

## CREDITS

I would like to thank my family for putting up with me and my decades long obsession with RPGs, my desire to occasionally write things, my less frequent desire to attempt to sell them and my unflagging need to talk about doing so. Also thanks to Thomas Raley and the players and GM's at Into the Darkness, Call of Cthulhu RPG Club and Mike Davis at Lovecraft Ezine for rekindling my Call of Cthulhu interest a few years back! It's where I play tested the main scenario, give it a watch on YouTube! Also, thank you to Chad and Christopher at the HP Lovecraft Literary Podcast! And finally but not least thank you to Simon Bray for use of his artwork.

*Call of Cthulhu* is a Trademark of Chaosium Inc. and is used with their permission via the OBS Community Content program.

For more information please visit Chaosium's website: [www.chaosium.com](http://www.chaosium.com)

The *Miskatonic Repository* Logo is used under license.

## INTRODUCTION FROM THE AUTHOR

My grandmother used to say this little rhyme about spring that I utterly despised. It was poor grammatically, it was full of working class snub toward proper English. She said it all the time and I rolled my eyes in embarrassment when she did so in front of my friends.

Spring is here  
The grass has riz (sic)  
I wonder where the birdies is

She like many her age disliked winter intensely. They were products of the Great Depression and to them, winter meant hardship, food shortages and such but spring meant rebirth. I have no such fear of winter. I like the cold the quiet, the storms and the solitude but spring has its good points... as well as, in the case of this collection, reasons for fear.

Find following three quick stories for use in your Call of Cthulhu gaming circles. All take place in that most happy time of the year, when people are perhaps, less than ready for surprises or visitations from the darker parts of the unseen world. I do like to call them stories because they are tales of mine that I give to you to retell, but also re-invent as you see fit, add to, embellish, make it your own. I encourage you to do that.

Please note that these are intended to be used with the most recent version of the CoC RPG at the time of original publishing, the 7<sup>th</sup> edition. You will note that I have provided very few stats for use. This is not out of laziness so much as it is intended that you take the time to prepare for your game and gauge the NPCs and assorted nasties to your players. Also there are no character sheets. As a player I have always found that it is best to roll your own. A GM can massage the results or suggest a player do certain things with their character, but rolling stats and assigning personal preferences is part of the whole experience.

The first story/scenario is entitled **Dinner and a Film**. It takes place in 1985 when a recent widow invites three lifelong friends to help her prepare for an auction of the belongings in her summerhouse. However, before the work is to begin, she has planned a night of food, drink and films in her home theatre! But, wait, what is that noise?

The second is a quick mini-scenario called **Spring Break**. It is set in the present time in both Providence, Rhode Island and the Bahamas. Three friends meet up the night after last exam at the university bar. A surprise invitation arrives from another friend who left school a year previously with return plane tickets to the resort he inherited in the Bahamas. A free Spring Break vacation! All expenses paid! Summer employment! What could go wrong?

The last is another quick mini-scenario entitled **Things Wise and Wonderful**. It is set in rural Yorkshire, 1955. Four new graduate veterinarians have been called up to assist in annual inoculations of the local sheep herds following an injury to the local vet. Things are going well for a while, but deaths among livestock continue and, these, these are not typical of the symptoms of any known infection!

This is volume one of four in the series entitled, Trouble in Threes. I hope you enjoy them!

Sean Liddle  
Spring, 2019

## BREAKDOWN OF THE SCENARIO SECTIONS

### TITLE

The name of the adventure/story

### BACKGROUND FOR GM

Basic information for the GM to assist in preparing to run the game.

**Year:** Year the story takes place. Although some game specifics may only make sense in the year provided, there are always opportunities for you to make modifications for an adventure to fit into an existing campaign.

**Location:** The main locations of the story. These can be cities, an island, a home or building or very generic such as “Northern Canada”. Feel free to change or embellish especially if these are used to supplement an existing or planned campaign

### Summary

A few paragraphs that detail the story from beginning (pre-gaming prep, background, introduction, gameplay) to the very end. It is intended that this allow the GM to prepare any fleshing out they may wish to make. A GM should take this info and make notes of any changes, any areas they wish to expand upon, note any handouts you may wish to prepare that have not been provided etc.

### Briefing for all Players

This section is what is to be read to or sent to the players in advance of the game. I prefer to send such to them by email as a group, followed by separate emails to each regarding player/specific backgrounds, character generation etc. It should allow them enough information to create/generate their characters and prepare them for the game to come.

### Characters

#### Name

A brief description of each character that must be played/created, their specific background as it relates to the game and the other characters. The content should be reviewed and edited as needed by the GM in advance and relayed to each player as part of their player specific emails or discussions. The information should allow them enough detail to generate and

modify their character as needed to best suit their playing style and the game.

### Timeline

A breakdown of all planned events in the scenario.

This is important for successful game management. It is useful for keeping things on track, for seeing what was completed and what was not yet, if something important was missed and can be rolled back into gameplay.

Especially useful if you are someone who plays according to actual timelines, i.e. you play online and record the game, and wish to set the adventure as something to be completed in a set number of sessions or fixed timelines. Each of these sections can be estimated in terms of how long they will take. Helpful if the team dithers or goes off track you can best determine when to push them along.

### SPECIAL NOTES

Notes that are, well, special! For the GM generally.

It is often useful to have all of the player handouts, if any, at the end of the document, especially if they are mixed in with GM information in the main text. It greatly eases printing them out with only the player info, and all of them can be printed by selecting that range of pages. They can also often be included in a larger size, often a full page.

