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Tales of Death & Darkness



FOUR 1920s SCENARIOS FOR CALL OF CTHULHU



Tales of Death & Darkness

Three Classic Era 1920's Scenarios From the White Mice in the Walls

By Oscar Rios

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-You Guys Rock!-

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From drawing the artwork in April Snow's room to helping me decide just what is scariest,
there's a piece of him in each of my scenarios. So, to my son Zakary, this book is for you.

White Mice in the Walls

Where mists rise and poets dream, where dark things lurk under ancient head stones, and where barriers between worlds open with a gentle push, there stands a hotel. Nestled on Turner Street, beside the harbor in the city of Kingsport, stands a three-story building. This is the Harbor Place Hotel.

It's one of the best places to stay in Kingsport with its outstanding food and comfortable rooms. The dining room is a tad small but no one seems to mind. In summer, the hotel is booked solid for weeks ahead of time; in the off-season it's a bit easier to find a vacancy. No matter how busy the hotel is, one small room always remains empty. The management has received complaints about it, as it seems the room has mice.

At first, exterminators were called in after guests complained about hearing a scratching sound coming from inside the walls. It was to no avail; no matter what traps or poisoned bait was used, the mice remained. They were cunning little creatures, all of them white, showing themselves for the briefest of moments before darting away. It was easier for the management to simply close off the room, than risk their fine reputation being ruined.

One day, Adam Tuttle, the hotel's owner, started using the spare room as a storage space. The mice seemed not to mind, but when a typewriter was stored inside, something odd happened. In the darkest hours of the night, often between midnight and dawn, keys were heard being struck. The sound always stopped when anyone got out of his or her bed. It seemed to be coming from the spare room.

When Mr. Tuttle went into the storage room several days later, he saw a stack of papers piled beside the typewriter. Curious, he went to the stack and began reading. They were stories: stories of places near and far, stories of long ago and of the distant future. They were stories of struggles against unnamable things and the heroes who defended mankind against them. They were tales of death and darkness.

Who could have written such things? The door was locked and he had the only key. He wondered if someone could have gotten in. In the room beside the unused one, a family was on holiday with their son. That afternoon, Mr. Tuttle asked the boy if he had seen anyone going into the room. The boy replied that he hadn't and asked him if something was the matter?

"Well," answered Mr. Tuttle, "it seems someone was using the typewriter in that room and they left a stack of stories."

The boy smiled and asked, "Are they scary stories?"

Mr. Tuttle was taken aback. "Why, yes they are. How did you know that?"

The boy answered, "If they're scary stories, then the mice wrote them, the white mice in the walls. They have lots of stories to tell. Usually they're the scary kind".

Mr. Tuttle was a native of Kingsport, and had lived there all his life. He believed the young boy. That night he returned to the room with three things. The first was a plate with some bread, cheese and a juicy summer pear. The second was a bowl of cold apple juice. The last was a fresh stack of clean white typing paper.

As he placed the paper beside the typewriter and the plate and bowl on the floor he could feel eyes upon him. He heard the faint scratching of tiny claws within the walls. He looked up to see a group of small white mice, perched upon a bookcase, watching him.

He nodded his head in greeting them. As he was leaving he said, "I'll see about getting the first set to a publisher. Enjoy the food and try to keep it down up here". Mr. Tuttle then thought he'd consider the royalties from the stories payment for the room. As he locked the door he smiled. In Kingsport, he thought, there were far worse tenants one could have than a few white mice in the walls. ★





THE DEVIL IS IN THE DETAILS

A 1920S CALL OF CTHULHU ADVENTURE

BY OSCAR RIOS

Introduction: It was cold on this late winter morning, but that did little to dampen our spirits. For the staff of Wallace's Antiques & Collectables, aka Wallace's A&C, along with two new, recently hired consultants, were off on a wonderful adventure.

This was an adventure that could turn your small company, a seller of rare books, antiques and collectables, into a major player on the east coast. Not to mention, possibly net all of you a considerable bonus. It all started with the purchase of the Davidson summer estate.

The Davidsons were old world money, world travelers who had once enjoyed the good life. They'd constructed a summer home in the Catskill Mountains. Here, the family would gather in the summer months to enjoy the mountain air and peaceful seclusion. It was said that they'd filled the house with fine furniture, art, rare books, and curios from their travels in the Middle East.

Then the family fortune changed dramatically: the Davidsons suffered some financial misfortunes and were hit hard by the 1918 influenza epidemic. By 1920, only a handful of the once influential family remained. As the family debt grew, they were forced to sell off many of the old family holdings.

Their loss was Wallace's gain, who purchased the summer estate mainly because it included all of the house's contents. The contract described the building as "containing many antiques and collectables, a fair number being of Egyptian in origin." Your employer's plan is to appraise and catalogue the contents of the estate in order to hold a series of auctions.

That's what brings you to the town of Birch Springs in the scenic Catskill Mountains region. The six of you have spent several hours driving here from the Manhattan office of Wallace's A&C (you departed the city just after sunrise). Your instructions are to visit the town's general store and pick up an order left by your employer, Mr. Wallace. Once there, you're to get directions up to the Davidson estate, where you'll meet up with your employer. For the next week you'll be living and working in the house, working hard to appraise its contents for auction.

Your employer promised to hire a cook and supply all of your meals once you've arrived, making this almost a working vacation. It should be nice to get out of the cramped Manhattan office for a week. This trip means plenty of overtime and a bonus of \$250 each if the appraised property totals more than three times the purchase price of the estate.

So, early on this cold, late February morning in 1928, you arrive at the quaint town of Birch Springs. It's a peaceful mountain community, a summer vacation spot seldom visited in the winter months. The Davidson estate is said to be about an hour's drive north of here. The six of you made the trip in two Chevrolets, provided by Mr. Wallace. Montgomery's General Store is easily found right in the center of Main Street. ♣



Keeper's information: The last person to live in the estate was Reginald Davidson, who died there three years ago. Reginald was thirty two years old and remembered the good times the family enjoyed during his childhood. With the decline of the family fortune, and his relatives selling most of what the family still owned to pay off debts, he became desperate. Reginald was certain he could restore the family fortune and make those seeking to ruin the family (debtors and lawyers) pay for the humiliations he suffered. He was a dabbler in magic and the occult, and inherited a number of mythos tomes that were kept in the family summer home. The most dangerous of which, being an extremely rare collection of 8th century scrolls. These scrolls make up the work called the *Al Azif*, the Arabic version of the book later to be known as the *Necronomicon*.

Reginald spent much of his remaining money on constructing an elaborate study and laboratory in a hidden chamber of the house. There

he studied the powerful text, which steadily eroded his sanity. He eventually convinced himself that he could use the scrolls and the spells within it to restore his family's prestige and fortune. To test his fledgling magical abilities, Reginald attempted to summon and contain his first entity. The problem was that his grasp of Arabic was rudimentary at best, and as a result, many of his translations were deeply flawed.

Reginald planned to summon something weak and relatively harmless, as a test of his containment runes and the circle of binding stones he had erected around the house. What he summoned seemed to be just that, a small and harmless entity of mist. The creature, a *Jinniyah*, was actually something much more powerful than he had originally intended to call, and an entity he had no hope of controlling. His circle of containment, incorrectly created, failed. The creature broke free and attacked him.

Reginald was unharmed and easily dispatched the creature with a single pistol shot. What he didn't know, was that physical death only allowed the creature to ascend into a more powerful form. Several hours later, the reformed *Jinniyah* attacked him again, only this time it was considerably larger and more dangerous. Reginald was badly hurt but managed to "kill" the creature again, emptying his pistol into it. He bound his wounds as best he could and phoned his doctor. The doctor informed him that he would be there first thing in the morning (as this call was made at around 10:00pm). Before dawn the *Jinniyah* reformed yet again and became even more dangerous. The creature came upon the fledgling conjurer as he slept and brutally murdered him

Concerning existing characters

While six pre generated characters are provided for use, Keepers should feel free to allow players to use their own investigators. There are several ways to get your players' existing characters involved in this investigation. They could possibly be friends of Mr. Wallace (the owner of Wallace's Antiques & Collectables, aka Wallace's A&C), who are all invited to the Davidson estate during the appraisal and cataloguing of its contents. Investigators could be hired by Wallace's A&C for the week if they possess more than 45% in any of the following skills: Antiques, Print History, Accounting, Hieroglyphics, Egyptology or Language: Arabic. At least one character **MUST** have some skill in Language: Arabic, because Arabic translations become very important towards the end of the investigation.

You might also want to introduce a lead to the house in an earlier adventure. Maybe the investigators have learned of a rare mythos tome (perhaps the 1892 French book by linguist and archaeologist Gene Renoit, entitled "Forgotten Folklore of the Wastes"?).

Wishing to find this book (for whatever reason), the investigators must make Fast Talk and/or Persuade rolls on Mr. Wallace to earn spots on his appraisal team. If this type of method is used, it is important that no hint of the more powerful mythos tome within the house (the *Al Azif*) be given.

in his own bed. The next morning, Dr. Anders discovered the savaged corpse of Reginald Davidson.

Since then, the Jinniyah has lived in this house. The circle of rune covered pillars around the house was correctly made, effectively containing the entity within the grounds of the estate. It wishes, of course, to be free of this imprisonment, but the Jinniyah is not yet strong enough to free itself. If killed and allowed to reform just three more times, it will be large and powerful enough to shatter the containment field it is currently imprisoned by. Once free, it will travel the world, using its powers to cause death and destruction to mankind wherever it goes.

That is, unless, the investigators can find a way to stop it. Inside the hidden laboratory are Reginald's journals as well as most of the items the investigators will need to stop the Jinniyah, and a number of mythos texts, including the *Al Azif*. The investigators must find the lab, correctly translate passages of the *Al Azif* (the same ones that Reginald got wrong), and learn the ritual to trap the Jinniyah within an especially enchanted container.



PART I

SOME THINGS ARE
TOO GOOD
TO BE TRUE...

The adventure starts outside of Montgomery's General Store, in the town of Birch Springs. Here, the investigators need to pick up the rest of the groceries for their stay and obtain directions to the Davidson estate. Mr. Wallace is already at the estate, along with three locals and one of his girlfriends, a party girl named "Kitten". The locals are Wilma and Irma Marshall (who will be doing the cooking) and Henry Clark (who will be maintaining the generator and boiler system).

Birch Springs: A village in the Catskill Mountains, home to maybe three hundred people, this is the closest settlement to the Davidson estate. The general store is well stocked and has almost everything the investigators could need. The store does not carry firearms, alcohol or ammunition of any kind. There is a lunch counter here as well, with the smell of hot coffee filling the air. Inside the store are four men, who can offer some information about the investigators' destination if correctly engaged in conversation.

- *Benjamin Klineboffer:* The store owner. He's friendly, about forty five years of age, portly and balding. He politely refuses to gossip with the investigators, saying "In my line of work, it's a good idea not to be too interested in the goings on of others."
- *Josbua Weatherly:* The town's postman, a weathered man of about forty who is picking up some milk and coffee. If he overhears that

the investigators are going up to the Davidson estate, he will ask them if they are moving in. He's relieved that they are not, explaining that he would be bringing them their mail if they were. *"It's my job, and I'm not one to complain, but that place is out of the way from everything. It's an hour drive from anything else and across Scotsman's Bridge to boot. It's a tricky ride in bad weather."*

If a **Persuade** and/or **Fast Talk** is rolled, he'll make the following comments:

"That Reggie was a queer bird, that one. Not one for mixing with us common working folk. He sure got a lot of mail, too, some of it telling me that maybe he should have tried getting, I don't know, a job maybe? Lawyer's notices, state tax notices, bank notices, him writing letters back and forth to all of the above. Sure kept me busy, not that I'm one to complain."

- *Robert North:* One of two old men, sitting near the front window playing checkers. He's about sixty, retired, and spends most of his time hanging out at the store with his buddy Will Potter (see below). He'll break in when he overhears them talking about the house, well used to butting in on any conversation held in the store. *"Yer stayin' up at that house? Hmm, well, I'm not one for giving advice [whereupon every one in the store groans and rolls their eyes] but I'd be locking my doors at night, that's all I'm sayin'."*

If a **Persuade** and/or **Fast Talk** is rolled, he'll continue and make the following comments:

THE DEVIL IS IN THE DETAILS

"Well, they say that Reggie the snob didn't have no heart attack. Why would he? Young snot never worked a real day in his life! Lumber mill, now there's a job that'll keep yer ticker going. 30 years in lumber and look at me, still going strong. Anyway, he did n't have no heart attack, it was the ghost of Cleopatara, that's what it was. Keeping all that ancient stuff up there and then putting up them weird pharah type pillars around his house...he was askin' fer it.

"Anyway, I drove the old Doc Anders up to the house myself, and I'm not sayin' he's a liar, God rest his soul. Maybe he stretched the truth a bit to save a family embarrassment. Now I didn't see the body, I stayed in my car, but a heart attack doesn't cover bed sheets with blood, I don't care how bad it is.

"When the constable showed up he searched the house for, get this, an Egyptian woman dressed in some sort of exotic costume! They never found her, but I hear the Doc told them what he saw, or thought he saw, a woman just like that in the house when he found the body."

- **Will Porter:** Another old retired man in his sixties, sitting playing checkers with his friend Rob North, says, *"There ain't nothing wrong with that house, nothing now any way. Reggie was the only thing wrong with that*

house. He didn't like mixing with us commoners. Why, he had some work done on the house, not sure what. You'd think he'd hire a local builder; we got our share of 'em, too. Nope, he hires these guys outta Boston to come up and do the work. Probably for the best, not like he was one for payin' his bills on time, ain't that right Ben?"
[To which Benjamin Klinehoffer makes no reply other than grunting.]

