yet. I'm hoping to solve the whole thing before it does. I don't want a panic on my hands. It certainly wouldn't help you at all"*

If the PCs ask about local contacts, if any new cases have been reported, or something similar, then read the following or paraphrase:

*"I've already made some phone inquiries to Port Roberts. The man who sent these four patients to me is Gort Rawlins, the town's general practitioner and veterinarian. He knows only that this is some kind of contagious disease, but he'll give you whatever help he can while you're there. He also says that no new cases have shown up since the quarantine has been in force. So far."*

If the characters ask about vaccines or about having her help on the case, then read the following, adjusting as necessary:

*"I would go with you, but I can't leave the center now in case any new patients showing similar signs are brought in"*

*"I'm trying to develop a vaccine, but I can't test anything without another subject to observe. Even then, it could be impossible because of the Unknown element."*

*"You'd better get going if you want to get to Port Roberts by sundown . . . it's nearly a three-hour drive. If there are any new cases, let Dr. Rawlins handle bringing them to me—he knows what to do. If you need to contact me, you can send messages with him. I may be a little hard to reach by phone for a while."*

*"If I come up with any kind of vaccine, I'll bring it to you, but don't hold your breath."*

*She checks her watch anxiously.*

*"Here are copies of the Port Roberts tourist guide."*

Distribute copies of Player's Aid #2 to the players. She hands each of the characters a slim volume bound in navy blue embossed in silver with the title PORT ROBERTS—Pirate Past, Pleasant Present! She also tells them that the only mention of Beths Head Island is on the third page. Read the following aloud:

*"I've made reservations for you at the Bellevue Hotel. When you get there, talk to Albert McClellan. He's the site manager for the dig. I've left all the local details up to him. Neither he nor Gort knows about SAVE and I don't think either is likely to believe you if you tell them about it. Just say you're part of my task force."*

*"I have to get back to monitoring the progress of my one remaining subject, so I can only spare you another few minutes. I hope you understand."*

*"Do you have any further questions?"*

Dr. Greene continues to answer questions to the best of her ability, but she knows nothing more about the history of Port Roberts, the possible type of creature the PCs will be facing, or even the nature of the dig on Beths Head. She still knows very little about the disease.

If anyone asks, she can arrange for typhus inoculations, though she doubts that they will help very much. She is right; they do nothing to protect against the Don's evil breed of illness.

If anyone tries to stay and find out more from her, she puts them off, telling them that her patient is in a coma and fading rapidly. She suggests that they go ahead to Port Roberts, as it is getting late in the day, and that they may return to Moncton in the morning if they wish.

Dr. Greene has been the only physician to attend the sick men and has taken all the proper precautions, thus she is not infected with the disease. She has, however, been awake for over 24 hours, and it's beginning to take

south end of town. If for any reason the players decide not to stay there, they have the option of staying at a nearby bed and breakfast. There are two such establishments in town—one run by Miss Bethesda, the town librarian, and another, called Pike's Peek, with a sign showing a fish looking slyly through a kelp bed.

If the party checks into the hotel, read the following aloud, adjusting as necessary:

*"The Bellevue Hotel is an anachronistic three-story conglomerate of ultra-modern and baroque styles. Pseudo-Corinthian columns hold up neo-Renaissance balconies, and rococo cherubs squat on Art Deco arches.*

*When you check in, you are given rooms 16-19 on the second floor.*

*The rooms are comfortable and surprisingly bland after the jarring exterior. Almost overwhelmingly beige, the only items that hold your attention are the paintings of near-mutant fish,*



its toll. If PCs become too insistent, she gets snappy and refuses to talk anymore, insisting that she must leave to check on her patient.

The PCs should have no trouble finding a car rental agency using the telephone directory in the Center's lobby. The SAVE-chartered van is gone, so they need to phone for a taxi to get there. Once the PCs reach Port Roberts, go to Section 3.3.

### Section 3.3: In Port Roberts

If the characters give the taxi driver instructions to go to the Bellevue Hotel, then the group arrives in just under three hours.

#### The Hotel

Dr. Greene has made reservations for the party at the Bellevue Hotel, which sits on a moderate bluff at the

saucer-eyed and sharply defined, which hover over the television in each room.

There is a room service list on the nightstand next to the phone, as well as an ad for the hotel's restaurant, the Baywatch Room".

If the characters decide to find Albert or Gort, go to Section 3.4.

### Section 3.4: Albert's Lobster Entree

If they wish, the PCs may contact Albert and Gort tonight.

Gort is at his clinic, counting tongue depressors and waiting in vain for patients. He'd be happy to have visitors . . . maybe even a little too happy.

Albert is in the hotel, though at the time of the party's arrival, he is in the dining room enjoying a lobster



entree. The party may go down and speak with him if they learn from the desk clerk where he is.

If the party decides to speak with him, read the following aloud:

*"The dining room is decorated in a surprisingly tasteful style. The carpet is a variegated blue and the tablecloths harmonize, giving the whole place a cool, Mediterranean feel. White walls and dark brown furniture complete the look. The far wall is a solid bank of windows overlooking the water.*

*When you ask for Mr. McClellan, you are directed to the far table next to the windows. Sitting at the table is a balding, stocky man in his mid-fifties. He is facing away from you as you approach. Outside, the sun is getting low on the horizon and there is a touch of mist here and there. This view seems to have him engrossed".*

Give the PCs a chance to get Albert's attention and introduce themselves.

*"McClellan looks up as you speak. He is obviously irritated that you would choose to interrupt his pleasant dinner.*

*"Yes? Hurry up and explain yourself. I'm a bit busy." He waves a greasy paw at the partially disassembled lobster in front of him but gives you no time to speak as he continues, "Well? I do have other things to do as well. I'm not hiring workers for the dig if that's what you want. It's been closed—indeinitely." He turns away, effectively dismissing you".*

There is no way at present to convince Albert to allow the group to visit the site. He is too worried that someone will find out what he did, or, worse yet, that Ignatius will make a deal with someone else to get Albert out of the way.

Of course, his arguments are more down-to-earth than that:

*"Not only is there the possibility of disease, but just last week we had some indications that there could be a cave-in. At least two of the internal tunnels are unsound.*

*"I feel safe in saying that if this whole disease thing hadn't happened, we still would have been closing the site soon for safety reasons. The whole island could collapse at any moment."*

He does not change his mind at this time.

If reached on the phone he is slightly more conciliatory, but no more willing to help. If PCs bother him too much in person, he speaks to the hotel manager about them, and if they call too much on the phone, he disconnects his line.

If the characters cite Dr. Greene as having officially given him orders, he counters that she is the one who gave him instructions to keep everyone out of the site:

*"Besides, she doesn't know the whole story. The structure is crumbling. The ceiling could come down on anyone. I can't take responsibility for authorizing that. I won't take that responsibility."*

*His concern seems genuine.*

Albert is genuinely concerned, but not for the safety of the party, just for his own skin.

The group may break into Albert's room if they wish (CM's discretion). If they do, they notice its lack of personality. He is in room 27, on the third floor:

*"This room looks just like the ones you were given. In fact, it almost looks like an empty room. The only signs of habitation are the suitcase on the dresser, open but still packed, a leather toilet kit in the bathroom, and a dog-eared paperback titled Killers at Large.*

*It doesn't look as though he's been living here for very long, even though the site has been open for about six weeks".*

If the PCs decide to make a thorough search of the room, they find Albert's briefcase under the bed.

Inside are notes on the accounts for the site, which are useless to the party. The books are all aboveboard. If anyone with the Accounting Skill wants to take the time to go over them completely, they may find (specific check—"H" or better) that there is a small amount of money whose origin is unaccounted for. This is the last of the silver that Albert got from the creature, and the only way to find that out is to ask him about it.

At the bottom of the stack is a pencil-sketch cross-section of the site as viewed from the side. It is Albert's own sketch and is not entirely accurate. The only thing that the PCs can learn from it is that at least one of the tunnels has an exit at the far end.

This is all there is of interest among Albert's things.

If the room is searched, Albert has a 39% chance (PCN-20) to notice when he returns. If he does notice, he immediately leaves and relocates to Pike's Peek.

Once the characters decide that they've done all that they can for the day, go to Section 3.5.

### Section 3.5: *That Night*

The night of Day One passes uneventfully for the PCs in Port Roberts. This gives them time to rest, do any Clairvoyant/Prescient dreaming (see Section 2.4), and purchase any equipment that they were unable to pack or didn't have at the time they left. For equipment which would normally be in the SAVE pack, they can speak to Dr. Greene or send her a note via Gort. The equipment arrives the day after she gets the request.

This evening, though the players will be unaware of it, the following events occur:

Ignatius changes to mist form and makes his way to the luxury yacht Mackie, which is moored nearby. There he infects all five people on board. One woman sees his corporeal form and screams, but the only one to hear her and see the strange mist is Kenzie Duglass aboard the Silver Lady. He assumes that the Lamberts are just having another one of their wild parties and ignore it.

Once the night is over, go to Section 4.

## Section Four Day Two

The following sections detail the events that can or should take place on the second day of the adventure.

### Section 4.1: *The Port Roberts Library*

The town's library, which is in a converted mid-sized house, opens at noon and closes at 6 p.m. every day. The librarian is an adorable little old lady with a loud voice, who also runs a bed and breakfast in her home next door. Her name is Livinia Bethesda, but she prefers to be called "Bessie." It wouldn't be hard for PCs to talk her into letting them browse the library after hours.

The selection of books is very small, more like a used-book shop than a public library, but the Local Interest section boasts the largest collection of volumes about Beths Head in the known universe: eight books. Also available are numerous magazine and newspaper clippings about the island, including the recent Archaeological Digest article (see Section 1.1).



Since there are so few hard facts about the so-called "money pit," most of the printed material about the site is pure conjecture. The CM is encouraged to make up a fair deal of balderdash before letting the PCs find the Archaeological Digest article, (e.g., *Destiny Magazine*: "Bigfoots Spotted on Pirate Island! E.T.s Involved?").

The library recently invested in a photocopier, which will probably come in handy, since only people who live in town are allowed to check out anything.

If the PCs need to consult a major library, Bessie directs them to Amherst, just over an hour's drive away, (see Map of Canada).

On Day Three, when the Don tries to destroy all of the information about the true history of the pit, he removes the Archaeological Digest article and the eight books. He also infects the junior librarian, Emma Thomson.

### Section 4.2: *The Town Hall*

The town hall is open from 1 p.m. to 5 p.m., Monday through Thursday. Located at the corner of Main and Third, it is the first thing people see as they enter town. The building is an impressive three-story brick edifice with two wings, each only one story high. One wing is the Bureau of Licensing and boasts a notary public. The other wing is the historical society. The town hall proper houses offices on the ground floor, but from what can be seen through the windows, the upper stories appear to be living space—probably for the mayor.

The receptionist is at her post at all times during office hours. She is helpful and intelligent, but has no information. She aids the party in finding any information they need, but not much can be found here unless they are interested in the permits and official reports from the site. The party can take a look at the permits for the last four digs.

On Day Three, the creature will come here and take half of the permits (at random) and see that the blame is laid on Albert. He will also infect the clerk who works here.

### Section 4.3: *The Historical Society*

The historical society is housed in the three-room extension to the right of the town hall. A short corridor runs between the town hall and this extension, which can also be entered through an outside door, since the two offices keep different hours. (The historical society is open from noon to 6 p.m., Monday through Friday.) Evan Corbett, a seedy archaeology student from Alberta, works here. He originally came to town to see if he could



get a post at the dig, but Albert chose not to hire him because he talked too much. Evan has studied the history of Beths Head in detail and is somewhat of an obnoxious authority on it.

If asked, not only will he expound at length on the history of the site, he will liberally pepper his recital with personal theories that he firmly believes he could prove true if only he were allowed to do some serious work on the site. When reading the following, try not to allow the characters to get a word in edgewise:

*"In the little museum room kept by the society, beside the hundred-year-old quilts and the stuffed fish that broke all size records in the 1932 Spring Fishing Derby, Evan points out a couple of things that may be of interest.*

*"Have you heard about Dread Reggie? His real name was Reginald Faulkenay. He was a really famous pirate who hung around Port Roberts a lot. He was kinda cool, for a pirate.*

*"I mean, what other pirate would take a ship and just drop the crew off? He did. He left them right here in Port Roberts . . . I mean, at least he didn't just kill them in cold blood, or anything. I mean, I don't even think his ship had a plank . . . you know, for walking off of at swordpoint.*

*"They say one thing that would really get him mad was if you killed his friends. Other pirates, that is. I mean, I don't suppose he would have many other types of friends, would he?"*

*"They say he took some cool revenge, though. Once a friend of his got put to work at a plantation in Australia and good old Reggie went out and found the guy who captured him and whipped him to death. Pretty cool, huh?"*

*Evan continues with morbid delight.*

*"He always kinda tried to fit the punishment to the crime, you know? There aren't many stories about him . . . well, stories that can be verified, that is, but he's still kinda my hero.*

*"In fact, over here we have the guest register from the old Overlook Inn, which was where the Bellevue is now. The old Overlook was three-hundred years old before it burned down in 1952. Everyone thinks it was an accident, but I'm pretty sure it was someone who wanted to sell the land, 'cause it wasn't more than a year before the builders moved in and started on the tourist-trap monstrosity they got over there now.*

*"Anyway, in this guest register is the actual signature of Dread Reggie. See? He writes even bigger than John Hancock on the American Declaration of Independence."*

Evan doesn't care if he gets minor things wrong, and if people correct him, he'll just say, "Whatever," and go on. If they persist in correcting him, he'll ask, "Listen, do you want to hear this or not?"

*"They say that Dread Reggie is the one who buried his treasure on the island, and that he buried some of his dead friends there too. So I say, hey, did he kill his friends? No, 'cause that's not like old Dread Reggie. So, I say, who killed them? Kinda thought-provoking, isn't it?"*

*"The only things they ever found over there, though, are*

*the plaque which was lost like the first night they had dug it up. I can't believe they were so completely incompetent! People were so stupid back then. Anyway, I think it probably got sold on the black market to a foreign collector, and it's probably still in his collection. It can't be anywhere around here, 'cause everyone in town knows what it looks like and they would have put it here with everything else historic.*

*"The other thing they did find in the hole, even though it's nowhere near as cool, is a piece of wood . . . over there"*

He gestures to a piece of wood in a glass case beside the window. The timber is very old looking, and the words painted on it are nearly invisible. A letter here and there is all that can be read.

*"I been studying it, and I think I got what it says, though how it got into the hole, I don't have the foggiest idea."*

He pauses for emphasis.

*"It's obvious—to me—that this is the name of a ship. In fact, it's the piece of a ship with the name written on it. You can see why I wonder how it got buried. I mean, who'd bury a whole ship?"*

Evan waits for the characters to ask about the name before continuing with his story:

*"The name is El Paso Del Santo. I looked it up. It's Spanish for 'The Footsteps of the Saint.' Spanish people are all religious,*



anyway. I don't think any pirate would be stupid enough to bury a whole ship as treasure. Dread Reggie certainly wasn't that dumb.

"So why was it buried? Even I can't come up with a good theory about that. I mean, I thought, maybe the boat was made of gold. But it isn't, 'cause I got a close look at this piece.

"Then I think, maybe it was cursed or something. Well, it could be, but why would they bury it with their own treasure, then? So then I think, what if they were just trying to hide the boat so no one would know they'd stolen it? Not likely. No one cared for the Spanish very much, and it's a lot easier just to paint out the name on the side.

"And what happened to the captain and crew?

"You can see why I want to get out there and take a look around. I have so many ideas that I know I could prove if they'd just give me a chance to take a look . . . but nooooo, they don't need any more help. And now they have this disease scare, just to keep anyone from learning the truth."

He seems to take the quarantine of the site as a personal slight.

Evan will go on in a similar vein, even repeating himself at times, until the group decides to leave. Despite his bold words, Evan is very frightened of the disease and will not go out to the island with the party.

Knowing the name of the ship, a skilled researcher could determine the captain's name (percentage chance equal to half of the PC's Research score) if he has access to a major library, such as the one in Amherst. The captain of the buried ship was, of course, Don Ignatius.

On Day Three, the creature will remove the piece of wood, rip out the page from the register with the name of his hated tormentor Faulkenay, and infect Evan.

## Section 4.4: Gort Rawlins, MD

### Gort Rawlins' Clinic

Gort will be in his clinic most of the time. Notable exceptions are when he is taking people to Dr. Greene (the crew of the Mackie, etc.).

His house is behind the clinic, set back from the street. The clinic has two separate sections, one for his human patients, and one for his animal ones. Both are clean and sanitary.

Gort is very conscientious, though somewhat unimaginative. He is very dependable in a normal situation (a plague can be considered normal in this context), but will be useless in the face of the Unknown. He is better off remaining in the dark about many aspects of what is going on. Dr. Greene realized this and therefore told him only about the disease. If the players try and convert him to belief in the Unknown, he won't trust them any more, believing them to either be tasteless jokers, or insane.

## Section 4.5: Kenzie and the Silver Lady

If the PCs ask for information about the island, many people will direct them to old Kenzie, captain of the Silver Lady. Kenzie lives on the boat, which docks at the next-to-last pier at the northwestern end of the bay.

Though there are no longer piers numbered 1, 2, 3, or 4, this is pier 5.

At the head of the pier is a large royal blue sign with the words "The Silver Lady" written in ornate silver letters. The ship docked here is painted with the same colors—deep royal blue with silver trim. It is a refurbished tramp steamer and is obviously looked after with loving care.

You can see one person aboard, a man so old and weathered he looks almost mummified. He waves to you as you approach.

This is Old Kenzie. He is 84 years old and has lived in this town for 40 years, ever since he retired from the merchant marine. He is a font of information (most of it useless).

Kenzie has taken tour groups around (though not onto) the island for so long, while making up things to tell them, that now even he doesn't know which are real pirate legends and which are stories out of his own head.

Some details he may come up with which may be indirectly useful include the following:

A. "Pirates would often bury bodies with their treasure. Sometimes they'd be their enemies, sometimes they'd be their own men what dug the hole for the treasure. Pirates never trust other pirates, you know."

B. "Reginald Faulkenay was the most notorious pirate that ever sailed these waters. He was a fair man, you may be surprised to know. He would never kill an enemy if he had no reason, but if he had a grudge against you . . . " He drags a thumb across his throat as demonstration.

C. "Everybody thinks the island is where they buried their treasure, but I think I know better. After all, think, what is the best place to hide something? In a spot where it's clearly marked so every person may see it? Not a bit. I think they made this hole thing as a joke and dug their treasure in somewhere else."

As CM, you may create any other stories you wish about pirates and have Kenzie tell them. He believes them all, because they could be true, couldn't they?

## Journalism/Investigation

The information in the table below is available only to those with the Journalism/Investigation Skill; this reflects the fact that only a trained questioner can keep him on track long enough to extract the information from him.

L: "Only recently has the site been re-opened, I don't know what they think they'll find. The government closed it at the end of the last dig. In '61, that was."

M: "The government closed the site 'cause they said three men had died in a cave-in and the site wasn't no longer 'structurally safe.'"

H: "In one of them tabloids, back at the time of the close, it hinted that maybe there was some disease among the workers. Apparently some of them were quarantined for a while. There were three deaths from a cave-in, but the article asked how many more from illness?"



C: "Actually, I talked to a guy doing research for one of them papers. He said he had proof that four of the workers had taken ill and hadn't left the quarantine. He figured they were dead. Of course, his article never got printed. If I remember correctly, he hasn't writ anything since either. The government allowed as how there was a disease, and that it was passed into the groundwater by improper facilities on the island. The sanitation manager for the dig said as how that couldn't be, but later he agreed with them and shut the site down. I even remember his name: Albert McClellan."

Kenzie is not senile, though he may occasionally act old and doddering if asked to do something he doesn't want to do. He is actually very healthy (mentally and physically) considering his age.

If the envoys identify themselves as working for Dr. Greene, Kenzie is perfectly willing to take them out to the island, though he will probably stay on the boat himself. He may act reluctant to sail out, but he is just trying to drive up the price he can get for the trip. He asks for \$50 per trip, but settles for \$35. He knows about the disease, and that it struck in the 1961 dig also, but he figures if the group is willing to risk it, they're adults and it's no place of his to tell them what to do. Also, since they work for the Disease Center, they must know how to protect themselves from the disease.

After he tows the Mackie into port (see Section 4.6), Kenzie feels obligated to help and drops his price to \$10 a run.

He is a good man in a tight spot and may even be recruited to SAVE if people are frank with him about the organization, though he won't be willing to travel much.

## Section 4.6: *The Plague Ship Mackie*

If the group is on Kenzie's boat at one o'clock on Day Two, have all PCs make a general Perception Check. Read to any who succeed the following:

*You notice that Kenzie seems distracted. He is gazing out across the water at something. He darts inside the bridge for a moment and returns with a pair of binoculars with which he resumes his surveillance.*

*He mumbles something.*

What Kenzie has noticed is that the Mackie, a small luxury yacht, is drifting toward the bay, apparently off power and with no one at the tiller. One reason his attention is drawn to this is because of the events last night when he heard a woman's scream come from its direction through the thick fog. Kenzie is more aware than most people give him credit for and realizes that something strange is going on in Port Roberts, even if he doesn't know precisely what it is. He knows something about the disease, because he was around during the last outbreak in 1961.

If the players do not ask what he is looking at, Kenzie simply tries to get them off his ship as quickly as possible

so he can investigate the Mackie without endangering anyone else. If the PCs express concern or a desire to investigate the Mackie, he tries to dissuade them unless they identify themselves as working with the Center for Disease Control.

If the PCs show an immediate interest or have already told Kenzie that they are investigating the disease, he says:

*"That yacht thing, the Mackie, it's not moving right. It's like it's jest driftin'. I'm goin' to see if they need any help. You better go ashore."*

If the PCs insist on accompanying him out to the boat, Kenzie lets them, though reluctantly. PCs can use the time it takes for him to maneuver the Silver Lady alongside the yacht to make any reasonable preparations they wish.

*It takes old Kenzie about ten minutes to get alongside the drifting white boat. You see no one on deck as you approach.*

*"Ahoy there!" Kenzie calls. You hear no answer. His look of concern deepens.*

*"I'm gonna go aboard and see what's wrong. You young folk stay here."*

*Luckily, the water is calm enough for him to lash a gangplank between the boats and cross in safety.*

Kenzie does not prevent anyone from following him, but he warns them to be careful.

*Kenzie proceeds immediately to the forward cabin and raps on the door. There is a groan in reply. He opens the door slowly and steps back for air.*

*You reel back as well when the nauseatingly sour smell of a sick-room washes over you like a dreadful tide.*

*Quickly, Kenzie whips his handkerchief out of his back pocket and ties it across his face. He motions for everyone to stay well back.*

*You hear a faint moan and the sound of movement inside the cabin.*

*"We'll tow you in and call the doctor," Kenzie calls to whoever is beyond the dark doorway. "Don't worry. Just stay where you are," he finishes as he steps back and closes the door.*

All three cabins are inhabited by people infected with the Don's disease from the night before. Anyone going into a cabin has a 10% chance of contracting the disease from the first breath of fetid air. Kenzie is not infected by the first whiff, but after that he stands the same chance the PCs do.

Anyone taking precautions, such as tying something across their face to breathe through, is safe unless they actually come in contact with one of the victims (see Section 2.7).

The first cabin contains Mr. Lambert and his wife. The second cabin houses their 13-year-old son. The third has their two guests.

All five have just entered Stage 3 of the disease.

*Kenzie turns away from the cabin door after calling to the occupant. He turns toward you and asks "Anyone for helping me secure this ship? Need to tow it in." He points out to where the ropes should be secured, both here on the yacht and back on the Silver Lady. He then crosses back to his own ship to use the radio to call ahead for Dr. Rawlins and his ambulance.*

Left unsupervised, some of the characters may wish to poke around inside the boat. The Mackie is a small yacht, with only the three sleeping cabins, a tiny kitchenette, and the control room. The passengers are all in their cabins, as noted. There is nothing of legitimate interest aboard, with the possible exception of the weather log, which notes that the fog has been very heavy for the past few nights. If the group asks Kenzie about fog, he will say it is not unusual for this area, and he should know.

When the boats reach shore, they are met by the ambulance and Gort takes over. He does not allow anyone without medical credentials (this includes the PCs) near the victims, and insists that anyone who touched them be quarantined immediately until they can be tested for exposure after six hours.

If no PCs are with him when this encounter occurs, Kenzie still performs the same actions. Players may notice something is happening when the ambulance comes screaming through town and down to the docks. The town is so small that it doesn't have a hospital or ambulance service, but Gort has a mini-bus with lights, sirens, and magnetic signs that read "AMBULANCE" in case he needs to rush someone elsewhere for more comprehensive medical treatment.

If the PCs were not with Kenzie on the boat, but notice the ambulance, read the following:

*A makeshift ambulance comes roaring through town. People stop to gape as it passes. It pulls up to the dock, where a vacationer's luxury yacht is docked beside the excursion boat Silver Lady, and three men get out. They are wearing surgical masks and one carries a doctor's bag.*

The doctor is Gort Rawlins, whom the PCs will recognize if they have met him previously.

*The doctor quickly gets all the bystanders out of the way and he and his two assistants dash aboard the white yacht. One by one they bring out a total of five people. Each person appears very ill, even from a distance.*

*The patients are all conscious and are being helped aboard the makeshift ambulance.*

*You then see the doctor talking to the old man who runs the excursion boat. They appear to be disagreeing about something.*

If the players approach Gort and identify themselves as the people Dr. Greene has sent to investigate the disease, he will be friendly but in a hurry to deliver the yachters to the doctor in Moncton. One person with medical credentials can try to talk Gort into letting him ride along to Moncton. The ambulance has a spare breathing mask which that character may use. Remember to take into

account the fact that anyone going to Moncton will be gone for at least six hours, due to the drive time involved.

Gort speaks to the Harbormaster and convinces him to temporarily quarantine the Mackie (thereafter it is very difficult for the PCs to board her). There is nothing of interest aboard anyway.

It takes three hours for Gort and his party to reach Moncton. After the arrival, Dr. Greene can begin working on a vaccine (see section 2.7).

## Section 4.7: "Albert" Speaks

This encounter takes place on Day Two, either one hour after the characters have retired for the night or one hour after nightfall, whichever is later.

Choose one of the characters who has a room to himself. If no character has a single room, the creature tries anyway, but he will be particularly secretive. As the selected character is getting ready to go to bed, the phone rings. If the character chooses to ignore the ringing, the creature will try another room. If the PC picks up the phone, take the player aside and read to him the following:

*"Hello?" You recognize the slightly nasal voice of the night desk clerk. She says there's someone here to see you. She pauses every once in a while as she listens to the message she's relaying. "He says his name's Albert McClellan, and you'll want to see him. He also says it could be a matter of life and death."*

*You don't hear Albert's voice, but after a short pause she speaks again.*

*"He says he knows something important about what you're doing here, and he may have something you're looking for . . . whatever that means. He wants you to come down and talk to him, and he wants you to come alone. He says he's being watched and doesn't want anyone to suspect anything."*

*"So. Are you coming down or what?"*

This is not actually Albert in the lobby, but rather the creature using Purified Shell to pass as a human and using Influence to control the desk clerk.

If more than one player comes down to speak with him, he turns to mist and leaves before they see him and tries later again that night. Likewise, if no one agrees to meet with him, the Don tries again later. If he cannot meet alone with a PC before morning he forsakes subtlety and simply leaps on any PC who leaves the hotel alone and forces the Influence. He greatly prefers to use his clever "Albert" ruse, since he finds it humorous and deliciously ironic. If even this fails, he tries to catch one of the PCs alone around town or on the Edinborough (see Section 5.3).

If the selected character agrees to meet him alone, read the following:

*The lobby is deserted when you enter. Even the clerk is not behind her desk, though she comes quickly enough when you ring the desk bell. She seems very tired. Working nights can have that effect.*



As soon as you identify yourself, she nods and takes you into the office, where she opens a door into a dark hallway.

In the light spilling from the office you can dimly make out a shape halfway down the hall.

"Come inside, quickly," the figure whispers. Albert's voice is a harsh sotto voce, full of agitation and fear. "Hurry! We mustn't be seen together." He beckons for you to enter.

If the character demurs because of the darkness, "Albert" switches on a light in a room behind him. It is still difficult to see him, but it is apparent that he is human (due to the Purified Shell he has cast upon himself).

If the PC steps into the hall, the clerk shuts the door to the office and goes back to her post at the desk.

As soon as the door is closed, the creature attempts to use his Influence discipline on the character. If he succeeds, he does not take command, no matter how great the result he gets. He instead uses it merely to convince the PC that he is talking to Albert, and that there can be no doubt that it is Albert, and that Albert is telling the absolute truth.

If successful, the Influence continues until broken, and if Don Ignatius chooses to, he can at any time take command of the PC and use the Influence to its fullest degree. (When the Don rolls his success check, make a note of how complete the Influence was for future reference.)

Inform the player only that he believes Albert is telling the truth. The PC should not realize that he is under the creature's Influence until it is too late.

If the creature fails, he makes another attempt in a couple of minutes. Until then he tells the following story:

(Don Ignatius' speech is somewhat stilted; bear in mind that he is not a native speaker of English. The character, if Influenced, will still believe this is Albert until the Influence is broken. If the PC is not Influenced; don't point out "Albert's" odd speech, let the PC make of it what he can. Don Ignatius whispers throughout this speech, so that his Castillian accent is obscured.)

*"I hope you will understand why I am a little . . . agitated. I hope I can make you believe what I am saying.*

*"I am being controlled by this . . . thing you are hunting. I know little about what it is, only that it appeared to me when I worked on the island many years ago. It told me to seek out . . . something it had lost . . ."*

*"I imagine the control began at that encounter, as I then spent much time in finding this item, though I cared nothing for it.*

*"What he set me to find was a rock with some writing upon it. The writing means nothing . . . it is merely a warning against stealing the treasure of a pirate, but this rock and one other item are the secret of this monster's power."*

The Don has never actually seen the plaque; he only knows that it has writing on it and that it could be dangerous to him.

Here the Don makes his second attempt at Influencing the PC. If he fails, he makes one last attempt just before leaving.