## DINNER AND A FILM

## BACKGROUND FOR GM

Year: 1985

Location: St George, Maine (Or any town within walk of the ocean you prefer, especially if it fits into a regional campaign you wish to run or are running that can be connected to this scenario.)

## Summary for Players

(Intended to be shared prior to gaming and character creation).

*“Four old friends gather at an opulent mansion to discuss the recent death of one of their spouses, old times and to rekindle their friendship that has fallen away after years of domineering by the deceased. A mysterious deathbed request is discussed that leads to a late night, sherry fueled investigation.”*

## SUMMARY FOR GM:

Marie Thomas has returned to her seaside home after two months absence to deal with her late husband's will and the clearing of the home before sale. When he died, she couldn't bear to be there alone. She has asked her three best friends to accompany her for the weekend and to assist in choosing some things to have delivered to her house in the city or put into storage. The rest will be sold along with the house.

Marie is afraid to be alone as she has never been without her husband since they retired twenty years ago from working his construction, development and engineering company. The house is large, well kept (immaculate really), creaky and eerie. Many noises through the night make sleeping near impossible for her without his presence.

Marie and Howard's daughter Sonya went missing in 1975 while sailing with her boyfriend Tim. Tim was the main suspect, being of the Orson family from down the coast. He disappeared after the police completed their investigation, accepting his alibi that they had a fight and she demanded she be dropped off on shore, five miles from her home. Tim disappeared two months later, the assumption being that he ran away to escape the accusations and looks of townsfolk. Sonya's body was found shortly after, decayed, bloated, partly eaten by crabs, her head near severed from the body with what looked like knife marks on the neck.

In truth, Howard had discovered that Tim was not completely human, his family all bearing physical traits that made them look almost, fish-like. He captured Tim and kept him locked in the basement, chained to an elaborate torturous system of pulleys that controlled his movements. Tim is barely alive and still in the hidden chamber in the basement. Being away from his family and the physical duress has caused him to revert completely into a fish-man, a deep one. He is very weak, but very hungry.

The friends will find him and have to decide whether to set him free, contact Miskatonic University so they can collect him/it for research purposes or simply kill him.

## BRIEFING FOR ALL PLAYERS

It is 1985. Late spring. Three weeks ago, your good friend Marie's husband of over thirty years, Howard, passed away of a heart attack. You all attended the funeral and visited her at their winter apartment in Bangor (Maine) and last week she contacted you all asking if you could assist her with something. She hasn't been home to their summer place, a large house along the coast in the vicinity of St George (Rockland county), since his death and is loath to return alone. She has decided to auction it off but needs help sorting through furnishings and such to decide what to put into storage, what to bring back to Bangor and what to sell along with the house. She has decided to have you all over for Saturday, spending the day along the beach, walking the grounds, reminiscing and perhaps a few drinks. She will have a chef cook a meal that evening followed by a film or two in the theatre they installed many years ago, Sunday and Monday will be for work interspersed with more happy times among friends. Bring your favorite movies in any format and you will vote on what to watch!

## CHARACTERS

### Marie Tomas:

Your husband Howard was loving, but upon the death of your daughter became despondent. He lost weight, ignored you for days on end and eventually was more of a roommate than a spouse. Always disappearing into the basement to work on his train collection and dioramas. You do not like it down there, it was the embodiment of his waning attention. It smells and is dark and damp.

You are especially happy to have friends around as you do not wish to be alone here with the memory of your eventually loveless marriage and your dead daughter. You already know what you want to keep and what you want to sell, you just don't wish to be alone. You plan to give them little jobs to do to keep them busy until Monday afternoon when Charlie your driver will return to whisk you back to Bangor.

Note: you are exceedingly wealthy but did not come from money nor did Howard. You have both always been terribly generous to a fault.

Howards Death: Howard handled everything financial and physical while you puttered around every day, gardening, knitting, attending ladies auxiliary meetings, watching your soaps. One night, he didn't arrive in time for dinner. You wandered to the top of the basement stairs and flicked the switch. It didn't come on. You called his name. He didn't respond. You panicked. You ran to the kitchen and found a mag-light flashlight but it was dead. You dug for batteries and just as you found them you heard a large bang and a clank and a voice from the basement doorway call your name. You inserted the batteries, turned on the light and rushed down to find the light on and Howard half way up the stairs. He was clutching his chest. You rushed to his side and he grasped you tightly. "Marie. Burn this place down. It is cursed. To the ground Marie. To the ground." You then called the ambulance but they were too late. He died in your arms.

### Leslie Tyson

Leslie was friends with both Howard and Marie throughout College, but was closest to Marie and very protective of her. Howard was a new addition to the group when Marie started dating him and did not quite fit in due to his brusque nature and rough demeanor. Leslie became a mortician after graduation, an odd choice but one that gave him and Dorothy a comfortable living and retirement following the sale of the business.

When Howard became somewhat despondent following the death of their daughter, Marie took to making ever more elaborate excuses for not visiting with others. Leslie took note and did some investigating of his own, even liaising with Howard at times to determine what was up. In the end, his fear for Marie's safety was quelled but he did not fully trust Howard's motives. He did discover that Howard was in fact obsessed with researching Tim Scolari's family background and oddly, marine legends about sea monsters. He assumed Howard was just trying to fill in time to take his mind off of the daughter's death.