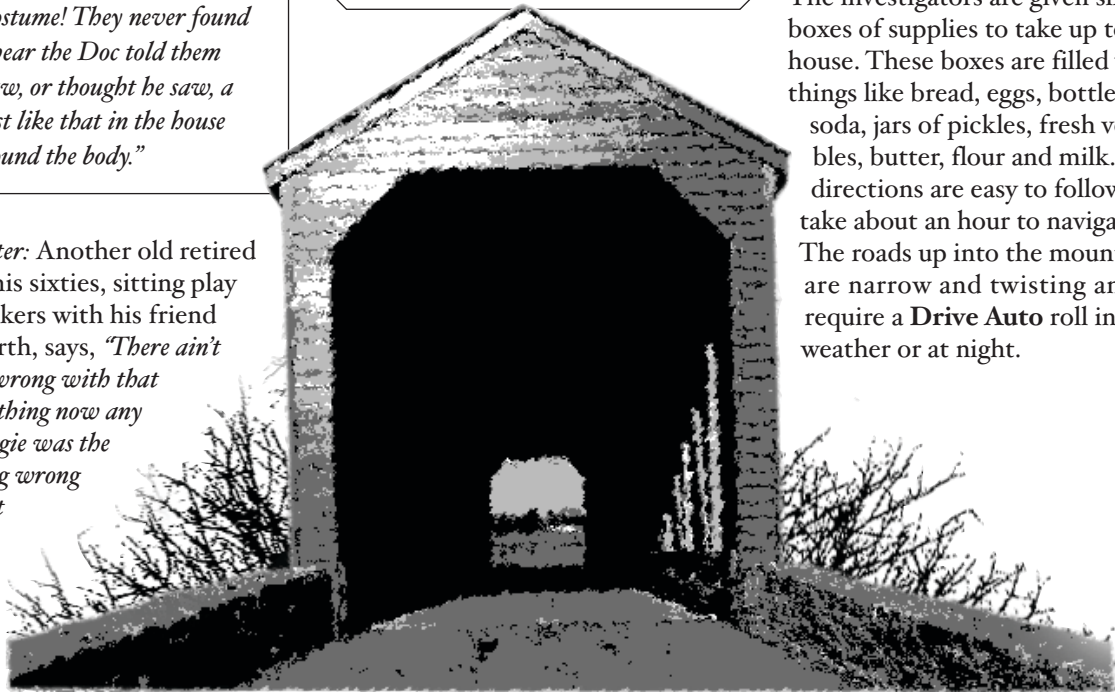
If a **Persuade** and/or **Fast Talk** is rolled, Will Porter continues and makes the following comments:

"What you need to watch out for is the Scotsman's Bridge. Now that place is haunted, that I can say. Folk hereabouts say that the Scotsman, Danny O'something was his name they say, why he'd been gone more than a year and when he came back from fighting the secessionists, he found out his wife was pregnant. She tried to hide it, but some things you can't hide from a husband come home from the war. They say he took up his army pistol and did her in, yes sir. Then went to his neigh-

bors and shot six men dead, just to make sure he got the one that did him wrong. Well, by the time the law caught up with him it was too late. He'd hung himself from that old Bridge that leads to the Davidson's summer place. Folk say he's still there, sometimes they spot an old union soldier armed with a pistol, covered in blood with crazy eyes, up at that Bridge at night. Don't go near that place after dark, is all I'm saying."

The locals know little else. The constable is not in Birch Springs, being twenty miles west of here in the town of Harrowsburg. Dr. Anders, the late town doctor who originally found the body of Reginald Davidson, died two years ago of natural causes (he was in his eighties). The story about Cleopatra's ghost is true, as the Jinniyah tried to lure the aged doctor back into the house as he was leaving. The story of the Scotsman's ghost is a local legend and a red herring to this investigation.

The investigators are given six boxes of supplies to take up to the house. These boxes are filled with things like bread, eggs, bottles of soda, jars of pickles, fresh vegetables, butter, flour and milk. The directions are easy to follow and take about an hour to navigate. The roads up into the mountains are narrow and twisting and require a **Drive Auto** roll in bad weather or at night.



The Scotsman's Bridge: This is a wooden bridge crossing a deep gorge with a stream running far below it. It is wide enough for only a single car and looks rather old. A successful **Spot Hidden** roll will show a rope hanging from the center of the bridge (one of the things that helped build the legend of Scotsman's Bridge, it actually has nothing to do with any hangings). This bridge is the only safe way down off the mountain from where the Davidson estate lies.



some sort of binding or protection. If the roll is made by more than 20%, the investigator will determine that there should be four other stones nearby. If all five stones are examined and partially translated, the investigators learn that these stones are meant to form an imprisonment circle.

The Davidson Estate: This Victorian style summer home has two floors and a total of nineteen rooms. Behind the house are overgrown gardens, a weed choked fountain and an ancient, nearly impassable hedgerow maze. The windows are all closed, with thick drapes drawn.

As you break out of the forest of bare trees and steeply winding roads, you come to a clearing. Here, hidden in the mountains about Birch Springs, you come to a lovely two story Victorian home. There is a large parking circle in front of the house, around the statue of a union soldier mounted upon a horse. Two vehicles are parked here, a two seater Packard Twin Six and a model A pick up truck. A cobble stone path leads around to the back of the house.

The Packard belongs to Mr. Wallace, the pre generated investigators' employer, and the pick up truck belongs to the local handy man, Henry Clark. If investigators walk around to the back of the house they find a large stone foun

tain and an overgrown hedgerow maze. Once around to the back of the house, have the investigators make a **Spot Hidden** roll. If successful, they will just see one of the five stone pillars through the bare trees (about three hundred yards away from the house).

The Stone Pillars: There are five of these carved rectangular shaped objects placed in a circle enclosing the grounds of the property. Only one (behind the hedgerow maze in the gardens) is visible from the house. The other four are further into the woods and cannot be seen unless players travel away from the house and into the trees. The five pillars are each about twenty feet high and made of concrete. While investigators might expect these objects to be ancient, they are actually (and appear to be) no more than five years old. They are carved with Arabic, hieroglyphs and mythos characters. If investigators make either a **Language: Arabic**, **Language: Hieroglyphics** or **Cthulhu Mythos** roll, they will learn that these figures are used for

The House: Investigators should arrive at the Davidson estate any where between 10 11:00am, depending on how long they remained in Birch Springs. No one will answer the door, but allow one investigator to have had a key (if using the pre generated investigators, this person would be Ms. Newberry). Once inside, the investigators will feel that the heat is on and smell fresh muffins being baked. A successful Listen roll will have an investigator hear the sound of billiards being played and a woman's laughter coming from the back of the house. Calls will be answered by a summons from down the hall: "*Come in, we're in the pool room, come on back!*"

Following the voice, the investigators find their employer, Mr. Wallace, playing pool in the billiards room. He is well dressed, portly and of middle years. Sitting near the pool table is a lovely woman of maybe twenty years. She's dressed like a flapper, in a tight fitting dress and fashionable hat. Mr. Wallace introduces her, "*This is Kitten, my niece.*" The woman giggles when he

says this, knowing they are fooling no one. A Knowledge (KNOW) roll by any of the A&C employees or personal friends of Mr. Wallace reminds them that Mrs. Wallace is currently in Europe.

The servants (see Wilma and Irma Marshall below) are called in and introduced to the investigators. Mr. Wallace will tell them to bring in the packages and the luggage, and then ask the investigators to pick out rooms upstairs. He says, *"You should have time to take a quick wander around the place and find out which rooms each of you will be focusing on. We'll get started after lunch."* By we he means them, as he intends to do nothing more than relax, play pool and spend time with Kitten.

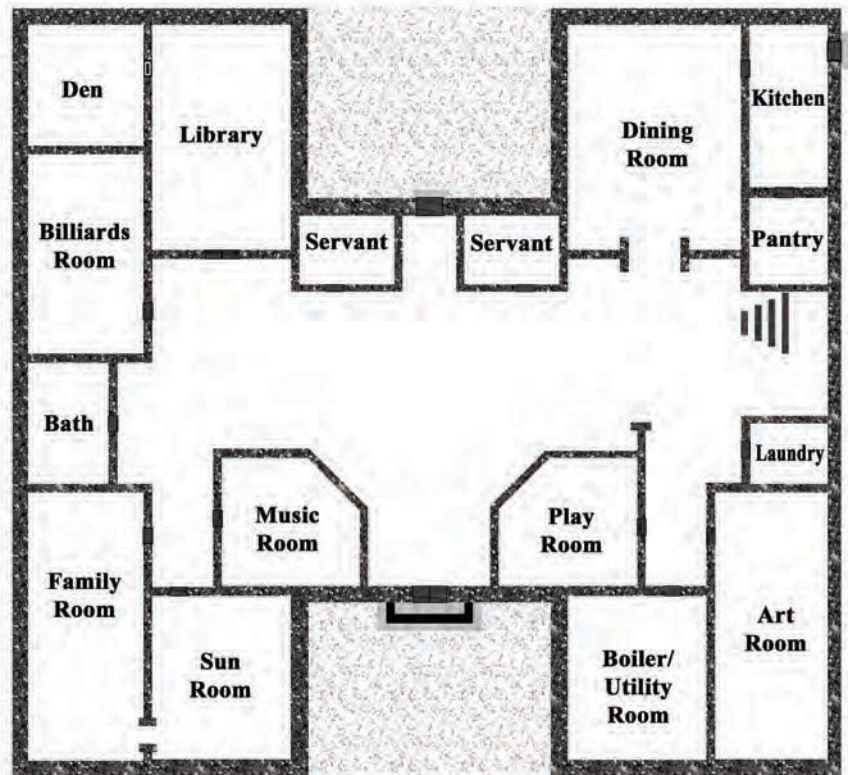
The Hired Help

Wilma and Irma Marshall: Wilma Marshall is a skilled local caterer who's been hired to provide meals for everyone staying at the Davidson estate for the week. This being the off season, with few tourists visiting the Catskills, she's happy for the work. Wilma is about forty years old, widowed and resembles your typical "Plain Jane". Her daughter Irma, aged 18, is along to help her in the kitchen. Irma is very shy, quiet and even more of a "Plain Jane" than her mother.

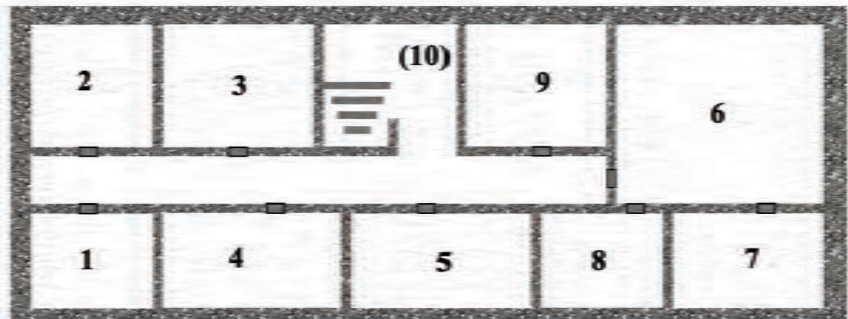
Henry Clark: Henry Clark is a local handyman. He also worked at the estate from time to time for Reginald Davidson. Henry is quite familiar with the coal boiler, the plumbing and the gas generator. He's been hired to keep the house heated, the pipes from freezing and the electricity running during the investigators' stay. It's really not much to do, but like Wilma, he's happy for the work. There is

THE DAVIDSON ESTATE

1ST FLOOR



2ND FLOOR



The Davidson estate, 1st floor

- 1) **Music Room:** This room has a piano, a harp, and a phonograph and record collection.
- 2) **Play Room:** There are toy boxes, child sized furniture and a puppet theatre. Among the items are a baseball bat, a pair of fencing masks (Armor: 1), gambeson vests (Armor: 2) and fencing foils (see Weapons in House in Part III). While most of the items in this room are covered with a layer of dust, one box appears less neglected than the others. It is filled with toys and books, probably for a little boy. One book has the initials "R.D." drawn into it with a red crayon.
- 3) **Servant Quarters:** Two twin beds, a dresser, a small table, a lamp and an armchair. Wilma and Irma Marshall have already claimed this room.
- 4) **Servant Quarters:** A full size bed, a dresser, a small table, a lamp and an armchair. Henry Clark has already claimed this room.
- 5) **Dining Room:** A large table with seating for twenty, a china closet, several paintings and a large fireplace (with a good supply of firewood in a chest beside it).
- 6) **Kitchen:** A well appointed kitchen (including knives; see Weapons in House in Part III).
- 7) **Pantry:** This is the storage area for the kitchen. After the investigators' delivery of food is stowed, there will be enough food in the house for ten people for a week.
- 8) **Laundry Room:** This room is mostly empty.
- 9) **Art Gallery:** Statues, paintings and several display cases with curios and artifacts. It will take investigators at least thirty five hours of work to properly examine and appraise everything. One item here is a matched pair of 18th century dueling pistols. They are in their original case, with powder and shot for three firings. There is also an ornate confederate cavalry sword on display (see Weapons in House in Part III).
- 10) **Boiler Room and Generator:** This room is mostly below ground, at the bottom of a flight of stairs. The heating and hot water system is run on oil, while a gas powered generator runs the electricity. Both systems are touchy and maintained by Henry Clark.
- 11) **Sun Room:** Here is a comfortable sitting room with many win

enough gasoline in the back of his pick up to run the generator for three days, after which he plans to drive back down to Birch Springs to refill the gas cans. While friendly, he politely tries to avoid the investigators, wanting only to stay out of the way. He'll often be found reading a copy of "Weird Tales" magazine or doing the crossword puzzle in the local paper.

The House: Full details on the Davidson estate could take up an entire book. Keepers are encouraged to flesh out each room more fully. The house was the vacation home for a wealthy family, who enjoyed collecting art, rare books and curios. It is tastefully decorated with numerous rooms cluttered with antiques and collectibles. Investigators will be told to focus their efforts on cataloguing the contents of the library and the art room. They should not get further than those two rooms before strange things begin to happen.

After settling in and taking a look around the house, a bell rings twice, signaling everyone to come down for lunch, which is served in the dining room for the investigators, Mr. Wallace and Kitten. It consists of hot soup (vegetable), hearty sandwiches (roast beef with cheddar cheese and fresh horseradish), coleslaw and pickles; these are all served by Wilma and Irma. After lunch, the investigators are set for their assignments (appraising and cataloguing the library and art gallery). A successful **Spot Hidden** roll will inform the investigators that it has started to snow outside.

During lunch, Mr. Wallace will speak to the investigators about what he would like them to focus

on. If they mention the rare weapons to Mr. Wallace, he will reply with, "Those sound very interesting. Focus on appraising them first, and then bring them up to the master bedroom. I'd like to take a good look at them myself, maybe keep one or two as a show piece for the office." A **Know** roll by anyone who works for, or is familiar with, Mr. Wallace will understand that his statement means he will most likely keep the items in his home and write the cost off as a business expense.

Getting to work: Every four hours, the investigators working with the rare books, antiques and curios will need to make an Antiques and/or Print History roll. The accountant and/or secretary assisting them will need to make a successful Accounting roll to properly record all the data. If both rolls succeed, four hours of progress is made. If either rolls fail, have both investigators make **Luck** rolls. Two successes mean there are no mistakes, but no progress is made. One failure and one success means that there are four hours of progress made, but the overall appraisal will be 5% lower than its actual value. Two failed rolls have both investigators chasing their tails with regards to the actual value of some thing, and no progress is made during that period.

Keepers should describe various items, giving them values and histories on the spot. The lower the investigators' rolls are, the greater the value of the item they should find. As these belong to Wallace's A&C, the investigators will not benefit financially for finding valuable items in the house. They should be given the impression that the value of the items within the

dows. There is a fine Persian rug and all of the furniture found within is circa 18th century French antique. This room was mainly used by the lady of the house for having tea and for entertaining.

12) Family Room: The family living room, it is furnished with comfortable couches and armchairs. There is a large fireplace here with a good supply of firewood in a nearby chest. Above the fireplace is an old Double Rifle .577 Nitro Express (an elephant gun; see Weapons in House in Part III). Above the rifle is a hunting trophy, the head of an African lion with a black mane. The weapon is functional but not loaded. A successful Spot Hidden roll allows an investigator to find four cartridges for this rifle in the lion's mouth (this is the only supply of ammunition for this weapon in the entire house).