*"This other item is what I have come to talk about. The creature controls me because he has placed upon me a chain of silver, through which he controls my actions whenever he chooses. At night is when I am most my own person, so I seek you out and beg you to help me.*

*"The only way to remove his presence from my mind, I am certain, is to remove the chain from me during the daylight hours when I am his to command. I will struggle, I am sure . . . and I fear I may go mad from relief when it is taken from me."*

*He shifts uneasily, looking even more agitated than before.*

*"Quickly, I will tell you how to break the monster's power! I must leave soon . . ." He begins to edge further into the lighted room. "Take the chain from me and the stone and cast them into the deepest water you can find. When this has been done, the monster will find itself defeated. Please help me!"*

At this point, the creature makes a final attempt to Influence the PC. If he fails a third time, he returns later to ambush any PC who leaves the hotel alone before morning. Read the following aloud, adjusting as necessary:

*With a final wail, Albert ducks into the lighted room and slams the door. It takes precious moments of fumbling to fling open the door and find the light switch.*

If the character wishes to follow Albert, then read the following:

*The room beyond is a small storage room, crowded with cleaning supplies and boxes of the hotel's blank registration forms.*

*Albert must have left through the small open window on the far wall, because that is the only other way out.*

The Don escapes through the window in his mist form. The window looks onto the verandah of the hotel, so it is not inconceivable for a person to get out that way.

If a PC is watching the outside of the building for any reason, he will see nothing of the Don's escape but a puff of smoke coming out of the window.

## Section Five Day Three

This section details events that should happen on Day Three of the adventure.

### Section 5.1: The Real Albert Speaks

This encounter takes place after noon on Day Three. If the party removes the chain from Albert on Day Three the CM should modify this encounter to begin just before dark on that day. Note that some of Albert's dialogue will need to be altered if this is the case.

Albert begins phoning the party members' rooms just after lunch. If the party is out, he will continue phoning until dark.

If he manages to reach someone (and they answer the phone), read the following aloud:

*The phone rings.*

*You answer. It's Albert. He sounds very agitated.*

*"You gotta help me. I think it's after me."*

*There is a long pause as he waits for a reply.*

*"If you want to help me, meet me in the fountain plaza near the town hall in 30 minutes, okay? That way, if you try anything, I got witnesses.*

*"Thirty minutes."*

*He hangs up.*

The party may be a bit apprehensive, especially if they've realized what the last visit from "Albert" really was; however, this encounter takes place during the day and that fact may make them willing to chance a meeting with him.

If they agree to meet with him, Albert is in the plaza in front of the town hall after 30 minutes elapses, as he said he would be.

*Albert looks very uncomfortable. From his rumpled appearance, you guess he's been sleeping in his clothes, and you notice that he's unshaven. His eyes shift constantly, whether looking for you or for an imagined enemy, you don't know.*

*As you approach, he backs toward the fountain.*

*"Hold it right there!" he calls when you are about 20 feet away. "Don't come any closer. I don't . . . can't trust anybody. It might have you under its control."*

*A couple walking by trade alarmed looks at Albert's appearance. Luckily, there are very few people within earshot.*

*"I want help, but you have to prove you aren't working for IT."*

There is almost no logical explanation that will convince him of their good intentions. The character trying to convince him must roll two opposed response checks (Persuasion, page 118, CHILL sourcebook).

At first, Albert is still afraid. He does not let them come close enough to grab him, but he does open up a bit more about his involvement with the creature:

*"It was in 1961. I was sanitation manager for the dig. After the first couple of guys got sick, I went down into the shaft. I was no dummy, I was in protective gear. I was down in there and I heard a voice. I thought one of the guys was trapped or sick or something and I went to go see if I could help.*

*"There was this guy . . . thing—I don't know what it was—down there. I saw it and was terrified . . . but just for a moment. Suddenly, I felt sorry for it, and that I should do anything I could to help it. It sounded real pitiful when it asked me to do it a favor. It said that all it wanted was to be able to rest. It told me to find this plaque that it had heard about. The plaque was something found on the site a long time ago—I guess you know about it though . . . I heard you been nosing around. Anyway, it needed the plaque to feel safe, it said. It gave me some silver coins . . . well, it told me where to dig for them, and it sent me out to find the thing. I spent nearly 30 years scour-*

*ing the world! Thirty years! Wasted! All because this thing mesmerized me into doing its dirty work."*

If the characters ask further questions about the plaque, read the following aloud:

*"Well, that's a whole other story. Suffice it to say that I finally found the plaque in a private collection in Japan. I traded the guy some compromising photos for it. When I held it in my hands, though, I suddenly lost the urge to find it, lost the need to return it to the thing in the pit. I had the plaque, too, and therefore had a sort of national treasure to return with."*

When the PCs ask why Albert returned to the area and got back into contact with the creature, read the following aloud:

*Albert grimaces as if at his own stupidity. "It occurred to me after I got the plaque that if this thing had found me one sack of money, maybe it could locate the rest of the treasure, too. So I came back. The site had been closed for the whole time. I got the go-ahead to go back and look into it and declared that the problem was gone. I told the officials there was no chance of disease again. It took awhile, but I finally got the site re-opened.*

*"It took time to find the exact location of the creature. I had almost lost hope that it was still down there. I went down every day to check the progress of the site, or at least to check if it had been unearthed. Then the first workman got sick. And another. And another . . . four all together. I panicked. I went down into the pit. I knew it had to be there, it couldn't be a coincidence!*

*"It was there. Half-buried in a wall, covered in mud, but it was there. Somehow those green lights it had for eyes didn't seem as pitiful as the last time I'd seen it. It demanded to know why I'd returned without the plaque. Demanded! I said I had it, but I wanted more money first. Its eyes flared, but it didn't move. It said, and I remember this well, 'Remove from me the chain around my neck. It is silver and should be worth something.' I felt that compulsion again, and I took the chain."*

Albert stops telling his story for a few moments. He looks rather sick at some memory that is flashing through his mind. The PCs have to urge him on before he finishes it.

*"As soon as I had the chain, the compulsion was gone. The thing . . . moved! It came at me, I knew it was going to kill me . . . I fell backwards into the mud, still clutching the chain, and I knew I was dead.*

*"But it didn't kill me. It looked like it wanted to, like it was, I don't know, a big dog whose leash ended a couple feet short of a wounded squirrel. It was horrible.*

*"As soon as I could move, I got up and ran. As I stood, though, the creature disappeared before my eyes, going up in a puff of smoke. Before I could leave the island, the thing was there at my boat. It didn't look half as horrible as it had. It . . . he looked almost normal, if it weren't for those awful green eyes.*

*"He acted almost friendly. He said he would get me some gold if I would throw the plaque and chain into deep water. He said this would let him go to his eternal rest. He had this weird*



accent, Spanish . . . but with a lisp. He also admitted that it was his fault the guys got sick, and that he couldn't help it.

"I said that if he didn't go over to town, and he got me some gold like a good boy, I'd toss the items and let him sleep. He seemed annoyed, but accepted graciously. It wasn't until later that the boat came in, with all the passengers sick. I went back to talk to him, and he said he thought he wasn't supposed to go to the town, and that I didn't say anything about going onto the boats. He thought it was funny."

Now Albert seems to deflate, "I told him that the deal was off, and that if he didn't get me some gold soon I would give the plaque to you guys 'cause you were looking into the disease. He looked kinda mad, but also kind of like he was laughing at me. Then today, I swear . . . I saw him in town! I went to the island to prove to myself that he was still there, and that I was wrong, but I didn't see him there. A bunch of rats came out and attacked me. I left as quickly as I could. I didn't know what to do, so I hid out in my room. I moved to Pike's because I didn't want you guys to find me. Or for him to."

If the group removed the chain from him and he has now returned to get help, then he will continue:

"When you took away the chain, I panicked. That chain was the only thing stopping him from getting me. I couldn't think of anything but running away."

"After I got a chance to calm down a bit, I realized that maybe you guys would help me. After all, you put me in danger by taking the chain away. Besides, I have something you want. I'll give it to you, straight-across trade, for the chain. You want the plaque, don't you? It has the creature's name on it, I think. I can't make a lot out of it."

If, on the other hand, he is coming to them simply for help, and he is still in possession of the chain, read the following aloud:

"This morning, when I woke up, I had a great idea . . . I would leave town. I figured he never intended to give me the money, so I was just going to . . . leave. But then, when I got outside, I found that my car had been ruined. Someone, or something, had slashed the tires and broken all the windows. I panicked."

"That's why I called. I couldn't take it any more. The pressure . . . it . . . I just don't know what to do! Protect me and I'll give you the plaque. I have it. It even has the name of the creature on it, I think. It's hard to tell, though. I couldn't really make out much of it."

The plaque is in the trunk of what's left of his car.

He does not tell this to the PCs until they promise him what he wants, either to give him back the chain or to protect him. If the group goes back on any bargain made with Albert, he does what he can to get back at them, anything from damaging their equipment to actually getting a weapon and attacking them.

If they agree to help him he will fetch the plaque and suggest the following:

"I've got an idea, let's sort of regroup. There's a great motel

just outside of Amherst. It's a bit of a drive, but it would give us some space. Some distance . . . so we can think without all this pressure." He is very earnest about this.

The group can convince Albert that the only way to end his troubles is to destroy the creature, and that they can do it. If they reassure him that he will be protected at all times, he even agrees to go to the island with them. Once there, however, he does not go down into the hole unless he is dragged in, kicking and screaming.

When he gives the plaque to the group, give them Player's Aid #1. Any character with either Anthropology/Archaeology, History, Ancient Language: Old English, or a related Familiarity Skill (CM's discretion whether a particular Familiarity Skill is related) can make a general check to decipher the full text, (see Section 1.2 for the text).

With Albert at the site, the group has a few advantages. Albert has the keys, he has the Familiarity skill of mining, and he knows his way around.

## Section 5.2: The Don in Town

On Day Three, the creature is in town, traveling in disguise via Purified Shell.

If at any time the PCs randomly Sense Unknown, they have a 20% chance of being close enough to him for them to sense him. If they are in or near one of the research locations, the chance doubles. If he is sensed at one of these places and the PCs check again later near the same location, he is not there since he only goes to each place once.

If the group initiates an attack, he runs away, pushing bystanders into the line of fire. Anyone he touches for this purpose has a base 100 chance of being infected. The group also has to explain to the authorities why they attacked an apparently random stranger on the street. These authorities are the local police, not the Coast Guard, and even Dr. Greene has a hard time getting them out of this predicament.

The point of the Don's visit to town is the destruction of any information which might lead the party to him. To this end, he destroys items from the town library, historical society, and town hall (see Section 4.1-3).

While plundering the research facilities, the Don infects witnesses and uses his Influence to convince them that he is Albert McClellan. He does not, however, disguise himself as Albert, hoping to avoid a confrontation with the PCs.

## Section 5.3: The Wreck of the Edinborough

This encounter takes place either one hour after sundown or one hour after the characters have retired for the night, whichever comes first.

Any characters who are in the hotel or anywhere within earshot of the last dock (see Map #3) must make a Perception Check. Read the following to any who make a successful roll:

*You hear a faint, rending screech, like the sound of metal scraping metal. It seems to come from the direction of the southernmost dock, the one directly below the hotel.*

*The fog, which has been slowly massing since just before sundown, is now so thick that you can't see anything farther than a block away. The mist swirls lazily around the street lamps, creating nebulous whorls of light and darkness.*

*You feel as though anything could be hiding just at the edge of vision.*

Actually, there is nothing in the fog at this time. The creature is at the last dock, where the fishing boat Edinborough has just come to rest. He has just piloted it in, intentionally causing the noise in the hope of luring the PCs to the dock. The Don is playing a little game with the characters, hoping to give them a really good fright and infect a few of them at the same time.

If all the characters fail their Perception Checks, or if they do not choose to investigate the noise, skip to Day Four.

If any of the PCs choose to investigate, read the following aloud:

*The dock which you believe the noise came from is the southernmost. It is hidden from view of the town not only by tonight's fog but also by the looming bulk of the town's old cannery. As you pass by the derelict building, you feel profoundly cut off from civilization.*

*When you finally reach the dock, the sight of an old and weather-beaten fishing boat adds to the atmosphere of complete isolation. The boat is alongside the dock, but it is not secured. It seems to have run into the dock, causing the rending noise you heard.*

*Despite the damage done to the hull as the boat ground along the dock, you can still read the ship's name: Edinborough.*

*There is a dim light glowing in the wheelhouse. Apart from this light, there is no evidence that anyone is aboard. Anyone moving, that is.*

The proximity of the deck of the ship to the dock makes it easy for the PCs to board via the ladder on the side. Anyone who makes a cursory observation can tell that the ship is aground and will not move from the dock without the help of a tugboat.

On the deck is a wheelhouse, a set of stairs leading down to the crew quarters, another set of stairs leading down to the engines, and a closed hatch leading to the hold full of rotting fish.

### **The Wheelhouse**

If the characters wish to go to the wheelhouse, read the following aloud:

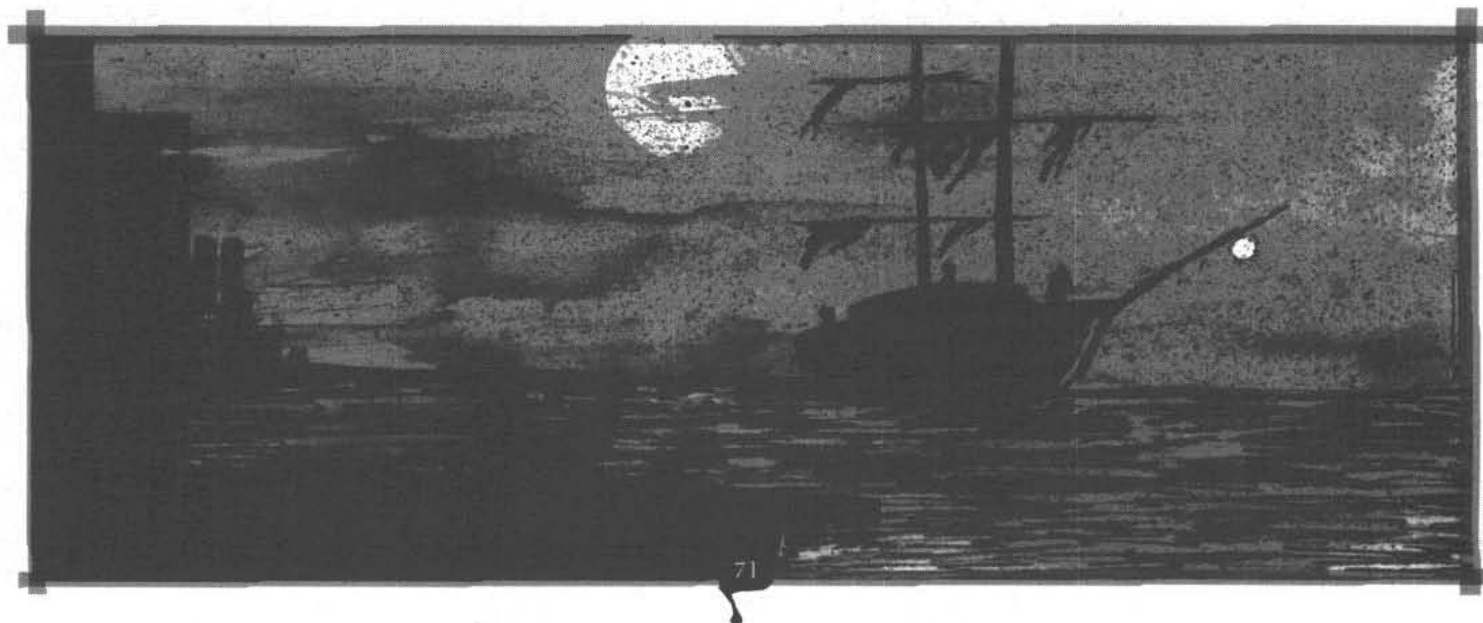
*The wheelhouse is raised above the deck and can only be reached by a short and narrow set of stairs with an equally narrow door at the top. A catwalk runs around the entire wheelhouse at the same level as the door.*

Ask any PC who climbs the stairs to make a Perception Check. If they succeed, read the following:

*The light inside the wheelhouse is very dim and seems to come from an odd angle. Perhaps it is the angle that is making the shadow on the window of the door, but it looks to you as though someone is crouching just below the window, without realizing that their shadow gives them away.*

The PCs may take any action they choose before opening the door. If they call out there is no reply. The PCs may choose to stand on the catwalk while opening the door. If so, they are in no danger of falling because there is a firm wooden railing, but bear in mind that the door opens outward and to the left.

The Don has propped the dead body of the ship's captain behind the door. Due to the tilt of the ship, the body is balanced in such a way that, if the door is opened, it falls outward and lands on anyone in front of the door. If no one is directly in front of the door, the body topples all the way down the stairs. Characters standing on the stairs or on the deck below must make Surprise Checks to see if





they can move out of the way in time to avoid being struck by the body. Any PC standing directly in the path of the body will make his check at -10 penalty if he noticed the shadow of the body on the window or at a -20 penalty if he was caught completely unaware.

Anyone touched by the body has a 40% chance of contracting the creature's disease from it (see Section 2.7).

When the door is opened, read the following:

*As you begin to pull the door open, it is pushed open from within.*

*A hideous zombie-like corpse, its yellowed skin covered in oozing sores, seems to fling itself at you. The festering carcass plummets down the narrow stair, and falls to the deck below.*

The corpse comes to a rest after this.

The ship's radio equipment, compass, and navigation supplies are intact. The light which earlier silhouetted the corpse shines from a flashlight lying on the floor. The only item of interest in the wheelhouse is the ship's log. The last three log entries may be of interest. The final entry is dated yesterday and is nearly illegible.

If the PCs investigate the log, give the players Players Aid #3. The following transcript is provided for the CM's convenience:

*Heavy fog. Pierre's sick. So are Bob and Thad. Could be food poisoning. Must see doctor tomorrow.*

*Can't believe we got lost last night. Spent today trying to make Port Roberts. Now everyone is sick. Not feeling well myself. Pierre's dead. I think Bob went overboard.*

*I saw something in the mist last night. A ghostly figure with glowing green eyes. It laughed and told me I would die. I must be delirious. And it lisped.*

The Don's Castilian lisp is a prominent part of a upper-class Spanish accent.

Anyone with Spanish or Linguistics or a related Familiarity Skill should make a general check to see if they realize the significance of this.

## Crew Quarters

Once the characters decide to check out the crew quarters, read the following aloud:

*The stairs lead down to a short hallway. There is one door behind you, three on each side, and one at the far end. They are all closed.*

The door behind the PCs leads to the captain's cabin. The three on each side lead to crew quarters and the far one opens into the galley.

If the players enter cabin 1, 3, 4, or 6, read the following:

*As you open the door, you are overwhelmed by a wave of putrescence. The smell is worse than anything you've ever encountered.*

*The room is dark.*

There is a corpse in the room. Have the character who opens the door make a Willpower Check to see if he becomes nauseated or flees from the stench. There is a 10% chance of catching the disease from the air in the cabins unless the PC takes the precaution of protecting his face with a handkerchief or similar mask.

Rooms 2 and 5 are empty.

Each of the cabins contains a bunk, a dresser, a tiny closet, a single porthole, and the personal effects of the sailor who slept there. None contain anything of interest.

The captain's cabin is slightly larger than the others, and its furnishings are not quite as utilitarian. It has two portholes.

## The Galley

The galley is dark. When the PCs locate the light switch:

*The galley is apparently the largest room on the ship. It is here that the crew would gather for meals. A large table runs the length of the room—from where you stand to the closet-like kitchen at the room's far end.*

*Coffee mugs and half-eaten food litter the table and floor. Several of the chairs have been knocked over. You can see mother door in the kitchenette.*

*The clammy night air wafts in through an open porthole near the far wall.*

The door in the kitchenette is a closet that serves as a pantry.

The Don is in mist form directly outside the porthole. He is waiting for someone to cross the room, either to inspect the kitchenette and its door or to close the open porthole. If someone takes either action, he uses his Summon ability to call forth rats.

If he is successful, the first round, 1 to 5 rats appear. During the second round, 1 to 10 (1d10) appear. The third round, 2 to 20 (2d10) appear. The fourth round, 3 to 30 (3d10) appear. The creature does not Summon more rats after the fourth round.

The rats appear wherever the Don wishes them to. This is on or around the various people in the room. Keep in mind that even if the PCs are not bitten by the rats, there is still a risk of contracting the Don's disease from fleas passed by the attacking rodents (see Section 2.7).

During the confusion of the first three rounds, Don Ignatius drifts in through the open porthole as a mist and attempts to position himself behind the party. Unless the players specify that they have reoriented themselves, the area behind them is the hall. Anyone who is specifically watching the porthole or keeping an eye on the area behind the party may make a Perception Check at -10 penalty to notice the mist flowing past.

If no one notices the mist as it passes, everyone is taken completely by surprise a few moments later when the creature appears. Treat this situation as a failed Surprise Check.

Any character deliberately facing the area behind the rest of the PCs when the creature materializes is taken by surprise, but this PC's reaction serves as a warning to the others. In this case, the rest of the party is not automatically surprised, but they must still make Surprise Checks to see if they can react immediately.

If all are surprised, then they hear an evil chuckle behind them. As they turn to look, have all PCs make a Fear Check. If they have failed the previous Surprise Check, they freeze for one round (surprised) and then suffer the effects of the Fear Check.

During this round, any rats that are still alive or have just appeared may make a free attack on any surprised character. Any character who fails his Fear Check is also unable to defend himself for the number of rounds he would be fleeing.

If the Don materializes in the doorway to the hall, there is nowhere to run to in the galley, so all results other than a complete failure take Willpower loss. Rather than flee, the character stumble screaming into the kitchenette to cower in a corner or the closet.

Read the PCs the following description of the creature, adjusting as necessary:

*As you turn in horror, you see someone standing behind you, blocking the only way out.*

*At first, you are unsure whether this is the creature that some have spoken of, for although he is dressed in clothes of the late seventeenth century, they don't look like filthy rags. He also doesn't resemble the description of a dripping corpse. Rather, he is somewhat handsome in a brooding, evil way. Then you notice his eyes. They glow with a sickly green luminescence.*

*As you notice this, you notice something else. His appearance seems to change before your eyes. His skin rapidly takes on a deathly pallor and his face becomes sunken and seamed. Sores appear on the flesh that shows ever more through the rents and tears in his now ragged apparel.*

*His eyes glow brighter and his laughter is rich with evil delight.*

The creature has just dropped his Purified Shell, knowing the terrifying effect it would have on the PCs. Have everyone make another Fear Check. Any who failed the last one will automatically fail again.

The Don attacks the character closest to him, but only strikes once before passing to the next person.

If he is wounded by silver, or loses 10 points of current Stamina, he attempts to turn to mist and leave via the porthole or the hall.

If the Don has already influenced one of the characters, and the influence is powerful enough to allow him to do so, he commands that character to attack his companions, covering the Don's escape.

## The Hold

The Edinborough's hold may be reached via a hatch on the deck. There is a ladder leading down to the hold, which extends the length of the ship under the crew's quarters. Inside are about two tons of dead fish. The stench is pretty bad, but not nearly as bad as it will be by the time the authorities have the Edinborough towed away. Search as they might, the PCs find nothing of interest among the fish.

If Don Ignatius hasn't already smashed Albert's car and if the plaque is still in the trunk, Don Ignatius locates Albert's car by sensing the plaque. He slashes the tires and smashes the windows of the car.

## Section Six The End of Days

The following sections detail events that should take place on Day Four and Day Five of the adventure.

### Section 6.1: Paying a Call on the Don

This encounter takes place on Day Four, or may be modified to take place on any day after. (If this is the party's first trip to the island, see Section 7.1 for a general description.)

The Don is trapped on the island by sunlight today and is not pleased about it. He is itching to take out his irritation on any characters who dare to visit his hole today. If the party comes within ten feet of the rim of the hole, the echo of their voices and movement alerts the Don to their presence unless the PCs take measures to remain quiet. Using the elevator alerts him at once.

Once he is aware of their presence, Ignatius attacks the PCs by summoning rats. He does this for five full rounds, aiming to drive the party away from the pit. When the first rats appear, all PCs must make Surprise Checks, even if they were on their guard, since the discipline Summon causes the creatures to materialize out of thin air. Because of the sudden appearance of the rats, the PCs must also make Fear Checks vs. their WPR+20.

While the party is occupied with fighting the rats, the creature makes its way quickly through Tunnel #1 (see Map #4) to emerge behind them. He then uses Purified Shell to make himself look as bland and nonthreatening as possible. Once the rats are killed, read the following aloud:

*As the last of the rats is dispatched, you hear someone hailing you from behind. Turning around, you see a man approaching on foot.*

Anyone who has encountered the Don before while he was using his Purified Shell—on the Edinborough, in town, but not while he was pretending to be Albert—finds this fellow looks vaguely familiar. Anyone successfully sensing Unknown immediately realizes that the creature is nearby.

*The approaching man yells something, but he's still too far away for it to be heard clearly. He seems friendly enough, though, and waves as he approaches.*



The Don's aim at this time is to get close enough to infect as many party members as he can. Once he is close to the party, give anyone who has previously seen the Purified Shell before a roll vs. their PCN-10 to recognize him. The shell he is using now is slightly different, but his features are essentially the same.

*He continues to approach, smiling in a friendly way. "Can I help you?" he asks.*

If the party doesn't threaten him, he keeps walking closer.

If asked what he is doing here, he replies:

*"I am a worker here. I am wondering what you are here for."*

When he arrives within reach of several characters, or if the PCs attack, the Don charges them, striking as many separate targets as he can. As on the Edinburgh, he hits any given character only once before moving on to another, thereby infecting as many as possible.

If he succeeds in infecting all the characters, he then races off to disable their boat in the hope of trapping them on the island, where he can watch them sicken and die over the next few days.

If the Don is hit with a silver weapon, or if he sees the plaque or the chain in the possession of any of the PCs, he dives for the shaft. If he makes it, he has enough time as he falls to make one attempt to turn to mist form before hitting bottom. If he fails, he takes catastrophic damage from the fall and turns to mist. He then remains in mist form until the damage heals and the PCs leave. If more than half the PCs stand between him and the shaft, the Don instead heads for the end of Tunnel #1.

If the party decides to chase the Don into his hole, they do not find him, as he hides in his mist form until they leave. If he has any Willpower left, he Summons rats to drive the PCs out of the pit.

## **Section 6.2: Dr. Greene Arrives**

After the doctor successfully researches the disease, she comes up with an immunization that she believes will help the situation by at least a little bit. She approaches the characters with it and applies it if they ask. She also goes to Dr. Gort and gives him a supply of it.

## **Section 6.3: The Tunnel Trap**

This encounter takes place on Day Five, while the Don is again trapped on the island by the sunlight. This time, however, his exile is intentional; he hopes to spring a trap on the PCs. (If this is the party's first trip to the island see Section 7.1 for a general description.)

As they approach the site of the dig, have each player roll a general Perception Check. Those who make it notice that the tool shed has been broken into. Unless they took inventory on a previous visit, the PCs are unable to determine what is missing. If Albert is with them, he has a 50% chance of realizing that it is a pick that has been taken.

Although Don Ignatius is fully recovered from any damage taken on Day Four, he does not menace the party in any way until they get to the bottom of the pit and begin investigating the tunnels.

Have any PC who investigates Tunnel #3 make a Perception Check. All who make it notice a lumpy shape just within sight—it looks like a body! The creature is playing possum. He hopes to draw the PCs into the tunnel. He does not plan to attack, but rather gets up and moves slowly—as though wounded—down the tunnel away from the PCs once he is certain he has attracted their attention. His aim is to get them into the tunnel, then collapse the ceiling on them. To this end, he took the pick from the tool shed above so that he could weaken the tunnel's supports.

Make a specific check for any character with the Archaeology Skill or Familiarity Skills (such as mining or firefighting) which deal with tunnels and caves or the danger of collapsing ceilings. On a 'C' or 'H' result, warn the PC of the tunnel roof's imminent collapse. For any other result that is not a failure, simply tell them there is something not right which they can't quite pinpoint.

Any loud noise, such as a gunshot, has a 15% cumulative chance of bringing the roof of the tunnel down. Normal talking and movement is not loud enough to do this.

Before the collapse, there are 10 seconds during which the wooden supports pop and crack loudly. Characters who realize what this means (see above) must make a Surprise Check before they can react.

The collapse of the ceiling is complete for the bottom 30 feet of the tunnel (see Map #4). Farther up, the roof remains intact and is in no danger of collapsing. Any character caught in the cave-in takes catastrophic damage. Anyone not killed outright by the catastrophic damage still faces a 70% chance of being trapped by the cave-in. Each trapped character must be rescued through a separate attempt, preferably by a character with the Archaeology Skill or Familiarity with mining.

Skilled characters attempting to rescue a trapped character may make a specific check vs. their skill; unskilled characters must make a specific check vs. their LUCK-20. Results of this check include the following:

**Failure:** Another collapse, with a Target Number of 50 and a Strike Rank of 3.

**L:** Trapped character is cleared of the collapse enough to communicate but cannot be moved or given medical attention.

**M:** Trapped character is cleared enough to receive medical attention, but cannot be moved.

**H:** Trapped character is freed, but both he and his rescuer take 1d10 points current Stamina damage.

**C:** Trapped character is freed with no further damage.

If the PCs cannot be tricked into shooting, the creature makes a target of itself to encourage gunplay. If this ploy fails, the Don attacks, trying to infect as many separate characters as possible. Again, if he sees the plaque or the

chain, he turns to mist and spend five rounds summoning rats. After this, he leaves via Tunnel #3 to sabotage the PCs' boat while they fight the rats.

## Section 6.4: Death of a Spaniard

Ideally, the PCs will confront the Don on Day Five, though it may happen early on Day Six. It is possible that this could happen earlier if the players are quick to get the plaque and the chain from Albert. The confrontation will probably take place on the island.

If the players have either the plaque or the chain, the creature shies away and therefore may be herded. If they're clever, the players can drive him out of the hole this way. Either item may thrown at or onto the creature, but the weight of the plaque (if it is still attached to the tablet) makes it easy for him to dodge and it will be difficult to make the chain stay in place.

Once one of the items is upon him, the Don cannot move. He can be moved by the party, but anyone who is thus exposed risks infection, (treat as a strike from the Don, no damage). Also, shifting him has a 10% chance for every 10 feet he is moved of making the item fall off, unless it is secured or held on by those who are moving him.