### Dorothy Tyson (nee Simms)

Leslie's wife, town clerk assistant (retired). Leslie attended university with Marie and they were very good, close friends throughout. Dorothy met Leslie in final year when he transferred from a College out west. At first the friends all met every summer at Marie and Howard's summer home after they married but when their daughter Josie died in 1975, the slowly lost touch. Dorothy heard from Marie less and less frequently until she started only receiving Christmas cards, usually late. All Dorothy knew was that Howard was hell bent to find the killer, if there was one (and not the shark as the police stated). Dorothy knew Davis Mayhew from school, though he was more Marie's friend than hers. He started dating her in final year and though he was athletic and friendly he didn't quite fit in.

### Davis Mayhew:

Davis and Marie secretly dated in high school but have never spoken of it since and as far as Davis knows, Howard was never told as he would not have liked it very much if he had found out. Davis spent many summers visiting the pair and staying in the guest house on vacations occasionally even when they were not home. David followed her to university on a sports scholarship but never degreed. He became an Olympic boxer, then a cop and stayed in the Bangor area. He dated but never married because Marie was the love of his life. He only wanted to be near her and to protect her. Davis loved their daughter Josie as his own and suffered silently after her death. He used his connections in the police service to hide evidence of Howard's personal investigations into the death after the department's had ended. He did some unsavory things tracking down an elusive suspect named Tim Scolarie which Davis also covered up. After the boy was cleared of wrongdoing, the whole Scolarie family headed back down the coast, never even selling their home, just leaving it to rot. Davis knows that they came from somewhere near Rockport Mass. He is more than happy to return and help their friend.

## TIMELINE

**(Player/Character specific introductions should occur one on one between GM and player prior to game)**

## Background (for all)

GM explains what has happened to date:

- Daughter, Josie, her disappearance and death.
- Howard's mental demise and alienation
- Howard's death.
- Howard's funeral – large, whole town attends including former employees, local politicians and business people
- Marie's visit to Bangor
- Subsequent invitation to other players to stay for weekend and assist in labelling of materials to send to auction and move to Bangor

## PART 1: Arrival

### Saturday:

Marie arrives at home before others by a few hours. Driver departs reluctantly after unloading suitcase. The kitchen has been cleaned and stocked for the weekend by staff who have not been in home since funeral. They have been present all day and have cleaned and prepared for the weekend.

*Note: bills that have been separated and piled on the kitchen island by staff. Howard normally paid all bills through his admin at office so Marie has never looked at them in many years. It is a large pile.*

*The mail includes:*

- Condolence cards
- Funeral bills
- Invoice from Chef and Cleaning Staff
- Invoice from the local grocery store
- Advertisements (be creative)
- Free community newspapers

Marie can do as she wishes prior to arrival of friends, look around, wander grounds etc.

*GM NOTE: DO NOT allow her to explore the basement. This is important. You may need to find constructive ways to prevent this.*

### Arrival of Guests

Characters arrive between 1:00 and 2:00 pm and have the afternoon hours to wander, reminisce, drink, and visit with Marie etc.

Provide a description of the home to players as well as the dock, boathouse, tennis court, pool, guest house, forest, beach front. They have seen these things before so this is more of an "as your character knows, the..." description of such.

The Chef will arrive at 3:30 pm to begin preparations for dinner with his assistant.

Bedrooms are pre-assigned, all on second floor. Characters can explore their rooms but nothing interesting will be found apart from normal bedroom furnishings.

*EVENT: At 3:45 pm, the chef complains of a fishy odor from the sinks. They run hot water for a few minutes until smell abates. It is assumed that this is due to tidal fluctuations. Sewage and sinks drain to an old septic bed closer to ocean shore and smells do occur on occasion Marie remembers however Howard always dealt with that.*

### Rooms:

#### Main floor:

- Entry hall

- Stairs to upper floor
- A library /reading room to the right,
- The kitchen farther down hall to right,
- A bathroom between library and kitchen on the right,
- On the left immediately inside doorway is a greeting room containing newer comfortable upright padded chairs, coffee tables, side tables etc., and a rarely used fireplace.
- Farther down hallway on the left is a walk-in closet (large).
- A door to the basement exists within the walk in closet. It is padlocked the key to such is located in the island drawer on Howards key ring.
- A pantry is next on the left across from which is the open doorway to the kitchen
- A double swinging door exists at back of the hall which leads to the theatre room /dining room which has a removable divider in place to allow for separating the large room into two
- At the back of the theatre/dining room is a door that leads to the outside patio.
- The back patio is a large concrete patio with retractable awnings and three tables with outdoor chairs in place. Each table also has a moveable sun umbrella. Stairs from it lead down to gardens and a graveled path to the boat house.

*NOTE: Inside walk in closet is an unlocked smaller semi-room that contains electrical panels. Marie has never used these.*

#### **Upstairs floor:**

- Bathroom / showers,
- Main bedroom at rear of building with an adjoining ensuite bathroom connected to a secondary bedroom which also has a door to landing at top of stairs
- A third bedroom smaller than the main, larger than the second connected to main
- The study /office

*NOTE: the main bedroom has a large opulent balcony overlooking the outdoor patio and back yard area.*

#### **Dinner at 4**

An opulent meal is provided including three courses plus dessert:

- Soup (cold fruit or hot orzo and chicken)
- Salad (Waldorf)
- Main dish (truffle frittata and grilled chicken with capers and lemon sauce)
- Dessert: Apple and Strawberry Rhubarb Pie with Devon Custard

Dinner ends and everyone prepares for the planned movies and drinks. Snacks have been laid out in the theatre along with an assortment of everyone's favorite drinks (Marie remembers these things vividly). Movies are then likely to be discussed and chosen for later watching by the group. The library of films is immense. All movies within reason are available, old and new. Howard was a collector. After a while, it begins to darken outside and all will have drinks on the patio which overlooks the clear path to the beach.