13) Bathroom: A toilet, a large deep bathtub complete with shower, a hamper, a shelf with six towels and a medicine cabinet (containing a bottle of aspirin).

14) Billiards Room: This room was mainly used by the male members of the Davidson family. Here can be found a dartboard, a pool table, a well stocked bar, and several small tables and armchairs that form a smoking lounge. Mr. Wallace will certainly have with him a good supply of fine cigars.

15) Library: Here can be found a massive collection of books, both rare and common. The walls are lined with bookcases, with several freestanding in the center of the room. In the collections are rare gems worth great sums of money mixed in with dozens and dozens of commonplace books. It will take at least sixty hours of work to properly examine and appraise everything here. A successful Spot Hidden roll in this room will allow an investigator to discover a secret door. The door is disguised as a normal bookcase and a keyhole is found within it. The lock is very fine and attempts to pick it must be rolled at 20%. Without picking the lock or finding the key, there is no way to open this door. The key can be found in a strongbox, hidden in the closet of the master bedroom (see Part II).

16) Hidden Study: See Part III.

THE DAVIDSON ESTATE, 2ND FLOOR

1-3) Single Bedrooms: These rooms each contain a single bed, a dresser, desk, chair and a wardrobe.

4-5) Double Bedrooms: These rooms each contain a pair of single beds, a large dresser, small table, two armchairs and a wardrobe.

6) **Master Bedroom:** Mr. Wallace and Kitten will have already claimed this room (7 & 8, below, as well). Here is a king sized bed, a sofa, an armchair, a dresser, a wardrobe, a desk and chair, a bookcase, a fine Persian rug and several paintings. The phone (the only one working in the house), is also here. There is a plaque holding a German 12th century hand axe (see Weapons in House in Part III).

7) **Walk-in Closet:** See Part II.

8-9) **Bathrooms:** Here can be found another pair of bathrooms, much like the one on the first floor. #8 is a private bathroom and can only be entered from the master bedroom.

10) **Hallway:** Along the hallway lies a man sized statue of Anubis, an Egyptian sarcophagus and a display case filled with papyrus scrolls (burial rites). They are all items the family collected while traveling in Egypt.

- **The Statue of Anubis:** A six foot tall statue made of onyx and stone, this statue is a beautiful piece. It has some hieroglyphics on it, which identify the item as also being from the 5th Dynasty, and part of a temple complex. It is also of museum quality and worth many thousands of dollars.

- **The Sarcophagus:** This is the outer stone sarcophagus, which usually holds an inner, more ornate one. It lies horizontal in this display area. The artifact is covered with hieroglyphics, which tell the life story of the person it was made for. The man was named Manket; he was a record keeper for King Unas, the last ruler of the Egyptian 5th Dynasty. Manket predicted a flood; this prediction saved the lives of many and he became a priest towards the end of his life. A combined STR of 30 is needed to open the sarcophagus, upon which the investigators find that it is empty. The artifact is museum quality, worth more than \$1,000.

- **The Display Case:** The display case for the scrolls has a brass plate reading "Burial Rites". These scrolls need to be removed from their case before they can be read. They are in poor shape, needing a Hieroglyphics roll of 15% to be read and understood. They are from the 2nd Dynasty and contain taxation and harvest records, not burial rites as listed on the brass plate. This will show that the Davidson family had little skill with hieroglyphics or interest in serious historical study.

None of these three items have anything to do with the true cause of the horror that is about to unfold. Like the haunted Scotsman's Bridge, these items serve as a good red herring.

house is greater than what was expected. The investigators should also expect that within a few days' work, they'll be assured of earning the extra \$250 company bonus (in addition to their wages). Of course, within 24 hours, the situation in the Davidson summer estate will drastically change, making such concerns trivial.

Dinner is served at around 6:00pm. The food will be delicious and plentiful (herb roasted half chickens with mashed red potatoes, corn, dinner rolls, butter, iced tea and hot apple pie for dessert). Mr. Wallace will take several bottles of wine from the stocked bar in the billiards room and serve it to everyone. Investigators who look outside or make **Spot Hidden** rolls will notice that the snow is now falling steadily. Mr. Wallace will ask how things are going so far, and ask everyone to work until 8:00pm. This will allow for two checks and possibly eight hours of progress on completing the rooms they are assigned to. Mr. Wallace explains that they didn't really start work until after lunch, so pushing on a bit later will make for a full day. He explains with a smile, "Tomorrow we'll all get started early and call it quits after dinner."

At about 8:00pm, Mr. Wallace invites the male investigators/employees into the billiards room for a nightcap. Here, he offers each a cigar, a glass or two of brandy and a game or two of \$1 a ball billiards. He'll break this gathering up by around 9:45pm, saying he'd better go tuck Kitten into bed, reminding them that tomorrow is a workday.

Any female employee/investigators are excluded from this "boys' time". If they wish to gather, Wilma and

THE DEVIL IS IN THE DETAILS

Irma set out tea and biscuits in the sun room. Irma will offer to fetch the phonograph and some records from the neighboring music room, so that the ladies might listen to some music during tea. She will only do this if conversation seems to lag. When Mr. Wallace turns in at 9:45pm, he pops his head into the

sun room, reminding them (again) that tomorrow is a workday with an early start.

Investigators/employees are not required to attend either of these gatherings. They may turn in early if they wish. Male employees making a **Know** roll will realize it might be a bad idea to refuse their boss' invitation, as Mr. Wallace enjoys "holding court" with his employees.

That night, two events unfold:

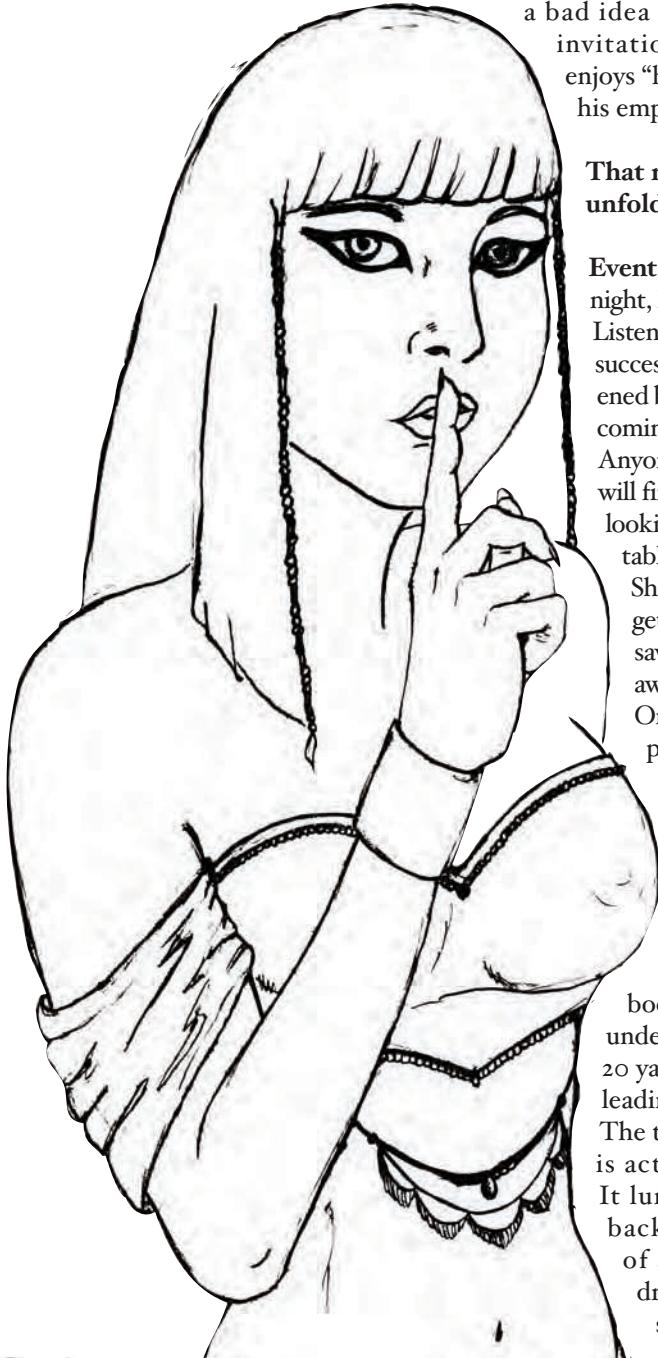
Event I, 12:30am: During the night, have investigators make Listen rolls. Those making a successful roll will be awakened by the sound of a scream coming from downstairs. Anyone wishing to investigate will find Irma in the kitchen, looking pale, standing on a table, holding a frying pan. She will claim that she was getting a glass of milk and saw something scurrying away into the dining room. Once rescued from her perch, she'll return to sleep in her room, thanking her saviors.

The Death of Irma Marshall: At this point, Irma Marshall is already dead. Her body is currently buried under a foot of snow about 20 yards from the back door leading out of the kitchen. The thing appearing as Irma is actually the Jinniyah. It lured the girl to the back door in the guise of an Arabic woman, dragged her outside and savagely murdered her.

The Jinniyah, in the guise of Irma, remains with Wilma Marshall until the woman is safely asleep. It then turns into smoke and goes to the real Irma's body. It drags the corpse into the hedgerow maze and buries it in the snow. The creature then returns to the house and resumes stalking those within.

Event II, 3:00am: Have the investigators attempt a **Luck** roll. The male investigator who has the lowest roll receives a visitor. The Jinniyah will only choose an investigator who is sleeping alone in one of the single bedrooms.

You awaken slowly, smelling honey and hearing the ringing of soft bells. You open your eyes to see a beautiful, exotic woman standing there in the corner of the room. She has Arabic features, thick dark hair and almond shaped eyes. Her eyes draw your attention, as they have peculiar purple colored irises. The woman is dressed in a diaphanous set of silks, looking much like a harem girl or belly dancer. She beckons you with her hand, inviting you to come to her with a coy smile.



No matter what happens (an alarm is raised, the investigator attempts to go to her, the investigator attempts to attack, etc.) the mysterious woman will vanish into purple smoke moments later. This causes the investigator to make a Sanity Check for 1/1d3 points. The smell of honey lingers in the room for about ten minutes, and is the only trace that something did in fact happen. Nothing further happens to awaken the investigators until morning.

PART II

IT'S THE LITTLE THINGS THAT GET YOU...

Day two starts with breakfast, served at around 8:00am. The Jinniyah, in the form of Irma, will knock on everyone's door at around 7:30am to inform him or her that breakfast will be ready in half an hour. The investigators/ employees gather in the dining room with Mr. Wallace. Wilma Marshall serves a fine breakfast, while Henry and "Irma" tend to their duties in the boiler room and kitchen. Mr. Wallace will explain that Kitten is sleeping in, saying she wasn't feeling that well this morning. Investigators may discuss the appearance of "Cleopatra's Ghost". Breakfast lasts about forty minutes, with Mr. Wallace wanting everyone back to work by 9:00am. By now there is about eight inches of snow on the ground and it's falling steadily. After breakfast, Mr. Wallace will go to the billiards room to play, and maybe do some reading.

The Death of Kitten: During breakfast the Jinniyah will move to the master bedroom and murder Kitten. The creature will then open the window and toss the body into

the snow below. It will then fly down and carry the body off to the hedgerow maze, where it will be hidden alongside Irma's body. The Jinniyah then returns to the bedroom and writes a note for Mr. Wallace, leaving it on the bed.

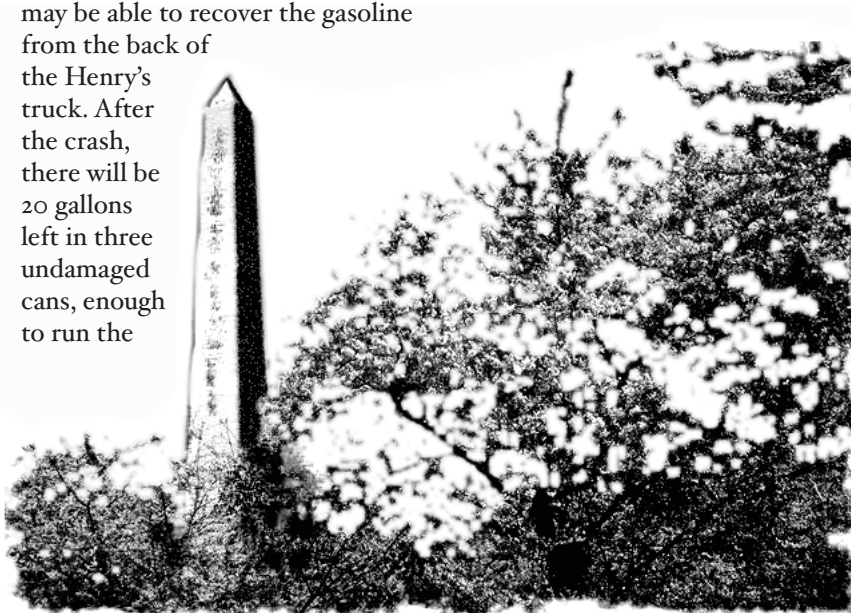
After this, the Jinniyah will go to Henry Clark's pickup truck. The Jinniyah will assume Irma's form once more and drive it down the road. After the truck is out of sight from the house, within the tree line, the Jinniyah will roll the car into a ditch, making it impossible for the investigators to remove the vehicle from the ditch. Unless looking out side towards the front of the house, investigators will not immediately notice that the vehicle is missing.

The Jinniyah then returns to the house. All of this takes just over an hour. The only evidence left behind is an open window in the master bedroom, some blood splattered near it (detectable only on a **Spot Hidden** roll), and a lack of footprints leading up to Henry's pickup truck.

Recovering the Gasoline: Investigators may be able to recover the gasoline from the back of the Henry's truck. After the crash, there will be 20 gallons left in three undamaged cans, enough to run the

generators for about 48 hours. Investigators will first need to find the wreck of the truck. This requires them to make a **Spot Hidden** roll while 20 yards into the tree line along the left side of the main road leading away from the house. They must then make two **Climb** rolls (one going down and one coming back up) as well as a **Luck** roll.

Failing the **Luck** roll will drench the investigator in gasoline. There are several busted cans of gasoline in the back of the truck, and a clumsy investigator will slip and become soaked in it. If the Jinniyah detects a person drenched in a flammable liquid it may consider this an opportunity too good to pass up. It may assume human form (one of someone it has recently killed, or its own default form as the Arabic woman) and greet the returning investigators before they reach the house. She will, of course, happen to have a lit cigarette, a candle or a matchbook when she does so, and proceed with her murderous intent.



THE DEVIL IS IN THE DETAILS

Hand Out #1-Kitten's Note

W,

Sorry I had to take a powder like this. I needed to get back to New York. Some friends are picking me up in town later. I'm having the country girl drive me down to wait for them. I had fun. Maybe we can meet up again soon.