One way to herd the Don into daylight is to drive him

because there is very little sunlight that will actually reach the bottom.

## Section Seven Floating Encounters

The encounters in this section happen whenever the PCs attempt to perform certain actions. Be sure to review this section before running the adventure.

### Section 7.1: Beths Head Island

The PCs will probably reach the island in one of two ways, either by hiring Kenzie to take them (see Section 5.4) or by buying a raft and setting out on their own. At night, the PCs run the risk of meeting up with the Don, but such an encounter is left to the CM's discretion. A daylight approach to the island is uneventful. Read the following aloud:

*As you approach the island, you can see it's a mess. More than a century of mining, erosion, and heavy machinery has taken its toll on the island's landscape. There is little vegetation but scrub grass and some tiny, parched bushes. The island is dominated by a single low hill on the west side.*

*A chain-link fence topped with several rows of barbed wire circles much of the island. Beyond it, on the hill, you can see the*



out of the cave through one of the tunnels (Tunnel #1 is best, as it exits onto level ground) using one of the items, and once he is in the daylight, hitting him until he is in danger of being killed. He either dies from the wounds caused by silver weapons (if they are being used) or shifts to mist form to avoid the blows and be killed by the daylight after one minute.

During the time he is pinned by an item, Ignatius can still use the Evil Way. He tries to get someone nearby to remove the item by using Influence. He also tries to distract the people who are hitting him by summoning as many rats as he can.

It would be difficult to kill the Don anywhere in the pit,

*boxy shapes of mining machinery. Because of the elevation, you are unable to see the hole itself.*

The best spots to land on the island are marked on Map #4 and are easily spotted by the PCs. (Kenzie will drop anchor near one of these spots and let the PCs use his dinghy to row ashore while he stays aboard the Silver Lady awaiting their return.) Once the party reaches the island, they discover the following:

*What looked desolate from a distance looks even worse at close range. The area within the fence is completely devoid of vegetation, and the plants outside are healthy but uninteresting.*



After a casual search, the PCs should realize that there is nothing of interest on the island outside the fence. They may choose to circle the fence, looking for people within, burglar alarms, or an entrance. The fenced area covers about half the island, mostly the center, but it extends into the water at one point to run around the opening to Tunnel #3.

If the PCs investigate the fence, read the following aloud:

*The fence is featureless chain link, rusted in some places, though never to the point of corrosion. It stands 10 feet high and is topped by a foot of barbed wires angled outward.*

*Along the south side of the island, the fence runs well inland but as it reaches its easternmost point, it curves out onto the beach. Just before the point where the fence doubles back, you see a gate wide enough to drive a truck through. The gate is closed and securely padlocked.*

*North of the gate, the fence meets the water at one point. It arcs out beyond the tide-line at the bottom of a short, rocky cliff. There seems to be a cave in the cliff behind the fence.*

The hole in the cliff face is the exit from Tunnel #3.

If Albert is accompanying the PCs, or if they are returning after having been cleared by the Coast Guard, they have no problem getting into the site.

If the party breaks into the site by cutting through or climbing over the fence, they set off the site's silent alarm. As there is no one at the site to react, there is a delay of about a half an hour before the authorities arrive (see Section 7.2).

Anyone with the Electronics Skill who is specifically seeking it must make a general check to locate the silent alarm wire. A second roll determines whether they can successfully disconnect it. Anything other than an 'H' or 'C' result sets off the alarm. The PCs do not realize until later that the alarm has been tripped. If they ask, tell them, "You don't hear an alarm."

The padlock on the gate is also wired to the alarm. Picking the lock is possible, but anything other than a result of 'H' or 'C' sets off the silent alarm.

When the PCs are inside the fenced area, read the following aloud:

*On the crest of the hill, next to a massive old stump, there is an electrical generator, two pumps with their hoses trailing over the edge of the pit, and coils of extra hose and wire. A shed marked "TOOLS\OUTILE" stands a short distance away.*

The shed is locked, but is not wired to the silent alarm and can easily be broken into. Inside are several picks, small shovels, spades, brushes, mesh strainers for sifting dirt, plastic bags, and note paper. The creature breaks into the shed on Day Four and steal a pick (see Section 6.3).

The generator has been left on standby mode and has plenty of fuel. A flip of the switch turns it on. The pumps, on the other hand, require some technical skill (Mechanics or Electronics) to operate. The PC must make a general check to get the pumps working effectively. The

generator powers the pumps, the alarm (even while on 'standby'), the elevator, and the electrical lights in the shaft. If they turn the generator off, they have a great deal of trouble turning it back on; it has no battery which is why it was on standby. Also, turning off the generator sets off the silent alarm.

The hoses already attached to the pumps will reach anywhere on the bottom of the pit, but additional lengths must be hooked up to drain the tunnels.

When the party investigates the pit, read the following aloud:

*The shaft itself is 30 feet across and over a hundred feet deep. A free-standing mine elevator has been erected along the west wall and a series of catwalks and ladders wind their way down the walls. The elevator framework is connected to the wall by a series of girders and to the catwalks by metal platforms.*

*The catwalks circle the pit every 10 feet or so, linked by ladders. The lowest catwalk appears to be a few feet above the muddy floor of the pit, but it's difficult to tell from this height.*

The elevator is simple enough to operate once the generator is activated. It is a sturdy elevator and easily holds a dozen people. The catwalks are similarly well-built, set into the wall of the shaft every 10 feet and connected by ladders. However, the catwalks are slick with grit and condensation, making them slippery.

The elevator can be stopped at the level of any of the platforms which connect the elevator shaft to the catwalks.

If care is not taken while climbing these ladders—for instance, if someone were fleeing from something in the pit—there is a chance that the climber will slip and fall into the pit. For every 10 feet climbed vertically in haste, there is a 10% chance (noncumulative) that the climber slips. Treat a fall into the pit as catastrophic falling damage, A#: 70, SR: 6 (see page 101, CHILL sourcebook). A successful LCK roll indicates that the climber falls only one level, lands on the catwalk below, and takes only 1d10 points of damage.

Whichever means the PCs use to descend into the pit, read the following aloud:

*Even near the top of the hole, noise echoes to the bottom. When you reach the bottom, you can see three tunnels opening into the shaft. There is one on each side of the elevator and a third straight across from it.*

*The elevator shaft ends a few feet from the bottom, level with the lowest catwalk. You can see that fully half of the floor is covered with a puddle of mud. In fact, all of the floor looks muddy, and there are several smaller pools of water scattered about. The lowest parts of the walls are also muddy and rocky.*

*Steps lead down from the catwalk to the floor. You can see similar steps leading up to the catwalks on either side of each tunnel mouth.*

When the party begins to explore, they quickly realize that the mud is almost a foot thick. This halves movement and the slippery texture makes any quick movement hazardous. Characters must roll vs. their Dexterity when running to determine whether they slip and fall. Falling

causes no damage, but covers the PC in mud. (The CM should roll some dice and make a note to heighten tension. Players may still believe the disease can be transmitted through polluted groundwater.)

One spot in the large puddle is much deeper than the rest (see Map #4). This hole slopes down to a depth of nearly six feet at its deepest point. Anyone walking directly from the elevator or either of the caves next to it to the far cave (or vice versa) has a 60% chance of accidentally discovering it. Anyone purposely skirting the edge of the puddle avoids it completely. If a character is feeling ahead with a pole or cane, they detect the hole in time to avoid sliding in.

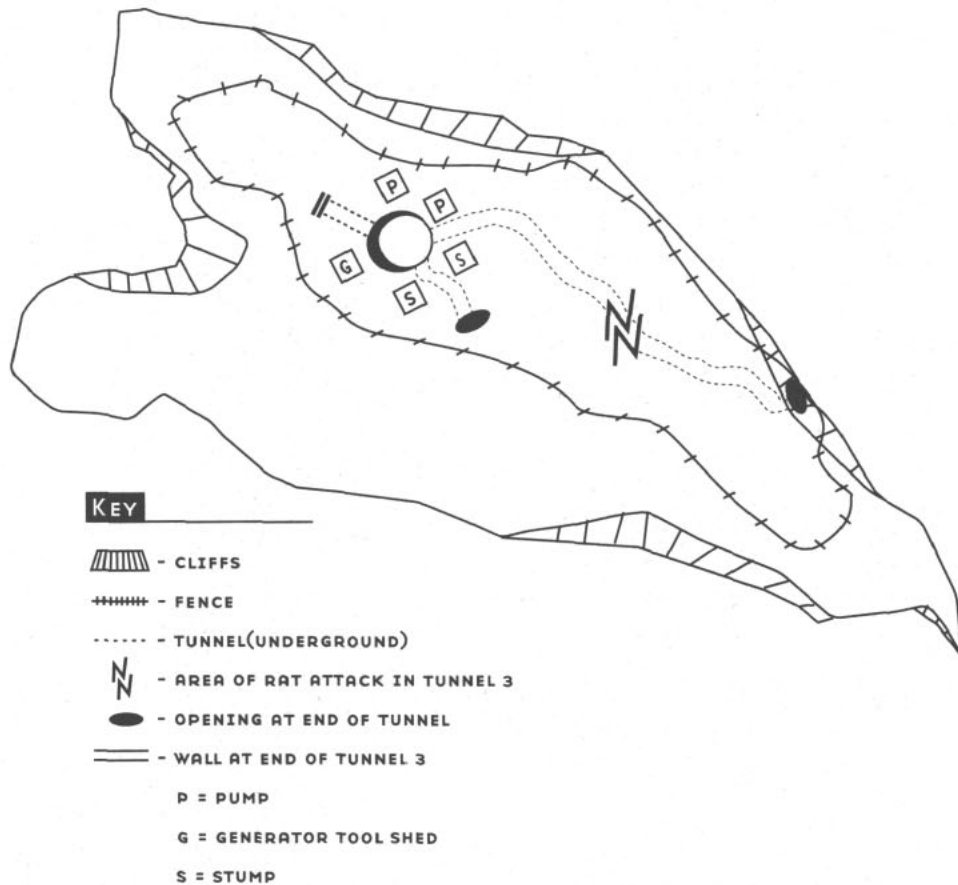
es through the silt and rocks left behind, they find the wooden pole and flag that once marked the hole.

Using the catwalk, the PCs can circle the entire shaft and enter any of the caves without crossing the floor of the pit.

If anyone with Archaeology/Anthropology or any form of Mining Skill examines the tunnels, let them make a Skill Check. If successful, the PC notices that the tunnels are of recent vintage.

A string of electric lights, powered by the generator above, extends into each of the tunnels.

## Map 4



Any PC that finds the hole by accident must make a Dexterity Check vs. a Target Number of 35 to keep from sliding in. Those who fail slide in, and if they are less than six feet tall, they disappear beneath the surface of the water. There is no traction on the sides of the hole, and it is very difficult to get anyone out of it. A PC with the Swimming Skill can tread water, anyone who cannot swim begins to thrash and struggle after a moment.

Imaginative PCs may move the hoses and turn on the pumps to drain the puddle. Remember that operating the pumps requires a specific skill check vs. Electronics or Mechanics. If the party does drain the puddle and search-

### Tunnel #1

Read the following description to the PCs when they enter tunnel #1.

*This tunnel slopes upward for nearly 30 feet at an angle of almost 25 degrees. It's muddy like the main floor of the pit for a few feet but it soon dries as it rises higher. There is a plank with treads on it laid across the muddy lower part of the climb.*

*The tunnel remains steep for another 30 feet or so and then slowly becomes more level.*



This tunnel runs fairly straight for three-quarters of a mile more, then breaks through the surface, well within the boundaries of the fence (see Map #4).

## Tunnel #2

When the PCs enter tunnel #2, read the following aloud:

*The tunnel slopes upward at a steep incline. It rises above the mud at the pit's bottom after a few yards. There is a rope secured along the right-hand wall to help workers pull themselves up through the slippery silt.*

*The tunnel slowly levels out, and ends abruptly in a natural stone wall after less than 100 yards. Attempts have been made to dig to either side of the wall and over and under it, but they appear to have been unsuccessful.*

This is the only tunnel without an outside exit and is therefore the Don's favorite spot to lurk while he's stuck on the island.

## Tunnel #3

This tunnel runs over a mile before breaking through the cliff face on the north side of the island.

*This tunnel slopes slightly upward. This means that it is slick with mud for much of its length—nearly 50 yards.*

*Just as the floor dries out, its upward rise slows, and it travels horizontally for a while. The walls are rougher at this point, and you can see tiny holes and tunnels running off to the sides. None of them seem to go anywhere, though you can see where some attempt has been made to clear some of them out.*

*As the tunnel begins to hit some natural caves, it also begins to meander a bit to the left and right.*

*The floor begins to slope downward, and after a short while, the mud begins to return. The angle is not bad enough, however, to make walking dangerous.*

*For a while, the ceiling soars high above your heads, then dips sharply to a more normal height as the muddy floor turns once more to water.*

*You see before you a pool covering 15 feet or more of tunnel. It stretches from wall to wall for most of its length.*

The pool of water is only two feet deep at its deepest point, but it is muddy and it is impossible for the PCs to judge its depth. The water is muddy, but not stagnant, and like all the water on the island, it is saltwater.

There is nothing of interest about the puddle except that it marks the farthest down the tunnel the nearby rats will pursue the PCs.

*Beyond the pool, the walls of the tunnel are riddled with the tiny caves that before were merely occasional. They seem to go nowhere. It looks as though many of them have collapsed.*

Have all characters make a Surprise Check. If they fail then they aren't ready to defend themselves when the rats attack. If they succeed, then they can immediately defend themselves or attack back. Read the following aloud despite what the results might be:

*Suddenly, from everywhere, rats attack! They seem to be coming from the debris-strewn cave openings.*

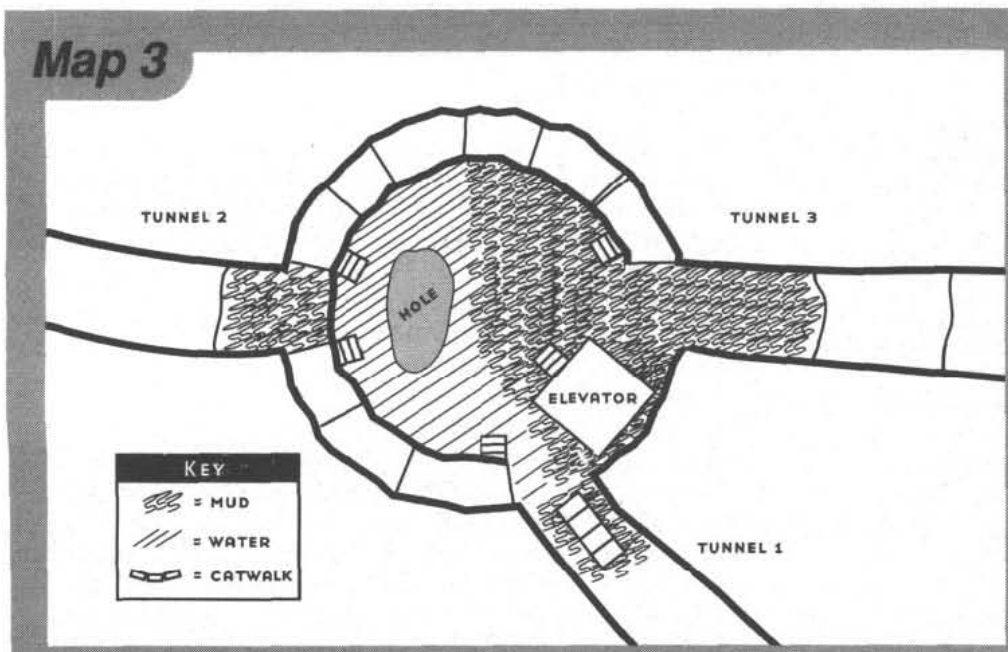
The rats leap onto anything within reach. One to three rats attack each person this round and every further round until 15 rats have been killed (or 3 times the number of party members, whichever is less). The remaining rats then turn and escape down the tunnel. Remember to check the PCs for chance of infection (see Section 2.7).

If the PCs retreat back past the water, the rats do not follow, even though they can swim. The rats only attack the first time players come through.

Beyond the rats' nest the tunnel continues. It has an outside exit just over a mile from the shaft entrance. None of the little tunnels and holes go anywhere. If the party breaks in through the fence and comes down the tunnel toward the main hole, the encounter will be essentially the same, but the rats attack before the party crosses the water. The rats will still not cross the water.

## Section 7.2: Coast Guard Encounter

This encounter takes place about half an hour after the PCs first set off the silent alarm at the site.



If the party is still on the surface of the island when the Coast Guard boat approaches, anyone specifically watching automatically notices it—anyone else must make a general Perception Check. Tell those who make it that a white ship is approaching the island.

A specific Perception Check with an 'H' or better result allows a PC to make out the markings on the side of the boat at this distance. Of course, if one of the characters has binoculars or a telescope, he is able to read the words easily. At this point, the party still has time to avoid the Coast Guard if they wish.

They may notice the boat as it draws nearer if they failed the first time, but by the time they do, it is too close for them to escape. Read the following aloud in this eventuality:

*There is a ship approaching the island. On the side is the name Chignecto Queen, and the Canadian Coast Guard insignia. You can tell it is too close to you for you to get away unseen. After a few minutes, it stops and a dinghy is lowered. In the dinghy sit four men.*

The boat stops just off the eastern end of the island. Lieutenant Peter North (see Section 2.8) is in charge of the landing party.

If the PCs choose not to react, or continue to fail their Perception Checks, they will encounter the Coast Guard. If the entire group is in the pit when the Coast Guard arrives, they have no chance to see the approach.

It is possible for the party to hide from the Coast Guard in the tunnels, but if the officers have to venture down into the pit in search of trespassers, they will not look kindly upon them.

If the officers don't find anyone on the surface, but find signs that someone has been there, they use a bullhorn to call down into the pit. Due to the echoes below, there is no way the party can pretend they did not hear the Coast Guard, and therefore the PCs have no excuse for not coming directly up—no excuse that will wash with the Guard, anyway.

When the dinghy lands, two officers debark and walk toward the gate in the fence. The other two take the dinghy and circle the island, watching for any boat that may be trying to leave. They hear any power vehicle, and they see anyone that tries to row away.

If the party is still in the pit when the Coast Guard lands, they are unaware of the official presence on the island.

If the PCs are watching the approach, read the following aloud:

*You see two men coming up the hill toward the dig site. One of them must have a key to the site, because they pause only briefly at the gate. When they see you, one of them motions to the other, then steps forward.*

*"Halt! You are all under arrest for trespassing. I suggest you all come out with your hands up."*

As the Coast Guard has had no official word from anyone except Albert, who has told them that the site is quarantined and that no one is allowed inside, they are not impressed with stories of Dr. Greene and official

investigations. Until she is actually contacted, Dr. Greene's name does not mean anything to the Guard.

The officers are polite but firm, therefore any conflict has to be started by the PCs. If the group resists arrest, it will be morning before they can be let out of jail, no matter what. If they assault one of the officers, then Dr. Greene disavows all knowledge of their presence on the island, and SAVE gives them no help. It is understood that no envoy will commit such an obvious and inexcusable crime in the course of an investigation, and SAVE has no time for those foolish enough to believe they can get away with brawling with the police.

If the party is outside the fence when the Coast Guard arrives, and the fence shows no signs of having been breached, (Lt. North has a 20% chance to notice lockpicking) then the party is merely detained while the officers check the entire fence for tampering, then released with a warning not to trespass on government property. The Guard then posts a guard on the island until further notice. If the alarm goes off and the Coast Guard finds no one on the island, they still mount a guard here.

Dr. Greene can call ahead and authorize the PCs admission to the site, but she does not think of this unless it is suggested to her, as she has other things on her mind.

If the PCs go along quietly to the boat, Lt. North is willing to contact Dr. Greene. She explains the situation to him, and he offers his services as liaison between the authorities and the party. Of course, he still doesn't know about the creature, just the disease, and is skeptical about the Unknown. Until he sees something, that is. Peter is not willing to do anything outside the law, unless he feels that it is absolutely necessary and there is no way to do it legally.

### **If the Coast Guard Arrives During One of the Attacks:**

**Rats:** The officers defend themselves and any of the characters who they see being attacked. After the attack is over, they continue with the arrest. All of the Coast Guard officers have guns.

**The Creature:** This is more difficult; as the opponent is less easily recognized. If the creature is corporeal, and is obviously attacking, the Guard officers take defensive measures. If the cause of the disturbance is less obvious, they attempt to arrest everyone and sort out the problem later. The Don may decide to play along for a while and let them take him in. He will, of course, infect anyone he can manage to touch, and none of the officers have been inoculated. Lt. North is not stupid, but trying to convince him that there is a monster present is difficult until he actually observes some Unknown phenomenon.

Unless a brawl develops, the Guard only intends to take the PCs in for questioning. If there is no obvious damage to the site, the officers aren't going to slap cuffs on them, just politely herd them off to the boat. This means the Don has little or no chance to infect the officers, but is pretty close to the party.







## ❖ Beth's Head Island ❖

Our own little Stonehenge, Beths Head is a local enigma. It's a well-known fact that pirates frequented the Port Roberts area, and many believe that Beths Head was where they buried their loot. Because of this suspicion, the island had been the target of treasure seekers and archaeologists alike.

However, none have been able to unlock the secrets of the island. Some speculate that this may be due in part to the fact that the island

used to be a headland, and in an epic earthquake (in 1725 or so) it sank 10 to 20 feet, breaking its ties to the mainland and pushing the treasure (if, indeed, there is one) below sea level and out of anyone's reach.

Be that as it may, Beths Head still enthralls the imagination of children and adults alike—anyone who still cherishes the pirate ideal.

### Pirate Pete's Pizza Box

KL5-2434

### THE SILVER LADY

Excursions  
Fishing  
See the islands. See Beths Head.  
See Old Kenzie at dock 5



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### MUSEUM TOURS

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❖ Let Us Take Care of You ❖

# [BITTER REMNANTS]

## Section One: Background

This is a short adventure for 2-6 **SAVE** envoys of varying experience set in the modern day. The envoys have been asked to investigate a series of mysterious murders near the wharves of Dorchester Bay.

The following skills are recommended for this adventure: Investigation, Medicine, Charm, Journalism. Police connections are very useful.

If a PC successfully uses Clairvoyant/Prescient Dream at any point during the adventure, read the following passage:

*"You are on a boat. The boat is drifting through the sea. You realize that you're missing something. You begin to run through the boat, frantically searching for what you are missing. It's nowhere to be found. You become more and more panicked, as you can't find it anywhere. You're running through the corridor, opening doors. Behind each door is an old lover of yours, in the arms of someone else. But that doesn't matter. You need to find it. As you turn, you notice that you're now in the water, swimming toward it. But the harder you try to move, the slower you go. Suddenly you realize that you're going the wrong way. You try to head back toward it, but there are countless hands on you, turning you around. You must escape the hands, but you can't. You scream, and the world shatters. You wake up in a cold sweat."*

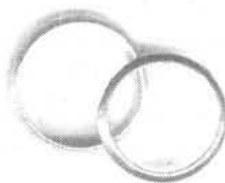
### Section 1.1: notes for CM

Once upon a time a young sailor and a young barmaid met on a moonlit night in a lonely tavern. They fell madly in love, and swore that they would always be together.

The two lovers were Cynthia Hill and Christophe Dillings, and they met at the Empty Shell Tavern in Boston. Christophe was on the last day of his shore leave, and had to return to his ship the next night. He promised to return for her as soon as he could. During the next several years, the love between Cynthia and Christophe grew during his stays in Boston. They spoke of their future together, but Christophe insisted on making his fortune before they settled down.

Suddenly, Christophe stopped visiting. He had written to Cynthia, telling her when his ship should come in and warning her that he had a big surprise for her. But he never showed up at the Empty Shell. When Cynthia went to his ship to find out where he had gone, his crew mates said he had been talking about giving up the sea and running off with some woman. To Cynthia, this meant that Christophe had run off with another woman. She couldn't really believe this, but she could come up with no other reason why he never returned to her. She became a bitter old maid, hating and distrusting all men, and died alone and unloved.

What Cynthia did not know is that Christophe had been on his way to propose to her when he was robbed in an alley near the tavern. When the robber tried to steal the engagement ring, Christophe resisted and was shot and killed. All of his identification was stolen, along with the engagement ring.



After their deaths, both Cynthia and Christophe were transformed into creatures of the Unknown. Christophe has become an avenging ghost-remnant, exacting revenge on anyone committing violent crimes near the scene of his demise, trying to find the ring he

lost so many years ago. While the killings are gruesome and very brutal, most of the victims have been convicted criminals so the local police have not given this case the highest priority.

Cynthia's ghost has attracted more police attention. Since the reopening of the Empty Shell Tavern Bar and Grill a few months ago, many men have been found dead on or near its premises. The victims come from a variety of backgrounds, and the only similarity between them all is that they all have wronged a woman. A number of witnesses report seeing the victims cavorting with a woman soon before they were discovered dead, but none can give a good description of the woman. News of these deaths has been fairly low key, as the press has not yet noticed the connection between them; the police, however, have intensified the search for the woman they suspect is involved in all of these murders.

The Boston police are beginning to suspect that all of these murders may be related. They all occurred at about



the same time each month and all are in the same general area. There are many theories to explain this connection, from gang or cult activity to a group of vigilante killers. None of these theories have proved useful in preventing more murders.

## Section Two: PC Intro

The adventure begins when the PCs hear of the mysterious murders occurring on the south side of Boston. If these characters are experienced members of SAVE, they could have heard of this through a variety of sources: either contacts within SAVE, their own independent research, contacts within the Boston police force or medical community, or any other informed source. The PCs may have known one of the victims, but they are all criminals or cheaters, so it is unlikely that the PCs were too close to a victim. Adapt the passage below to fit the character's own means of discovering the murders. All players should start with the same basic information.

If playing with beginning characters, use the following introduction. The PCs are summoned to the office of Richard Blackwell, the coordinator of SAVE Boston. The office is well-kept, with hardwood desks and expensive-looking artwork hanging from the walls. The attractive young secretary makes the PCs wait until they all have arrived, and then escorts them into Mr. Blackwell's office. There, they see a well-dressed man in his late 50s smoking a cigar. Once the PCs are comfortable, he puts out the cigar and addresses the PCs:

*"Greetings. I'm glad to see you could all make it. We usually don't rely on untrained envoys such as yourself for a case of this nature, but I trust you will be up to this challenge."*

*For the past five months, the Boston Police Department has been handling a series of unusual murders in the south of Boston. Normally SAVE wouldn't bother with such a case, but there may be more to this case than the police suspect. The murders always occur at the same time of night, and there is evidence that the murderer is not entirely human. Personally, I think this will just turn out to be another case of man's violence against man, but I'd like you to take a closer look."*

Mr. Blackwell will then pause and wait for the PCs to ask questions. He knows the following facts, and will gladly tell the PCs if they ask:

- a. There have been 10 murders to date.
- b. The murders always occur around 10:20 PM.
- c. The victims were killed by a variety of means: gun, knife, and burns.
- d. There is a witness to one of the murders, a maid from the hotel where it occurred.
- e. The police officer assigned to the case is Detective Harold Crinshaw. He is very competent, but has not developed any good leads on this case. He does not know of SAVE's existence, and he should not learn of it.
- f. The most recent murder occurred 6 days ago at the Empty Shell.

If the PCs do not ask about any of these, Mr. Blackwell will tell them a, c, e, and f, while chastising them for not asking the right questions.

When the PCs have finished talking with Mr. Blackwell, he will wish them well and send them on their way. There are a number of ways that the PCs could begin their investigation. The police have been following these murders, and they have gathered some useful information. There are also other avenues of research, such as medical records, historical documents, and the criminal element.

## Section Three: Research

### SECTION 3.1: POLICE STATION

Once the PCs have determined the location of the crimes, they can investigate the two areas where the murders occur.

If the PCs head to the police station, they find a large, old brick building. As they enter, they see a chaos of tired policemen, frightened witnesses, and angry criminals. If you want to lengthen the adventure, you can add an encounter here. A captured criminal could steal a cop's gun and try to escape, or a witness could turn out to be possessed by a spirit. If the PCs assist the police in this encounter, they will find the police appreciate the help and become much more willing to assist the PCs.

As the PCs make their way through the jumble of people, they will soon find a reception desk, where a terse, overworked clerk will briskly ask them what they want. If they ask about the murders, they will be directed to Detective Harold Crinshaw. If they ask to see police records, she will sarcastically direct them to the library, which contains various public records, explaining that ongoing investigations are not open to the public. If the PCs have legitimate police connections or make a C charm roll (with bonuses for bribes or particularly attractive male PCs), they can convince the clerk to let them go through current files on their own. If they try to interrogate the clerk, she will quickly brush them off with a few lines about how busy she is. She doesn't know anything useful about this case.

When the PCs approach Detective Crinshaw, he is talking on the phone with his back turned to the PCs. His area is extremely tidy, with only a phone, a computer, a small picture of a family and his "in/out" box cluttering the top of his desk. As the PCs get close to him, they can hear "...and you damn well better have that BY TONIGHT or there'll be hell to pay!" He slams down the receiver and turns to face the PCs. He gasps, surprised to see anyone there and mutters "Sorry about that. Damn plumbers. Can I help you?" He is a portly middle-aged man who is stressed and overworked. PCs who make a C perception roll can watch his hairline recede.

When the PCs ask about the murders, his first response will be "Why do you want to know?" If the PCs can

prove that they have authentic police connections, he will be happy to have their assistance, and all interrogation rolls against him will be at +20. If they PCs do not have police connections, they will have to concoct a story to explain their curiosity in the case. If they claim to be acquainted with a victim or another innocuous story, the detective will accept their help, but will not tolerate their getting in his way. If the PCs claim to be reporters working on a story, the detective will try to brush them away. "Sorry, it's police policy not to reveal any information about a case in progress. Take it up with the chief if you want more than that.", but he will not actually send the PCs away for fear of offending the press. Any interrogation roll will be at -10 after that. If the PCs tell Crinshaw about **SAVE**, he will not believe their story, tell them to get out, and Mr. Blackwell will have some very tense words with the PCs later.

To determine how much information Detective Crinshaw will reveal to the PCs, make a journalism, investigation, or charm roll and consult the following chart (as always, each level includes the information in the previous levels).