*EVENT: As chef prepares to leave, he casually mentions that there is again an odd smell in the sink and they may wish to call the plumber as it is persistent and odd. Following this discussion, he says "oh yes, this had fallen between the island and the wall" and hands an envelope to Marie. It is an invoice from "Bandy-About Seafood".*

If they choose to investigate the smell:

*They find quite quickly that there is a foul smell, slightly fishy odor emanating from all downstairs sink drains. A successful roll of an applicable trait of their or the GM's choice will determine that it is more the smell of rotting fish and not fresh fish/seafood or the sea in general.*

If they chose to read/examine the invoice it says:

*Monthly delivery 5/12 (three weeks prior) to exterior cold storage per instructions:  
30 lb froz. Chum. 30 indiv. ppr pck bx.*

Marie has no idea why this purchase was made or what it means. Howard made all home purchases and paid all bills through admin at his corporate office. Even though he was retired she acted as his paid personal assistant still. Judy Winslow. She is not available regardless of how they attempt to contact her until Monday. She is in fact on vacation with her family out of country.

## **PART 2: Evening**



Characters have time to put on comfortable clothes and return to the theatre room to watch movies. Food has been laid out (snacks) and all sort of alcoholic and non-alcoholic drinks. A full sized popcorn machine (theatre style, smaller) is set up. Movie choices have likely already been discussed but more deliberations may occur. They begin watching movies. When the first movie over, players/characters can decide if another is warranted or not.

### PART 3: Walk

If they choose to go for an evening walk outside, a normal occurrence when they would get together in the past, they find that there are newly installed lights leading down the path to the water. Howard though these made sense given the past when they would have to find flashlights of lanterns.

The boat house is in rough shape. It is a one story garage for their small power boat (rarely used due to the rough seas) and assorted boat gear. Walkways within are u-shaped around the now missing boat docking area and the doorway that opened to the small harbor along the sea has been bolted shut and welded in place.

The exterior dock provides a view of the ocean and the small cove in which it is located.

As they look around and talk, a successful spot hidden will identify via moonlight that there seems to have been a rockfall of sorts along the cliff face to the north. It is inaccessible given the lack of a boat and their age and mobility.

If they perform a successful idea roll they will remember seeing binoculars on a hook in the boathouse. Using the binoculars will allow the viewer to see that the rockfall seems to have been intentional. That the top of the cliff shows signs of purposeful chipping away and a hard success will show some drill holes.

Howard had hired someone a few years back to drill small holes into the face of the cliff and used pry bars and small explosives to cause the rockfall. It blocked entry to a natural tunnel that leads to the basement.

### PART 4: Bed Time

*EVENT: At two AM, in the silence of the night, there is a loud clank from bathroom and kitchen sink.*

Everyone who is awakened by the noise makes listen rolls.

If one or more wakes, they exit to hallway and hear a second clank.

Marie if wakened recognizes it as an “air lock” and that Howard had to go and manually press some switch in the electrical panel beside the basement door.

**FUSE PANEL:** A typical fuse panel in the walk in closet. One large fuse is relatively newer than others with a large red button beside it alongside a manual switch. Instructions beside it say “air lock. Switch, wait for light to go out, press button”. When the switch is activated, a small red indicator lights up followed by an audible muffled bang then the light goes out. If they then follow the instructions and press the red button, there is a mechanical clank, a muffled whirring sound and a soft thud from somewhere indeterminate.

If anyone is directly adjacent to the door to the basement, a successful hard listen means you can hear a distant second metallic dragging noise, like, perhaps, a rope or a chain sound, then silence.

*GM Note: DO NOT allow them to open the door to the basement yet. It is a solid, sturdy door, they cannot break it down or open the padlock and Marie does not remember where the key is, yet.*

### PART 5: Morning

Breakfast for all has been pre-prepared by the chef and simply in need of reheating. After breakfast, labelling of items in house begins. This takes a few hours.

Lunch has again been pre-prepared. Following the meal, the characters have time for a bit of relaxation in the library or on the patio, a gin and tonic or tea or sherry or whatever they fancy.

### Study

After lunch, the study is tackled by Marie. Her friends are invited to assist. The room is full of books, engineering drawings, a drafting table, papers, file folders. Successful searches will result in engineering miscellany and things of personal interest to Marie only.

A successful secondary search will locate a safe behind a piece of removable wall panel. In the safe are found the following:

- Diary of an investigation into TS
- Photographs of Sclarie family, home, etc showing strangeness: looks, ways of walking, shadowy person in window with strange profile.. Perhaps a Halloween mask?
- Research into similar murders in Rockport area of Mass.
- Detailed chart of “changes” to someone including physical characteristic over time (a human, to a reptile to a fish like creature). All will assume this is a work of fiction, but if they read it and inspect the writing and see that it has Howard’s initials and date on the back page, they will have to take a sanity check with a bonus of 20% to pass. Failure will give them nightmares if and when they sleep next.
- Letters from a Doctor at Miskatonic University dated two months ago promising to visit this summer and “take the problem away” and a payment of \$100,000 to be assigned upon receipt.
- A set of two newish keys. (Successful idea roll or locksmithing roll shows one of them to be a padlock key)

Davis will have great interest in all of this and contemplate calling the police. As he reads through it all he comes to realize that yes, Howard did suspect Tim of murdering Josie. GM can elaborate as needed or keep it simple. Howard watched the family, suspected something was odd. Did not detail capturing Tim at all. Concluded that Tim was responsible due to activities of packing materials and preparing to leave town.