Kitten

The Jinniyah will be busy for most of the morning, dealing with Kitten and the pick up truck. Investigators should have four hours to work in the house, cataloging the contents of the Library and Art room. At around 10:45am, Wilma will walk about the house, asking everyone she encounters if they've seen Irma. "I don't know where she could have gone off to. She knows I need her help getting lunch ready! Well, it's a big house, I'm sure I'll find her." Mr. Wallace will then go ask Kitten if she knows where Irma is, only to find that his girlfriend is gone. He will find the Kitten's note (Handout #1) left for him on the bed.

If the players are using the pre generated characters, Mr. Wallace will go to find his secretary at this time. He'll ask her if she saw Kitten leaving with Irma this morning. Mr. Wallace will be upset that his girlfriend took off: "I drove her all the way up here to spend the week with me and she does this? There were several others I could have brought along. Damn that woman! At least she didn't clean out my wallet before she left." He'll want his secretary to keep this quiet, as he's obviously rather embarrassed by it. He'll be sulking in the billiards room for the next few hours, avoiding the investigators. If approached by any of the male

investigators and questioned about Kitten, he'll react angrily with, "Shouldn't you be working? That is what I'm paying you for, isn't it?" before storming off.

Mr. Wallace will show Wilma the note, since it explains where

her daughter has gone off to. Wilma will be upset that her daughter would do such a thing, claiming, "She doesn't have her license yet, and in this snow? I'll have a few words for that girl when she gets back, that's for certain!" Henry, when apprised of the incident, will be upset that Irma took his pick up truck and will also be eager to have a word with her.

Lunch will be served at around 1:00pm. Wilma serves New England clam chowder, chicken salad sandwiches, pickles and french fries. She will be quite busy, not having Irma's help. She will also be nervous, periodically checking on the falling snow and peaking to see if the pick up truck returns. After lunch is served, she'll go to use the phone in Mr. Wallace's room. Attempting to call into town to see if Irma and Kitten have arrived safely, she learns that the phone is no longer working due to the storm, and informs everyone of this.

The Death of Henry Clark:

After lunch, the Jinniyah will strike again. At around 3:00pm it will enter the boiler room where Henry Clark is. It will find him napping in a rocking chair near the boiler and silently kill him.

He will be found with his head nearly severed, drenched in blood, sitting on the rocking chair. Investigators finding the body must make a Sanity Check for 1/1d3.

By now the Jinniyah has grown strong enough from its victims that it does not bother to hide Henry Clark's body. It does, however, open and tip over all the remaining gasoline canisters. The fuel will cover the stone floor and slowly drip down into a drainage pipe in the lowest part of the floor. By 4:30pm, the generator will run out of gasoline and shut down, plunging the house into darkness.

The boiler is well stocked with oil and should provide heat for about 24 hours. Anyone making a **Mechanical Repair** roll will be able to service the boiler every 24 hours and keep the house heated. Otherwise, the temperature in the house drops to about 15 degrees within six hours of the boiler shutting off.

After a short rest, the creature moves on to kill again. The Jinniyah will make certain to lock the boiler room door from the inside before it leaves this area. Unless someone enters the boiler room between 3 4:00pm, the body of Mr. Clark will remain undiscovered until after a meeting with Mr. Wallace (see below).

At about 3:45pm, Mr. Wallace will seek out his secretary (if the players are using the pre generated characters). He'll appear a bit upset and demand, "I want to see everyone from the home office upstairs in the master bedroom in fifteen minutes. Leave the yokels out of this, but I want the professor and his assistant there. I need to get to the bottom of something

right now.”

If the players are not using the pre generated characters, Mr. Wallace will seek them out and ask them to join him in the bedroom at 4:00 pm to “get to the bottom of something.” Either way, he wishes to see every one (except Wilma and Henry) in the master bedroom. He’ll then storm upstairs to wait for everyone. By now, there is almost two feet of snow on the ground with the storm showing no sign of slowing down.

The Death of Mr. Wallace:

Mr. Wallace will be pacing back and forth in the master bedroom while the investigators enters. When everyone is finally there, he will ask the last person that enters to close the door. He will then start speaking. As he talks, he hands the investigators Handout One (Kitten’s note; see above).



“Okay everyone, I don’t know if any of you knew or not, but Kitten apparently left this morning with Irma. All she left behind was this note. Now, this isn’t uncharacteristic of her, or girls like her, but Wilma tells me her daughter doesn’t drive. Also, I wouldn’t want to drive that mountain road in the snow and I’m a decent driver. So that got me thinking that something doesn’t seem right. I came up here, had a look around, and I found this.”

[He reaches into the closet behind him, and tosses out a woman’s travel bag; in his hand he holds a flapper’s party dress.]

“Now, Kitten running off is nothing to worry about, but that skirt doesn’t go anywhere without her clothes. What I want to know is, did anyone see Kitten this morning, or after breakfast? Did anyone talk to her? Did she say anything to anyone about leaving early?”

Suddenly, a shadow looms behind Mr. Wallace, like a cloud of purplish smoke. Quicker than the eye can follow, tendrils of the misty mass solidify into fleshy tentacles tipped with knife like ivory claws. It moves fast, with purpose and deadly intent. All three of the tentacles whip out; two of them nearly decapitating the portly New York businessman. The third slashes at the back of his ankles, dropping him to the floor like a marionette with its strings cut as the tendons are severed. Blood splatters everyone in the room as Mr. Wallace falls at everyone’s feet, his life’s blood pouring out onto the expensive Persian rug.

The investigators must make a Sanity Check for seeing the Jinniyah (see Jinniyah at Stage Three below). They must also make a further Sanity Check for 1/1d3 for witnessing the grisly death of Mr. Wallace (their friend and/or employer). Mr. Wallace dies within seconds of falling onto the floor at the investigator’s feet. The Jinniyah will then rush towards the nearest investigator. While not strong enough to defeat them all, it has no intention of doing so. It will even stop attacking those who are gravely wounded, allowing them to survive when it could press its attack. What the Jinniyah wishes is to be physically destroyed. This will start a reaction that will allow the creature to reform itself into a more powerful incarnation. Any of the antique weapons that the investigators had previously handed over to Mr. Wallace will now be found on the desk in the corner of the room. There is also the German 12th century hand axe hanging on the wall in this room (see Weapons in House below).

The Jinniyah (at Stage Three)

STR 16	CON 20
SIZ 12	INT 16
POW 15	DEX 16
HP 16	DB +1d4

Weapons: Three claw tipped tentacles 45% 1d3+db

Armor: 3 points

Sanity loss: 1/1d6



Weapons in House: There are a number of weapons available to the investigators in the house. The kitchen has a supply of knives both small (25%, 1d2 or 1d3) and large (25%, 1d6). Investigators may gather other improvised weapons with the Keeper's permission (clubs, straight razors, fire place poker, etc.; see "1920s Investigators Companion", p. 101).

There are also the following weapons, some previously spotted during the tour of the house:

- The .32 Caliber revolver Reginald

Davidson's locked strongbox

- The pair of fencing foils in the playroom
- The baseball bat (as Large Club) in the playroom
- A pair of 18th century dueling pistols in the art gallery
- A confederate cavalry sword in the art gallery
- The .577 Nitro Express double rifle in the family room
- The German 12th century hand axe (20%, 1d6+1+db).

The firearms all have limited supplies of ammunition, and none of the investigators will be especially skilled with them. This hardly matters because killing the Jinniyah only brings it back stronger than it was.

Weapon	%	Damage	Range	#Att	Shots	HP
.32 Revolver	50%	1d8	15yrd	3/2	6	10
Flintlock pistol	20%	1d6+1	10ft	1	1	6
.577 Nitro Express	15%	3d6+6	50yrd	?	1	8
Fencing foil	20%	1d6+1+db	Touch	1	--	10
Baseball bat	25%	1d8+db	Touch	1	--	20
German hand axe	20%	1d6+1+db	Touch	1	--	8
Cavalry sword	25%	1d8+1+db	Touch	1	--	8

Handout Two: The Journal of Reginald Davidson

Day 187: Finished reading the Egyptian scrolls. The translation was difficult at times. I focused mainly on the items I would need for my plans. Many warnings and odd sections about powerful gods and strange races living alongside mankind. Not sure what to think. I am going to try this out. Tomorrow I'll see if I can light a candle with the chant and my mind.

Day 188: I chanted the words on the scroll and lit the flame with my mind! This is real and I know my plan will work. I will have justice, at last. I will restore my family's fortune. When I am ready I will use the knowledge I have gained. With it I will call upon one of these beings the book speaks of and bind it to my will. I have so much to do; I can't wait to get started.

Day 193: I finished the circle in the center of the lab, it took a lot of time to draw and some of the ingredients were not easy to find. It's a good thing I still know people from my short time in medical school. I've ordered the stones from Boston; it's costing me a small fortune to get them delivered, but once I'm done, money will no longer be a problem.

Day 220: The last of the pillars was placed today. My hands hurt from all the chiseling, at least the pharaohs had slaves for this part. Maybe when I'm done I'll get one, too. Some rest now, and then tomorrow I'll try calling the air spirit. The scrolls say it's weak and a good first test. I'll have my pistol with me anyway.

Day 221: Some successes, some setbacks. The scrolls said the spirit would be white, but it was more of a bluish purple. The scrolls said it would be harmless but I've got a cut on my hand that proves otherwise. For such a small thing it certainly was vicious. Also, it shouldn't have been able to cross the lines on the circle, for all the time I took in drawing it; the imprisonment circle was totally useless. The wretched thing rushed me the moment the chanting was over, swinging its little claw. A single shot sent it back to whatever place I called it from. I'll start checking my notes tomorrow.

Day 222: I've called Dr. Anders, he can't get here fast enough. I'm sure I'll need numerous stitches to close some of these wounds. The thing, whatever it was, attacked me again. It appeared out of nowhere. Only now it had two of those claws and was twice its original size. Thank goodness I still had my pistol and have a steady hand with it. It took three shots to put down this time. I saw it die yesterday, how can it be back? I'm going to lie down and wait for the Doctor. He should be here in the morning. How I'm going to explain my injuries I'll figure out in the morning. Right now I feel a bit lightheaded.

Shortly after this encounter, the last of the gasoline runs out from the generator and the entire house plunges into darkness. If the investigators have not yet found Mr. Clark's body, they are sure to now go looking for him at this point. A successful **Luck** roll will allow an investigator to find an old oil lamp, some candles, a hurricane lamp or a lantern. Allow only one **Luck** roll for each room of the house.

The investigators are now able to search the master bedroom and its walk in closet. The closet is empty of clothing but a successful **Spot Hidden** roll will find a hiding place concealed under a loose floorboard. Beneath the floorboard is a locked strongbox. The box has a handle and can be hauled out of its hiding place with ease. The lock can either be picked or forced open with a resistance check beating a STR of 8.

Contents of the strongbox:

- A .32 caliber revolver
- A box of twenty .32 caliber bullets
- Twenty photos of nude women
- \$340 in \$20 bills
- A large ornate key (which opens the secret door in the library that leads to the lab)
- A small journal. The journal is a log kept by the late Reginald Davidson (see Handout Two, below). This is the personal research journal of Reginald Davidson. Entries are sporadic, and only the last few entries offer any pertinent information as to what occurred here.

PART III

NEVER SUMMON
ANYTHING BIGGER
THAN YOUR HEAD...

At this point, the investigators may wish to gather light sources and arm themselves. If they have found the strongbox in the Master Bedroom, they will have the journal and the key to the locked secret door leading to the lab. They may also try to find Henry Clark (see above) and Wilma Marshall.

The Snow: For the remainder of the adventure, snow will fall at a rate of one foot per five hours until the Jinniyah is imprisoned. While the Jinniyah is reforming, the snowfall will slow to only about an inch per hour. During the last hour of the creature's reformation, the snow will begin falling faster and heavier. When the Jinniyah is fully reformed, the snow will fall at a rate of five inches per hour.

Wilma Marshall: The first place she goes after the lights go out is the door to the boiler room, to ask Henry what's wrong with the power. She finds this door to be locked. Growing afraid, she goes to the kitchen and gets a lantern and a butcher knife. Wilma will then go to the bottom of the stairs, with a lit lantern in one hand and the knife in the other, and start calling out for someone. By now she is very afraid and desperate to find someone else in the dark house.

Just how involved Wilma is with the investigators is up to them and the Keeper. She'll stay close to the investigators for the remainder of the adventure. Her mental state is not a strong one (having only 45 Sanity points). Repeated Sanity

Checks for seeing any of the bodies (1/1d3), for being told that Wallace and Clark are dead (1/1d2), for realizing her daughter and Kitten are most likely dead (1d4/1d6) and/or for possibly seeing the Jinniyah at some point, may all well drive the fragile woman insane. Until then, she will try to be helpful to the investigators, feeding them as a way to calm herself.

Keepers may use her as a hindrance (screaming uncontrollably, rushing into their line of fire in a panic, etc.), as a savior (rushing in to save an investigator while swinging her butcher knife with deadly effect) or for effect (having her murdered by the Jinniyah as the investigators watch or later stumble upon her body). Wilma is a variable to be utilized by the Keeper; allow her to fill whatever role seems most effective in the scenario at this point.

Wilma Marshall

"caterer in the wrong place at the wrong time"

STR	11	CON	12
SIZ	11	INT	12
DEX	14	POW	9
APP	13	EDU	13
SAN	45	HP	13
DB	N/A		

Weapons: Butcher Knife
(50%, 1d6+db)

Armor: None

Skills: Cooking (65%), Knife (50%), Listen (45%), Dies dramatically at Keepers' whim (90%)

The Jinniyah's Plan: At this point, the Jinniyah's plan is to kill every one in the house or die trying. Either way will serve its aims just fine. The creature's goal is to escape the ring of containment pillars imprisoning it on the grounds of the Davidson estate. Once it ascends into its sixth stage, the Jinniyah will have the strength to topple one of the stones. Once that happens, it will be free to leave the area and wreck havoc wherever it goes. Unless the investigators can stop it, the creature will cause the death of countless thousands of innocent people. If the creature manages to begin multiplying, it could well be tens or even hundreds of thousands.

At the start of Part IV, it will be reforming into a stage four Jinniyah. In 4d8 hours, the creature will reform itself and begin stalking the investigators once again. If killed again, it will then begin reforming into a stage five Jinniyah, taking 5d8 hours. Once reformed to stage five, the Jinniyah will only need to go through one more ascension of form to escape its prison. If killed by the investigators a third time, the creature will reform into a stage six Jinniyah, taking it 6d8 hours to achieve. Once this happens, it will have the ability to leave the area. If it escapes out into the world, the investigation ends in failure.

The Lab: Once past the locked secret door (see Library, Part I) the investigators will have access to Reginald Davidson's lab. Using the key found in Reginald Davidson's strongbox will open this door easily.