**L result:** "I appreciate your interest in police efforts. Boston's finest are on the case. We will keep you informed of any developments in this case. Thanks for stopping by. The door's right over there." And he will turn to his papers, ignoring anything else the PCs say. If they come back later, give them another roll at -10.

**M result:** Detective Crinshaw will show the PCs his basic outline of the case, including the times, locations, cause of death and victim's name for each murder (see details of the murders). He will explain that these weren't simple muggings since nothing was stolen from the corpses. He will also give the PCs the name of the only witness (Clara Nicholls), but warn them that her story wasn't that useful.

**H result:** Detective Crinshaw will be willing to share some of his insights on the case. He has grouped the murders into two distinct groups, with differing methods and possible motives for each. The northern clump were killed by burns, and the southern clump by attack with a weapon. He believes that every victim in the southern clump was in the act of committing a violent crime when he was killed. There were no fingerprints or other identifying marks anywhere. Crinshaw will offer to keep the PCs informed of future developments, and will ask for a phone number to contact them. After the PCs finish asking their questions, he will offer to let the PCs look through his files.

**C result:** The attacks were particularly violent, and the weapons were more effective than they should have been. The weapons used in the southern clump were archaic,

from the 1920s. He suspects that all the victims in the northern clump were caught cheating on their spouses. He has interviewed the spouses, but their stories check out, eliminating the possibility of simple revenge. The police have marked the southern clump as vigilante killings, so they are a low priority unless the press picks up the story. Crinshaw will let PCs photocopy his files.

Once the PCs have asked a few questions, the detective will start getting anxious. Unless the PCs rolled an H or C result, he will try to close the conversation after about 5-7 questions. Under no circumstances will Detective Crinshaw agree to accompany the PCs on their investigations, since he has his own work to do.

If the PCs manage to talk either Detective Crinshaw or the clerk into giving them access to police files, they can perform their own analysis using investigation skill:

**L result:** The PCs find the time, location, victim's name and method of each murder (see details of the murders), but little else of use.

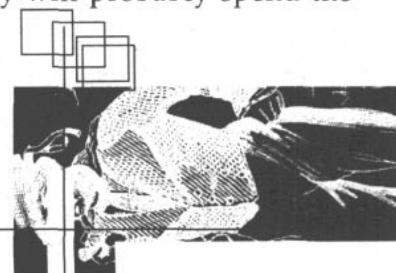
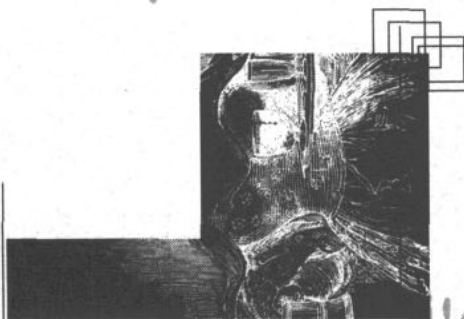
**M result:** The victims in all of the southern murders were criminals in the midst of a violent crime, ranging from mugging to rape. There were no fingerprints found on the victims or in the surrounding area. The witness was Clara Nicholls, and she is a maid at the Empty Shell (see details of the murders). The weapon attacks were particularly brutal.

All but one of the victims had their wallets and all their possessions, which is unusual for a street murder.

**H result:** The weapons used were archaic, dating from around the 1920s. The burns should have caused more damage to the surrounding area. The burns alone would not kill someone.

**C result:** The weapons used should not have caused that much damage, and should have caused damage to the surrounding area. The type of gun used was common on merchant ships in the 1920s.

If the PCs spend too much time in the police records, they will attract attention. Eventually someone will ask them what they are doing there, and the PCs will be asked to leave. Bothering the person who let them in will give them a bit more time, but neither the clerk or Detective Crinshaw are willing to let the PCs stay too long unless they have actual police credentials. If they refuse to leave or try to take any documents without permission, they will probably spend the evening in a cell.





If the PCs have difficulty with Detective Crinshaw, they may try to sneak into the police station. This is very hazardous, as police stations are designed specifically to prevent this sort of thing. Unless they use the Art or have Master level skills that will help, they are likely to be caught and imprisoned. Make sure the PCs are aware of this, and that **SAVE** does not condone illegal activity. If they still try, let them make a few rolls. Unless they are very lucky, they will be noticed. Give the PCs a chance to escape so the adventure doesn't turn into a prison escape and the PCs don't get kicked out of **SAVE**. If they don't take that chance, they deserve what they get.

#### Detective Harold Crinshaw

AGL: 56  
DEX: 75  
LCK: 61  
PCN: 63  
PER: 37  
STA: 52  
STR: 49  
WPR: 47  
Skills:  
Nightstick: (T) 82  
Revolver: (M) 130  
Driving: (T) 104  
Familiarity (Boston): (M) 112  
Forensics: (T) 85  
Investigation: (T) 88

### SECTION 3.2: OTHER RESEARCH

Detective Crinshaw has been working on Homicide at the Boston Police force for twenty years now. He is a highly professional worker, seen by many of his co-workers as a little too serious. He frequently puts in double shifts and spends overtime trying to solve cases assigned to him. He has so many cases assigned to him, he's occasionally willing to let a few fall between the cracks, as he is doing with this case. He loves his wife and little girl, Julia.

#### MEDICAL RESEARCH

If the PCs go to the hospital and ask about the murders, they will get a cold reception unless they have some reason to be there. The desk clerk will give them access to files if they are affiliated with the press, the police, or are medical professionals. Otherwise, all she will tell the PCs is that Dr. Sinclair has been assigned to the case and they can contact him. The PCs will need to concoct a believable story to get in to do their own research. It is up to the CM to decide if the clerk believes the story. Even if the clerk falls for it, he will probably be wary of the PCs and keep an eye on them. Getting in to see the corpse of the recent murder is even more difficult. Unless the PCs have good credentials, it takes a C charm or personality roll to get the clerk or any other hospital employee to let them see the corpse.

Alternatively, the PCs could try to sneak in. The hospital is always busy and occupied, but in the bustle of the crowd, the PCs may be able to walk right through if they look appropriate and act like they belong. If they enter this way, they need to be in and out quick or they risk detection. For every ten minutes they are wandering the hallways, roll a PER check for the hospital personnel's PER of 55. If they get a C result, the PCs are immediately recognized as imposters, and security will arrive to escort them out. On an H result, a member of the hospital staff will suspect that something is odd and follow the PCs. If they enter any restricted areas, he will confront them and ask for ID.

If the PCs manage to get to the hospital's files, they can use their Medicine or Investigation skills to see what they find. If the PCs are sneaking in, they should roll at -15 because they will not have time to go over the notes in detail.

**L result:** They discover the basic facts of the murders (see attached) and the name of the doctor assigned to the recent murder (Dr. Sinclair), but nothing else significant.

**M result:** The weapon victims died of a result of massive trauma and blood loss. The burn victims did not die directly of the burns; they had already died of fright when the burns were made. The burns are unusual, as they should have caused more damage to the surrounding area. The patients had no unusual medical conditions.

**H result:** The weapons inflicted more damage than that sort of weapon should. The weapons are archaic, from at least 50 years ago. The wounds show that only one attacker was present. The burns resemble the marks left by human lips during a kiss.

**C result:** A number of the victims in the more northern locations had had intercourse soon before they died.

If the PCs try to contact Dr. Sinclair, they will find that she is spending the week in Bermuda. Dr. Walcott is covering her patients, but he does not know anything about the murder. If they wait a week for Dr. Sinclair to return, an investigation/journalism roll will reveal the same information as the medical records above.

If the PCs made a good impression on the hospital staff earlier, they may get permission to view the corpse of the most recent victim. Roll on the chart above using Forensics skill to determine what they find, but they cannot find information about the weapons, as this victim was killed by burns. There is nothing else particularly useful to find on the corpse.

#### HISTORICAL RESEARCH

Once the PCs have an idea what is going on, they may decide to conduct some research on the area these murders occur in. There are plenty of public libraries around with public documents on the history of the region. Use Journalism, History or Familiarity: Boston and consult the following chart. Familiarity: Boston will get any of these results except the C result without conducting any research.

**L result:** The region is traditionally a major shipping area where many ships would dock. If using the Journalism

skill, they discover the basic details of the murders (see attached) from newspaper reports.

**M result:** The docks in the area declined during the Great Depression, and have never really picked up again. The northern area was historically a commercial area filled with taverns, brothels, and other entertainment catering to visiting sailors.

**H result:** The southern area was a poor residential area that offered quick but unsafe access from the docks to the pubs.

**C result:** In the late 20's, there were two murders that match the description of the southern murders: a weapon from that time period was used to kill a criminal in that area.

If the PCs know to check for references to the Empty Shell Tavern, an L or M result will discover that it was a tavern catering to sailors in the 1910's and 20's. An H or C result will discover a tourist's guide from 1929 that lists the Empty Shell as "an unagreeable locale, due largely to the unpleasant demeanor of its owner, one Miss Cynthia Hill. Men in particular should avoid this location, as she seems to go out of her way to ruin their day."

## JOHN DOE

If the PCs suspect that the murders are tied to a murder victim from this area, they can search for him in either police, medical, or historical research. The PCs should state exactly what sort of murder victim they are looking for. Each of the following criteria adds +10 to their roll: a. 1920's b. the specific alley where he was found d. sailor e. physical description f. a John Doe murder. Looking for someone found with a gun and a knife will not help, since the person who mugged Christophe stole his gun after killing him. If the PCs state any criteria that you know to be very false, such as "within the past decade" "female" or "six-fingered," subtract 20 from the roll for each such statement. Roll Investigation, Journalism, or an appropriate Familiarity on the following chart:

**L result:** No luck. There are too many possibilities.

**M result:** The southern area was crime-ridden early this century, so you suspect that he may have been murdered there, but you can't find a murder victim that fits what you know about him.

**H result:** There are a few murder victims who could fit this case, but you find one that seems to fit the best. This is a John Doe who appears to have been killed in a mugging near the southern murders in 1926. His possessions were placed on file at the police station. Nothing else is known about him.

**C result:** That John Doe is almost certainly the right one.

## JOHN DOE'S STUFF

If the PCs try to find the John Doe's possessions, they will either need to have police connections or talk either the police clerk or Detective Crinshaw into giving them access to police records (usually a H or C Charm/Personality roll). If successful, the PCs are

directed to the basement of the police station, where all confiscated items are kept. For a red herring and side adventure, you could have a character with the appropriate talents in the Art detect an item down here that has been cursed or otherwise touched by the Unknown.

There is one clerk who works down here, Charley Burton, who will gladly assist the PCs (he gets a bit desperate for conversation) if they have the proper documentation. Otherwise, he will chat cordially with them but not allow them to see any files. If their documentation checks out, he will ask them to wait while he finds the items they're looking for. After a few minutes, he will return with a small, worn bag. "I remember this one. It's about the oldest thing we have here. Seems like we can't get rid of it. I can never find it when we set up an auction for this stuff, but today it was right under my nose when I went into the back. Funny, eh? We don't need it, so you guys can keep it for all I care." He will hand the bag to the PCs and watch them as they investigate its contents.

PCs who Sense the Unknown will get strong emotional vibes from the bag, both violent and romantic. Inside the bag are a knife in a scabbard, a holster, and a sailor's outfit. PCs who have researched the police or medical records will recognize the knife as the same style used for the murders. Characters familiar with knives will recognize that this knife was not used in many fights [and was still in its scabbard when the victim was killed]. A successful History, Investigation, or Familiarity roll by someone who has seen the medical or police records will recognize the holster as appropriate for the type of gun used in the murders. If the PCs have encountered Christophe, they will recognize his sailor suit. In the inside pocket of the suit, there is a letter from Cynthia. It is torn, leaving only parts of the text. See Attachment Two.

## CRIMINAL RESEARCH

If the PCs suspect that the murders are being carried out by a cult or gang, they may take to the streets to see what they can discover. This can lead to some fun role-playing, so make them describe in detail how they find a seedy bar, worm their way up to an appropriate-looking suspect, and interrogate him. Have the appropriate PC roll Investigation, Journalism or Charm skill to see how much information their informant is willing to give:

**L result:** "Hey, what're you asking me for? I'm just an innocent businessman, minding my own business and having a quiet drink. Why don't you stop bothering me." He will try to avoid the PCs for the rest of the night. If the PCs persist, he may get violent.

**M result:** He will say that things have been light in general recently: the "family" is happy, there haven't been any major turf wars with the gangs, etc. If asked specifically about the murders, he will insist that he knows nothing about it.

**H result:** He will admit that many small-time crooks now know to avoid the southern area, since many thugs have



died there in the last few months. He knows the gang and Mafia connections in the area and they are as baffled as the police. The area gang is having troubles, since they've lost a couple of members to these murders.

**C result:** He's heard through unreliable sources that the killer is a large man wearing strange clothes. The gang in the area of the southern murders is getting desperate, and stretching their activities more than they normally do.

## THE MUSEUM

If the PCs learn that the gun used in the murders is archaic, they may want to conduct more research on the gun. If so, they soon discover that the Boston Historical Society displays a gun of the same make in their ongoing "The Vast Sea" exhibit. If they investigate, they will meet Chester Williams, the kindly old curator, an old man with coke-bottle glasses and a handlebar mustache. He will gladly show the PCs around, boring them with excessive detail about irrelevant objects. If the PCs ask him about anything supernatural, he will chuckle and dismiss their claims disbelievingly.

The gun is in a display case with a golden ring. Mr. Williams knows that the ring and gun were acquired together in the late 40's, and have been here ever since. He does not know where they were acquired from. The Museum records state that they were donated anonymously in 1949. There is a small inscription on the inside of the ring reading "For my Love, Cynthia" in Latin. If a PC touches the ring, he will feel a brief chill, but nothing else unusual will happen. Mr. Williams will steadfastly refuse to let the PCs take the gun or the ring out of the museum. There are a number of ways around this. His vision isn't very good, so the PCs could easily substitute a fake ring for the real one. If the PCs perform a large service for him (acquiring an important object, finding out why that African mask always disappears from the display case during a full moon, etc.) he will let them borrow the objects. If you want to extend the adventure, you could even have Mr. Williams send them on a more elaborate mission before he will let them borrow the ring and/or gun.

## WITNESS INTERROGATION

If the PCs want to interrogate Clara Nicholls, she will be at work at the Empty Shell. Go to section Five.

## ONSITE INVESTIGATION

If the PCs decide to examine the area of the murders, go to either section four or section five, depending on which area they explore first.

Read the following section when the PCs first arrive at the area of the southern murders:

*"This is the sort of neighborhood you wouldn't want to be lost in. Even the buildings that don't look like they're about to topple over are covered in graffiti, and the gutters are all lined with*

*trash. The only people you see are two old men sitting outside a dilapidated store."*

## Section four: ~~The Remnants of Christophe~~

The PCs will not have much luck talking to the old men unless they look natural in this environment, which most envoys will not. Even if they PCs do manage to get the old men talking, they know nothing about the murders or the history of the area, and will try to regale the PCs with stories about how their lives were much better back in New York City during the 50's.

## INVESTIGATION

The PCs can examine the sites of the murders, but most of them occurred months ago, so they should not get their hopes up. Examining the more recent sites may provide some clues, as determined by an Investigation roll:

**L result:** It's been too long. You can't determine anything useful.

**M result:** All of the sites seem to center on one location: Crime Alley.

**H result:** There should have been some structural damage to the buildings near the murder, given the size of the gun and the number of shots taken. You can't see any such damage, even though it should still be there.

**C result:** In Oregon Alley, there is no good spot where the attacker could have ambushed the victim. Either the victim allowed the attacker to get close before he shot, or the attacker just materialized out of thin air.

## GANG ATTACK

If the PCs hang around this area too long, they will be noticed by the local gang. If the PCs are hanging out in this area around 10 PM, the gang will confront them. Read the following section:

*"As you are waiting, a group of kids approaches you. They are all wearing the same dark red bandanna across their left arm. One of them, a large well-built boy, addresses you: 'Hey, I think it's time for you to be moving on.'"*

They are ready and eager to fight, but the PCs may be able to convince them otherwise. If the PCs give the gang a decent reason to leave, an H or C Charm, Intimidation, or Personality will convince the gang to back off. If the PCs look particularly tough, add 10 to the roll. If the PCs look particularly rich, subtract 10 from the roll. If the PCs offer a bribe, add 5-15 to the roll depending on the size of the bribe. Unless talked out of it, the gang will pull out knives and guns and try to steal anything the PCs carry that looks valuable. There are two more gang members than PCs, but only two of them have guns (Automatic Pistols). The rest only have knives.

If the PCs found a safe spot to observe the alley and thus avoid the gang or if the PCs managed to talk their way out of the gang fight, three thieves (use gang member stats; all have Automatic Pistols) will threaten the old men who run the grocery store around 10 PM. The old men will resist, and the PCs will hear the sound of the old men yelling and then the grocery store window being broken. This should get their attention, and the PCs will then be drawn into a fight. If they refuse to investigate the breaking glass, at 10:21 they will see Christophe walk down the alley toward the grocery store. They will not see him manifest; he will seem to walk around the opposite corner into the alley. They will also hear the spectral moaning when Christophe first appears to the thieves (as below).

### Typical Gang Member

AGL: 60  
DEX: 55  
LCK: 50  
PCN: 45  
PER: 45  
STA: 50  
STR: 55  
WPR: 40

#### Skills:

Knife (T) 87

Revolver (T) 85

Familiarity (Area) (S) 60

Two of the following skills, one at Teacher and one at Student level: Acrobatics 66/81, Boxing 72/87, Climbing 67/82, Driving 65/80, Filching 65/80, Gambling 60/75, Lockpicking 65/80, Martial Arts 67/82, Mechanics 65/80, Running 65/80, Stealth 66/81



After a couple of rounds of fighting, observant PCs (or PCs with Sense the Unknown) will notice the wind picking up. By the fourth round of fighting, the wind will be noticed by everyone, to the point where it will become difficult to fight (all DEX and AGL rolls at -15). At the beginning of the fifth round, read the following passage:

*"Suddenly, you hear a strange and disturbing sound from a nearby alley. As you turn to look, you see a large, burly man round the corner from the alley. He is dressed in a traditional sailor's suit, complete with round cap. [Observant PCs will notice tearstains down his cheeks.] He is holding an outdated gun and has a knife in a scabbard at his waist. He turns and addresses the gang members in a low, rumbling voice that reminds you of waves crashing against the beach: "You have transgressed against these innocents. For this you will pay. I earn my freedom with your blood." Before anyone can react, he fires into the nearest gang member. The noise is horrendous, rendering everyone temporarily deaf. The gang member falls to the ground. You doubt he will ever get up again. The sailor barely notices, pausing only to select a new target."*

At this point, everyone (including the remaining gang members) should make Fear checks. Gang members who

try to run will get shot in the back by Christophe. He attacks the gang members one at a time, until they all are incapacitated or dead. Once he has chosen a target, he will not change targets until that one falls and doesn't get up. If his target leaves the immediate area, he will chase him, but he won't need to be gone for long. If a single gunshot is not sufficient, he will keep firing as long as it takes. He will not use his knife unless his gun is somehow removed from him. He will not attack any PCs, except PCs who have committed a violent crime within the past few weeks. Even if the PCs actively try to destroy him, he will remain focused on whichever gang member he has chosen as his current target. Since he is manifesting physically he can be destroyed, but as with most remnants, that will not destroy him permanently. During this whole time, heavy winds surround the area, making all DEX and AGL rolls at -15.

If any of the PCs mention the name "Christophe" or "Cynthia" in earshot of Christophe, the remnant will pause and look around, confused. He will briefly listen to whatever the PC says after that, but unless the PC offer him some way to finish his proposal to Cynthia, he will stop listening after a round and go back to attacking the gang. If a female PC pretends to be Cynthia, Christophe will be fooled, but after recognizing her he will vanish unless he has a ring to give her.

The PCs may know that Christophe is missing his ring. If they offer a ring to him at any time, he will stop whatever he is doing and stare at the ring. If it is not a simple gold ring, he will only stare for a moment, and then return to what he was doing. If it is a gold ring, he will approach the PCs with the ring and ask "Is this that which was stolen from me?" If the PC says anything but yes, Christophe returns to what he was doing. If the PC says yes, Christophe will take the ring from the PC and will do the same as if he had taken the real ring as described below.

Once Christophe has finished off all the gang members, the wind will die down. Christophe will turn incorporeal and drift to each body. He will briefly turn corporeal to search through their pockets. When he doesn't find what he is looking for, he will hack at the corpse repeatedly with the knife. He will completely ignore anything the PCs do, walking right through them if they get in his way, unless he takes damage, in which case he will fight. Once he has searched all of the gang members, he will pause to glance around him, looking disappointed and disgusted. A dawning realization will appear on his face, and he will turn to the sky and scream "NOOOOO!!! Where is it!!" His scream will reverberate throughout the alley, and as the sound fades from the air, he fades from existence.

If the PCs are carrying Christophe's ring, he will still kill the gang members as described above. However, once the last one is gone he will pause and look around confused. He will then focus on the PC with the ring and approach them, weapons down. He will address the PC in a much more normal voice: "Do you have it?" If the PC brings out the ring, he will take it. If the PC does not understand him, Christophe will become confused and angry, and shake the PC, lifting him a few feet into the air.



He will grab the ring wherever it is and take it, and then throw the PC casually aside (the PCs takes only superficial damage).

Once Christophe has a ring he will exclaim "Finally I can see my love again." He will then run off toward the Empty Shell. The PCs will probably follow him. Christophe runs slightly faster than a normal human can, but not fast enough that the PCs lose sight of him. If they don't follow him, they will hear police sirens in the direction of the Empty Shell after about 15 minutes. If they still refuse to go to that way, have Detective Crinshaw call them for assistance, or another **SAVE** envoy (possibly Richard Blackwell) could appear from nowhere and insist that the PCs follow him to the scene. In this case, there will be a police cordon around the Empty Shell that the PCs will need to talk their way through before they can enter.

Once Christophe has a ring that he believes to be his, he runs off to the Empty Shell, fully corporeal. When he arrives, he throws open the door and shouts "Cynthia! I have returned, my love!" This will attract the attention of everyone in the bar, and the bartender, May, will exclaim "What's your problem, buddy?" Christophe will become confused, and quickly look around the bar. If the PCs are here, read the description of the Empty Shell below in the Cynthia section. When Christophe realizes that his love is not present, he will become angry, and lash out. He will not use his weapons yet, but instead use barroom brawl tactics: throwing chairs, upturning tables, etc. Every once in awhile, he will shout something like "Where is she?" or "What have you done with my Cynthia!" If the PCs haven't investigated this site yet, give them a break: after a few rounds of throwing things around, he will notice the pendant hanging above the bar and stare at it for few rounds, and then disappear muttering "Cynthia, my love, where are you?" If the PC have been here before and noticed the pendant, it is up to them to realize that manifesting Cynthia would be a good idea. If anyone touches the pendant, Cynthia will manifest from it. The two spirits will recognize each other, and Christophe will propose to her. They will then embrace and vanish, never to return.

If Christophe returns to the bar after the PCs have already removed the spirit of Cynthia, the locket will work one last time to summon her forth. She will have no memory of her previous proposal. Alternately, the PCs could disguise one of themselves or one of women at the Inn as Cynthia. Clara, the ditzy witness, actually makes a good likeness of Cynthia and would be very willing to do it if it was explained that it is all for love (she reads too many romance novels).

Christophe

Revenge Remnant

AGL: 46,  
DEX: 75,  
PCN: 70,  
PER: 45,  
STA: 52,

STR: 90

WPR: 66,

EWS: 127,

ATT: 1; 48

SR: 8 with antique pistol, 6 with knife, 4 with fists

WB: 27, Fear: -20, MV: As its former self (L); 150 (I)

Type: Independent, Class: C, I

Skills:

Language (English): (T) 98

Antique Pistol: (M) 135

Disciplines:

Change Self, Inhabit: (M) 111

Raise Wind: (T) 91

Christophe was cut down in his prime while trying to deliver his marriage proposal to his sweetheart, Cynthia. On the way from his ship, he was robbed and killed in brutal fashion in a dark alley. His determination to be avenged and to carry out his proposal transformed his spirit into a remnant after his death. Since that time, Christophe has become obsessed with exacting revenge on those who perpetrate crimes in his attempts to find the ring that was stolen from him. He now believes that his goal is only to exact revenge, and once he has killed enough criminals he will allowed to rest. If he finds or is shown his wedding ring or a reasonable facsimile, it will allow him to complete his proposal and rest peacefully.

## Section five: cynthia s dates

### THE AREA

"The area where these murders occurred is a run-down collection of 'adult' theaters, cheap bars, and even cheaper hotels. Few people walk the streets, and most of those are too afraid to look at strangers as they pass by."

If the PCs try to talk to the locals, the normal response will be a quick, sharp look followed by a mumbled "I dunno. Gotta go." as the person speeds up their pace and dodges around the next corner to avoid the PCs. If the PCs do manage to get someone to talk, they won't know much. Most people haven't paid any attention to the murders, since violent crime is a part of life in these parts of the city. Questions about the Empty Shell will get a variety of opinions, from "indecent den of iniquity" to "a good place for a brew." A successful interrogation roll will discover a person who knows that the Empty Shell was rumored to be haunted before it was renovated. The person doesn't know any details beyond that. If you want to be generous to the PCs, they can find an old person who knows some of the history of the Empty Shell (see May's description below).

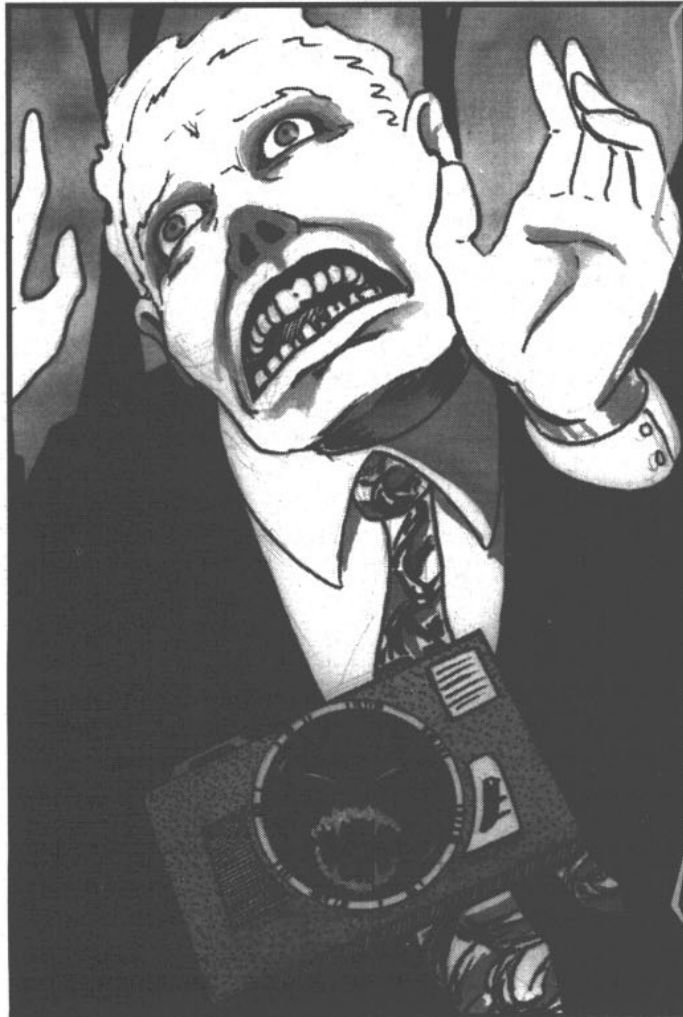
### MAY

"The Empty Shell is probably the most attractive building on its block, with a classical feel and a fresh coat of paint, but the advertisement outside for 'Cheap Hourly Rates!'

ruins most of this charm. Entering the building, you come into a large, central room that is serving as the bar. The tables are all dark, and the room is mostly empty. There are only a few people in the room, and they refrain from looking at the door when you enter. Behind a sturdy oak bar, a large, heavy-set woman with bright red hair looks up and asks "What'll it be?"

If the PCs are friendly and socialize a bit with the bar-keep (May Eustace), she will warm up to them and gladly give them any information they desire. She loves to talk, and she is very easy to impress; if the PCs show any sort of official-looking ID card and say that this is an important matter, she'll gladly help them as much as she can. More antisocial PCs who avoid small talk will have a harder time, especially if May suspects that they are with the press. She is very worried about the press giving the Empty Shell a bad name and putting her out of a job, so if she thinks the PCs work with the press, she will avoid any unpleasant subject matter and be much less forthcoming with the PCs.

If asked about the murders, she will vehemently deny that the Empty Shell is the center of the recent murders, insisting that the nearby Osaka Liquors is much closer to most of the murders. Any PCs who know where the murders occurred will realize that this is wrong. If the PCs do investigate Osaka Liquors, they will find a nice Japanese mom and pop who know nothing useful and speak poor English.



If pressed for details about the two murders that occurred on her premises, May will cautiously admit that she saw the victims before they died. They both had spent most of the evening in the bar, and went upstairs with an attractive woman. May cannot remember any details of the woman's appearance, even her height or hair color. She blames her inability to describe the woman on the poor lighting in the bar and the fact that she was busy that night. She didn't hear anything unusual from the rooms all night, but that makes sense, since she spent the whole night in a noisy bar. The bodies were discovered by the cleaning crews in the morning. She will say that one of the maids, Clara, saw one of the murders, but in her opinion Clara just made the whole thing up for attention. Clara is known as a flake with her head in the clouds.

If asked about the history of the area or the bar, she will perk up and give her description of the bar's history:

"Oh, this old place? Yeah, the boss got it cheap cause the city was getting ready to tear it down. Until a few months ago, it was full of the biggest rats you've ever seen. It's been closed since the 30's. Back then, it was this big tavern that all the sailors'd go to. My mum says that the owner herself fell in love with a sailor, but he left her. After that, her heart broke and the place went to hell. The owner became this ice queen and ran all the customers out. She croaked soon after and the place has been closed since then. See that pendant up there? [she points to a small display case above the bar] That was hers. We keep it around for atmosphere. All the sentimental suckers love old stuff like that."