## PART 6: The End

Work complete, early dinner on patio, pre-prepared by chef as previous. Evening plans are discussed but clanking starts again.

A successful idea roll by Marie and she will note that the basement is last place yet unvisited. She hasn’t been in there for ages apart from the night he died. It was Howard’s place. Keys on ring open door and padlock

### Basement

Flashlights are located on shelf inside door. Stairs lead down into a large room, rock walls lined with shelves. It smells of water and mould. The room is full of dusty model trains and finished and unfinished train set dioramas. They do not look like they have been touched in years.

As they investigate, another clanking and a dragging noise is heard, this time from behind the back wall. If a successful search is made, they will find a lever behind a bookshelf that is on a swivel. A hidden door opens with only darkness beyond. Two light switches are visible in the dim light just inside the door. As they look into the darkness, a slithering can be heard along with the sounds of water dripping. The overpowering smell of rotting fish erupts. A loud hissing in the distance is heard!

Whether by flashlight or by turning on the closest switch, inside the room they will see that it is a natural cavern with a partly concreted floor. In the far corner there is a pool leading to a darkened cave entrance. A successful idea roll or geography or a similar trait will identify that this probably leads in the direction of the ocean. Four chains lead from steel bolts in the floor and the ceiling into the darkness of the cave.

As they look, a DEEP ONE rushes out from the cave entrance! Emaciated, bleeding at wrists and ankles at chain points. Remnants of clothing modestly covering its nether bits. It hisses and gurgles and almost reaches half way across room before the chains stop its motion!

Everyone makes a sanity roll. Failure means all but Davis takes 1d8 San loss! Davis takes 1d4. Success means 1d4 / 2 loss rolled up. Failure may result in flight, panic or fainting, GM’s discretion.

If they do not come up with it on their own, a GM initiated idea roll will result in one of the players remembering the second light switch. If used, a hidden motor will audibly engage and the chains will slowly retract until creature is spread-eagled and fully restrained. It will only be able to move slightly. When this happens the deep one goes manic, screeching and hissing and yanking wildly at the restraints.

*Note, the almost unbearable smell of fish comes from the floor near the cave entrance. It emanates from pile of paper packaging spilling the contents, rotting fish, onto floor. Two new packages sit on top of the rotten ones, recently dropped. It seems from appearances that they must have come in from above. A quick look with a flashlight will show a trap door above. An idea roll will identify that location as a locked gardening shed located behind the house.*

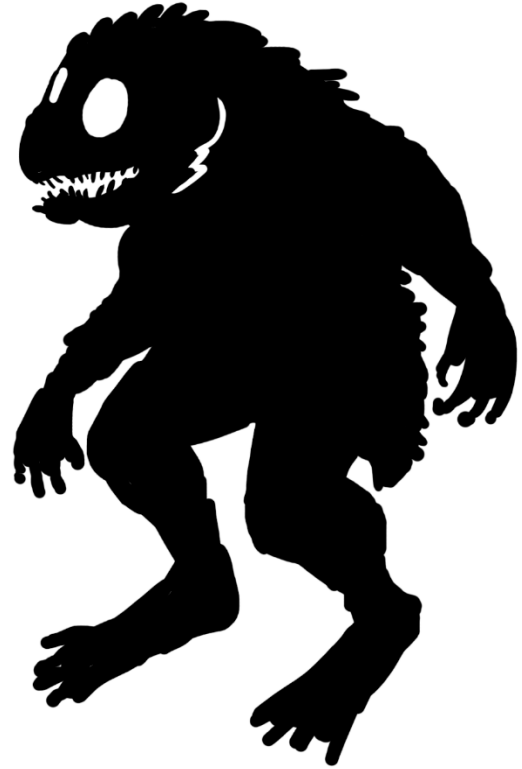
The room full of poles and sticks and handmade torture devices. All out of reach of creature. Also on a ledge cut into the rock is a book explaining what Howard did and what he believed. A handgun, a 44 magnum, loaded, also exists in a box on the ledge. Howard was convinced after time that it was not Tim that murdered his daughter but other family members to keep them apart. Howard was afraid to release Tim though as he changed completely over time and was uncontrollable. He didn't know what more to do apart from keep feeding him for years and years, reading to him and apologizing. He hoped that the doctor would come soon and take the problem away. He had given up hope finding the family as they disappeared shortly after he kidnapped Tim. The Creature was /is Tim.

If spoken to lightly, softly, successful rolls will calm it down. If the switch is moved, the creature will lower to the floor and it will slink painfully, slowly, back into the waters with only its head showing, glaring at the group. It cannot speak but if talked to more, it will rise up, move to a wall and scratch two words into the black mould. "No kill".

The party must make one of three decisions:

- Set it free.
- Contact the University.
- Kill it

If set it free, it will rush as soon as it is able and attack the closest pair of people. Combat ensues. Only weapons available are torture devices (can count as spears or clubs depending on how they wish to use them) and the loaded handgun.