1) *The Door:* A thick oak door with a fine lock (20% for locksmith attempts) and a stout oaken

TALES OF DEATH & DARKNESS

brace that can be lowered into place to reinforce the door. The door has a resistance of 30 STR if the brace is lowered into place. Such precautions are useless against the Jinniyah.

2) *The Lab*: The floor, ceiling and walls of this room are all stone. There are bookcases and shelves lining every wall. Some hold books on the occult, witchcraft and folklore. Among these books are two mythos tomes (see Other Books below). These two books hold important information that will give the investigators Handout Eight and Nine, and enable them to possibly find

Handout Ten.

The shelves here hold hundreds of jars and bottles filled with strange powders, fluids, minerals and other alchemic items. A successful Spot Hidden roll in this area brings a box labeled "Martin Calbecci" to the investigator's attention. A successful KNOW roll reminds the investigators that this is the same name of a mob hit man who was killed by the police in 1924. Inside the box is a mummified human hand with a single finger missing.

There are also three tables here, one is covered with what looks like a chemistry set of glass beakers,

burners, mortar and pestle, glass tubing and a scale. The second table holds a large case, which holds a group of twelve large scrolls (see Al Azif) written in 8th century Arabic. The case is locked, but beating a Resistance roll of 10 forces it open with ease. The last table is a work area and upon it is another journal, entitled "Translations of the Al Azif" by Reginald Davidson.

On the floor of the lab there is a cleared space with an elaborately painted circular symbol on the floor. It's about six feet in diameter with a brazier in the center. The bowl is filled with a burnt purple

Handout Three: On Summoning

Al-Azif Passage I, the Direct Arabic Text:

"Now that all is prepared one must take care in choosing the sort of spirit to summon. Great caution should be taken in not calling forth a spirit more powerful than the summoner can hope to control. For the first summoning, one should never call up a being of great size or strength. A mist spirit is ideal, as it has no physical form and is easily destroyed by a strong wind should a summoner's binding circle be improperly drawn.

"For this being the following items must be ground up by mortar and pestle: a black pearl of medium size, the knucklebone of a jackal, three handfuls of dried honeysuckle flowers, the skull of a bat, the tooth of a murdered man, one pinch of mustard seed.

"Mix all of these with seven drops of bee venom, nine drops of the summoners' fresh blood and a mouthful of wine. Put this in a brazier within the summoning circle, and place a fire to it.

"If done correctly, it will burn well, filling the summoning circle with pale white mist. The mist spirit will be trapped within the circle and should obey simple commands. The spirit is so weak as to be almost without use to a summoner, other than as a test of one's containment runes and as a way to build one's skills."

[This is essentially a summoning spell.]

Summon Mist Spirit

Range:	5 feet
Duration:	3 rounds
Cost:	2 MP
Sanity:	1
Resistance Table:	No

Handout Four: On Summoning Circles

Al-Azif Passage II, the Direct Arabic Text:

"The drawing of a summoning circle must be done with the utmost care and preparation. Countless summoners have died because of sloppiness, carelessness or trusting in skills they did not possess. DO NOT attempt this unless you are willing to stake your immortal soul on having done this correctly, for that is exactly what one is doing.

[The text goes on to explain, with elaborate diagrams, how the figure is to be drawn.]

"Great care must also be taken with the ink used in drawing the circle. Mix four coals with every cup of water, then add six drops of mercury, nine crushed olive hearts, seven hairs from an ox and a single fish eye. Mix together and bring to a boil. When the steam turns a dark shade, allow mixture to cool. Use the ink within four hours for best results. If the ink is not used within ten hours, discard it, as it is useless.

"Once drawn, the figure will maintain its power until the image is marred or interrupted. DO NOT allow anything near the figure that could possibly fall onto it and break the continuity of the lines. This will disrupt the magic of it and allow whatever is trapped within to escape."

sludge and there are the ashes of coals beneath it. A successful **Spot Hidden** roll in this area will reveal a bullet imbedded in the wall behind the circle.

The Al-Azif: Researching this text will take some time. While reading the entire collection of scrolls would take over a year (much more time than the investigators have left), it can be skimmed for important facts. A successful **Spot Hidden** roll shows that three scrolls seem to have been read much more than the others.

A successful **Library Use** roll on each of these scrolls finds the following three passages, Handouts Three, Four and Five. Finding each of these passages takes an hour to translate and four hours to read them.

Handout Five: The Master of All Knowledge, Arabic Translation

Al-Azif Passage III, the Direct Arabic Text:

"Many, if not all summoners are at one time or another tempted to call the master of all knowledge. The reasons for this are many, for the promise of an answer or solution to any question is what the Black Pharaoh provides. This dark force is easy to call and has the power to grant the summoner's every desire; in fact that is his most deadly poison. You must never give in to such temptation, for treating with him is the doorway to ruin, madness and death."

[Then lists the instructions for summoning the entity.]

The Journal of Reginald Davidson:

This book is in English and its entries are haphazard and disorganized. A successful **Psychology** roll will allow investigators to realize that the writer was probably skimming the scrolls and translating only the parts he felt necessary. There are two important passages that can be found with a single **Library Use** roll, or by spending 16 hours reading the entire disjointed text. These handouts are important, because they show the mistakes Reginald Davidson made in his first and only attempt at summoning.

The other books: There are two other mythos tomes here, each with a single bit of information. The first of these is the *Testament of Carnamagos*, a 12th century Greek tome, which contains Handout Eight (more information on this book can be found in the *Call of Cthulhu* rulebook). To find this information, an investigator reading this book must make a successful **Library Use** roll, and already be aware of the mistakes Reginald Davidson made in his summoning spell. Finding this passage takes four hours and translating it takes another two hours per attempt.

A successful **History** roll will allow an investigator to recall that the Caliph Muhammad Ilbin Assem ruled over a territory in western Egypt sometime in the late 7th century.

The second mythos tome is *Forgotten Folklore of the Wastes*, a French text written in 1892 by linguist and archaeologist Gene Renoit (eight weeks to study, 1d2/1d4, +4 **Cthulhu Mythos**). This is a book on ancient folklore allegedly proven by archeological

Handout Six: On Summoning, English Translation

Al-Azif passage I, the Translation of Reginald Davidson:

"If all is prepared, one needs to take care in choosing which sort of spirit to call. Great care can be grabbed in not calling forth a spirit as powerful as the summoner will hope to rule. For the first calling, one should not call up a being of great size or bulk. A mist spirit is good, as it has no flesh and is easily smashed by a wind should a summoner's binding circle be mistakenly colored.

"For this thing these items must be ground up by mortar and pestle:

- a black pearl
- the knucklebone of a jackal
- three clumps of dried honeysuckle flowers
- the skull of a bird
- the finger of a murderer and
- one pinch of mustard.

"Mix these with seven drops of bee venom, nine drops of summoners' blood and a cupful of wine. Put this in a brazier, within the summoning circle, and place a fire to it.

"If done, it will burn well, filling the circle with pale mist. The mist spirit will be enslaved within the circle and will obey any commands. The spirit is very weak, it is almost without use to a caller, unless as a test of your containment runes and as a way to test one's skills."

[This is essentially a summoning spell, *Summon Spirit*.]

Summon Spirit

Range:	5 feet
Duration:	6 rounds
Cost:	10 MP
Sanity:	1d4
Resistance Table:	No

Handout Seven: On Summoning Circles, English Translation

Al-Azif Passage 11, The Translation of Reginald Davidson:

"The drawing of a summoning circle must be done with care and planning. Many summoners have died because of badness (?), lack of care, or trusting in things they didn't have. Don't try this unless you are sure of what you're doing [long warning here]."

"[Goes on to explain how the figure is to be drawn with elaborate diagrams.]"

"Be careful making the ink used in creating the circle. Mix four coals with every cup of water, and then add six drops of mercury, nine crushed date hearts, seven hairs from an ox and a single eye from a fish. Mix together and boil. When the steam turns black, let it cool. Use the ink within six hours for best results. If the ink is not used within twelve hours, throw it out."

"Once drawn, the figure will work until the image is made ugly (?) or broken. DO NOT allow things close to the picture that can fall onto it and break the lines. This will stop the magic of it and let whatever is inside to get out."

"Can this hold the master of knowledge?"

research by the author. It also contains the translation of runes and hieroglyphics found upon ruins throughout the Middle East. A successful **History** or **Archaeology** roll will allow the investigator to recall that Dr. Renoit was professionally ruined by the publication of this work, of which only a handful of copies were printed. They will also recall that Dr. Renoit is rumored to have committed suicide in 1901, while on a dig in Yemen.

There is another important piece of information within this book, that being Handout Nine. Finding this passage requires a successful **Library Use** roll. Locating the passage takes four hours and translating it takes another two. Handout Nine can only be found after Handout Eight is obtained, as the passage also mentions the ruins of Had'Raddia.

HANDOUT EIGHT: THE JINNIYAH

TESTAMENT OF CARNAMAGOS, THE DIRECT GREEK TEXT:

"OF ALL THE DANGEROUS SPIRITS THAT MIGHT BE CONJURED FROM THE ABYSS OF HADES, THE JINNIYAH IS ONE OF THE FOULEST. THEY ARE NOT THAT CHALLENGING TO SUMMON; THE HARDEST PART IS OBTAINING THE KEY INGREDIENT: THE FINGER OF A MURDERER. SMALL SEEMING AT FIRST, THEY APPEAR AS A CLOUD OF PURPLE SMOKE FESTOONED WITH CLAW-TIPPED TENDRILS. WHILE EASILY DISPATCHED, THEY ARE DEATHLESS, TURNING TO SMOKE AND REFORMING MORE POWERFULLY EACH TIME. THEY ARE ABLE TO TAKE THE FORM OF THOSE THEY HAVE KILLED FOR SHORT TIMES, SHIFT INTO A SHADOW FORM, AND HUNGER FOR THE SOULS OF THOSE THEY DELIGHT IN SLAYING. WHEN ENOUGH SOULS WERE DRAINED, OR THE LARGEST OF THEIR KIND WAS KILLED IT WOULD, LIKE A PHOENIX, BE REBORN INTO SEVEN MORE JINNIYAH!

IT IS SAID THE KINGDOM OF HAD'RADDIA WAS DESTROYED TRYING TO CONTAIN AN INFESTATION OF THESE SPIRITS. THEIR WIZARDS, HOWEVER, MANAGED TO CAPTURE ALL OF THEM, ENTRAPPING THEM WITH ENCHANTED CONTAINERS AND SEALING THEM WITHIN USING STAR ADORNED STOPPERS. ONE OF THESE BEINGS WAS RELEASED IN ARABIA DURING THE REIGN OF THE CALIPH MUHAMMAD ILBIN ASSEM, WHEN AN UNWITTING NOBLEMAN WHO RECEIVED THE ANCIENT ITEM AS A GIFT REMOVED A BOTTLE'S STOPPER. HIS ROYAL VIZIER WAS ABLE TO RETURN THE MALIGNANT SPIRIT TO ITS PRISON BEFORE IT MANAGED TO CAUSE AN INFESTATION."

Once the investigators have the information found in Handouts Eight and Nine, they can return to the Al Azif to do further research. They can research any of the new information they have gathered from other sources (enchanted bottles, Jinniyah, Had'Raddia, Elder Sign, etc.). With an additional successful Library Use roll (which takes four hours plus another hour to translate) an investigator will find Handout #10.

Summary of Handouts: The investigators need to find a fair number of facts scattered about the lab to be able to successfully complete this adventure. Time is their greatest enemy! The Jinniyah will seek to disrupt their efforts, claim their lives and force them to again destroy its mortal form. Each **Library Use** roll will take four hours to attempt; a failed roll gains no information. There are four

items in the Al Azif, three of them being vital. The last of these can only be researched after the handouts from *Forgotten Folklore of the Wastes* or *Testament of Carnamagos* have been gained.

If multiple investigators are researching and reading at the same time, all of these facts can be put together in as little as ten hours (four simultaneous successful Library Use rolls, followed by one hour of study; then one additional Library Use roll and additional hour of study). It could, and probably will, take them much longer than that. Even once the research is 100% complete, there will be several hours worth of brewing, redrawing and enchanting to complete the necessary rituals to imprison the Jinniyah (see Part V).

Fleeing the Area: If the investigators attempt to brave the storm and flee the area, they will eventually be forced back to the house. The remaining cars outside will be completely snowed in at this point. Even if investigators get into the vehicles, they will be totally swamped in the deep snow, wheels spinning without purchase.

The other alternative is walking. After more than two hours walking down the road in several feet of snow, they will discover that the Scotsman's Bridge is out. Weakened by tons of snow and ice piled onto it, the Bridge collapsed. Investigators who persist in trying to escape the area on foot will not survive. An **Idea** roll will allow them to realize climbing down off the mountain during a blizzard is both a futile and perhaps fatal course of action. How much time this wastes is up to the investigators, but every hour that passes

HANDOUT NINE: THE FATE OF HAD'RADDIA

Forgotten Folklore of the Wastes, the Direct French Text:

"So the old man told me that the bottle was from the kingdom of Had'Raddia and that I should return it to the sands where I found it. I had heard of Had'Raddia before, from other shamans and mystics who dwelled in the wastelands. It was said to have been a kingdom of wizards that thrived in the distant past. He told me the bottle contained an evil spirit, a genie, and that if released it would be a hunter of souls and a bringer of storms. This surprised me, for some sort of enormous sandstorm had in fact buried the ruins I had found the bottle in. Many of the inscriptions within the ruins spoke of evil beings that appeared as men and women, but were in fact demons, or evil spirits of some sort. These genies, it seems, destroyed the kingdom by summoning a sandstorm that lasted for more than a year.

"I looked over the bottle more closely, removing some of the sand from the stopper, when I saw the elder sign carved into it. This was a symbol I was familiar with from other studies! Something was within the bottle, something evil and dangerous, of this I was now sure. I reburied the thing the next day and had the entire excavation site filled in. I then burned all records of the site's location. I pray that it never be found and that whatever was trapped inside the bottle never finds its way out."

[Then there are instructions on the creation of an Elder Sign, CoC RB 5.6.1, p. 205.]

Elder Sign	
Range:	0
Duration:	Permanent
Cost:	Sacrifice 2 points of POW
Sanity:	0
Resistance Table:	No

Handout Ten:
On the Permanent Containment of Jinniyah

Al-Azif Passage IV, The Direct Arabic Text:

"When the deathless Jinniyah came to Had'Raddia, it grew strong and bred itself on the souls of those it had slain. Many were killed by the warriors of the city, but that only made the spirits more powerful and numerous. It was the wizards, the same wizards who foolishly called the first of these creatures to our world, who were responsible for saving mankind.

"They learned that by attempting to summon one of these creatures into a proper binding circle they could hold it for some time. The Jinniyah would turn to mist and seep through the smallest of cracks and pores too small for the human eye to see. The spirit called would be the closest one to the circle; it would not bring a new Jinniyah to our world. Only the first casting did that, as the being was a stranger to this dimension. The wizards knew they could compel one to appear, and they knew they could hold one for some few hours, but they wished to imprison one for all eternity.