#### PENDANT

If the PCs ask to see the locket, May will let them see it unless it is a very busy period, in which case she'll ask them to stop by later when the room is less crowded. If the PCs have been rude or threatening, Mary will absolutely refuse to get it for them, insisting that it's screwed to the wall and won't come down (a lie). If she lets them see it, she will ask one of the tallest PCs to help her get it down by standing on the bar and taking it off the hook. Read the following when the PCs examine the case:

"Peering into the glass case, you see a small silver locket on an elaborate silver chain. The locket is in the shape of an anchor, with roses and flowers twined around it. It looks like there is an inscription on the back of the locket, but you can't see it from this angle."

#### MEET CYNTHIA

If a PC touches the locket, read the following:

"As you touch the locket, a small chill runs down your spine. The locket was room temperature when you first touched it, but now the cold numbs your fingers. From the other side of the bar, a woman turns from her companion, peers at you, and floats toward you. With one look at her, you know she is your true love, the one your soul was crafted for. If only you weren't distracted by the fact that her feet refuse to touch the ground,



*you would surely give your soul to her. As it is, you have difficulty breaking your stare. As her body becomes misty, you can catch glimpses of her companion and the rest of the bar as they bolt out the back door."*

Now would be a good time for Fear checks. If the PCs want to try anything violent, their attack will pass right through her and she will appear to not even notice. An Incorporeal Attack is about the only thing that will distract her, and that will take her directly into full-fledged combat, using the stats given below. Unless that happens, read the following:

*"As she nears [PC who has the pendant], her expression changes. Before, she was alluring and sensual. Now you can see lines of worry cross her face, and she seems more human than before. She speaks in a low, meek whisper that you must strain to hear. "Christophe? Is it you?"*

If the PC answers honestly:

*"She looks saddened, turns and you barely catch the word "Someday." as she walks away. With every step, she fades further from existence until she disappears entirely."*

If the PC claims to be Christophe, Cynthia will look doubtful for a moment, but she will believe regardless of the PC's appearance or even gender. She will turn to the PC with a stern look and ask in a loud, harsh voice "Where have you been?" Whatever story the PC comes up with, she won't believe it unless the PC produces a ring and proposes to Cynthia. If he does, she will smile radiantly, turn her head and blush, and say "Of course I'll marry you, my love." Then she will embrace the PC, give him/her a big kiss on the lips (not a Kiss of Death) and vanish forever in a streak of light. If the PC doesn't propose, she will turn away from the PC, shed a single tear (an actual corporeal tear) and mutter "You are not my love." When the tear hits the ground, she disappears. She will reappear the next day.

Throughout this interchange, May is hiding behind the bar. She will not act at all, except to bolt for the door if combat breaks out. After Cynthia disappears, she will peek her head up and stare at the PCs. "What the %&\*#\$ just happened?" The PCs can either try to explain what happened without mention of **SAVE**, or they can let May know the truth. The PCs can try to induct May into **SAVE**, which she will accept. She may want to tag along with the PCs for the rest of the adventure. If the PCs do not tell the truth, she will give the PCs a few disbelieving glances, but trust their story. If the PCs ever come near this area again, they will hear their story in a highly distorted form as an urban legend.

Immediately after Cynthia disappears, the PCs can examine the pendant without summoning her. It is well made silver, and it is in impossibly good shape for untended silver of its age (PCs with any jewelry or metal skill will recognize this). It has an inscription on the back in English and Spanish which reads "To my beloved Cynthia. I will love you always, Christophe."

If the PCs do not permanently dispose of Cynthia by



making her believe that Christophe has proposed to her, she will remain tied to the Empty Shell. She will reappear in a day or two, and another murder will occur within a week. If the PCs return to the Empty Shell, they will not see the same woman they saw (Cynthia's appearance changes with every manifestation, and is different to each viewer). There will be a couple of women in the bar, flirting with men. If the PCs think that the women might be Cynthia, the first woman they harass will be an innocent working-class girl who came to bar with her fiancé. She will be very angry at the PCs for interrupting her quiet night alone, and unless the PCs sweet talk their way out of range she will pour her beer on the head of the closest PC. If this happens, May will politely ask the PCs to stop bothering her patrons, and if they didn't get along with her before she will ask them to leave. If the PCs persist, the next girl they bother will be Cynthia, but she appears to be fully corporeal. The man she is with will try to get between the PCs and her, and will call to May to kick the PCs out. May will then call Bubba, the mechanic and bouncer, who will escort the PCs to the door. If the PCs do manage to touch Cynthia, or they say Christophe's name to her, Cynthia will turn spectral and approach the PCs as if they had touched the pendant (described above).

After about an hour, touching the pendant will produce the same effect as before. Every evening there is a roughly fifty percent chance that Cynthia will be in the bar with a man, as described above. Otherwise, she will appear to spring out of the pendant as a slow mist that coalesces into a beautiful woman. Destroying the pendant will not stop her from appearing.



If any PC walks into the bar wearing Christophe's sailor suit (retrieved from the police evidence as described above), she will immediately manifest and ask if the PC is Christophe as described above.

## CLARA

If the PCs go looking for Clara Nicholls, they will be directed to the basement laundry. PCs who go around in private hotel areas will get strange looks from the employees, but won't be stopped unless they do something strange.

*"When you open the door to the basement, you are hit by a wave of heat and steam. You hear the loud operations of heavy machinery. Looking around, you see a number of industrial-strength laundry machines working away, rocking almost off their supports. A small middle-aged woman sits in the opposite corner, reading. She is wearing the Inn's maid outfit and doesn't notice you over the noise of the machines. When the PCs get within a few feet of her, she jumps in surprise and exclaims 'Oh, you gave me such a scare. What're you doing down here? Are you lost?'"*

She will be happy to talk to the PCs, but she is shy and won't offer any information that they don't specifically ask for. If one of the PCs is a handsome young man, she will be particularly shy and keep taking furtive glances at that PC. She will try to help him as much as she can.

When the PCs express their interest in her story, she will light up and begin reciting it, almost as if she had memorized it from a book.

*"Well, I was doing the evening clean-up shift. We get a lot of people staying on an hourly basis, so we're always fixing up rooms. Anyway, I'm heading for room 642, but I'm not paying attention, so I open the door to 640. Well, in there is this girl and she's standing over this poor man. I'd seen him before in the bar, and he was really cute. But he wasn't moving. I thought he was asleep. The girl doesn't really notice me, even though I was making lots of noise when I came in. She just stands over the guy, and when I turn around to go out, I hear the strangest noise, so I turn to take one last look, and the girl's gone. I don't know where she could have gone that quick, but she wasn't there. Well, I was getting a little worried, so I hurried out and cleaned up room 642. Strangest thing I ever did see. It wasn't until the next day when I showed up for work that I heard that the man was murdered. And he had a wife! It's amazing what some people will do. Well, I was shocked out of my boots, I was, so I ran straight to the coppers and told them my story, just like I told you now."*

If the PCs ask her questions about her story, she will get a convoluted look of intense thought, but unless the question is simple and obvious she won't really be able to give a good answer. She really doesn't remember any other details from that night, and has told the story so many times she's forgotten everything else about her encounter.



## BAR NIGHT

If the PCs do not force Cynthia to manifest by using the pendant, she will manifest and try to flirt with one of the PCs, not knowing who they are. She will pick a male PC who has a strong emotional attachment to a woman. If there are no such PCs, Cynthia will pick an NPC hanging out in the back of the bar. Whoever she chooses, she will appear as a very attractive woman of about the same age as her victim. Her exact appearance depends on what physical traits her victim prefers, but she will probably be wearing something low-cut and revealing. She will approach the PC and try to get him to sleep with her.

As the PCs settle into the bar to scope out the murder scene, the victim will gradually notice a woman sitting across the bar who is staring at him. She will continue to glance his way every so often, holding the stare a few seconds longer than a casual glance. If he does not act, she will approach her victim and begin flirting with him. Her style depends greatly on her victim's preferences; she will use her telepathy to determine what the victim likes, and she will do it. She will try very hard to separate her victim from anyone he may be with by asking him for help carrying something to her room. If this works, as soon as the victim gets to the room she will pounce onto him, and try to get him onto the bed. If the victim allows himself to be taken there, she will give him a Kiss of Death immediately afterward. If the PCs confront Cynthia during the seduction of her victim, she will try to get her victim to defend her, and will retreat if that does not work. If she is attacked (physically or spiritually), she will turn incorporeal and try to flee. If that doesn't work, she will fight to the death.

### Cynthia

Pseudo-Continh:

AGL: 72,  
DEX: 50,  
PCN: 71,  
PER: 90,  
STA: 89,  
STR: 39  
WPR: 47,  
EWS: 132,  
ATT: 2; 59,  
SR: As per weapon  
WB: N/A,  
Fear: -25 only if seen materializing or if recognized  
MV: 75' (L); 225 (in seagull form); 15' (W); 100' (I)  
Type: Master, Independent,  
Class: C, I  
Disciplines:  
Summon, Telepathy (S): 90  
Breath of Pestilence, Gnarl, Unique Kiss of Death (M):  
126, Automatic Change Self (seagull)  
Influence, Steal Memory (T): 100, Halt (T): 98  
Automatic Unique Manifestation (ghost form)

Cynthia is a unique form of the continh. She is not bound to a tree, but instead is bound to the Empty Shell Tavern. Her unrequited love for Christophe and belief of her lover's infidelity have slowly changed her so that she plagues unfaithful males. When an engaged or married man enters the Empty Shell alone, she will manifest corporeally and flirt with him. She will be very forward with her advances, repeatedly touching him and making lewd suggestions. If she does not get an opportunity to flirt with him at the bar, she will follow him outside and "accidentally" bump into him on the street. If he refuses to cheat, she lets him go. Otherwise, she will seduce him as quickly as she can and then kill him using her Kiss of Death immediately after intercourse.

## DETAILS OF THE MURDERS

**February 18.** A Boston cop finds a corpse in a dumpster on Euclid Avenue. The victim was a Caucasian male aged 24. Death occurred at approximately 10:30 the previous night from third degree burns covering the face and neck.

**March 1.** A woman discovers her husband dead in Room 432 of The Big Easy Motel. The victim was a Caucasian male aged 46. Death occurred at approximately 10:20 that night from third degree burns covering the face and neck.

**March 3.** A corpse is discovered in an alley off Euclid Avenue. The victim was an African-American male aged 18 who died of multiple gunshot wounds sometime the night of the first. Police suspect a connection between this murder and the previous one, as they occurred on the same night in the same area.

**March 23.** Another gunshot victim discovered in an alley between Dun and Arnold Streets. Victim was a 31 year old Asian male. Evidence of knife wounds after the gunshots.

**April 3.** Another burn victim found on the sidewalk outside of 845 Ocean Street. White male aged 29.

**April 19.** Gunshot victim. Outside the Quick-E-Mart. The owner of the Quick-E-Mart identified the victim as a man who robbed him that night. The money was on the victim's body, and was returned to the Quick-E-Mart.

**April 21.** Two gunshot and knife victims. A white male aged 23 and a black male aged 21. Both had knives in their hands when killed, but the knives had no blood on them.

**June 6.** Burn marks. White male aged 34. Room 640 of the Empty Shell at 732 Ocean Street.


**June 6.** Gunshot and knife. White male age 27. Rooftop of the Shawmut Bank. Victim was attempting to break in when he was killed.

**July 16.** Burn marks. Hispanic male aged 29. Found on a bench in Loland Park.

## LOVE LETTER

"...your locket near my heart to remind me of you. If only you could be here with me now. How I miss you so. I know you will return soon, but why can't it be today? I want to know what this surprise you keep promising is. But if I must wait, I shall. I would wait for you forever, my love. I must go soon, as that old coot shall be returning and I if he sees me away from the bar it would ruin his perfect image of me. Know that I love you with all my heart.  
Yours forever,

Cynthia xxxooo"



# providence

## about dark providence

Dark Providence is a Chill Adventure for up to eight envoys of low to medium experience. It is heavily weighted in favor of characters who possess the ability to cooperate and who have more knowledge and fewer combat skills, though a knowledgeable ChillMaster could adapt it to fit nearly any group of PC's.

## the setting

Dark Providence is set in modern day Providence, Rhode Island. Most of the events take place in and around the campus of Brown University, a prestigious Ivy-League school and, as it would happen, one of the leading resources for occult information in the United States. Though the CM could choose to have this happen at any time, it is designed to be set in the fall, after the fall semester has started.

## chillmaster's information

(If you are not planning to run this adventure and are a player yourself, you should not read this section and beyond, as it would spoil the fun and excitement once you do play it.)

This adventure is the first in a long series of products, adventures, advertisements, magazine columns, convention events, and other materials that will be interconnected. All these items will have a common plot line, taking

the Chill universe from event to event in a predetermined path and to a logical conclusion. ChillMasters are encouraged to adopt this plot for their own campaigns, but each adventure will be playable as an independent event if you do not wish to use the whole plot. In any case, enjoy the ride...it'll be a long and chilling trip.

Dark Providence follows the actions of Dr. Richard Engle, an agent of the Unknown posing as a professor of anthropology to research an ancient ritual. This ritual, when enacted, will allow him and his allies to create a new creature of the Unknown of their own design. This disturbing event will have great ramifications for the Chill universe, as until this point, no human has had the power to create the Unknown. Dr. Engle and his allies will be attempting to fabricate a totally new creature and infuse it with their own unique combination of powers and strengths. He is at Brown University because he believes that something in their archives contains the answer he is looking for. However, he has learned that the ritual requires a living person to become the new creature, and furthermore, that the person must come from a very specific bloodline related to a native American Indian tribe. Engle has tracked that descendent to Brown University, where the young man is a student of anthropology. This is why Dr. Engle has chosen to pose as an anthropologist—to lure the student into his confidence and then use him in the ritual.

Engle himself is being tracked, however, by a SAVE envoy who is aware that Engle and his allies are working on a dark ritual, even though he does not know to what purpose. This envoy, Mr. Peter Gordon, is none other than Gordon Pym, the North American Coordinator of SAVE. He has been deep undercover for the past six years, investigating certain enemies in an attempt to piece together what happened to the Dublin Headquarters seven years ago. However, he has been abducted in the



middle of his mission. The PC's may not realize it, but they will be trying to rescue an extremely important member of **SAVE** North America.

The enemy that the PC's will fight is twofold, though. Engle is working for and with a dark cult organization that is the mastermind behind the ritual. Engle is acting as an agent for them. Their primary goal is to complete the ritual. To accomplish this, they need several things. They need Eric Murphy, who Engle has discovered is of the bloodline they need to complete the ritual. They need the information contained on the tablet which the PC's will acquire in the beginning of the adventure. The CM should note that seeing and reading the tablet is enough to accomplish this goal; they do not actually need to acquire it. They also need Eric to make a symbolic pot (actually a small brazier or censer) as a focus for the life the ritual will pour into him. They need a small pendant found in New Mexico to make this small pot. Lastly, the ritual makes it clear that good magic is needed to complete the ceremony. Since getting a member of **SAVE** to cooperate is unlikely, they have chosen a site that contains residual magic from a previous **SAVE** encounter with the Unknown. Once they have all those things, they can complete the ritual and make Eric into the new creature.

## SAVE Background

*Save background*

As your players should already know, the Dublin World Headquarters of **SAVE** was attacked and destroyed in 1989 by agents of the Unknown. The fire destroyed most of the archives that **SAVE** had stored there, including records and objects collected for 150 years. The loss was a nearly fatal blow to **SAVE** as an organization.

In the intervening years between that time and now (which can represent any year after that time, but should be around 1995 or 1996) **SAVE** has been disorganized and out of touch with most of its membership around the world. The organization has been crippled by infighting between the branches. Adding to that problem was the directive, issued shortly after the destruction of the World Headquarters in 1989, for the various offices of **SAVE** to go underground for a time in an attempt to rebuild their forces. Many offices heeded that order and disappeared for a time, cutting off contact from the other offices as well as the headquarters.

This adventure begins **SAVE**'s attempts to piece together their organization after six years of disarray, infighting, and attacks by the Unknown. The players have an opportunity to make a very powerful friend in the **SAVE** organization (though they do not yet know who he is) by completing this mission successfully. Though they will not know it until far in the future, this adventure will be pivotal in the fight against the Unknown, and it is a battle that must be won at all costs.

## day one: meetings of dark providence

*meetings of providence*

To begin the adventure, read the following piece of background to the players:

*"In the past six years, **SAVE** has reeled from a leadership vacuum left when the World Headquarters of **SAVE** in Dublin, Ireland was attacked and burned by agents of the Unknown. Since that time, most **SAVE** branches have conducted their affairs as independent agents, with no help from higher up, no money, and no contact.*

*Recently, however, that began to change. Envoys were sent on missions by their local headquarters once again, though infrequently. Equipment was sparse, but available when absolutely necessary. Some factions resurfaced, and some stayed hidden. Thankfully, yours was one of the ones that began to regain its composure and recover. You began to have faith in the leadership of **SAVE** once again.*

*Now, you find yourself being sent on a mission from another branch of **SAVE**. What does this mean? Is it a sign that the branches are beginning to talk to each other again? Or that they are becoming more desperate for help than ever?*

*This morning, you received an urgent phone call from Jack Banker, the new head of the entire New England Region of **SAVE**. He has asked you to go to Providence, Rhode Island to investigate the disappearance of an envoy on a mission of vital importance to **SAVE**.*

*Mr. Banker told you that he had been having a phone conversation with an envoy named Peter Gordon, who was in Providence on a mission. He told you that, right in the middle of a sentence, he heard Mr. Gordon say "Oh my —" and then the line went dead. He told you that the hotel is used by **SAVE** as a safe house and that the scene has been preserved and the police have not yet been called. He has asked you to go to the hotel, the Nicholls Inn, and begin your investigation there. He tells you one last thing, however. He tells you that the mission that Mr. Gordon was on was of vital importance, and that though he was a good friend, continuing his mission is considered more important than finding Mr. Gordon."*

The characters will have to arrange their own transportation to Providence. It is assumed that the characters are not busy and have the means to get there. Since the characters are needed there immediately, they will likely have to travel by plane unless they are within a few hours driving distance. Although it is possible to move the setting to another city in the United States (or overseas), care must be taken to move the location to someplace where a school such as Brown exists.

# The Nicholls Inn

*the nicholls inn*

The Nicholls Inn is a seedy little motel on the outskirts of Providence, Rhode Island, just off Interstate 195. It has about twelve rooms, and most seem to be full at this moment. The office is easy to find, and inside is the manager, a small man named Martin Smith. He will gladly show the PC's the room that Mr. Gordon was staying in. He has done nothing since he was notified of the disappearance of Mr. Gordon; in fact, not even the police have been notified yet. He also can give a physical description of Mr. Gordon, (the CM should use the description of Gordon Pym provided in the source material of this book for the description of Mr. Gordon) and tell the PC's that Mr. Gordon's rental car (a white 1995 Buick Century) is in the lot. It has Maryland plates, and the keys are in the dresser drawer in the room. If searched, the car will contain nothing of importance. He has no other information other than the fact that Mr. Gordon had been there for a full week, and that Mr. Gordon kept fairly unusual hours. He saw and heard nothing the night of the abduction, and is of little use to the players. He will, however, have a letter for the PC's. He will tell them the following:

"That Gordon fellow gave me this letter about two days ago. He asked me to hold it in the safe in the office, in case he lost it. He said it was real important, and that I should hang onto it until he came back for it. I guess you may need it to help find him. I hope he won't be too mad that I gave it to you."

The envelope (a hotel envelope) will contain a letter (written on hotel stationery) and a small key. The text of the letter accompanies this adventure, and can be photocopied and given to the players to read.





# *Nicholls Inn*

*1048 N. Route 1, Providence, RI 02912*

*If you are reading this letter, something has gone terribly wrong, and I am most likely dead. It is some small comfort that my life was given in service to SAVE; indeed, I could suffer no better a fate.*

*I have written this letter because the mission I undertake is a most dangerous one, and one from which I do not expect to return. It is therefore most imperative that my mission be carried out at all costs. Do not waste time looking for me (or my body) as this mission is paramount to the future of SAVE.*

*I have been following the activities of a Dr. Richard Engle, who is currently serving as a Professor of Archaeology at Brown University in Providence, Rhode Island. He is also an agent of the Unknown. I have been following his movements in an attempt to determine his motives. I have been led to believe, through other events I have been made aware of, that he is planning something most dangerous, and so I have directed my fullest attention to him and his plans.*

*He has allied himself with a group whose movements I have also been tracking, and they are the real reason this case has become so important. Whatever Engle is doing, they either want him to succeed or are actively helping him; either way, they all must be stopped at all costs. A warning, however: you must remain hidden from Engle at all costs. He is an extremely dangerous man, and he has powerful friends. Observe him with care, but avoid direct contact with him at all costs.*

*To further that goal, and to perhaps insure my own safety, I have managed to get one step ahead of them. Engle began looking for a small stone tablet early last week. He feels that this tablet, found on a dig in Central America, is necessary for whatever he is planning to do. I have managed to locate it first and hide it. As long the tablet remains out of their hands and in ours, Engle and his allies cannot accomplish what they wish to do. I want you, whoever you are, to protect this item if you can. I have hidden it in the Haffenreffer Museum, a small museum of Native American artifacts owned by Brown University and a short drive southeast of Providence. It is a small stone tablet with some writing in a native language (unfortunately unknown to me) and the curator will know which one it is. If he is there, ask him to see the Gordon Collection, and he will know to give it to you. If he is not there, there is a back entrance for which I have included the key with this letter.*

*After that is accomplished, you must find Engle, discover his plan and who his allies are, and stop them if you can. I would warn you again, however. He is extremely dangerous. Watch him, but do not get too close. If you do, you will pay as I have paid.*

*Sleep safe and live well;*

*Envoy Peter Gordon*

The room is typical of a cheap hotel. It contains a bed, a desk, a night stand with an alarm clock, and an ice bucket on the desk. What are apparently Mr. Gordon's things are still here; a suitcase with two changes of clothes (a suit and a casual outfit) and a small knapsack filled with the usual items an envoy takes to the field with him (the standard **SAVE** field kit).

From the general condition of the room, it would appear that Mr. Gordon had slept in the bed; the ice in the bucket has mostly melted (a successful PCN check will tell the players that the ice was placed in the bucket around 10 PM the previous night, which is about two hours before Banker had his conversation with Pym and when he disappeared.)

If the players look in the trash can, they will find the following letter crumpled into the garbage. It is a fax that Mr. Gordon sent the day before from the office of the hotel. The manager will have forgotten about it by now, but will remember when asked or if he is shown the letter. He will not have access to the phone number it was faxed to; the log sheets are usually thrown away.

Penny;

*Received your letter regarding Derek.  
He was a good friend.*

*This forces my hand. Our enemy has  
struck, and I was unprepared, which may  
have cost me a good friend and colleague.*

*Please prepare a letter transferring Mr. Niles  
to replace Derek at Mid-Atlantic. This should  
keep Blackwell in check, and will allow me to put  
Banker in charge to keep the peace in New  
England. As a matter of fact, please prepare that  
letter as well, so I can keep my visit as short as possible.*

*I will be in to sign these as soon as I can.*

*Sleep safe and live well.*

-GP

If the players do not figure out what this all means immediately, the CM is encouraged not to help them. This item relates to things which will happen in future Chill products and adventures, and should be kept by the players whether they figure it out or not. It is not relevant to this adventure.

Depending upon what time of day the CM chooses to begin the adventure, there may or may not still be time to do some exploring. The rest of the encounters are organized loosely as days; the





CM can move several of the encounters back a day if necessary.

This evening, the players will likely head off to the museum, so the CM should proceed to The Haffenreffer Museum section. If the PC's choose to go other places first, the CM may need to improvise a bit to get them to the museum, though the exact time they go to the museum is not important.

## The Haffenreffer Museum

*the haffenreffer museum*

The Haffenreffer Museum is a small museum on a piece of property owned by Brown University. It is located on an ocean inlet to the southeast of Providence. The museum is one of several buildings on the property, which is used mostly as a retreat for students. At the time the players arrive, there will be no students there.

Unknown to the players, Engle's allies have been watching the PCs' activities at the hotel. At this point, they have been unable to coerce Pym to tell them where he has hidden the item they are seeking, so they have been watching the players in case Pym has left them some information. The cult will not have enough time to prepare a surprise ambush within the museum, but will watch them at the museum and will ambush them as they leave.

If at any time the players choose to use Sense The Unknown while on the property, successful characters will sense strong emanations of the presence of the Unknown, but will not get anything definite. The cult has cloaked their agent (a small insect which followed the players into the museum; it could be a gnat or a small fly) so that the exact location of the emanations cannot be detected. The players can take whatever precautions they would like, but the spy will succeed unless the CM wishes to allow them to detect it.

When the players arrive at the piece of property, read them the following:

"You arrive at the grounds of the Haffenreffer Museum. The area seems deserted, except for a couple of buildings, one of which is clearly the museum. There is a large barn-like building next to the museum, and a small house along the road leading to the museum. There is another building with large windows past the parking lot. Across a short field, there is a beach which overlooks one of the many ocean inlets common to the east coast of the United States."

If they explore the property, they will find nothing out of the ordinary. The barn is storage for maintenance and some artifacts. The other large building is a retreat, currently unoccupied. The house is the residence of the curator, who is gone at the moment. If they explore the museum, read the players the following:

"You approach the small building that is the

Haffenreffer Museum. It is a small and unimpressive structure of fairly recent construction. The front door has a sign that reads "Temporarily closed - collection moving to Providence." The key that you found with Mr. Gordon's letter fits into the lock in the back door, and the door opens easily.

When you enter the building, you notice that there is no one on staff at the moment. You are free to peruse the collection at will. The collection itself is small but impressive, with a variety of artifacts from the many Native American tribes of New England and elsewhere. There is a nice diorama showing life in pre colonial New England, and various household artifacts from King Philip, an Indian chief from the early colonial days, and a nice translation of an Incan document. Many displays are empty, and some are covered by boxes.

One item in particular catches your eye: a small stone tablet with writing in a seemingly unrecognizable language. It appears to be made of granite and is sitting on a small shelf in the display case. The thing that strikes you the most is how old and out of place this artifact is when compared to the other items in the collection.

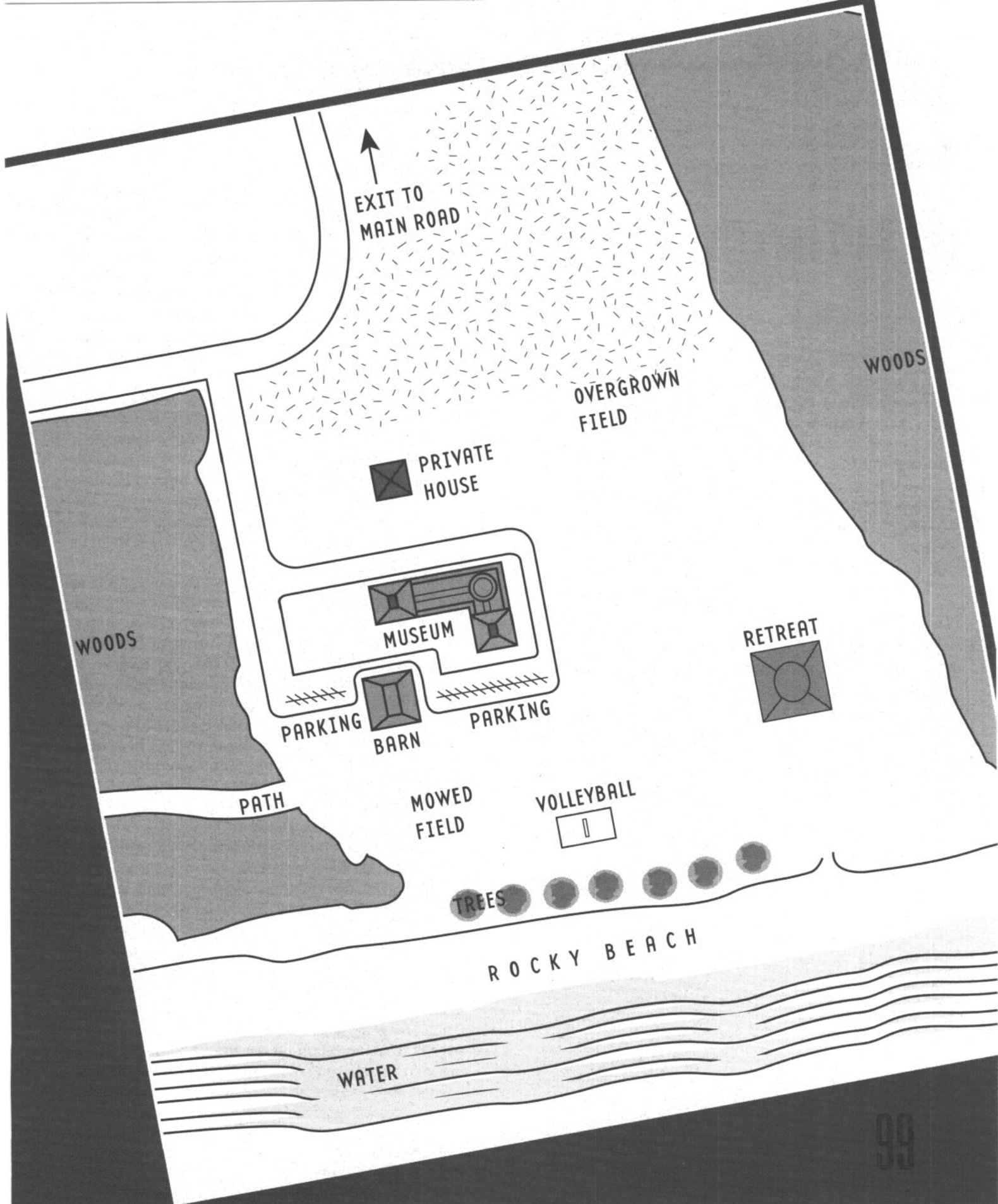
The item is in a small glass case, which appears to have an alarm attached to it; removing the glass would seem to trip the alarm."

In actuality, the case is only rigged to look like it is secure; any player who makes a successful Electronics general check can discover this. If the players do not, the CM is encouraged to have a bit of fun with the PC's, warning them of the consequences if they are caught. If they go ahead and open it, the CM can taunt them with police sirens which will pass by the museum, purely by coincidence. In any case, they should be able to retrieve the tablet with a little effort. The curator is not here, and the players cannot find him at all. The museum is in the process of being moved to the city of Providence, and as such the curator is away seeing to other matters.