## Deep One / Tim Stats.

STR 60	CON 60	SIZ 50	DEX 55	INT 50
APP 30	POW 40	EDU 30	SAN 00	HP 18
DB: 0	Build: 0	Move: 8	MP: 12	Luck: N/A

If they kill it while it is chained to the walls, there is additional san loss for all. In their eyes, upon reflection, they have murdered an innocent. It will live with them forever.

If they decide to contact the university, the professor will arrive Monday and the adventure ends after their call.

## SPECIAL NOTES

Contrary to what Howard believed over time, Tim did in fact kill Josie. She knew of his changes and tried to console him, but when she said she had to tell her father who would help him, call a doctor, Tim's deep one brain took over and his hand that he kept hidden in a glove which had developed webbing and claws, shot out to grab her and accidentally punctured her neck. She died in his arms, he dumped the body and fled.



## SPRING BREAK

### BACKGROUND FOR GM

Year: 1985

Location: Providence Rhode Island, Browns University and Totality Island, Bahamas (fictional)

### Summary

Four students of Brown University meet in the university pub the Friday after all exams have been completed. Some are planning to return home for the summer before third year studies, some plan to stay and work in the area. A letter is brought to them by a fellow student who found it in the mail room where they work sorting student deliveries that afternoon. As they had vacated the residences, he wanted to ensure they received it. It is from a friend, a fellow former student named Jerry Temple, who had left the previous year when his parents died in a plane crash. He has inherited their businesses and taken control of a small island resort in the Bahamas. He is asking all four to take a short vacation and help him sort out the resort before it re-opens in the fall. He offers to send plane tickets and provide them with two months employment.

They will accept, pack, send things home or to storage and fly down to the closest airport (Freeport, Grand Bahama Island). They are met by a mute man in a white limo and transported to a ship for the one hour ride to Totality Island. When they arrive, they are dropped off at the dock and an empty car awaits them. They follow the signs to the resort and find it in shambles.

James is hiding in the main office. The resort is under attack by snakes, crabs, spiders, birds and mosquitos. A nearby rival resort on the other half of the island is run by persons from Haiti who dabble in voodoo magics. They have summoned creatures to keep Jerry from re-opening. The friends and Jerry assume it is something more mundane and decide they must work together to help him fight back. When they come to grips with what is really happening, they must sneak across the undeveloped part of the island, spy on the rival resort owners and find a way to stop them. When they find the owners and their selected workers, they discover that it is not something mundane. They are in a small cave near the rival resort, casting spells to raise something much more sinister to destroy Jerry's resort and likely to kill him. They must disrupt the casting of the spells and fight the villains.

### Briefing for all Players

You have all gathered in the university pub on the last Friday of exams for a few drinks before heading home or to work for the summer. It has been a hard but fun second year of studies. None of you have found especially great employment for the summer and are lamenting the fact that all of you will be working menial jobs, making far less than you wish. If only something exciting would happen.

### Characters

Players should roll characters of their choosing. To make it especially fun it is highly recommended they attempt to replicate themselves around the age of twenty-one. To facilitate this the GM should allow for some leniency in the rolling of stats and shuffling of numbers between traits. A common way to do this is to roll additional sets of numbers and allowing them to select where to place them. They should have fun with this and even if they wish use their own names as character names.

No character should own a firearm. No character should be allowed to attempt to sneak one onto the transportation.

### Timeline

#### Day 1

The characters are sitting in the pub on campus with dozens of other students. They are having a few drinks and lamenting their job prospects.

After an hour, a first year student named Matt walks up to their table. He is a friendly sort and hands them a letter. He works in the mail/package delivery office part time and as they have all moved out of their residence he wanted to make sure they received it. It is addressed to all of them.

The letter is from their friend from last year, Jerry Temple. He left mid-year because his (well know, wealthy) parents had died in a plane crash. None of the characters have heard from him since last September when he let them know that because he had inherited control of all of their business assets he was unable to attend school. He was not happy about this. The letter was dated two weeks ago but was lost in the mail room.

Jerry informs them that he has taken control of his parents' small resort in the Bahamas, having sold off almost everything else. He has invited all of them to come work for him this summer, all expenses paid, in getting the resort back up and running for the end of summer. He has provided a phone number and the number of a Boston travel agent who has tickets on standby for them to receive and fly out in three days.

If they call the contact number it is his direct line and goes to an answering machine. They cannot get him on the phone no matter how many times they call.

When they contact the travel agent they will have a package couriered to them overnight which includes tickets, travel vouchers for cabs to the airport, \$500 incidental cash and instructions.

### Day 3

The flight is issue free. They arrive at the Freeport, Bahamas airport and a car is awaiting. The driver is mute. He smiles and understands them well enough but cannot answer questions. He brings them to a place to get some takeout food then to the dock where a boat is waiting to deliver them and their luggage to the Island. It is a smooth, wonderfully clear day and the trip takes one hour. The boat owner sings and smiles and laughs but answers no questions apart from basic things about the local area.

When they arrive at the island, he hands them keys to a car, helps them unload and load their things in an old white Cadillac. They need only drive up a fairly well kept road a mile to the resort gates. These are shut and locked. They will have to walk in from this point.

At the resort they see it is in a state of mild disrepair however there are insects everywhere. Spiders, mosquitos, cicadas, locusts, all local as far as they know, but more than they have seen anywhere else.