"The answer was glass. Somehow the spirits were unable to pass through enchanted glass. The stopper was the only place where a spirit might escape, so they constructed seals engraved with an enchanted Elder Sign. When one of these bottles was placed in a proper imprisonment circle and the summon spell cast, the nearest Jinniyah would be compelled to appear in the circle. Then a great vortex would draw the malignant spirit into the bottle. Before the creature could escape the stopper needed to be slammed shut. This was the deadliest moment, for if the wizard was slow or clumsy the enraged and panicked Jinniyah might summon all its strength to lash out at the wizard before the door to its prison was slammed shut.

"Once entrapped the Jinniyah would not be able to free itself. If the stopper was removed, or the glass broken, the spirit would be free once again. Also, if a summoning spell was cast for a Jinniyah, and an imprisoned Jinniyah was closer than a free one, the imprisoned Jinniyah would be called forth from its prison. As such, once filled these bottles would be taken far away into the wastelands and hidden.

"In the end, the wizards of Had'Raddia won the war they had in their pride and ignorance started. Every Jinniyah upon the earth was imprisoned, and the wizards hid three thousand bottles in the forgotten corners of the known world. For their people, it was too late. Fed upon like cattle by the creatures, hunted and slaughtered, plagued by the droughts and sandstorms these creatures brought and the fear and mistrust their shape-changing ways caused Had'Raddia was collapsed upon itself. Nothing of their people remains, other than in the memory of mystics and wizards, and bottles buried in far off places holding thing both dark and deadly."

[After which details the creation of an enchanted Jinniyah bottle.)

Enchant Jinniyah Bottle

Range:	○
Duration:	Permanent
Cost:	Sacrifice 4 points of POW
Sanity:	1d4
Resistance Table:	No

puts them at greater danger. The Jinniyah can also move about much of the grounds of the estate and will not hesitate to attack someone waist deep in snow.

The Second Attack: It is very unlikely that the investigators can finish all the necessary research and preparation before the Jinniyah is reformed a fourth (and possibly fifth) time. For its next attack, it may try to lure someone away from the group, possibly using the form of one of its recent victims. The Jinniyah will spy on the investigators, flitting about incorporeal and invisible, before it commits itself to any action. If the investigators stay together and seem to be working hard on imprisoning the creature, it will be forced to make a direct attack on them in the lab.

Suddenly a purple mist erupts from the brick wall. In seconds, mist has coalesced into a solid form. As the smoke clears, you see a beautiful woman with flowing black hair. Her clothing is made of sheer silk, showing her curvaceous body beneath it. Her skin is tan and her eyes almond shaped with startling purple irises. The figure does not move; it only stands there staring at you all. She slowly smiles, bows her head in greeting and begins speaking in Arabic: "We can do this the simple way, or we can do this the difficult way."

The Jinniyah then waits for the investigators to reply. If they move to attack her, she attacks (see below). If investigators question her in any way other than to explain her statement, she coyly smiles and repeats herself. If the investigators ask her to explain these choices she continues:

The woman answers, her smile wide and her eyes twinkling with pleasure. "The simple way is for all of you to lay down your arms. I will kill you quickly and without suffering, for I am not without mercy. The difficult way is that I kill you while you attempt to resist. If you resist your destiny, I will make certain that each of you die as painfully as your frail bodies can endure.

Make your choice."

As investigators are surely unwilling to accept her offer of a quick death, the Jinniyah will attack. She will rush at the investigators, instantly changing into her semi corporeal form, slashing with all four tentacles tipped with ivory knife like claws. Investigators will have to make a **Sanity Check** before they can take action once she shifts into this form.

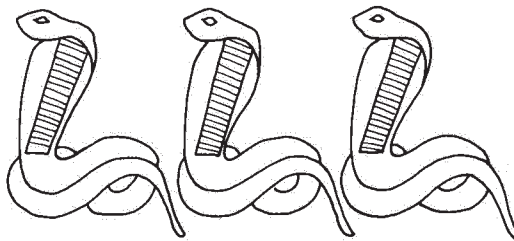
The Jinniyah (at Stage Four)

STR 20	CON 24
SIZ 16	INT 16
POW 15	DEX 16
HP 20	DB +1d6

Weapons: Four claw tipped tentacles 55% 1d3+db

Armor: 3 points

Sanity loss: 1d2/1d8



PART IV

PUTTING THE GENIE
BACK IN
THE BOTTLE...

The investigators should hopefully by now have a good idea of just what happened here three years ago. The investigators should also have all sufficient information to successfully make an attempt to imprison the Jinniyah. These key facts they should have uncovered are as follows:

- The ink used in Reginald Davidson's imprisonment circle was not properly created
- The spirit summoned by Reginald Davidson was not the harmless mist spirit that he intended but a deadly and dangerous Jinniyah
- Physically killing the Jinniyah only makes the creature more dangerous and possibly more numerous
- The Jinniyah is causing the snow storm
- The Jinniyah can mimic those it has slain for short periods of time.

The investigators should now have access to a number of magical spells and mystical formulas. Their only hope now is to reenact the ceremony created by the wizards of ancient Had'Raddia; they must entrap a Jinniyah.

With the arcane knowledge contained in Reginald Davidson's journal (the Summon Jinniyah spell), the Al Azif (the correct formula for the ink used in the imprisonment circle and the Enchant Jinniyah Bottle spell) and Forgotten

Folklore of the Wastes (create Elder Sign spell), they have all the tools they need to do just that. The problem is that it isn't an easy thing putting a genie back in its bottle. The Jinniyah will stop at nothing to prevent the investigators from performing the required rituals and castings.

The Ritual: After finding and translating the three spells and the formula for correctly brewing the ink, the investigators are ready to confront the Jinniyah on their own terms. To entrap the creature successfully (and safely) the investigators must follow these steps:

- 1) Brew the ink correctly
- 2) Redraw the imprisonment circle
- 3) Enchant a glass bottle
- 4) Create an Elder Sign
- 5) Affix the Elder Sign to the bottle stopper
- 6) Place the enchanted bottle in the imprisonment circle
- 7) Cast the Summon Jinniyah spell
- 8) Place the stopper on the bottle.

1) **Brew the ink:** Once the correct formula for brewing the ink is found, deciphered work can begin. The process takes an investigator between two to four hours (1d3+1). Anyone with more than 20% in the Chemistry skill automatically creates the ink successfully. Investigators unfamiliar with chemistry attempting to brew the ink correctly must make an INT roll times four. Keepers should roll this secretly and not inform the players of the outcome.

2) **Redraw the imprisonment circle:** Reginald Davidson correctly drew the imprisonment

circle, but he failed because of the ink content. An investigator may simply trace the existing circle with new (hopefully correctly brewed) ink. Retracing the circle takes one to two hours and requires an investigator to make a DEX roll times five. Drawing an entirely new imprisonment circle takes three to five hours and requires an investigator to make a DEX roll times four.

3) **Enchant a glass bottle:**

Enchanting the bottle will take two to five hours (1d4+1) of preparation time, ending in the casting of the Enchant Jinniyah Bottle Spell (which also requires the sacrifice of four MP). Any glass bottle able to hold a stopper is suitable for enchantment. Allow any investigator specifically looking for a sturdy glass bottle to attempt an Idea roll. If successful the investigator will recall that all of the wine bottles served at dinner were a bit oversized, with thick glass and a stopper. These bottles will be in the kitchen trashcan and none of them has a chance of breaking during the ritual (see Part H below).

4) **Create Elder Sign:** This requires the successful casting of the Elder Sign spell. Creating the Elder Sign takes an investigator one to two hours, while enchanting the finished stone takes between two to three hours. There are numerous things the Elder Sign can be created from in the house, so long as they can be combined with the stopper (see Part E below).

E) **Affix the Elder Sign to the bottle stopper:** While a simple step involving no magic, it is nonetheless a very important

part of the process. The investigators must improvise a way to firmly secure the Elder Sign to the stopper. This takes as long as the investigator wishes to invest in it. The Keeper decides exactly how successfully this is done. If the Keeper feels there is a chance of the Elder Sign coming loose, then the investigator who secured it must make a LUCK roll. If this roll fails, the Elder Sign comes loose. If this roll fails by more than 20%, the Elder Sign comes loose during the final moments of the imprisonment ritual.

F) Place the enchanted bottle in the imprisonment circle: This is also a simple step that has the possibility of ending in disaster. If the circle's intricate runes are marred in any way during the placement of the bottle, the imprisonment circle will fail. The investigator placing the bottle can try a **Luck** roll if they clumsily damage the runes while placing the bottle within it.

G) Cast the Summon Jinniyah Spell: Upon casting this spell, the nearest Jinniyah will be summoned into the burning smoke and forced to take form there. Even if it chooses to remain incorporeal, it will appear as an outline within the vapors.

Once summoned into the circle, the Jinniyah will spend several moments appearing in its semi corporeal form. It will hurl itself about the circle, screeching and howling insanely as it slashes and claws at the edges of the circle. If the circle is properly drawn, sparks will appear wherever the creature touches an area directly above the

containment runes. Investigators viewing this are required to make a Sanity Check for seeing the Jinniyah (at whatever stage it currently is).

If the circle is effective in trapping the creature, the Jinniyah will then shift into human form. It may appear as Mr. Wallace or Irma Marshall, begging for someone to help it, while exclaiming that this is all a mistake. If Wilma Marshall views the creature changing into the form of her daughter, it will permanently unhinge her already shaky mind. She instantly goes insane, crying out "I'm here baby, momma's coming!" rushing toward the circle and her "daughter". The investigators must prevent Wilma from interrupting the lines of the circle and freeing the Jinniyah.

If the imprisonment circle was correctly drawn and remains unbroken, the Jinniyah will be imprisoned within it for at least 6d6 hours. After that time, it will have managed to seep through the tiniest of imperfections in the paint and stone.

SUMMON JINNIYAH

Range:	5 feet
Duration:	6 rounds
Cost:	10 MP
Sanity:	1d4
Resistance Table:	No

If an Enchanted Jinniyah Bottle is within the imprisonment circle when the Jinniyah is summoned it slowly begins to glow. The bottle's magic activates 1d4 rounds after the Jinniyah appears. It will begin to vibrate and a slowly turning vortex will appear at the bottle's opening. When this happens, the creature reacts even more violently, clawing and screaming in an enraged panic. The vortex grows in size and speed until after several minutes the Jinniyah is almost completely drawn into the enchanted bottle. Each round after this, one of the creature's tentacles whips out, clawing wildly. These desperate actions on the part of the Jinniyah will cause the bottle to be tossed about inside the circle. The bottle, if containing the creature, cannot exit the circle until it has been sealed with the stopper adorned with the Elder Sign.

If a bottle other than one of the oversized ones served at dinner (see Part C above) is used, there is a chance that all of this jerking and thrashing about causes the bottle to shatter. For every round that the bottle is allowed to bounce about, Keepers should roll a **Resistance** roll (STR 10 for the Jinniyah's frantic efforts to break the bottle and STR 10 for the bottle).

Investigators can take steps to further protect a normal bottle (wrapping it in cloth, dipping it in wax,

securing it firmly to the floor before the casting began) for a bonus of between 1-6 STR points to the bottle (Keeper's judgment on how much of a bonus their efforts warrant.). If one of the oversized/thick bottles is used, there is no chance of it being broken from the Jinniyah's efforts.

The final part of the imprisonment ritual is to close the bottle with the specially prepared stopper adorned with an Elder Sign. One or more investigators must enter the circle and physically place the stopper onto the bottle. The bottle will be moving about wildly inside the circle and an investigator will need to grab it. An investigator must make a DEX times four roll to grab the bottle, and then another to ram the stopper correctly into place. Only one investigator may attempt to do either of these actions per round. While doing so, one of the Jinniyah's clawed tentacles will attempt to attack a random investigator once per round. An investigator cannot attempt to dodge and make a DEX times four roll to either grab or stopper the bottle in the same round.

Once the stopper is securely in place, the Jinniyah is rendered powerless to free itself and the adventure is over. The bottle ceases all movement and the glowing fades until the bottle appears to be nothing more than a normal glass container. Once the Jinniyah is trapped inside, the glass becomes darkly colored and opaque. The bottle can now be moved outside of the summoning/imprisonment circle and beyond the ring of standing stones around the house.

Just what the investigators do with the bottle is up to them. If the bot

tle is ever opened or somehow broken, the Jinniyah will be freed. If a *Summon Jinniyah* spell is cast and this particular Jinniyah is the closest to the caster, this Jinniyah will be released from its bottle. It will then appear before the next spell caster, its new "prospective" master.

The investigators may have a few **Fast Talk** and/or **Persuade** rolls to make to authorities to account for the deaths of "Kitten", Henry Clark, Mr. Wallace, Irma Marshall and possibly others.

Outside, the freak blizzard quickly blows itself out in less than an hour. Warmer temperatures quickly melt much of the snow, and within three days, the investigators may attempt to reach Birch Springs.

~ The End ~ Sanity Awards

For defeating the Stage Three Jinniyah	1d3
For defeating the Stage Four Jinniyah	1d6
For creating an Elder Sign	1d3
For Enchanting a Jinniyah Bottle	1d3
For successfully imprisoning the Jinniyah	1d10
If the Jinniyah escapes	-1d10

JINNIYAH

GREATER INDEPENDENT RACE

The name of these beings comes from Arabic folklore describing a powerful supernatural spirit associated with the destructive forces of nature. A feminine form of Jinni (or Genie), the Jinniyah is a powerful mythos entity. These beings delight in spreading destruction and hunger for the fleeing life energy of those whose death it causes. A Jinniyah feeds by absorbing the Magic Points of a being it has killed.

THE THREE FACES OF A JINNIYAH

The Jinniyah has three forms, which it can shift among at will. Its natural state is non corporeal and invisible; a true spirit entity. In this way, it cannot normally be detected (unless by a spell, magical item or a person with psychic sensitivity) or harmed (unless by a spell). In this form it can travel through matter but cannot affect its environment in any way.

Its second form is its most dangerous. It can appear as a semi corporeal ball of smoke like mist that has fleshy tentacles tipped with ivory like blades hanging from it. The Jinniyah can shift into and out of this form quickly, appearing suddenly to attack and then vanishing almost instantly. It is vulnerable to physical attacks while in a vanished form. The number of tentacles it possesses depends on which of its life stages it's in (see below).

The third Jinniyah form is only available after it has reached its third stage of development (see below): that of a human being. A Jinniyah can perfectly mimic any

being it has recently murdered and absorbed life force from. The creature has all of the memories and mannerisms of the person whose form it mimics. This ability lasts only one day per Magic Point the slain individual possessed. (i.e. a Jinniyah murders an investigator who had 11 MP. For 11 hours following the murder, the Jinniyah can perfectly mimic the deceased investigator.).