By the time the PC's are ready to leave, the cult will have had sufficient time to set a small trap for them. They have been watching the characters, and now know that they have retrieved the tablet successfully. Read the following to the players after they exit the museum:

"You exit the museum onto the grounds. The air outside is cool and crisp. There is an uneasy quiet about, broken only by the sound of the occasional passing car on a nearby road. Though you cannot place it, something seems....wrong. Just wrong. You look around, and you realize that it has gotten darker than it was before. So dark, in fact, that you cannot see the river...cannot see your car...as a matter of fact, you cannot see anything beyond about fifty feet away; the scenery fades into blackness.

After your eyes adjust to the blackness, you begin to see masked faces in the darkness. Only faces. They hover in the air at the very edge of your vision, with no visible body attached to hold them up. As you look around, you see the masks are all different; a hockey mask, a clown





mask, a pair of theater masks...and more. You count ten...perhaps more. It's hard to tell, as they seem to dance in the darkness.

The masks do not move, but a sound begins to become audible. You cannot be certain that the

burn out of control. Then another shout; another bolt of lightning strikes the building."

At this point, the CM should allow the players to act. If they try to flee into the building, they will find the structure quickly engulfed on the inside; if they enter they will only have a few rounds to act before smoke inhalation will force them out. There is little they can do to save the

building; even fire extinguishers would simply slow it down a little. Some artifacts may be saved, but the building will go down. Alternately, they may choose to try to run around the back of the building. They will find the same scene there; more masks, the same sound, and bolts of lightning streaking down from the sky. Lastly, they may choose to advance and/or attack their aggressors. If they choose to attack, resolve combat as normal; the statistics for the aggressors (cult members) are given at the end of this adventure. The cult will stay in their circle, directing their disciplines at the PC's. They have the ability to use these disciplines as ritual magic (see the native ritual magic chapter in this sourcebook) and will use it against the PC's at will. If threatened (if the PC's manage to advance on the circle) injured cultists will step out of the circle, shrinking its numbers. If the number of active cultists drops below 30% of their total numbers, they will step back and disappear; the combat will be over. There are as many cult members as the CM wishes there to be; the intention of this encounter is not to kill the PC's, simply to intimidate and frighten them. The CM is advised to make this a very difficult fight if the PC's choose to attack. If the PC's simply choose to advance (perhaps in the direction of their car or towards the road they entered on) they will find that, at least initially, the circle of masks will back off, staying 50 feet or so away. They have one last trick to frighten the PC's, and they will wait to use this until the PC's have stepped away from the building a bit. When and if they do, the masks will retreat, keep the distance between them and the PC's at 50 feet, and change the pitch of their song. It will then end abruptly, followed by a large ring of fire that starts at their positions and begins to creep inward from all directions toward the PC's. Read the following:

"As you move forward towards the masks, they circle about, keeping the distance between themselves and you. Their chaotic song changes, becoming even more discordant than it had been. The volume begins to rise again, and then the noise abruptly ends. As it does, the masks seem to vanish, as do the symbols. In their place is a ring of fire reaching dozens of feet into the sky. The conflagration begins to move inward towards you. You can already feel the heat of the flames as they draw closer to you and your fellow envoys."

The enemy has fled by this point. Since they do not yet know what the artifact looks like (and it is assumed the PC's have at least put it into their bags) the cultists have already accomplished what they came to accomplish by

100



sound comes from them, yet there seems to be no other explanation. The sound slowly gets louder, nearly hypnotizing you with its sound. It is a sound that speaks of ages past, of darkness, of despair. As the sound gets louder, glowing symbols of gold and silver begin to appear, hovering between the masks and the ground. Though unintelligible to you, the symbols dance in the air, enhancing the hypnotic effect of the sound."

At this point, the characters must make fear checks at -20. Failure should be handled normally per the Chill rulebook, page 90. The CM may give the characters the option to act at this point, at his discretion. Otherwise, continue reading the following to the players:

"The rise in volume seems to have stopped, and the sound has attained an almost wailing quality. Then, as you ponder your actions, the sound gets suddenly louder and then immediately fainter, almost as if the sound itself were shouting into the night. A moment later, a bolt of lightning streaks out of the heavens and strikes the roof of the museum. The roof instantly catches fire and begins to

intimidating the PC's. The fire itself is caused by the Evil Way discipline Master Fire (Things, P. 103) and is being used as a ritual to increase the control and effects (which works the same as the Native American ritual use of The Art found in the source material elsewhere in this book.) The fire does SR 6 damage to anything it touches, and will cause massive third degree burns to its victims.

To escape without injury, the characters will have to be a little bit creative; the CM is encouraged to be lenient with the damage, as this encounter is not meant to kill the PC's; merely to scare them. The fire will keep approaching until it reaches the center of the circle; all areas on fire will burn for five minutes and then burn themselves out. There will be no residual effects other than the damage the fire causes.

The PC's will probably head back to town to lick their wounds at this point. They have the tablet, but have yet to begin the real adventure. By the next morning, they should be looking for ways to observe Dr. Engle. The CM should at this point proceed to Day Two.

## day two: the hunt begins

*the hunt begins*

Day two will be a simple day. The PC's have two things to accomplish. First, they may want to locate Dr. Engle, who teaches on campus. Secondly, they may try to have the tablet translated. This will, unfortunately for the players, result in a near dead end. No one on campus will be able to translate the tablet. The language is not known to any of the faculty or staff at the university, though they will show great interest in acquiring the tablet. If they players choose to follow this path first, go directly to Translation. Otherwise, proceed to Finding Dr. Engle.

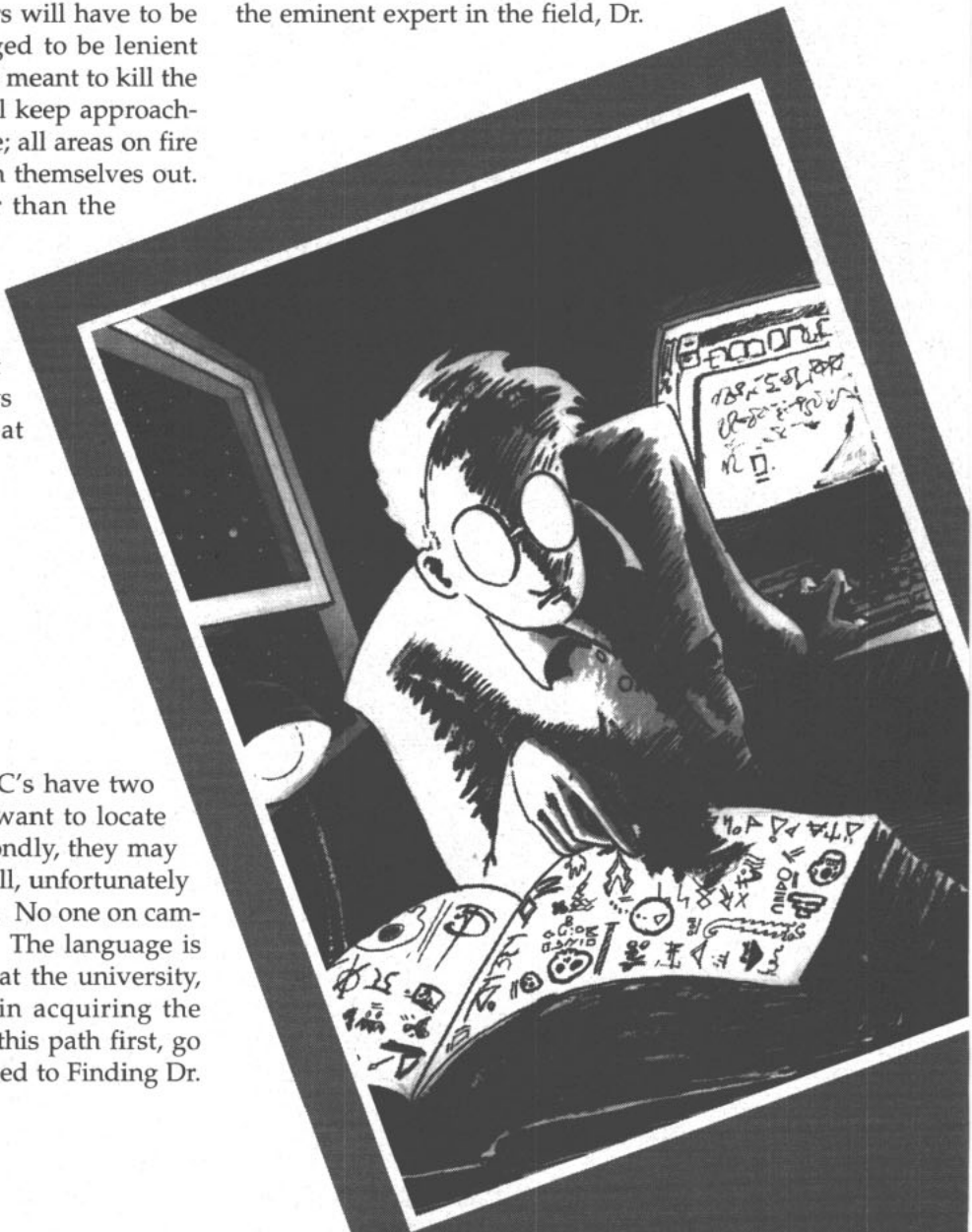
## Translation

*translation*

The players may wish to attempt to have the tablet translated. Mr. Gordon has been unable to translate the tablet himself, and if they players want to try, they will have to see the anthropological staff at the university. They will be of little help. The only useful piece of information they will receive will be that the tablet, by all estimations, is over 2000 years old, which places it a quite a bit older than it should be for the area of Central America

it was found in.

The staff and faculty will, however, show an interest in studying it further, even going so far as offering large cash "grants" in order to have an opportunity to study it. This can be an amusing aside for the CM and the PC's; the CM is encouraged to use this opportunity if he so desires. The faculty will repeatedly refer the PC's to the eminent expert in the field, Dr.





Engle, for a better appraisal.

In any event, no one can manage to translate the writing on the tablet. The PC's can make a roll on their Legend/Lore skills if they wish, or perhaps on Anthropology/Archaeology if the CM wishes. The only information that will be gained (and only on an "H" or "C" result) is that the writing seems to be in a Central American tongue, and appears to be engraved by a very skilled artisan using techniques not seen in the Americas until very recently.

## finding dr. engle

*finding dr. engle*

Finding Dr. Engle will be a fairly easy task for the PC's, and the CM is advised to allow anything the PC's want to try in finding him. Brown is a relatively small school, and they will be able to find him unless they try not to. He gives several lectures during the day, a schedule of which can be easily obtained. If one or more of the PC's attend one of his lectures, they will hear him speak on the subject of Native American rituals and their purposes; he also seems to display some familiarity with ancient languages. For his physical appearance, the CM should use the description found in his statistics at the end of this adventure.

Following him, however, may not be so easy...

The next evening after the PC's arrive, Engle will have made an appointment to visit the rare occult book collection of Brown University, located in the John Carter Brown Library on the campus of the university. The PC's can learn this information from several sources; the CM could allow them to overhear him saying he has an evening appointment, or the PC's could simply follow him throughout the day. In any case, he will go to the library that evening. Proceed to The Library.

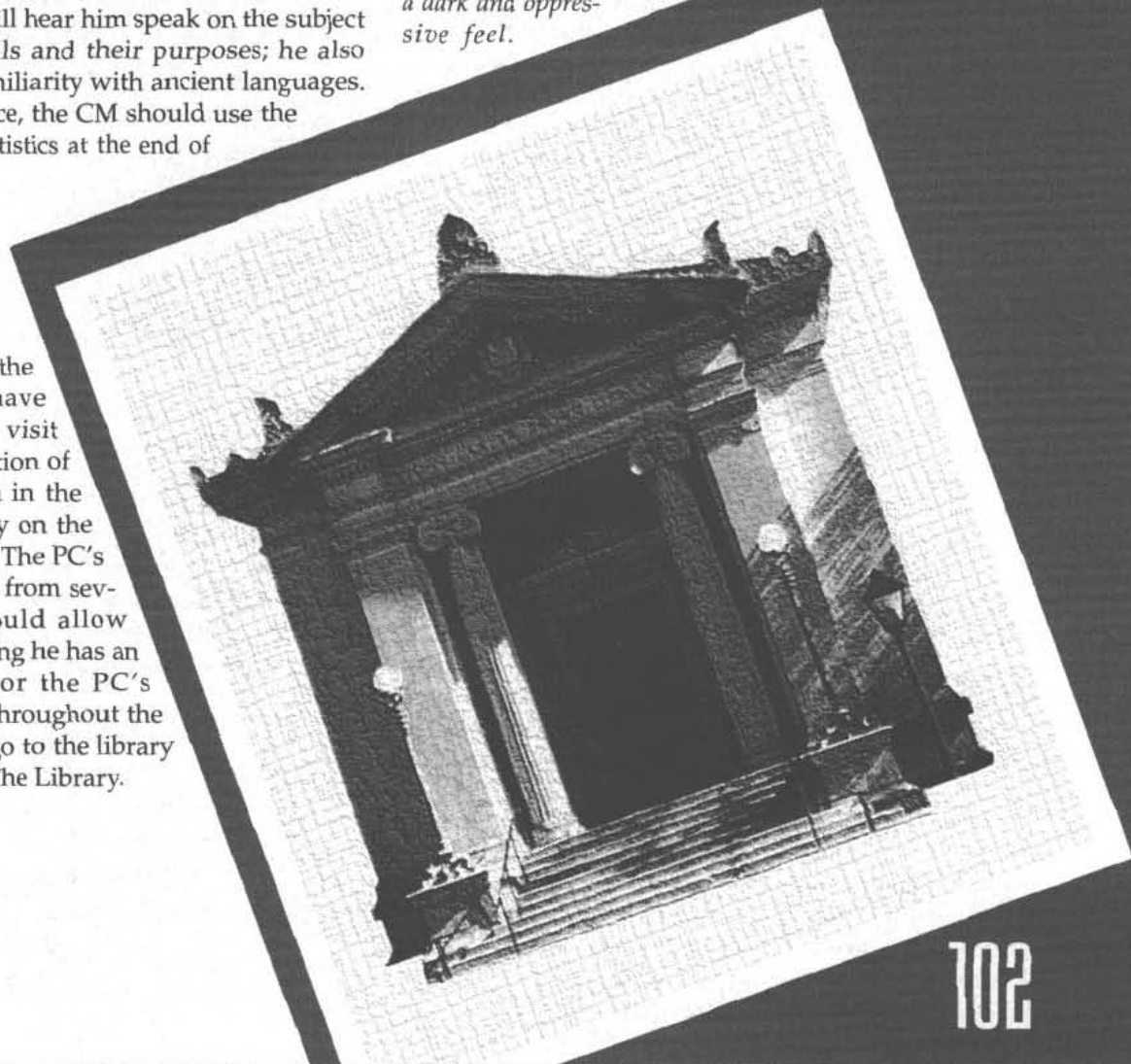
## the library

*the library*

When the players arrive at the John Carter Brown Library, read the following to them:

*"The John Carter Brown Library is a magnificent structure which dates back to the early years of Brown University. Its entryway is marked by a set of marble stairs, and is flanked by marble columns on either side of the doors. The doors themselves are massive, and are made of a dark wood that has aged beautifully. Directly above the entrance hangs a large, old-fashioned lantern on a long chain.*

*It is suspended from the roof above, and swings gently in the wind. Upon entering, you see a foyer that swallows you and your companions with its darkness. It is decorated entirely of dark wood and stained glass, which transforms the little light that enters into a myriad of colors. The colored light gives the wood, and the whole foyer, a dark and oppressive feel.*



*The only redemption for this place is the air; warm and moist, with the smell of old books and older secrets.*

*In the center of the room is a librarian sitting at a small wooden desk. She is in her middle fifties, with nearly white hair, which is tied up in a bun on the back of her head. When you enter, she looks up, and ask if she can help you. Her smile warms the room, which should be an impossible task."*

The PC's could tell the librarian that they have an appointment, and that they are already taken care of. Upon hearing this, she almost looks disappointed, offers to help them if they need it, and goes back to whatever she was doing before. If they choose to ask for an appointment, they will be told that the rare book section is booked weeks in advance, but that they are welcome to make an appointment now and peruse the rest of the collection this evening. This will get her off their backs. She will gladly make the appointment if asked; the nearest appointment will be at least four weeks in the future.

The players can easily find the rare book collection; it located in the basement. If the party is too large, the CM may wish to suggest to the players that it will be difficult to sneak the whole group into the basement section, and that perhaps some should stay behind to watch the lobby. Either way, if more than two PC's try to proceed to the basement, the CM should make a Stealth check against the lowest score in the party. If the roll is successful, they all succeed in sneaking into the basement. If the roll fails, the whole group will be asked to leave by the security guard on the premises.

Players sneaking into the rare book section will find it nearly empty. Before 7:00pm, there is a single graduate student here, poring over literary works, and a bored librarian. At 7:15pm, Engle will enter. He will remain in the rare book section for at least another hour. It will appear to the players that Dr. Engle is looking, almost frantically, through about six or seven books of fairly ancient origin. Most are leather bound, and one item he is looking at is a parchment preserved in a small glass case. After about an hour of observation, he will appear very excited, jot down about ten minutes worth of notes, and return the glass-encased parchment to the librarian/ curator of the floor. He takes the books with him and leaves.

The librarian will be very polite and helpful to the PC's. If asked, she will provide the player with the titles of the books he was looking at, as well as supervised access to the parchment he was looking at. (See Player's Aid, The Ancient Parchment)

Unfortunately all the books, with one exception, are unique, one-of-a-kind items. One, however, has been copied and republished, along with commentary, and is available at, as she says, "The Rock", the John D. Rockefeller library. It is called "A Study of Native American Tribal Customs" by Dr. Eric Mather.

The one available book, if checked out later, will require a successful General Check on Legend/Lore looking for

### *Players Aid The Ancient Parchment*

*The parchment, encased in glass, appears to be taken from an ancient text. It seems to be made of papyrus, and easily dates back to the 1100's or earlier. It is written in Latin. Any player who makes a successful roll on the skill Language (Ancient) Latin, can translate it. It says the following:*

*...and then he brought the magicks together, black and white, to make the man anew. He transformed into a hideous shape...ravaged the country for ten on ten years...*

connections to Native American Indian artifacts and/or rituals to find the following piece of information:

"...studies have shown that the many tribes were particularly well versed in the use of ritual magic. Several artifacts found from the area point to the use of such magics in sacred ceremonies deigned to infuse a tribal chief with inhuman abilities to ward off supernatural spirits. One such ritual, taken from a sacred cloth, follows (loosely translated from the native language):

*"Warm, great one. Take our strength.  
Accept our sacrifice, be stronger for it.*

*Bind yourself to the Way.*

*One only of the Blood may take*

*What we give willingly.*

*Let black and white, light and dark, silver and ebony,*

*Be the Way.*

*Take. Defend. Change. Be one."*





The rest of the party, waiting in the lobby, will find that, after an hour of guarding the empty lobby, they will see Dr. Engle dash madly up the stairs from the basement with several books under his arm, and run down one of the first-floor corridors.

If they think to follow him, and they are not caught, they will discover that he has entered a door titled "Lot 18a. By authorization only." At this point, the players could choose to follow him inside. If they do, they will find meet Dr. Engle, alone in a small room that resembles a small vault full of safety-deposit boxes. They had better make some excuses fast as to why they followed him into this room. With this course of action, however, they will know immediately which item he came to look at. He will have drawer 18-382 open, and will be just about to draw out its contents, which he will hastily place back if caught.

If the players choose to wait for him to leave and then enter the room themselves, they will, with careful investigation, find the drawer number that he was looking at (18-382). It will now be empty. A successful check on the Investigation skill (or allow them to use the unskilled use found in the Chill rulebook) will tell the players the following information:

## L result:

There is a log in the room, recording what is supposed to be stored in each drawer. The item is listed as "18-382 — Specimen from Dig 18. Small metal statue with chain."

## M result:

The above, plus the log contains the list of digs and their sponsors. Dig 18 was sponsored by Brown University.

## H result:

The above, plus the location of the dig (New Mexico.)

## C result:

The above, plus a reference to the detailed study of the item being located in the upstairs occult library. If they go there, they must make a successful check on

Investigation. Any successful result will give them the following (Player's Aid - The Log Entry)

### PLAYER'S AID - THE LOG ENTRY

- IN THE GROUND, NEAR ITEM 18-381, WAS FOUND A SMALL METAL FIGURINE, MADE OF GOLD AND SUSPENDED ON A CHAIN 19 INCHES LONG, AND OF EXTREMELY FINE CRAFTSMANSHIP. TO SAY IT APPEARED OUT OF PLACE SHOULD BE AN UNDERSTATEMENT. THE FIGURINE WAS OF A SMALL CREATURE, UNRECOGNIZABLE IN THAT IT CANNOT BE COMPARED TO ANYTHING I HAVE EVER SEEN. IT HAS HORNS, SHARP TEETH, AND LEGS THAT APPEAR TO BEND BACKWARDS AT THE KNEE RATHER THAN FORWARD. THE CHAIN ITSELF WAS OF SILVER, AND APPEARS TO BE ADDED LATER AND SEEMS UNRELATED TO THE FIGURINE. FURTHER STUDY IS NEEDED, AS THIS SPECIMEN MATCHES NOTHING WE HAVE ON RECORD AS OF THIS DATE. DR. BRIAN JAVING, 1972

This ends the possible encounters for the first day, and the players probably should go back to their motel for the night, which will pass uneventfully unless the characters choose to do something in particular. Characters may choose to use the discipline Prescient Dream. As always, the CM should roll secretly for the prescient dream. The

players will not know if they have succeeded or failed. The following outcomes are possible:

#### *Prescient/Clairvoyant Dream*

*If the player is successful, read the following:*

*You find yourself walking down the hallway of your home, towards your kitchen. In your kitchen, a young man is mixing something in a small clay bowl on the counter. You approach, and look into the bowl. He has put vegetable oil into a bowl, and begins to add some water. You see him add the water, and strangely, they do not separate; they begin to mix with each other, forming a new liquid. The scene fades.*

*You are now in the backyard. The young man is there, with the bowl. He kneels down on the ground and raises the bowl above his head. He pours the liquid over his head, and as he does, you see the liquid absorb into his scalp rather than run down his face. His head begins to bubble, changing right before your eyes. Before you can see the result, you wake up, feeling refreshed.*

*If the player is unsuccessful, read him this instead:*

*You find yourself walking down the hallway of your home, moving towards your kitchen. In the kitchen, you see a woman standing over a plastic bowl on the counter. As you approach, trying to look in the bowl, she snatches the bowl away from you and runs out of the kitchen.*

*You follow her, running through the house and out the back door into the back yard. She stops in the middle of the yard and kneels down on the ground. It begins to rain, and as it does, she looks up at the sky, and puts the bowl to her mouth. She begins to drink whatever is in the bowl. You approach her, but before you can get close enough.....you awaken, feeling tired and unrefreshed.*

It is possible that the PC's may feel compelled to follow Engle to his house, or otherwise find out where he lives and watch his house. If they do so, they will find nothing out of the ordinary at his home; he will come home, make himself dinner, read for several hours after he eats (he will be reading the books he took from the library) and will go to bed around 11:00pm. If the PC's try to enter the house, or in any other way accost Engle, he will react as described in The Meeting, below.

## day three: the meeting

### *the meeting*

After breakfast the next morning, the tedious work of following Engle will continue. So long as the players take care not to be noticed (which will be relatively easy as Dr.

Engle is quite preoccupied with his prey), they will see him make contact with the student he is following, Eric Murphy.

Eric is a student of anthropology at Brown, and is quite glad to see Dr. Engle. He has heard of him before, and is truly honored to meet him. If the players are able to get close enough to the conversation to hear it, they will hear Dr. Engle offer Eric a position as his assistant on his current research project. If necessary, Dr. Engle will do whatever is needed to convince Eric that he is perfect for the job, and that it will further his career. He will tell Eric that he comes highly recommended, dropping the name of one of his professors as the one who recommended him. Eric, as it happens, is fascinated by the idea of working so closely with a professor of his renown and skill, and happily accepts the job.

Towards the end of the meeting, Dr. Engle will ask the student to come to his home that evening at 9:00pm to discuss the project in more detail. They will exchange pleasant good-byes, and Dr. Engle will leave, heading off and obviously pleased with himself.

At this point, if the players choose to talk to Eric, he will view the interruption by the characters as odd and intrusive. He has just received a prestigious job, and is already drooling at the possibilities for his career. If the characters press the issue, he will still resent the intrusion, but will mumble something about being careful and watching his back in an effort to get the characters to relent. If the PC's try to pose as rival professors, experts, or anything similar, Eric will listen politely, and seem interested, and then tell the PC's he will think about their offer. Short of actually kidnapping Eric, the players will be unable to change his mind, regardless of the methods they try. He will walk off, shaking his head and likely thinking the characters to be insane.

Nothing further will happen until that evening.

Later that evening, the Eric will go to Dr. Engle's home, a small house off campus. It is small but studious, and tucked away in a private neighborhood. There is a minimal yard surrounding the house, and a few trees in the back yard which will provide cover for the characters if they choose to hide there in order to watch the house. There are a few other possibilities for cover; the players could always try to persuade the neighbors to let them watch the Professor's house from theirs. Or, the players could try to break into a neighboring house, if the CM wishes to provide another option (by declaring the neighbors to be out for the evening, or the like.)

Eric will arrive at the house promptly at 9:00pm, looking quite nervous and excited. He will knock on the front door, which will be answered immediately by Dr. Engle, who will welcome him into the house. They will adjourn to the den of the home, which is in the back of the house and affords the PC's a perfect view from either the trees in the back yard or a neighbor's house.



Unless they have set up some special equipment, the characters will be unable to hear the conversation inside the house, as the windows and doors are all closed. The conversation lasts several hours, and appears to be pleasant for both Dr. Engle and Eric. They both laugh frequently, and by the end of the evening, Eric looks completely at ease with Dr. Engle.

At a point near what seems to be the end of their conversation, Dr. Engle will get up and go over to a nearby desk. From it he will retrieve what appears to be a small object on a chain, which the characters may recognize as meeting the description of the object that they hopefully have discovered is missing from the library. If they have not discovered that information, then it will simply appear to be a gold figurine on a silver chain. They will not be able to determine anything more from their current positions.

Engle will give the pendant to Eric, who will accept it with what appears to be great reverence. He appears excited, and will put it on immediately. In reality, the artifact has two significant uses. The figurine on the chain is made of solid gold, and is a key ingredient in the making of the brazier, which will be used in the ceremony at the end of this adventure. The chain itself is an enchanted artifact which has the same effect as the Influence discipline of the Evil Way. It is activated by simply giving it to someone. The recipient becomes beholden to the giver, and will do anything possible to defend the giver in any way. Simply taking it from someone is not enough to activate it; it must be willingly given and willingly received. For the purposes of the Chill rules, the effect automatically succeeds, and there is no way to avoid it.

If the players choose to do nothing at this point, the meeting is over. Eric will say his good-byes and go home to his dorm a very happy student. If the characters again try to intercept him or talk to him, he will be even more defensive of the professor as a result of the power of the Influence discipline contained in the necklace.

If at any time during the conversation the characters use any discipline of the Art against either Eric or Dr. Engle, Engle will look out the window, seemingly right at the characters, and smile broadly. He will then immediately give Eric the pendant as described above. It is the most important thing he can do in his efforts to accomplish his goal.

If the characters attack, Dr. Engle will put the safety of Eric above his own, and will provide for his escape if necessary. In this instance, he will urge Eric to run and call the police, while he stays behind to defend himself. He will attempt to flee if his life is threatened, but will defend his house if he can. If Eric manages to escape, he will in fact call the police. If the CM believes the characters are acting irresponsibly, or just wishes to make things a little more difficult for the players, then the neighbors could

witness the struggle and call police themselves.

As a last resort, Dr. Engle will use his Summon discipline to call upon his servitors, which are any dogs in a one mile radius (as per the Summon discipline on p. 156 of the Chill rulebook.) If he is successful, they will appear the next round, and he will use this diversion to escape. He will jump through the picture window in the back of the house (from the study) and will run away through the backyard. The dogs should be able to occupy the players long enough for him to get away (and Eric if he has not already escaped); if the characters pursue, they will easily lose them amongst the houses. Engle will then call the police to his house if the characters have not left within a half an hour. Of course, he will dismiss the dogs before the police arrive.

If the police do become involved, the characters will be arrested only if they are still on the scene when the police arrive. They will not be kind to the characters, viewing them as transient troublemakers who are assaulting a respected faculty member. They will spend the night in jail, and will not be able to make bail until the next morning, by which time the charges will have been dropped as Dr. Engle is too busy to press them.

Under these circumstances, by the next morning when the characters are released from jail, Dr. Engle and Eric will have gone into hiding. Finding them will require considerable effort on the part of the characters. The CM is encouraged to make tracking them down at this point difficult, but not impossible.

At this point, the PC's may think that it is time to call it a night. If they decide to do so, the CM should have something unusual happen in the intervening time; perhaps Engle goes outside to investigate a noise, or perhaps his "visitor", described below, arrives early. Either way, the PC's should be around for the rest of this section.

If the characters choose to go back to (or stay at) Dr. Engle's house and watch him all night, they will see a visitor arrive just after midnight. The visitor is very tall, appearing to be at least 6'6" tall and is built quite sturdy from all appearances. He arrives, knocks once, and Dr. Engle comes to the door. After exchanging a few brief words, the two will leave, walking down the block towards the east and the river, and away from the campus. If the PC's choose to follow the pair, they will not be noticed as long as they maintain a safe distance either behind or off to the side of the pair. Dr. Engle and his new friend will walk towards the river. They will make their way through a small park, a small overgrown area, and to a set of abandoned railroad tracks. The tracks lead out to an abandoned bridge, stuck in the up position. They will follow the railroad tracks to the river and stop at the bank to talk. At this point, read the following to the characters:

"You see the pair stop at the banks of the Seekonk river. Behind them stands a large train bridge, rusted

permanently in the up position, seemingly as a statue to a long past era in the town's history. They begin to talk, with the visitor's voice deep and raspy, barely carrying itself above the chill autumn wind.

"You have found him? Is he the one?"

"Yes, lord. I am certain of it." replies Dr. Engle, his voice now almost shaking with fear.

"That is fortuitous. The time is right, and the preparations are underway. You have done well. You will be rewarded for your diligence."

"Thank you, lord. All will be ready." quivers Dr. Engle.