As they approach the office, Jerry appears and yells at them to get in fast. He explains after shutting the door that there are bees outside and hornets and snakes as well, it's an infestation and he blames the De'Bussay brothers who run the rival resort on the other side of the island. They are corrupt smugglers from Haiti. They run a shady casino as well frequented by all sorts of known Caribbean people with questionable backgrounds. They threatened him when he showed up to re-open the resort a few weeks back and he has seen some of their men skulking about on his property. They fled when seen.

If the party wanders around and investigates they will find that there are definitely (mostly avoidable) insects everywhere including swarms of hornets and bees, but they seem for not at least to be disinterested. If they bother them however they will be attacked. If they investigate the places that the men were seen, they will find after three successful spot hidden rolls, one of three voodoo charms. They resemble a small carved demon like face made of blackened wood, smeared with what looks like dried blood. If they continue to search they will find the other two again with multiple successful spot hidden rolls. They are located along the perimeter of the resort.

Once all three are found, he insects and snakes will leave the property but it is unlikely the characters will add it all up to be the cause of such. Jerry assumes that the men put some sort of chemicals to attract the insects or dropped the snakes off to scare him away.

The rest of the day is chat about the problems she has had over the past few days and what he needs them to do to help him get the resort ready. He has plenty of money and can hire people from the main island to do the work, but he needs them to supervise various works.

They talk into the night and likely have a few drinks and lots of excellent food. They are assigned rooms which are clean and ready for them.

### Day 4

They wake and head to the kitchen to get breakfast and find Jerry in a state. Someone had stolen the white Cadillac. He sent a worker out to find it and it was burned down by the dock. He called the police on Grand Bahama and they say that they have no jurisdiction and he should hire security.

Jerry is angry and suggests they grab whatever they can for weapons and head to the other resort to confront the other owners. All that is around are a few baseball bats in the sporting supplied shed, tire irons and crowbars.

Assuming they agree, they all head out at the end of the day so they arrive after dark. Jerry has a few flashlights but the moon is full. They follow well established paths through the undeveloped part of the island. They have an encounter with a crocodile in a swampy area at the midway point but it steers clear of them if they choose to avoid it.

Before they arrive at the resort they hear noises to the north. Heading off-path they sneak up on a cave entrance. There are two armed guards outside the cave however they are drunk and not paying attention to anything but each other. They can be subdued quite easily and tied up and gagged with nearby materials.

Inside the cave the two owners and two of their men are in the middle of a loud rhythmic chanting of strange languages. They are in fact performing a voodoo ritual. A spot hidden by any onlookers will show that among voodoo implements there is a photograph of Jerry and the party taken the previous day. There is a bowl of blood and a book being referenced that is covered by carved glyphs of some sort. As the ritual progresses, a light begins to appear, the photograph rises into the air and a wind picks up from nowhere.

They have seen enough movies. They know this isn't going to end well. If they wait too long a face appears in the light, a demonic face with sharp teeth and a wry smile. At this point Jerry will run in and attack the brothers with a bat.

At the sight of the face they must make a sanity check. If they fail, they lose 1d6 sanity and may flee.

Assuming they attack, the brother will pull knives from their belts and fight back. If they win and subdue or kill the men, the adventure ends, Jerry rebuilds with their help and the rival

resort goes into arrears. If they kill the men, the crocodiles will take care of the bodies... Or so it seems, because if the police are called, nothing is ever found.

If they fail, they will all simply die (be creative!) or go insane from a loss, being haunted by the demonic figure's image till the end of their days.





## THINGS WISE AND WONDERFUL

### BACKGROUND FOR GM

Year: 1955

Location: Village of Tywinne (fictional), Rural Yorkshire, England

### Summary

Three (or four) young veterinarians have travelled from London to Tywinne to assist in the annual vaccination of sheep against hoof and mouth disease. All is going well and after a few days they relax for some dart playing at the local, the Boar and Log. A man comes in, looking sad and dejected. He speaks to some friends by the fire quietly and they indicate the young vets. He, Dav is Peterson saunters over and explains that he is due for their visit in two days, but something strange has been happening. His sheep have been found all over his fields dead, in all cases eviscerated. He has no telephone service and had planned after the second was found to tell them when they visit, but as of this evening, over fifteen have been killed. He wants to round up men with guns in the morning to search for the mysterious predator that has been slaughtering his animals. They agree to reschedule and visit his farm in the morning even though it is the farthest from the Village.

When they arrive in the morning, they find the field littered with dead sheep as well as Mister Peterson. A pair of local men arrive with one of their wives and see the carnage. They send the wife back to the home to call the police and decide to hunt down whatever animal is doing this. The vets inspect the sheep (and the farmer) and determine that it something with claws and large pointed teeth worried the victims. They and the men decide to climb a nearby hill to see the extent of the sheep as they seem to be visible in all directions. When they do, they will find that there is a pattern that leads toward an old overgrown quarry. They travel there and after searching discover that a recent rockfall has opened a cave in the limestone walls of the old quarry. It goes far and deep and appears to have been worn over time by seasonal water flow.

They return to tell the police what they have discovered and all parties spend the day cataloguing the dead animals and helping with the autopsy. When the day's work has finished, other men have arrived and all have been drinking. Armed with shotguns and alcohol induced courage, they head to the quarry at nightfall to await the predator. When the sun goes down, humanoid figures begin to exit the cave entrance. They are ghouls. There are ten in total. A fight occurs and if they succeed they determine that they must close off the cave entrance. A nearby shed upon searching contains a box of old sketchy dynamite. They must carefully set it within the cave and light the fuses without

dropping the old, crystalizing dangerous to handle sticks of dynamite!