Other than mimicking those it has slain, each Jinniyah has a default human form. This is the form of the very first person whose life force it had absorbed. Its default form could well be someone it had murdered hundreds or even thousands of years ago, as Jinniyah are essentially immortal unless destroyed. These forms are often dressed in the costumes of far off lands and distant ages, as these creatures are unable to alter their default form in any way. As with its semi corporeal form, the Jinniyah is vulnerable to physical attacks while in a human guise.

THE SEVEN STAGES OF A JINNIYAH

When first summoned from its native dimension, a Jinniyah is small and weak. In semi corporeal form, it is barely the size and strength of a rat. Unfortunately, they seldom stay this way for long, as this is only its first stage. If a Jinniyah manages adsorb enough life force, it undergoes a physical change and grows larger and stronger. Over time, a Jinniyah can do this six times, each stage more dangerous and powerful than the last. At the seventh attempt to physically change, the Jinniyah does not increase in power, but rather it bursts apart, forming seven new stage one Jinniyah.

There are two ways for a Jinniyah to ascend to its next most powerful stage. The first is to absorb 100 Magic Points worth of life force per stage (i.e. a stage two Jinniyah must absorb 200 MPs worth of life force to become a stage three Jinniyah). The other way is the easiest to achieve, but much less desirable to the Jinniyah. If a Jinniyah is physically destroyed while in our plane of existence, it turns into a thin purple mist and vanishes. This does not destroy the creature, yet it enables it to reform onto the next stage at the rate of 1d8 hours per stage (i.e. a stage three Jinniyah is destroyed while in human form, turning into purple mist and vanishing. Incorporeal, it lingers in the area reforming. The Keeper rolls 4d8 for the number of hours the Jinniyah will be reforming. Say he/she rolls a total of 14. Thus, in 14 hours the creature will manage to reform itself, but this time it will be a stage four Jinniyah). Jinniyah try to avoid this if possible, as being destroyed and forced to reform is a painful and unpleasant experience for them. Doing it willingly would be much like a person allowing him or herself to drown; while possible, it is not preferred, much less done easily.

THE POWER OF A JINNIYAH

The Jinniyah earned their reputation for being destructive forces of nature. Within our plane of existence, these creatures possess the ability to cause extreme changes in weather pattern. A Jinniyah can drastically alter the weather within a two mile radius per life stage, for a total of one day per life stage (i.e. a stage two Jinniyah can affect the weather in a four mile radius for two days straight). These weather extremes can be changes in

temperature of up to forty degrees, causing crippling cold spells or heat waves, or with precipitation, causing killer storms, blizzards or droughts. The Jinniyah delight in using this power to cause death and destruction.

*THE HISTORY OF THE
JINNIYAH ON EARTH*

An ancient sorcerer summoned the first Jinniyah to Earth many thousands of years ago. Unable to enslave the dangerous and defiant being, the sorcerer destroyed it, starting its cycle of growth. The Jinniyah discovered that being summoned to Earth gave it great power and a fertile hunting ground for life energy. Before long that single Jinniyah had become many, spreading death across the sorcerer's city.

Desperate, a band of great sorcerers found a way to capture and imprison these beings, as destroying them only allowed them to grow more powerful and eventually more numerous. For decades, human sorcerers hunted and trapped the Jinniyah, while they stealthily avoided capture, feeding on life forces and spreading destruction. By the time the last of the Jinniyah were imprisoned, and an entire nation had been destroyed. The summoning of such destructive spirits was then strictly forbidden.

Eventually, these creatures were forgotten until 680 AD, when one was accidentally released from imprisonment in Egypt. After much bloodshed and destruction, the Jinniyah was returned to its prison. Details of this incident were recorded in a book on summoning and imprisonment spells.

The name of this work is unknown, but in 718 AD this book came into the possession of an astronomer and student of magic while he was traveling near Babylon. That man was Abdul Al Hazred. In 730 AD, he would compose the Kitab Al Azif, which would be translated into Greek 220 years later. The Greek version of this work became known as the Necronomicon.



JINNIYAH, "MALIGNANT BEINGS FROM ANOTHER DIMENSION"

	Stage One Averages	Stage Two Averages	Stage Three Averages
Char			
STR	3	7	16
CON	3	10	20
SIZ	2	6	12
INT	16	16	16
POW	15	15	15
DEX	16	16	16
Move (Incorporeal/ Semi corporeal/ Human)	18 / 14	18 / 14	18 / 14 / 12
HP	1	5	16
Av. Damage Bonus:	None	None	+1d4
Weapons (Tentacle blade):	25%	35%	45%
Armor:	1	2	2
Spells:	None	None	None
Sanity Loss:	None	0/1d3	1/1d6

	Stage Four Averages	Stage Five Averages	Stage Six Averages
Char.			
STR	20	7	16
CON	24	10	20
SIZ	16	6	12
INT	16	16	16
POW	15	15	15
DEX	16	16	16
Move (Incorporeal/ Semi corporeal/ Human)	18 / 14 / 12	18 / 14 / 12	18 / 14 / 12
HP	20	25	35
Av. Damage Bonus:	+1d6	+2d6	+3d6
Weapons (Tentacle blade):	55%	65%	75%
Armor:	3	3	4
Spells:	None	None	None
Sanity Loss:	1d2/1d8	1d3/1d10	1d4/1d12

NOTE ON WEAPON: Jinnayah forms **One** blade tipped tentacle per stage; Damage bonus: 1d3+db

NAME: Prof. Hossam Ramsey
SEX: MALE
OCCUPATION: Professor
SCHOOLING: _____
BIRTHPLACE: Cairo, Egypt, 43 years old
MENTAL DISORDERS: _____



STR: 10 DEX: 10 INT: 16 Idea: 80
CON: 11 APP: 9 POW: 14 Luck: 70
SIZ: 8 SAN: 70 EDU: 19 Know: 95

Cthulhu Mythos: _____
Damage Bonus: _____
Move: _____
Armor: _____

HIT POINTS: 10

Dead	2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 14

Unconscious			0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

Sanity Points:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

COMBAT SKILLS

[]	Accounting (10%)	_____	[]	Law (05%)	_____
[]	Anthropology (01%)	_____	[]	Library Use (25%)	80%
[]	Art (05%)	_____	[]	Pharmacy (01%)	_____
[]	Astronomy (01%)	_____	[]	Photography (10%)	_____
[]	Bargain (05%)	_____	[]	Physics (01%)	_____
[]	Biology (01%)	_____	[]	Pilot (01%)	_____
[]	Chemistry (01%)	_____	[]	Psychoanalysis (01%)	_____
[]	Climb (40%)	_____	[]	Psychology (05%)	_____
[]	Conceal (15%)	_____	[]	Ride (05%)	_____
[]	Craft (05%)	_____	[]	Sneak (10%)	_____
[]	Credit Rating (15%)	85%	[]	Spot Hidden (25%)	45%
[]	Cthulhu Mythos (0%)	_____	[]	Swim (25%)	_____
[]	Disguise (01%)	_____	[]	Throw (25%)	_____
[]	Dodge (DEXx2%)	_____	[]	Track (10%)	_____
[]	Drive Auto (20%)	_____	[]	Languages, Arabic	95%
[]	Electrical Repair (10%)	_____	[]	Archaeology	61%
[]	English (85%)	41%	[]	Occult	20%
[]	Fast Talk (05%)	_____	[]	Persuade	40%
[]	First Aid (30%)	_____	[]	Folklore	65%
[]	Geology (01%)	_____	[]	Hieroglyphics	65%
[]	Hide (10%)	_____	[]	_____	_____
[]	History (20%)	85%	[]	_____	_____
[]	Jump (25%)	_____	[]	_____	_____

[illegible]

POSSESSIONS

[illegible][illegible]

Born in Cairo, you became an American citizen nine years ago. A respected professor of Egyptology and the Arabic Language at Columbia University, you're considered one of the leading translators of Egyptian hieroglyphics in North America. When you were approached to help translate some Arabic and Egyptian books and artifacts, you reluctantly agreed to the

proposal. Your hope is that some of these items could be significant, yet historically overlooked, due to being part of a private collection. You have requested a student intern to accompany you on this trip, and were assigned a straight-A student named Mahira Najji. In your youth you were an avid hunter, but haven't touched a firearm in years.

TALES OF DEATH & DARKNESS

1920's

CALL OF CTHULHU

NAME: Malcolm Rhodes
SEX: MALE
OCCUPATION: Book Dealer
SCHOOLING:
BIRTHPLACE: Bronx, NY, 31 years old
MENTAL DISORDERS:



STR: 9 DEX: 9 INT: 16 Idea: 80
CON: 10 APP: 11 POW: 12 Luck: 60
SIZ: 14 SAN: 60 EDU: 15 Know: 75

Cthulhu Mythos: _____
Damage Bonus: _____
Move: _____
Armor: _____

HIT POINTS: 12

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 12

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
17	18	19	20	21	22	23	24
27	28	29	30	31	32	33	34
37	38	39	40	41	42	43	44
45	46						

SANITY POINTS:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

INVESTIGATOR SKILLS				COMBAT SKILLS				POSSESSIONS			
☐ Accounting (10%)	40%	☐ Law (05%)	_____	☐ Club (25%)	_____	ITEM		CST/QT			
☐ Anthropology (01%)	_____	☐ Library Use (25%)	85%	☐ Fist/Punch (50%)	_____	Travel bag		_____			
☐ Art (05%)	_____	☐ Pharmacy (01%)	_____	☐ Handgun (20%)	40%	toiletries		_____			
☐ Astronomy (01%)	_____	☐ Photography (10%)	20%	☐ Kick (25%)	_____	four fine suits		_____			
☐ Bargain (05%)	55%	☐ Physics (01%)	_____	☐ Knife (25%)	_____	shoes		_____			
☐ Biology (01%)	_____	☐ Pilot (01%)	_____	☐ Machine Gun (15%)	_____	book binding repair kit		_____			
☐ Chemistry (01%)	_____	☐ Psychoanalysis (01%)	_____	☐ Rifle (25%)	_____	four reference books		_____			
☐ Climb (40%)	_____	☐ Psychology (05%)	25%	☐ Shotgun (30%)	_____	pipe		_____			
☐ Conceal (15%)	_____	☐ Ride (05%)	_____	☐ Submachine Gun (15%)	_____	two tins of tobacco		_____			
☐ Craft (05%)	_____	☐ Sneak (10%)	_____	☐ _____	_____	book of matches		_____			
☐ Credit Rating (15%)	40%	☐ Spot Hidden (25%)	50%	☐ _____	_____	pocket watch		_____			
☐ Cthulhu Mythos (0%)	_____	☐ Swim (25%)	_____	☐ _____	_____	wallet		_____			
☐ Disguise (01%)	_____	☐ Throw (25%)	_____	☐ _____	_____	_____		_____			
☐ Dodge (DEXx2%)	_____	☐ Track (10%)	_____	☐ _____	_____	_____		_____			
☐ Drive Auto (20%)	_____	☐ Languages, Greek	50%	☐ _____	_____	_____		_____			
☐ Electrical Repair (10%)	_____	☐ Languages, Latin	30%	☐ _____	_____	_____		_____			
☐ English (85%)	90%	☐ Mechanical Repair	40%	☐ _____	_____	_____		_____			
☐ Fast Talk (05%)	_____	☐ Navigate	40%	☐ _____	_____	_____		_____			
☐ First Aid (30%)	_____	☐ Occult	30%	☐ _____	_____	_____		_____			
☐ Geology (01%)	_____	☐ Persuade	38%	☐ _____	_____	_____		_____			
☐ Hide (10%)	_____	☐ Book Binding	50%	☐ _____	_____	_____		_____			
☐ History (20%)	90%	☐ Print History	60%	☐ _____	_____	_____		_____			
☐ Jump (25%)	_____	☐ _____	_____	☐ _____	_____	_____		_____			

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	mail	range	#attack	shots	HP
☐ FIST	50%	1d3	1	touch	1	n/a	☐ HANDGUN	40%	_____	_____	_____	_____	_____	_____
☐ GRAPPLE	25%	special	2	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ HEAD	10%	1d4	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ KICK	25%	1d6	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____

INVESTIGATOR HISTORY:

You're a New York native who's worked at Wallace's A&C for nine years. You speak three languages and are an expert in rare manuscripts. You'd rather be working as a history professor or in one of the large city libraries, but you'd never earn the sort of money you make at Wallace's A&C. You ran with a bad crowd when you were a kid, but since then you've turned your

life around and made something of yourself. However, you still keep a pistol at home for protection. You're glad for the overtime and the promise of a bonus, because you got married last year and just last week found out you were going to be a father. With the extra money, you promised your wife you'd set up the baby's room when you get back from the business trip.

NAME: Lois Newberry
SEX: FEMALE
OCCUPATION: Secretary
SCHOOLING: _____
BIRTHPLACE: New York, NY, 19 years old
MENTAL DISORDERS: _____



STR: 11 DEX: 13 INT: 17 Idea: 85
CON: 14 APP: 15 POW: 15 Luck: 75
SIZ: 14 SAN: 75 EDU: 13 Know: 65

Cthulhu Mythos: _____
Damage Bonus: +1d4
Move: _____
Armor: _____

HIT POINTS: 15

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 15

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46

SANITY POINTS:

Insane 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

POSSESSIONS

☐	Accounting (10%)	45%	☐	Law (05%)	
☐	Anthropology (01%)		☐	Library Use (25%)	40%
☐	Art (05%)		☐	Pharmacy (01%)	
☐	Astronomy (01%)		☐	Photography (10%)	
☐	Bargain (05%)		☐	Physics (01%)	
☐	Biology (01%)		☐	Pilot (01%)	
☐	Chemistry (01%)		☐	Psychoanalysis (01%)	
☐	Climb (40%)		☐	Psychology (05%)	75%
☐	Conceal (15%)		☐	Ride (05%)	
☐	Craft (05%)		☐	Sneak (10%)	40%
☐	Credit Rating (15%)	45%	☐	Spot Hidden (25%)	40%
☐	Cthulhu Mythos (0%)		☐	Swim (25%)	
☐	Disguise (01%)		☐	Throw (25%)	
☐	Dodge (DEXx2%)	50%	☐	Track (10%)	
☐	Drive Auto (20%)		☐	Listen	50%
☐	Electrical Repair (10%)		☐	Persuade	75%
☐	English (85%)	75%	☐		
☐	Fast Talk (05%)	70%	☐		
☐	First Aid (30%)		☐		
☐	Geology (01%)		☐		
☐	Hide (10%)		☐		
☐	History (20%)		☐		
☐	Jump (25%)		☐		

[illegible][illegible]

melee		%	damage	hand	range	#attack	HP		ranged	%	damage	mail	range	#attack	shots	HP
[]	FIST	50%	1d3	1	touch	1	n/a	[]								
[]	GRAPPLE	25%	special	2	touch	1	n/a	[]								
[]	HEAD	10%	1d4	0	touch	1	n/a	[]								
[]	KICK	50%	1d6	0	touch	1	n/a	[]								
[]	FENCING FOIL	50%						[]								
[]								[]								
[]								[]								
[]								[]								
[]								[]								

A single New York working girl, you've been Mr. Wallace's secretary since you graduated high school. In that time, you learned to keep your mouth shut and to forget certain things rather quickly, namely your boss' philandering. You're paid better than most secretaries, partly because you do more, and partly because he trusts you to keep quiet about his many

"nieces". You were on the women's fencing team in high school and still try to keep in practice. You hope to earn enough money with all this overtime, and you've already planned for the bonus from this business trip to the Catskills to go towards purchasing a car.