"And your shadows? What of them?"

"They pose no threat." says Dr. Engle.

"That is well, but watch them. This will be my greatest triumph. If they are allowed to interfere, you will pay with your sanity. They must not be allowed to approach the docks until I have what I need."

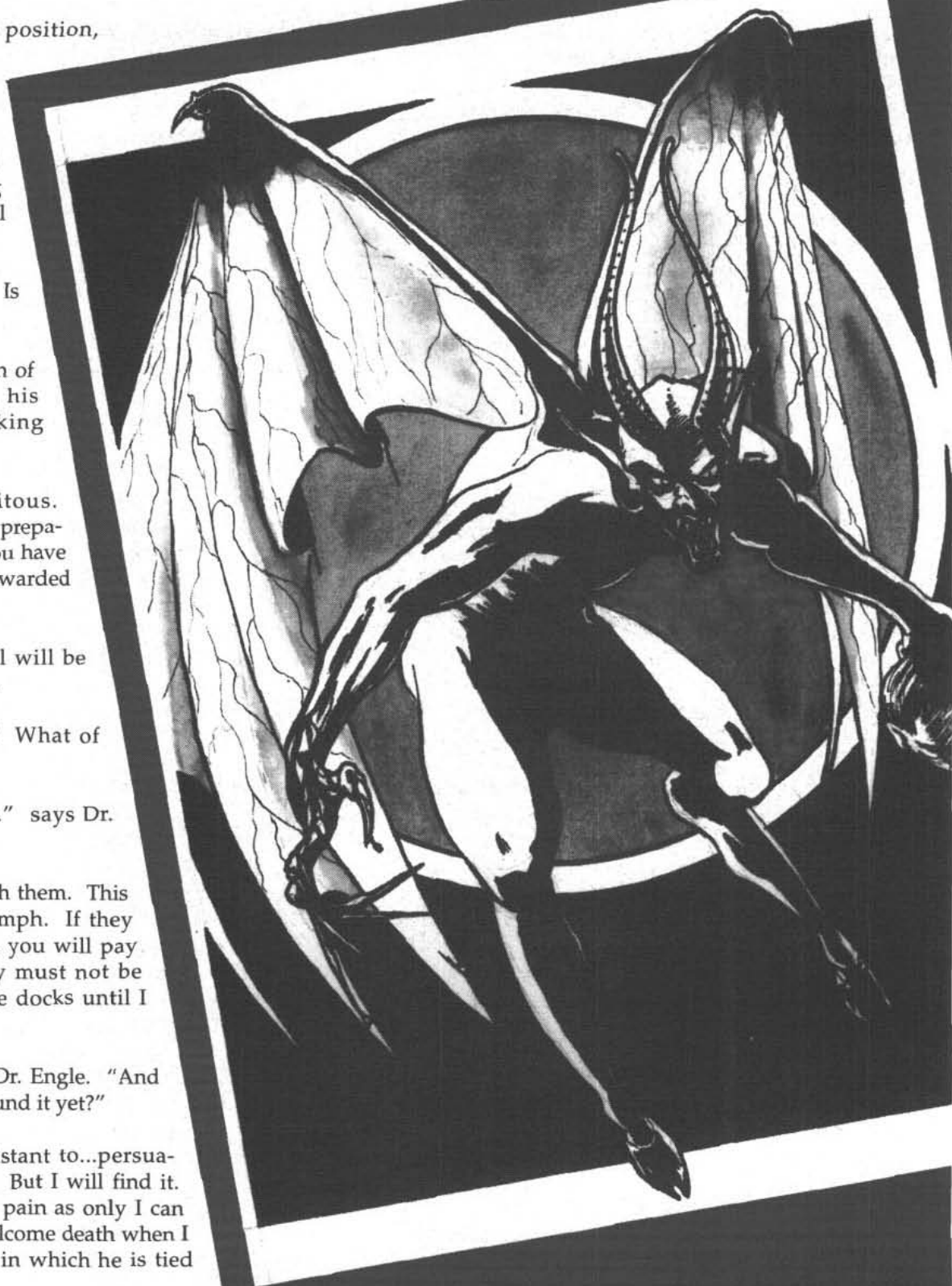
"Yes, lord.", trembles Dr. Engle. "And the tablet? Have you...found it yet?"

"No. He is more resistant to...persuasion...than I anticipated. But I will find it. Then he will experience pain as only I can demonstrate. He will welcome death when I am finished. The chair in which he is tied will be his last home."

"That is well, lord."

"Is the site prepared?"

"Not yet, my lord. But it shall be."





"Of course it will. When the time is right, bring the student to me. I have spies posted atop the oil tank. They will let you pass. I have the utmost faith in you, Gabriel. Do not fail."

"Yes, lord."

After this point, the characters will be so entranced by the conversation that they will not even realize that when it is over, the visitor has disappeared and Engle is moving back through the brush and towards the park. The players may need to scramble to remain undetected in the bushes. At this point, Engle will go home to sleep.

It may occur to the PC's that the unknown master called Engle by a different name. The CM should feel free to encourage this banter; Engle is indeed only posing as an anthropologist, and this detail may become relevant later in a future adventure.

At this point, the characters may stop to do some soul searching. If they are at least mildly observant, they will figure out that Engle and his master know who they are, and know that they have been watching Engle. They will need to take precautions to not be noticed.

The next day, they can follow several courses:

If they choose to continue to follow Engle, proceed to The Trap.

If the players feel the need to do more research on the ritual, or feel that they need to stop to piece together what they already have learned, proceed to More Research.

If they choose to follow Eric instead, then proceed to Pottery Class.

If they choose to try to rescue Mr. Gordon, proceed to Strange Happenings (unless the PC's do not participate in the scene at the river. In that case, Strange Happenings will occur on day five instead.)

## day four: many paths

*day four: many paths*

On day four, the central events of the adventure will start to fall into place. Engle will attempt to lead the PC's into a trap to occupy them while Eric completes his part of the ritual, creating the piece of pottery which will focus the powers of the ritual. The PC's may choose to do additional research into the nature of the ritual in an attempt to better understand what they are dealing with. Since two of these events are very time dependent, the CM should take care to steer events, if necessary, so that they happen in the appropriate order or improvise where necessary to take this into account.

## the trap

Dr. Engle needs to occupy the PC's long enough to get them off his back until Eric finishes what he needs to in Pottery Class. He will attempt to set a little trap for the characters. If the players have chosen to continue to track and pursue Dr. Engle, this will be a rather easy task unless the players get wind of the professor's plan. He will wait for the characters to follow him during the next opportunity.

Engle will lead the characters on a grand tour through the darkest, most uninviting parts of Providence. He will appear to be manic at this point, pretending to search for something with an almost religious zeal. Occasionally, he will stop to observe something as if it were the most important thing on the face of the earth, and then discard it as if it meant nothing to him.

Along the way, Dr. Engle will be attempting to use his Summon discipline to bring his dogs. He will order them to appear at a predetermined location. When he has brought enough of them, he will lead the characters there. When they arrive at the location, he will use his Change Self discipline to change into a large Doberman before the players round the corner and see him. In his dog form, he will stand at the chosen location (an alley darkening in the evening light) and begin barking at the characters when they round the corner. He will attempt to occupy them just long enough to order the rest of his dogs (by this point here are 40 dogs of varying breeds, but all large) to fill in the alley and corner the characters. He will then order the dogs to attack, and in the resulting confusion, he will try to escape.

If the characters catch on to what Dr. Engle is attempting, the CM can allow them a roll on PCN at a -30 penalty. If they succeed, they will be able to keep an eye on the dog/Dr. Engle in the large crowd until he changes his human form again (which he will do if he sees that he is being watched; allow him the same PCN roll as the characters are given.) The dogs will continue to attack, and, unless the players come up with a plausible way to keep an eye on him, he will escape, change to his normal shape, and go back to Brown.

The players will presumably come up with a way to defeat the dogs. The CM is advised to give the players a break if this section becomes too difficult or if the rolls are going against them. This section is designed to hold the characters up, and not kill them.

Whatever the case, Dr. Engle should not be killed or captured in this section. If Engle does get killed due to some miraculous action on the part of the players, the rest of the adventure should continue, but now the cult leader will have to come out into the open to collect Eric. He will do so only after he is certain that he is safe, so the CM can

assume that the cult leader will send countless minions after the PC's until he is sure Eric is not being watched any longer. Though this does not necessarily end this adventure, it does require quite a bit of improvisation on the part of the CM.

## more research

*more research*

If the players try to learn more about the ritual, there are several things more they can learn.

If the players go to the library, they could choose to do general research on rituals. If they so choose, **SAVE** could point them in the direction of an envoy that has access to these same books, or perhaps has them available in an archive somewhere. The CM should discourage this, but if the players seriously pursue **SAVE** as a resource in this manner, they should be allowed to do so. The CM, in that case, is advised to make it difficult or time-consuming; characters should not rely entirely on **SAVE**.

The following is the information they can learn:

L: The characters find a textbook which is a general study of rituals and their traditions. It is written for the general public, and is of no value as a research tool.

M: The characters find a research paper titled "An Analysis and Comparison of Toltec and Mayan Rituals". It tells of the similarities of the rituals of the cultures, and specifically of their use of specific locations to focus the power of the rituals.

H: The characters gain the above information, and find another text, titled "The Native American Tribes of New Mexico" which offers a comparison between several tribes of the southwest. Of particular note is a mention of the importance of bloodlines in practicing rituals and determining tribal succession.

C: All of the above information is gained, plus a text titled "Supernatural Phenomenon in New England", which mentions the mysterious death of a woman in Providence in 1946 (Joan McCluan). She was found totally dehydrated, laying by the banks of the river. Items found near the body indicated she was involved in witchcraft. To this day, local Wiccans still visit the site, which they say still contains remnants of McCluan's good magic. The accompanying photo shows the location fairly clearly, and there are enough landmarks to determine the approximate location by the photo. The PC's will also recognize that this is the location where Engle and his master met the night before (assuming that the PC's were present for that section of the adventure.) CM note: This is the loca-

tion at which the ritual will take place. The characters, if they get this particular information, can deduce that the ritual will be held there with this new information and the information from the "M" result.

## pottery class

*pottery class*

Eric will manage to sneak into an arts building at the Rhode Island School of Design, which happens to border on the campus of Brown, after it closes in the evening. If the players manage to sneak into the building and watch him they will find him in the pottery room using one of the pottery wheels to make a small clay brazier. Before he begins to fire the pot, he will remove the chain and figurine from his neck, take the figurine off the chain, and place it into the pot before he fires it. He will place the chain back on his neck immediately (this is actually where the enchantment lies) and fire the pot with the figurine inside it. The figurine is metal, and will appear to have melted into the bottom of the pot as it fired, coating the inside.

He will wait for it to finish, almost in a trance for the duration. He cannot be awakened from this trance, and seems to be literally cemented to the floor; all attempts to move him will be impossible. If the characters try to disturb the firing process, he will become enraged and cry out for help. Dr. Engle has provided for this eventuality, and has enlisted some help from the cult. They are nearby, watching, and if Eric is disturbed in any way, they will attack the characters. This time, they will be out for more than just intimidation. They will storm the room with the characters and immediately take up a defensive circle around both Eric and the kiln. If there are PC's in the way, they will become the first targets; if the PC's have managed to disturb the process, they will attempt to whisk Eric away and return later to fire the pot. They will, in any case, place the life of Eric and the pot he is firing above all else, including their own lives. They will summon help if they are able to or if it is needed, and will fight in a manner similar to the first encounter they have with the players (at the museum.) They will resort to hand-to-hand combat as a last resort, but will prefer to use their disciplines to fight.

Provided none of this happens, Eric will take the pot, wrap it in some paper, and leave, taking it to the headquarters of the cult. If this happens, proceed to Strange Happenings, which is described under day five.

Depending upon the outcome of other sections of this adventure, the players may not be around for this section. Whatever they are doing at the time this section happens, the CM should make certain the PC's see Eric on his way out of the building, or on the way to the cult headquarters location. He could, alternately, go home first and Dr.





Engle could come later to collect him for the ritual. In any case, the timing here is fairly important, and the CM is encouraged to rearrange things as necessary to ensure that the events flow smoothly.

## day five: end game

*day five: end game*

At this point in the adventure, the PC's should be able to figure out that the cultists have everything they need to accomplish their objective except one thing: the tablet that they recovered from the museum near the beginning of the adventure. The cultists have planned for this eventuality, however.

## strange happenings

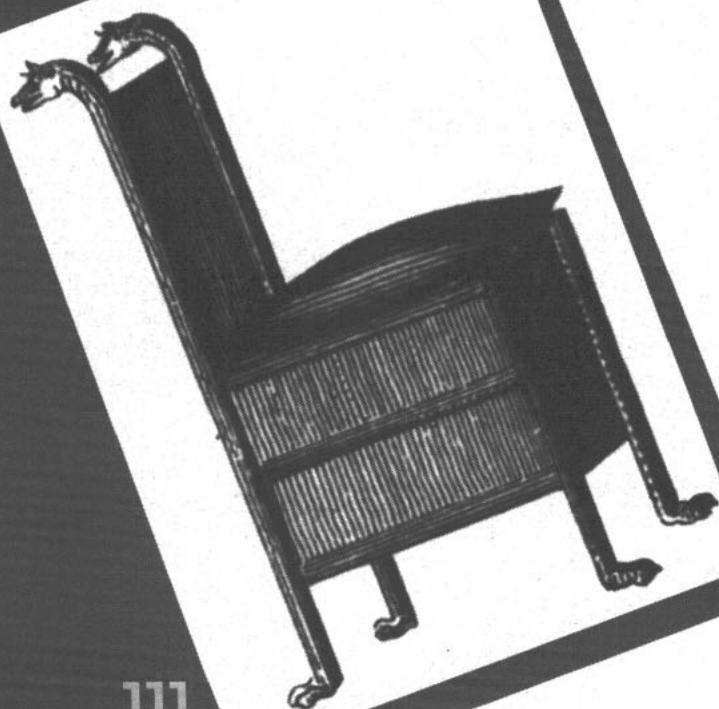
*strange happenings*

To get to this section, the players need to have learned the location where the cult is holding Mr. Gordon. There are two ways to accomplish this. The first, and easiest, is for them to have overheard the conversation at the riverside between the cult leader and Dr. Engle. The second way is for them to learn of the location by following Eric from the Pottery Class section. He will go directly to the cult headquarters, which is also the location where the cult is holding Mr. Gordon.

An additional complication for the CM at this point is the tablet. If the PC's have for some reason hidden the tablet, the cult will have found out where it is and will have stolen it as the PC's try to rescue Mr. Gordon. If the PC's have it with them, any attacks by the cult on the PC's will focus on just one thing: getting a glimpse of the tablet, or better yet, stealing it from the PC's. If one character has it in his backpack, for example, the cult will even go so far as to set the backpack on fire (and the PC wearing it) in order to retrieve the tablet and read it. All a cult member needs is an opportunity to see the tablet.

Regardless of the way they get there, read the PC's the following:

"You are standing in front of an old and apparently abandoned oil docking facility. There are two abandoned oil tanks here, as well as a couple of small buildings and a large dock. There appears to be no activity at first, but as you look more closely, you think you occasionally see a shape moving in the dark shadows of the nearest oil tank."



If the PC's are following Eric, they will see him go directly up to a small service door in the side of the second (farther) oil tank and enter. If they are here for other reasons, then let the PC's explore accordingly; there are no guards posted, so they can pretty well walk around as long as they stay out of sight of the windows of the buildings.

Mr. Gordon is being held in Tank #1. The cult has converted it into a holding cell, with one chair in the middle of the room. The ceiling, over 50 feet above, has a platform around the inside edge which is not visible except with additional lighting. This is where the cult members are hiding to make their ambush. In case they are discovered, they will use their telepathy disciplines to call for more help, which will arrive in two rounds. As for the forces inside the tank, the CM should choose an appropriate number to give the party a serious threat. A good recommendation is about two cultists per PC for experienced players, and about one per PC for less experienced parties.

Mr. Gordon is strapped to a large wooden chair in the very center of the tank. He is very bloody, and appears to have had the worst of several days of torture. He looks thin and weak, and is shivering with cold. He seems to be alive, but just barely so. He is being guarded by two cultists, who are standing on either side of the chair. They are facing away from the door the PC's will enter from, so they have a chance to sneak up on the chair (or so it

would appear) if they act quietly. When the PC's have moved nearly to the center of the room, the door will slam shut from the outside and lock. The cultists above will begin their attack, focusing on the character who has the tablet (which they can sense) and trying only to distract the other characters. Incidentally, rescuing Mr. Gordon is not difficult, since the cultists have been instructed to let him be rescued if it allows them to acquire the tablet. So long as they acquire what they are looking for, they will let the PC's escape if they are losing the fight. The tablet is their first and only priority.

Tank #2, if the PC's choose to explore further, contains a small operations base for the rest of the cult. If the PC's choose to attack it, the cultists will throw everything they have at the PC's and escape, with Eric, to the site of the ritual, which will occur later in the day.

The other buildings on the site are simply makeshift housing for the cultists. It will become clear, from the shape of these buildings, that the cult is not from these parts, as all the housing looks extremely temporary.

The dock does have a small motorboat docked at it. If the PC's need an emergency escape route, the boat is available and the keys are in the ignition.

Mr. Gordon, at this point, is injured and groggy. He has been tortured, and no attempts to heal him will allow the PC's to get any information from him; he is simply too wounded. He needs several weeks of hospital rest to recover fully. If the PC's do not take him to a hospital immediately, he will live. If the PC's do take him to a hospital, they will check him in and take him up to a room. That is the last the PC's will see of him; he will be transferred immediately to a hospital in New York under SAVE's watchful eye. He will then return to his offices in New York.

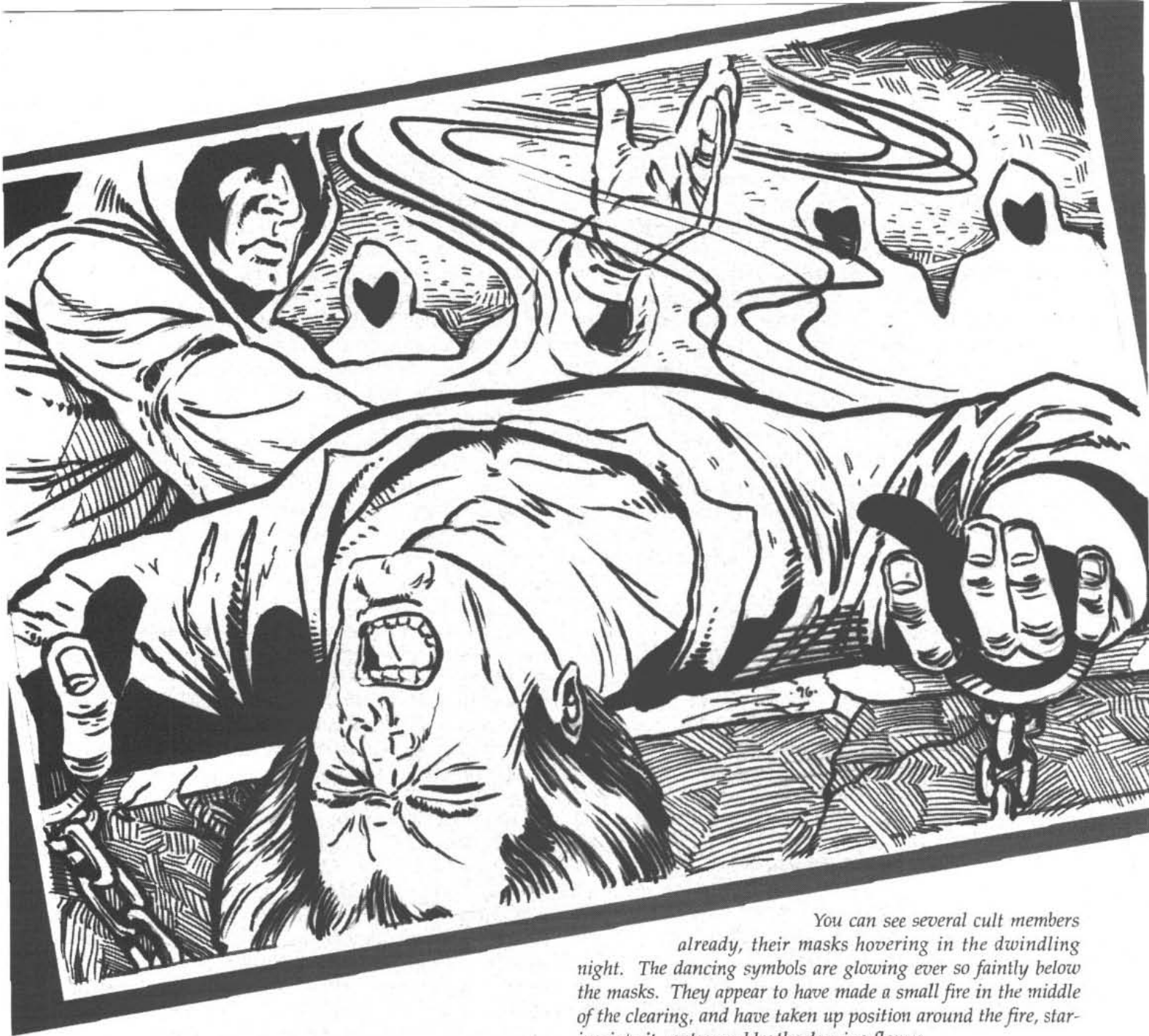
## creation

That evening, the ceremony will commence at a small patch of wilderness nearby that was chosen for its historical and magical significance: a **SAVE** agent was killed on the location many years ago defending herself against a water spirit which she discovered in the river. Her death caused a small magical imprint, which remains on the site to this day. This is the final ingredient in the ritual that the cult has developed: they need a bit of good magic as part of the ritual, and this method was easier than getting a **SAVE** agent to be a part of it willingly.

In the unlikely event that the PC's have not yet figured out the location of the ritual, the CM should have the PC's follow at least one of the principals to the ceremony.

The location of the ceremony, on the banks of the Seekonk river, is currently protected by the Seclusion discipline of the Evil Way (Things, p. 101). For those not





*You can see several cult members already, their masks hovering in the dwindling night. The dancing symbols are glowing ever so faintly below the masks. They appear to have made a small fire in the middle of the clearing, and have taken up position around the fire, staring into it, entranced by the dancing flames.*

familiar with this discipline, it traps a location in a temporal rift. People outside the area can enter, but once inside, no one can leave the area until the discipline is broken. The discipline itself will be maintained by the cult leader, and he must be killed or must drop his discipline to be able to leave the location.

The ceremony will be in motion as the PC's arrive. The other members of the cult (numbering about 20) are already present and have made the appropriate arrangements. As the PC's arrive, read the following to them:

*You see the clearing ahead through the bushes. The site, which overlooks the river beyond, is shrouded in near darkness.*

If the PC's have followed someone here (Dr. Engle, Eric, or a member of the cult), read the following section to the players:

*Your prey moves into the circle. The hovering masks move, displaying a reverence for the new arrival. Things begin to shift, and slowly the circle parts to allow Eric to step forward. The ceremony begins."*

If the PC's have deduced the location by other means, the ceremony will commence. Depending upon the actions of the PC's, different things will happen, so the CM will need to improvise a bit. The cult members will

use their Summon disciplines to summon creatures to protect them. These creatures will be hiding in the trees above, and will drop down on the PC's when they enter the clearing (and are thus trapped by the Seclusion discipline.) They will occupy the PC's long enough for the cultists to finish the ceremony; once that is accomplished, the creatures will leave (or will be finished off by the PCs; either way, they have accomplished their goal.) Once the actual ceremony begins (the ritual itself) there is very little the PC's can do to disrupt it; simply killing cult members does not affect the ceremony (they will not be able to accomplish this before the ceremony is complete) and the PC's will find themselves unable to act against the cult leader or Eric unless they can manage to make a Fear check at -40 and achieve a result of "C". The ceremony is almost hypnotic, and too horrible to envision for the PC's. The general sequence of events follows:

The cultists will form a circle around the fire. The leader of the cult will step forward. He is the only one whose whole body can be seen; the rest of the cultists are at the edge of the light cast by the fire, so that all that can be seen of them are their masks.

The leader will begin speaking the ritual:

*Warm, great one. Take our strength.  
Accept our sacrifice, be stronger for it.  
Bind yourself to the Way.  
One only of the Blood may take  
What we give willingly.  
Let black and white, light and dark, silver and ebony,  
Be the Way.  
Take. Defend. Change. Be one.*

As this begins, Eric will step forward, holding the small clay pot he made in outstretched hands. The pot will begin to fill with a glowing liquid. The glowing symbols will now begin to glow more brightly, resulting in the dancing symbols the PC's experienced earlier in the adventure. The symbols will begin to glow brightly, and then will begin to dim in direct proportion to the filling of the small pot. The ceremony is draining life from the cultists and infusing it into the small pot. At this point, Eric will stop, drop to his knees, and look up to the sky.

The cult leader will change the tone of his voice now; it will become deeper and darker in tone. He will begin to speak aloud in an unknown tongue. Any PC at this point who makes a successful Legend/Lore or Anthropology/Archaeology check will be able to determine that the words being spoken could match the words written on the tablet the PC's had (or still have, depending upon certain actions.) As an aside, if the cult has stolen the tablet from the PC's, the cult leader will be reading from the tablet. If they gained a copy of it, he will

be reading from the copy. If he merely saw it and read it, he will be trying to remember the words, and therefore stumbling a bit. A PCN check here could reveal to the PC's that he appears to be trying to remember the words.

As the cult leader speaks the words, Eric will begin to change. His features will become liquid, and begin to flow together. He will slowly begin to somewhat resemble the creature depicted on the amulet; the Deviloque (its stats can be found in the back of this adventure, and is the creature depicted on the cover of this product.) By the final transformation, the PC's will realize that the creature that Eric becomes will be similar in many ways to the creature depicted by the amulet (though not exactly the same; it is being used as a basis for the new creature.) As he changes, the liquid level in the small pot will begin to go down proportionate to the changes to his physical shape. When the transformation is complete, the small pot will be empty of liquid, and will begin to smoke.

The actual ritual is now over. The cult leader knows the PC's are there, but has ignored them in an effort to complete the ceremony. Once the ceremony is over, he will speak to the PC's:

*So, we now find ourselves at a stalemate. You cannot leave here unless I am either dead or willingly drop my spell. If you kill me, the spell drops and the creature runs wild, ravaging the countryside, out of control and killing mindlessly. You will spend months hunting it down, and countless will die. If you do not kill me, you shall remain here until I give you leave to go. What shall we do?*

The PC's should realize at this point that they have only two choices. If they kill him, the creature gets away, and if they do not kill him, but let him go, he takes the creature with him and lets the PC's go free. They then have another problem at a later date. The ending is up to the PC's to decide. The cultists will, on the orders of their master, fight the PC's to the death. If this type of fight ensues, the leader will drop the Seclusion discipline and attempt to escape with the new creature in tow, using it to defend himself when necessary and letting the cultists fall as well. He has no need of the cultists any more, so he will allow them to die if necessary. They will fight like caged animals, using their disciplines first and, if that fails, grabbing whatever they can use as weapons. They will swarm one PC at a time, trying to kill that PC and using that PC as a shield against attack from the other PC's still alive.

## conclusion

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When awarding Insight Points for this adventure, the CM should weigh heavily which choice the PC's make at the end. If they kill the cult leader, they will be party to





the deaths of hundreds of innocent people, as the creature will conduct a killing spree across the entire New England area. On the other hand, if the cult leader gets away with the creature, he will have the opportunity to use the creature against **SAVE** and the PC's at some later date. Though it should be an easy choice (protecting the innocents is a primary goal of **SAVE**), the choice is theirs. It is recommended that IP's be given out accordingly.

# statistics

## statistics

### dr. richard engle

Professor of Anthropology, Brown University

AGL: 55  
DEX: 45  
PCN: 86  
PER: 88  
STA: 35  
STR: 28  
WPR: 63  
EWS:125  
ATT: 1; pistol (85)  
SR: 1  
WB: N/A  
Fear: -10  
MV: 80 (L)  
Type: Servitor  
Class: C  
Disciplines:  
    Summon (Automatic, 3 WPR/rd) at student level.  
        120           Empathy       (Master)  
        85           Shriek        (Student)  
        85           Telepathy   (Student)  
        112          Influence   (Master)

Dr. Richard Engle is a visiting professor of Anthropology at Brown University. He is also an agent of the Unknown, and a minion of the leader of the cult group in this area. His purpose at Brown is twofold: he is to find the heir to the bloodline that the cult needs to complete their ritual, and then enslave that person and force him to create the brazier that will be used in the service.

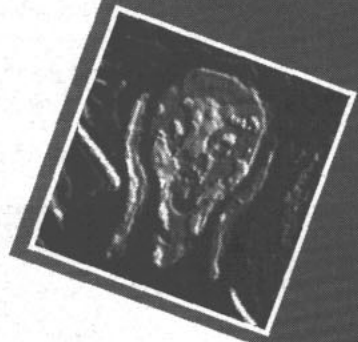
Dr. Engle is a tall man; 6'3" tall, and well built. He appears to be in his late forties, with a bit of gray hair. He wears glasses (which look like reading glasses) and wears clothing that appears to be slightly behind the times, but very well kept. He walks with a confident gait, and his gaze constantly darts around, making him appear perpetually nervous.

He has spent several years searching through old records and ancient texts to find a person of the exact bloodline that the group needs for the ritual. His search led him all over the United States, eventually leading him to the New Mexico, where he found the records he needed. His information led him to Brown university for two reasons: the person he was looking for was a student there, and the last piece of the ritual that he needed was located at the occult library there. Fate is a funny thing, no?

His mission at this point is to persuade the student to be his assistant on a fictional research project. This will enable him to get close enough to the student to give him the figurine (and thereby control him) and to get him to complete his part of the ritual.

### the cult leader

AGL: 70  
DEX: 50  
PCN: 90  
PER: 60  
STA: 65  
STR: 75  
WPR: 80  
EWS:125  
ATT: 1; pistol (85)  
SR: 1  
WB: N/A  
Fear: -40  
MV: 80 (L)  
Type: Servitor  
Class: C  
Disciplines:  
    Summon (Automatic, 3 WPR/rd) at student level.  
        100           Empathy       (Teacher)  
        100           Telepathy   (Teacher)  
        98            Influence   (Teacher)  
        116          Master Fire   (Master)  
        103          Wound        (Master)



The only thing particularly unusual about the cult leader is his mask. It is a mask of the man in the painting *The Scream* by Edvard Munch (pictured above.) It is a face locked in a scream.