### Briefing for all Players

You and your fellow veterinarians are recent graduates and have travelled from London to the northern Village of Tywinne in the Yorkshire Dales to assist with annual sheep inoculations. A few weeks paid travel including food and lodging and all reasonable expenses sound like a good start to the summer!

### Characters

Each player is to roll a character that is British in origin and between the ages of 25 and 27. They are to be allowed some leeway with numbers if needed to ensure they can be veterinarians or biologists. At the GM's discretion, they can carry weapons but only smaller pistols and they are in their medical bags and with limited amounts of ammunition. These are intended to be used to euthanize animals as required as part of their job.

### Timeline

#### Day 1

The party arrives in Tywinne. They settle into the local hotel beside the pub, the Boar and Log. They meet the elderly, wheelchair bound vet, Doctor Fatheringham they are to assist (he had his leg broken by a frightened mare the week previous). He is thankful for their help but reluctant to trust such young vets.

#### Day 2 - 3

They spend the days at a series of farms documenting and inoculating the sheep against a variety of diseases and treating a few for injuries and ailments. Doctor Fatheringham is happy for their assistance and the reports he has been receiving. He has them over to his house for dinner and his housekeeper prepares a wonderful meal. He announces that he will have need of an assistant in the coming months and will interview them all after the work is complete in a week or two.

In the evening they are enjoying a well pint in the pub when a disheveled man comes in looking wet, cold, frightened and upset. He sits by the fire. His friends listen intently to a quiet story he tells. They indicate the four young vets and he shyly wanders over.

He sits down and after a bit of small talk explains that every day this week he has awoken to one or more sheep being missing completely or found eviscerated. He needs them to come and inspect and perform and determine what is killing them,



They agree, they decide that they can shuffle their schedule and can be there in the late afternoon, but no sooner.

## Day 4

The vets arrive to find the farmer dead. He is at the edge of his field and again, eviscerated. Teeth marks upon review and successful medical rolls show to be between human and animal. It is hard to pinpoint and makes no sense.

The vets look around and find more sheep dead in a variety of locations, partially eaten, soft tissue tearing and much blood. They follow the trail of blood with a series of five successful spot hidden rolls through the woods and to a nearby quarry/pit that has been closed down.

The trail leads across the ground (they find a few more sheep or pieces of sheep) to a section of the cliff face that appears to have collapsed recently and an exposed. Cave mouth.

The vets do not have appropriate gear to investigate a cave, protect themselves etc. They must decide what to do. Inform the police? Go to the farmer's house and gather flashlights, lanterns and possibly weapons and return?

### *If they inform the police:*

They can call from the farmer's house. He lives alone. It is a typical poor farmer's home of the time, messy, piles of dishes, clothes in a hamper on the kitchen table etc. The phone is in the sitting room. A lazy dog that barely raises its head sits in a basket beside the chair by the phone. The police will send a car but it will take a few hours. They are asked to wait at the farm and cover the body with a sheet.

If they wait patiently, the police arrive and investigate and ask them about the sheep. If they describe the cave, the police will help them find rifles (there are two) and flashlights and lanterns and will suggest they set out to investigate after they move the body into the house.

### *If they do not inform the police:*

They can return to the village and round up men to assist in the investigation of the cave (one assumes they move the body to the house first). This is difficult as men in the town will want to inform the police,

They can explore the small farm home, find the two rifles, flashlights and lanterns and investigate the cave themselves.

### *In all cases:*

The investigating team whoever it is comprised of returns to the quarry/pit and makes their way to the cave opening in time that coincides with sunset. The cliff face that houses the cave entrance is on the west side of the quarry, thus in the shade of the setting sun. As they approach, four GHOULS exit the cave

looking hungry and squinting ever so briefly at the residual sunlight!

The team should be encouraged to attack the ghouls but first, per normal, SAN checks occur. Failure should result in standard penalty.



## Ghoul Stats

### Lead Ghoul

STR 85   CON 65   SIZ 65   DEX 65   INT 65  
 POW 70   HP 15   DB: 1d6  
 Build: 1   Move: 9   MP: 13

### Followers (3)

STR 80   CON 65   SIZ 65   DEX 65   INT 65  
 POW 70   HP 13   DB: 1d4  
 Build: 1   Move: 9   MP: 13

After combat, the team if they investigate the cave entrance will hear the sounds of many distant growling beings. It will upon reflection not be advised to enter the cave and a successful idea roll will result in them investigating the cliff face and a nearby storage hut. It contains old but viable dynamite in sealed boxes in a locked cabinet. The cliff face has pre-drilled holes (for planned blasting) that should, based on their visual inspection, cause the roof to collapse and seal off the cave.

If they proceed, assuming appropriate dexterity rolls for the lighting and the associate running go well, they blast the cliff and seal off the entrance,

If they do not, the sounds of combat and the approaching night will result in the release of many, many ghouls. More than they can handle. Success is not remotely possible if they attempt to fight them off.

## **SPECIAL NOTES**

The cave system is quite immense and leads to caverns beneath the town. This in itself could be utilized by a crafty GM for future adventures!

Hope you enjoy the scenarios. More to come.

Please send any questions or comments to:

Gortrix2@sympatico.ca

Sean Liddle  
Anti-Photon Publishing  
Spring, 2019

•