## typical cultist

AGL: 62  
DEX: 50  
PCN: 90  
PER: 25  
STA: 55  
STR: 45  
WPR: 80  
EWS:125  
ATT: 1; pistol (85)  
SR: 1  
WB: N/A  
Fear: -30  
MV: 80 (L)  
Type: Servitor  
Class: C  
Disciplines:

Summon (Automatic, 3 WPR/rd) at student level.

86	Empathy	(Student)
86	Telepathy	(Student)
83	Influence	(Student)
106	Master Fire	(Master)
90	Wound	(Teacher)

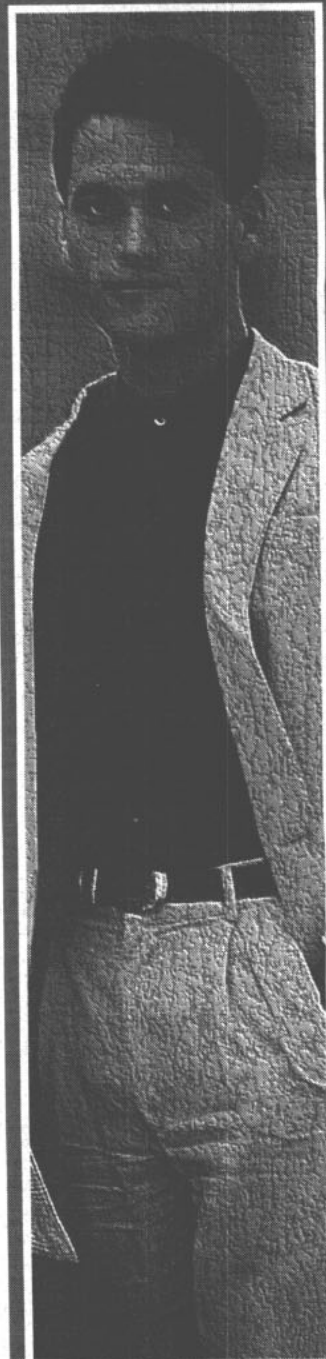
The cultists wear black robes with symbols of gold and/or silver etched onto the robes. They each choose a different mask, to represent what they were in their former life. They are well practiced in the art of blending into the shadows, and as such appear nearly invisible unless they wish to be seen.



## eric murphy, pre-change

AGL: 60  
DEX: 55  
PCN: 35  
PER: 61  
STA: 45  
STR: 50  
WPR: 33  
EWS: N/A  
ATT: 1; fist (85)  
SR: 1  
WB: N/A  
Fear: N/A  
MV: 80 (L)

These statistics apply to Eric Murphy before he is changed into the Devilope. Though his last name is Irish, he is half Native American Indian (Navajo, to be specific, or whichever tribe the CM would prefer for the purpose of this adventure.) He is 19 years old, and is a sports buff, and thus is strong and agile. He is 6' tall, about 185 pounds, athletically built, and has black hair and blue eyes.





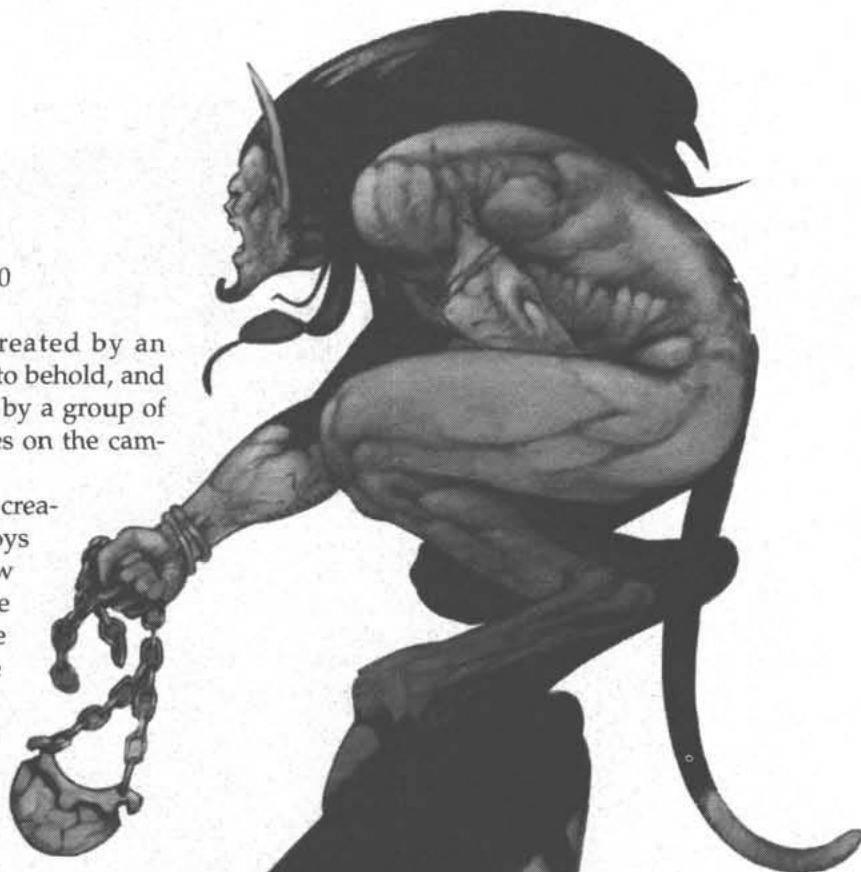
## devilope

AGL: (90+3d10) or 105  
DEX: (90+3d10) or 105  
PCN: (55+2d10) or 67  
PER: N/A  
STA: (50+2d10) or 60  
STR: (95+3d10) or 115  
WPR: (40+2d10) or 50  
EWS: (90+2d10) or 100  
ATT: 3; 60+3d10 or 75  
SR: 2  
WB: 25  
Fear: -40  
MV: 180 (L)  
Type: Servitor/Independent (when freed)  
Class: C  
Disciplines: Terrorize (Things, p. 107): 80

The Devilope is a horrific creature created by an Unknown enemy. It is a terrifying creature to behold, and was first sighted in the Providence, RI area by a group of SAVE envoys investigating strange activities on the campus of Brown University.

Perhaps the most terrifying aspect of this creature is the fact that it exists. The SAVE envoys who first witnessed this creature actually saw it created, and not summoned. This is the first instance SAVE has ever recorded of the actual creation of a new creature of the Unknown, and that itself makes this creature extremely dangerous. It escaped from the envoys who were pursuing it, and to this point it has not been seen since that time. Thankfully, to our knowledge it has not done anything other than to disappear; it apparently has not been seen nor has it harmed any innocent persons.

The reports from the Providence envoys report that the creature is approximately seven feet tall, with extremely dangerous claws and razor sharp teeth. It has white and brownish to reddish fur covering its entire body, and it has cloven hooves as well as legs that are hinged backwards (like the back legs of a horse) and two arms as well. It has a howl that vaguely resembles that of a wolf, and appears to be intelligent but incapable of speech.



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## Death's Head Revisited

Beneath this stone lies  
the accursed Don Ignatius  
Attracto del Guadana Y Arroyo taking  
to the grave with him the evil which  
he bred in his damed slaver Many a  
good man lies with him--yet they be  
not cursed With him Were he to live  
again we would do again what we done  
for he heartily deserved his fate if  
any remove these words to seek ye  
pirates gold ye shall loose upon the  
world the pestilence that is he Only  
these Words and the silver upon him  
keep him at bay and only the light of  
day shall put him to rest Woe betide  
ye, treasure seeker, pray for your  
soul if you leave him go  
J Stylette -- 1702



# Death's Head Revisited

## ❖ Beth's Head Island ❖

Our own little Stonehenge, Beths Head is a local enigma. It's a well-known fact that pirates frequented the Port Roberts area, and many believe that Beths Head was where they buried their loot. Because of this suspicion, the island had been the target of treasure seekers and archaeologists alike.

However, none have been able to unlock the secrets of the island. Some speculate that this may be due in part to the fact that the island

used to be a headland, and in an epic earthquake (in 1725 or so) it sank 10 to 20 feet, breaking its ties to the mainland and pushing the treasure (if, indeed, there is one) below sea level and out of anyone's reach.

Be that as it may, Beths Head still entralls the imagination of children and adults alike—anyone who still cherishes the pirate ideal.

### Pirate Pete's Pizza Box

KL5-2434

### THE SILVER LADY

Excursions

Fishing

See the islands. See Beths Head.

See Old Kenzie at dock 5



### Port Roberts Historical Society

Come and see us and get to know Port Roberts. Third Avenue and Main, in the Town Hall Annex

### MUSEUM TOURS

When visiting Port Roberts, stay at the

### BELLEVUE HOTEL

Reasonable rates

Movie channels

Color TV

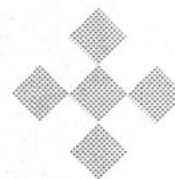
Private baths

Suites available

Restaurant

Swimming pool

Breathtaking ocean views



### WE ACCEPT AMERICAN CURRENCY!!

Turn left on Main and follow right up the hill.

❖ *Let Us Take Care of You* ❖

# [BITTER REMNANTS]

**February 18.** A Boston cop finds a corpse in a dumpster on Euclid Avenue. The victim was a Caucasian male aged 24. Death occurred at approximately 10:30 the previous night from third degree burns covering the face and neck.

**March 1.** A woman discovers her husband dead in Room 432 of The Big Easy Motel. The victim was a Caucasian male aged 46. Death occurred at approximately 10:20 that night from third degree burns covering the face and neck.

**March 3.** A corpse is discovered in an alley off Euclid Avenue. The victim was an African-American male aged 18 who died of multiple gunshot wounds sometime the night of the first. Police suspect a connection between this murder and the previous one, as they occurred on the same night in the same area.

**March 23.** Another gunshot victim discovered in an alley between Dun and Arnold Streets. Victim was a 31 year old Asian male. Evidence of knife wounds after the gunshots.

**April 3.** Another burn victim found on the sidewalk outside of 845 Ocean Street. White male aged 29.

**April 19.** Gunshot victim. Outside the Quick-E-Mart. The owner of the Quick-E-Mart identified the victim as a man who robbed him that night. The money was on the victim's body, and was returned to the Quick-E-Mart.

**April 21.** Two gunshot and knife victims. A white male aged 23 and a black male aged 21. Both had knives in their hands when killed, but the knives had no blood on them.

**June 6.** Burn marks. White male aged 34. Room 640 of the Empty Shell at 732 Ocean Street.

**June 6.** Gunshot and knife. White male age 27. Rooftop of the Shawmut Bank. Victim was attempting to break in when he was killed.

**July 16.** Burn marks. Hispanic male aged 29. Found on a bench in Loland Park.

*"...your locket near my heart to remind me of you. If only you could be here with me now. How I miss you so. I know you will return soon, but why can't it be today? I want to know what this surprise you keep promising is. But if I must wait, I shall. I would wait for you forever, my love. I must go soon, as that old coot shall be returning and I if he sees me away from the bar it would ruin his perfect image of me. Know that I love you with all my heart. Yours forever,*

*Cynthia xxxooo"*



# providence

## *Nicholls Inn*

*1048 N. Route 1, Providence, RI 02912*

*If you are reading this letter, something has gone terribly wrong, and I am most likely dead. It is some small comfort that my life was given in service to SAVE; indeed, I could suffer no better a fate.*

*I have written this letter because the mission I undertake is a most dangerous one, and one from which I do not expect to return. It is therefore most imperative that my mission be carried out at all costs. Do not waste time looking for me (or my body) as this mission is paramount to the future of SAVE.*

*I have been following the activities of a Dr. Richard Engle, who is currently serving as a Professor of Archaeology at Brown University in Providence, Rhode Island. He is also an agent of the Unknown. I have been following his movements in an attempt to determine his motives. I have been led to believe, through other events I have been made aware of, that he is planning something most dangerous, and so I have directed my fullest attention to him and his plans.*

*He has allied himself with a group whose movements I have also been tracking, and they are the real reason this case has become so important. Whatever Engle is doing, they either want him to succeed or are actively helping him; either way, they all must be stopped at all costs. A warning, however: you must remain hidden from Engle at all costs. He is an extremely dangerous man, and he has powerful friends. Observe him with care, but avoid direct contact with him at all costs.*

*To further that goal, and to perhaps insure my own safety, I have managed to get one step ahead of them. Engle began looking for a small stone tablet early last week. He feels that this tablet, found on a dig in Central America, is necessary for whatever he is planning to do. I have managed to locate it first and hide it. As long the tablet remains out of their hands and in ours, Engle and his allies cannot accomplish what they wish to do. I want you, whoever you are, to protect this item if you can. I have hidden it in the Haffenreffer Museum, a small museum of Native American artifacts owned by Brown University and a short drive southeast of Providence. It is a small stone tablet with some writing in a native language (unfortunately unknown to me) and the curator will know which one it is. If he is there, ask him to see the Gordon Collection, and he will know to give it to you. If he is not there, there is a back entrance for which I have included the key with this letter.*

*After that is accomplished, you must find Engle, discover his plan and who his allies are, and stop them if you can. I would warn you again, however. He is extremely dangerous. Watch him, but do not get too close. If you do, you will pay as I have paid.*

*Sleep safe and live well;*

*Envoy Peter Gordon*

# providence

## *Players Aid The Ancient Parchment*

*The parchment, encased in glass, appears to be taken from an ancient text. It seems to be made of papyrus, and easily dates back to the 1100's or earlier. It is written in Latin. Any player who makes a successful roll on the skill Language (Ancient) Latin, can translate it. It says the following:*

*...and then he brought the magicks together, black and white, to make the man anew. He transformed into a hideous shape...ravaged the country for ten on ten years...*

## PLAYER'S AID - THE LOG ENTRY

IN THE GROUND, NEAR ITEM 1B-381, WAS FOUND A SMALL METAL FIGURINE, MADE OF GOLD AND SUSPENDED ON A CHAIN 19 INCHES LONG, AND OF EXTREMELY FINE CRAFTSMANSHIP. TO SAY IT APPEARED OUT OF PLACE SHOULD BE AN UNDERSTATEMENT. THE FIGURINE WAS OF A SMALL CREATURE, UNRECOGNIZABLE IN THAT IT CANNOT BE COMPARED TO ANYTHING I HAVE EVER SEEN. IT WAS HORNS, SHARP TEETH, AND LEGS THAT APPEAR TO BEND BACKWARDS AT THE KNEE RATHER THAN FORWARD. THE CHAIN ITSELF WAS OF SILVER, AND APPEARS TO BE ADDED LATER AND SEEMS UNRELATED TO THE FIGURINE. FURTHER STUDY IS NEEDED, AS THIS SPECIMEN MATCHES NOTHING WE HAVE ON RECORD AS OF THIS DATE. DR. BRIAN IRVING, 1972

*Penny;*

*Received your letter regarding Derek. He was a good friend.*

*This forces my hand. Our enemy has struck, and I was unprepared, which may have cost me a good friend and colleague.*

*Please prepare a letter transferring Mr. Niles to replace Derek at Mid-Atlantic. This should keep Blackwell in check, and will allow me to put Banker in charge to keep the peace in New England. As a matter of fact, please prepare that letter as well, so I can keep my visit as short as possible.*

*I will be in to sign these as soon as I can.*

*Sleep safe and live well.*

*-GP*



# ★CHILL ★PRODUCT LISTING

## **Chill Rulebook (Hardcover)**

## **Chill Rulebook (Softcover)**

Chill is a horror role-playing game for 2 to 9 players ages 12 and up. This, the main rulebook needed for play, includes:

- 16 full color pages
- Character generation system with total freedom to generate custom characters
- Maps of the world of Chill
- Detailed guidelines for creating campaigns and scenarios
- A detailed history of SAVE and their fight against the Unknown
- Complete descriptions for over 80 creatures of the Unknown and animals
- A 32-page introductory insert for new players

Chill Rulebook Hardcover - MFG650 - \$27.00 SRP

Chill Rulebook Softcover - MFG668 - \$20.00 SRP



## **Chill Companion (Hardcover)**

## **Chill Companion (Softcover)**

The 160-page Chill Companion is a hardbound reference work that is a must for any fan of horror role-playing. The Chill companion traces horror as a genre through fiction and film, covering everything from the Gothic novel to slasher and modern psychological horror films. Each medium is described in full, enabling game masters to design scenarios or even full campaigns based upon each of the many genres.

The Chill rules system is expanded with new skills, edges, and drawbacks; optional rules for The Art; psionic dueling; Resolve; and step-by-step guidelines for scenario design. Also includes game statistics for many famous movie allies and villains, including Dr. Frankenstein and his monster, Dr. Van Helsing, Dr. Jekyll & Mr. Hyde, Quasimodo, and more.

Companion - Hardcover - MFG655 - \$17.00 SRP

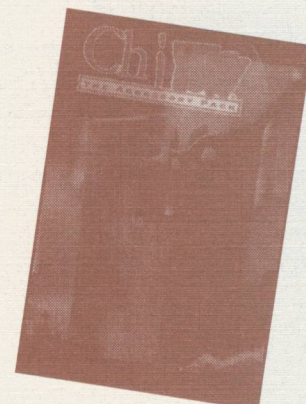
Companion - Softcover - MFG669 - \$12.00 SRP



## **Chill Accessory Pack**

The Chill Accessory Pack contains a ChillMaster's screen, plus a 22" x 34" full color world of SAVE map/poster, and the 32-page Isle Of The Dead, an amusement park adventure.

Accessory Pack - MFG651 - \$13.00 SRP

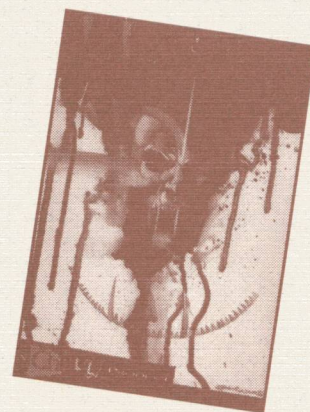




## Vampires

Vampires is the 128-page definitive source volume about Vampires in the Chill universe. It features portraits, tales, and reports of these fearsome creatures of the Unknown, as well as revamped statistics for eleven different types of Vampires, including the fearsome Count Dracula. It contains maps of the homelands of the various types of Vampires, as well as the 32-page, spine-tingling scenario Vengeance Of Dracula.

Vampires - MFG652 - \$12.00 SRP



## Lycanthropes

Lycanthropes is a 128 page sourcebook and two scenarios featuring werewolves and the many other half-man, half-creatures that history and legend have brought to life. Source material includes the myths and folklore behind the "wolfman", including actual case material and new game statistics. Also found here is detailed information on The Den, SAVE's preeminent research facility on Lycanthropy.

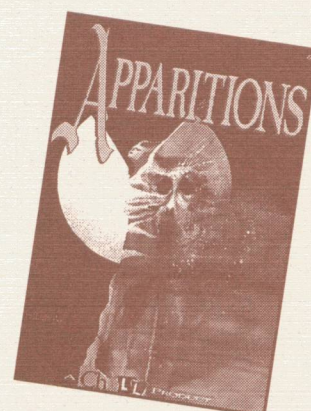
Lycanthropes - MFG653 - \$12.00 SRP



## Apparitions

The Apparitions 128-page sourcebook is the ChillMaster's definitive guide to haunts and hauntings. It presents a variety of new creatures based upon people and places—both real and fictitious—and examines how these ominous entities appear, interact with the known world, and then disappear. New disciplines and profession templates are also included.

Apparitions - MFG654 - \$12.00 SRP



## Veil Of Flesh

Veil Of Flesh is a 64-page scenario book detailing an incursion of the Unknown in modern-day Washington, DC. For four to six envoys, the PC's will travel from The Library of Congress through Washington Park, and all the way to the White House. This horrifying scenario features a new Creature of the Unknown, based upon an actual creature of legend. Includes pre-generated characters and maps of the DC area and the White House.

Veil Of Flesh - MFG657 - \$9.00 SRP





## Horrors of North America

This 128 page sourcebook/scenario features 18 new Creatures of the Unknown and 15 alarming locations spread across the continent. ChillMasters can have their players' characters travel to Newfoundland, Vancouver, New York, New Mexico, and other places to meet such horrifying creatures as the Sasquatch, the Drowned Ones, the Hodag and the Bogy. Localized maps, objects with magical powers and frighteningly real historical information are included. The scenario, Once Bitten, is for four to eight characters and takes place at a lumber mill in the forests of Oregon.

Horrors Of North America - MFG658 - \$12.00 SRP



## Chilled To The Bone (Hardcover) Chilled To The Bone (Softcover)

Chilled To The Bone is a 256-page horror story anthology. Stories include bone-wrenching stories by such noted authors as Andre Norton, Charles de Lint, Judith and Garfield Reeves-Stevens, and Robert Weinberg. A must for all horror fans, both Chill players and non-players alike.

Chilled To The Bone - Hardcover - MFG660H - \$20.00 SRP  
Chilled To The Bone - Softcover - MFG660 - \$9.95 SRP



## Undead And Buried

The dead have risen and are wreaking havoc in St. Paul, Minnesota. Someone or something must be behind their gruesome acts. As members of SAVE, you must overcome your fears and solve the twisted mystery, or your entire organization could be eliminated. This 64 page adventure gives ChillMasters the opportunity to deal SAVE a death blow, or for the characters to thwart the plot of a creature of the Unknown bent on destroying SAVE forever.

Undead And Buried - MFG662 - \$9.00 SRP



## Voodoo Sourcebook

The 128-page Voodoo sourcebook/scenario details and differentiates between two truly different types of Voodoo: the "Hollywood" version of voodoo, and Vodoun, the "true" religion from which our perception of voodoo originated. This book details the history of voodoo and how it spread. Included is information about voodoo ceremonies, creatures, items of power, practitioners, and secret societies. The Voodoo Sourcebook features unique powers, including new Disciplines of the Art and the Evil Way as well as an all-new type of power, Powers of Twilight. By Nigel Findley.

Voodoo Sourcebook - MFG664 - \$12.00 SRP

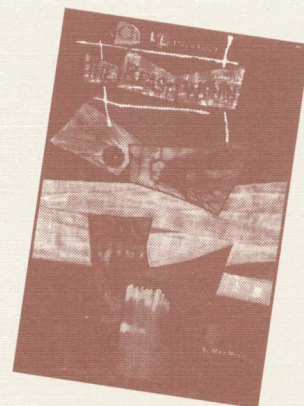




## The Beast Within

The Beast Within is a unique product in the Chill line—it allows the players to play the monsters for a change. Uses the existing Chill rules system with a twist to allow the players to play many different types of Creatures of the Unknown. Tired of playing a SAVE envoy? Want a bit of a change? Try playing a Vampire, a Werewolf, or a Doll Master. Filled with 128 pages of source material and background. By Mike Nystul.

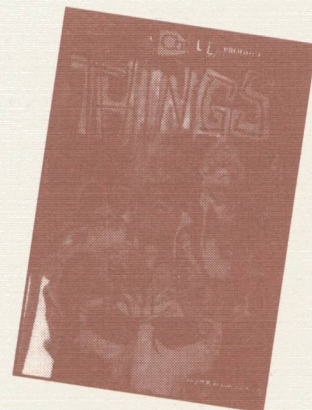
The Beast Within - MFG665 - \$17.00 SRP



## Things

Containing 128 pages of new material, Things gives the ChillMaster over 85 new Creatures of the Unknown, 45 new Disciplines of the Art and the Evil Way, and 12 Items of power to taunt and terrorize players with. Entirely new creatures, as well as creatures of myth and legend are included, along with such terrifying new Evil Way disciplines as Torture, Master Fire, and Age.

Things - MFG667 - \$16.00 SRP



## Unknown Providence

This all new product in the Chill line takes the players to New England for four new adventures, and provides the ChillMaster with background on the New England area, including the current operations of SAVE. Each scenario is designed to test the players' abilities in a different way, and at least one of the adventures is a part of the Chill story arc, a storyline reaching over several years and having far reaching effects on the Chill universe. This is the first in a line of new products featuring this story arc.

Unknown Providence - MFG670 - \$15.00 SRP

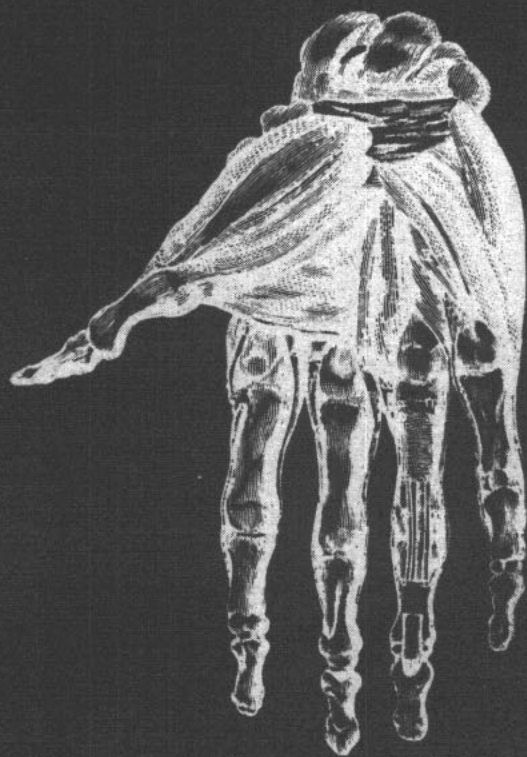






IT HAS BEGUN.

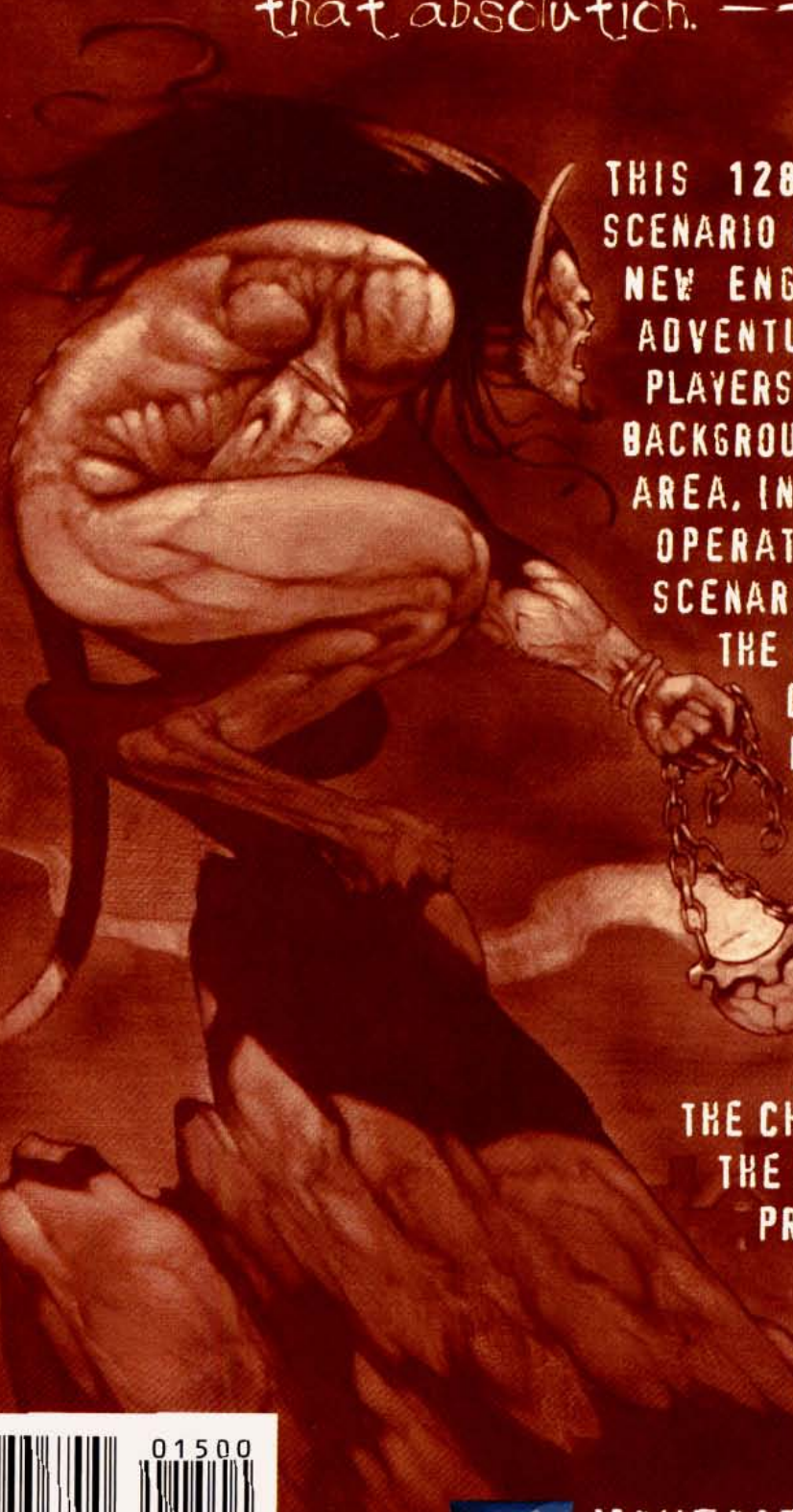
— GABRIEL

[illegible]





Humans often seek solace in absolutes.  
The Unknown dwell in the uncertainties of  
that absolution. —RAY



THIS 128-PAGE SOURCEBOOK/  
SCENARIO PACK TAKES PLAYERS TO  
NEW ENGLAND FOR FOUR NEW  
ADVENTURES, AND PROVIDES  
PLAYERS AND CHILLMASTERS WITH  
BACKGROUND ON THE NEW ENGLAND  
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DIFFERENT WAY, AND AT  
LEAST ONE OF THE  
ADVENTURES IS A PART  
OF THE CHILL STORY  
ARC, A STORYLINE  
SPANNING SEVERAL  
YEARS AND HAVING FAR  
REACHING EFFECTS ON  
THE CHILL UNIVERSE. THIS IS  
THE FIRST IN A LINE OF NEW  
PRODUCTS FEATURING THIS  
CONTINUING PLOT LINE.



ISBN 1-56905-105-4



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1296-670MFG15.00