TALES OF DEATH & DARKNESS

1920's

CALL OF CTHULHU

NAME: Paul Doucet
SEX: MALE
OCCUPATION: Antique Dealer
SCHOOLING: _____
BIRTHPLACE: Buffalo, NY, 29 years old
MENTAL DISORDERS: _____



STR: 11 DEX: 12 INT: 16 Idea: 80
CON: 12 APP: 11 POW: 12 Luck: 60
SIZ: 13 SAN: 65 EDU: 15 Know: 75

Cthulhu Mythos: _____
Damage Bonus: _____
Move: _____
Armor: _____

HIT POINTS: 13

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 12

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
17	18	19	20	21	22	23	24
27	28	29	30	31	32	33	34
37	38	39	40	41	42	43	44

SANITY POINTS:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

INVESTIGATOR SKILLS				COMBAT SKILLS				POSSESSIONS			
☐ Accounting (10%)	50%	☐ Law (05%)		☐ Club (25%)		ITEM		CST/QT			
☐ Anthropology (01%)		☐ Library Use (25%)	55%	☐ Fist/Punch (50%)		Travel bag					
☐ Art (05%)		☐ Pharmacy (01%)		☐ Handgun (20%)	40%	toiletries					
☐ Astronomy (01%)		☐ Photography (10%)		☐ Kick (25%)		four fine suits					
☐ Bargain (05%)	70%	☐ Physics (01%)		☐ Knife (25%)		shoes					
☐ Biology (01%)		☐ Pilot (01%)		☐ Machine Gun (15%)		fedora					
☐ Chemistry (01%)		☐ Psychoanalysis (01%)		☐ Rifle (25%)		six reference books					
☐ Climb (40%)		☐ Psychology (05%)		☐ Shotgun (30%)		antique appraisal tools (brush, magnifier, etc.)					
☐ Conceal (15%)		☐ Ride (05%)		☐ Submachine Gun (15%)		wallet					
☐ Craft (05%)		☐ Sneak (10%)				watch					
☐ Credit Rating (15%)	35%	☐ Spot Hidden (25%)	55%			pack of cigarettes					
☐ Cthulhu Mythos (0%)		☐ Swim (25%)				Zippo lighter					
☐ Disguise (01%)		☐ Throw (25%)									
☐ Dodge (DEXx2%)		☐ Track (10%)									
☐ Drive Auto (20%)		☐ Languages, French	40%								
☐ Electrical Repair (10%)		☐ Natural History	20%								
☐ English (85%)	75%	☐ Navigate	30%								
☐ Fast Talk (05%)	15%	☐ Occult	20%								
☐ First Aid (30%)	45%	☐ Persuade	60%								
☐ Geology (01%)	40%	☐ Antiques	70%								
☐ Hide (10%)											
☐ History (20%)	70%										
☐ Jump (25%)											

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	mail	range	#attack	shots	HP
☐ FIST	50%	1d3	1	touch	1	n/a	☐ HANDGUN	40%						
☐ GRAPPLE	25%	special	2	touch	1	n/a								
☐ HEAD	10%	1d4	0	touch	1	n/a								
☐ KICK	25%	1d6	0	touch	1	n/a								

INVESTIGATOR HISTORY:

A New York native, you've been with Wallace's A&C for several years. With the constant travel and late hours, it doesn't leave you much time for a social life. Since you often travel alone with cash and valuables for the company, you sometimes carry a handgun. Not this time, of course; you're only going to the Catskills. As an expert in fine antiques, your skills have earned

the company quite a bit of money. You hope to earn enough on overtime and bonuses from this trip to open your own small shop. Then you could make your own hours, be your own boss and maybe, finally have time to meet a nice girl.

1920's



CALL OF CTHULHU

NAME: Mahira Najji
 SEX: FEMALE
 OCCUPATION: Student
 SCHOOLING: _____
 BIRTHPLACE: Rabat, Morocco, 18 years old
 MENTAL DISORDERS: _____



STR: 7 DEX: 8 INT: 16 Idea: 80
 CON: 15 APP: 14 POW: 10 Luck: 50
 SIZ: 12 SAN: 50 EDU: 12 Know: 60

Cthulhu Mythos: _____
 Damage Bonus: _____
 Move: _____
 Armor: _____

HIT POINTS: 13

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 11

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46

SANITY POINTS: _____

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

INVESTIGATOR SKILLS			COMBAT SKILLS			POSSESSIONS		
☐ Accounting (10%)			☐ Club (25%)			ITEM		CST/QT
☐ Anthropology (01%)	31%		☐ Fist/Punch (50%)			Suitcase		
☐ Art (05%)			☐ Handgun (20%)			toiletries		
☐ Astronomy (01%)			☐ Kick (25%)	40%		five designer dresses		
☐ Bargain (05%)			☐ Knife (25%)			silk handbag		
☐ Biology (01%)			☐ Machine Gun (15%)			two pairs of shoes		
☐ Chemistry (01%)			☐ Rifle (25%)			boots		
☐ Climb (40%)			☐ Shotgun (30%)			hat		
☐ Conceal (15%)			☐ Submachine Gun (15%)			fountain pen		
☐ Craft (05%)						journal		
☐ Credit Rating (15%)	25%					compact		
☐ Cthulhu Mythos (0%)						watch		
☐ Disguise (01%)						four archeology reference books		
☐ Dodge (DEXx2%)						small case with standard archeology tools		
☐ Drive Auto (20%)						camping lantern		
☐ Electrical Repair (10%)						candles		
☐ English (85%)	80%					pack of cigarettes		
☐ Fast Talk (05%)	45%					Zippo lighter		
☐ First Aid (30%)						trashy romance novel		
☐ Geology (01%)								
☐ Hide (10%)								
☐ History (20%)	70%							
☐ Jump (25%)								
☐ Law (05%)	25%							
☐ Library Use (25%)	75%							
☐ Pharmacy (01%)								
☐ Photography (10%)	30%							
☐ Physics (01%)								
☐ Pilot (01%)								
☐ Psychoanalysis (01%)								
☐ Psychology (05%)								
☐ Ride (05%)								
☐ Sneak (10%)								
☐ Spot Hidden (25%)	35%							
☐ Swim (25%)								
☐ Throw (25%)								
☐ Track (10%)								
☐ Languages, Arabic	60%							
☐ Archaeology	41%							
☐ Persuade	30%							
☐ Hieroglyphics	65%							

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	hand	range	#attack	shots	HP
☐ FIST	50%	1d3	1	touch	1	n/a								
☐ GRAPPLE	25%	special	2	touch	1	n/a								
☐ HEAD	10%	1d4	0	touch	1	n/a								
☐ KICK	40%	1d8	0	touch	1	n/a								

INVESTIGATOR HISTORY:

Born in Morocco, you're the daughter of the Assistant U.S. Ambassador and his native Moroccan wife. When you were twelve years old, you were sent to New York to live with relatives and get a proper education. After six years of living in Manhattan, you have no intention of moving back to Morocco; you are now an American citizen after all. You've been back a few times to visit your parents but consider New York your home. Currently, you are freshmen at Columbia University with the hope of eventually becoming an archaeologist. You're a gifted student, working as an intern for Prof. Hossam Ramsey. You're looking forward to cataloguing the private collection of Egyptian artifacts at the Davidson estate.

TALES OF DEATH & DARKNESS

1920's

CALL OF CTHULHU

NAME: Sherman Rosenbaum
SEX: MALE
OCCUPATION: Accountant
SCHOOLING: _____
BIRTHPLACE: Brooklyn, NY, 20 years old
MENTAL DISORDERS: _____



STR: 13 DEX: 13 INT: 18 Idea: 90
CON: 14 APP: 11 POW: 13 Luck: 65
SIZ: 15 SAN: 65 EDU: 13 Know: 65

Cthulhu Mythos: _____
Damage Bonus: +1d4
Move: _____
Armor: _____

HIT POINTS: 14

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 13

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
17	18	19	20	21	22	23	24
27	28	29	30	31	32	33	34
37	38	39	40	41	42	43	44
	45	46	47	48	49	50	51

SANITY POINTS:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97
--------	---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

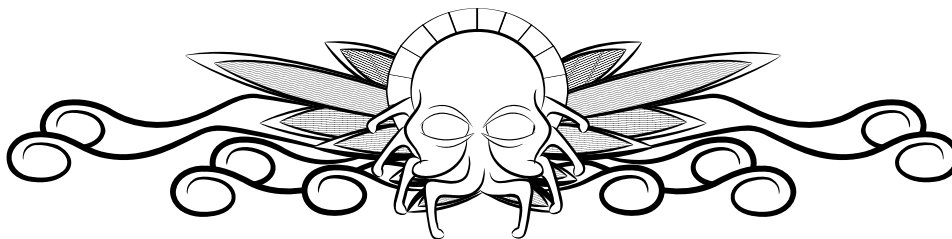
INVESTIGATOR SKILLS				COMBAT SKILLS				POSSESSIONS			
☐ Accounting (10%)	80%	☐ Law (05%)	25%	☐ Club (25%)	60%	ITEM		CST/QT			
☐ Anthropology (01%)	_____	☐ Library Use (25%)	75%	☐ Fist/Punch (50%)	60%	Travel bag		_____			
☐ Art (05%)	_____	☐ Pharmacy (01%)	_____	☐ Handgun (20%)	_____	toiletries		_____			
☐ Astronomy (01%)	_____	☐ Photography (10%)	_____	☐ Kick (25%)	_____	four fine suits		_____			
☐ Bargain (05%)	80%	☐ Physics (01%)	_____	☐ Knife (25%)	_____	Wallace's A&C business ledgers		_____			
☐ Biology (01%)	_____	☐ Pilot (01%)	_____	☐ Machine Gun (15%)	_____	red fountain pen		_____			
☐ Chemistry (01%)	_____	☐ Psychoanalysis (01%)	_____	☐ Rifle (25%)	_____	black fountain pen		_____			
☐ Climb (40%)	_____	☐ Psychology (05%)	35%	☐ Shotgun (30%)	_____	pocket watch		_____			
☐ Conceal (15%)	_____	☐ Ride (05%)	_____	☐ Submachine Gun (15%)	_____	wallet		_____			
☐ Craft (05%)	_____	☐ Sneak (10%)	_____	☐ _____	_____	adding machine		_____			
☐ Credit Rating (15%)	45%	☐ Spot Hidden (25%)	_____	☐ _____	_____	extra ribbon		_____			
☐ Cthulhu Mythos (0%)	_____	☐ Swim (25%)	_____	☐ _____	_____	Zippo lighter		_____			
☐ Disguise (01%)	_____	☐ Throw (25%)	85%	☐ _____	_____	pack of cigarettes		_____			
☐ Dodge (DEXx2%)	_____	☐ Track (10%)	_____	☐ _____	_____	paperback novel		_____			
☐ Drive Auto (20%)	_____	☐ Listen	45%	☐ _____	_____	deck of playing cards		_____			
☐ Electrical Repair (10%)	_____	☐ Natural History	30%	☐ _____	_____			_____			
☐ English (85%)	85%	☐ _____	_____	☐ _____	_____			_____			
☐ Fast Talk (05%)	25%	☐ _____	_____	☐ _____	_____			_____			
☐ First Aid (30%)	_____	☐ _____	_____	☐ _____	_____			_____			
☐ Geology (01%)	_____	☐ _____	_____	☐ _____	_____			_____			
☐ Hide (10%)	_____	☐ _____	_____	☐ _____	_____			_____			
☐ History (20%)	_____	☐ _____	_____	☐ _____	_____			_____			
☐ Jump (25%)	_____	☐ _____	_____	☐ _____	_____			_____			

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	mail	range	#attack	shots	HP
☐ FIST	60%	1d3	1	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ GRAPPLE	45%	special	2	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ HEAD	10%	1d4	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ KICK	25%	1d6	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ CLUB	60%	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____

INVESTIGATOR HISTORY:

Born in Brooklyn, this business trip is the furthest you've ever been from Manhattan. You're a large man who enjoys playing baseball a great deal. You played on your high school team and you're sure that you'd be playing in the majors if your last name didn't happen to be Rosenbaum. Being Jewish has landed you in more than one fight over the years but you've seldom been

knocked down for long. You became an accountant, and a good one too, instead. You've been with Wallace's A&C for two years now, and advised Mr. Wallace against the purchase of the Davidson estate. Unless his expectations on the value of the antiques and rare books acquired with the purchase pan out, the company will be ruined. You hope things do turn out as Mr. Wallace hopes, as you'd hate to start looking for another job.



KEYS OF MADNESS: ACT I-KEY WEST

A 1920S CALL OF CTHULHU ADVENTURE

BY OSCAR RIOS

Introduction: The sun danced upon the waves below you as pelicans turned and dove into the glittering ocean. High above the water your train speeds south in comfort. For the hundredth time you marvel at this feat of engineering. The Florida East Coast Railroad had worked for seven years creating the many bridges linking the island chain together like a string of pearls. Opened in 1912, it was now possible to travel by rail from the mainland all the way to Key West.

The link with the rest of America did little to steal the island chain's unique identity. Once belonging to both Spain and Great Britain (who traded the islands back and forth for hundreds of years), the Florida Keys were like no other place on Earth. The deep water port of Key West enjoyed much success from shipping, coupled with being a destination for rich vacationers. This made the city one of the richest in the United States. Long had the islands attracted adventurers and pirates, runaway slaves, seamen and dreamers, and eventually, Professor Timm himself.

Professor Rudolf Timm was quite a character in academic circles. Once a respected Austrian archeologist, he'd gone down to the Keys six years ago to investigate a hunch. He never returned. His reputation was ruined shortly thereafter for two reasons: the first being his publication of papers proclaiming that the lost civilization of Atlantis was located somewhere in the Caribbean. The other was his newfound companion whom you knew only as Rita. Rumor told of her being a dark skinned woman nearly half his age. It was said that the two were inseparable, with Rita working alongside the Professor since he moved to the Keys.

The pair spent their days searching the Florida Keys, looking for evidence of lost Atlantis. What they did find from time to time were lost shipwrecks and the occasional caches of pirate loot. These discoveries both infuriated the professional treasure hunters and helped to fund their continued search for the ancient empire. Many in the academic community considered Professor Timm a kook whose career was over, and whose direction in life had brought him horrible shame. Looking out of the train window at the beautiful islands, enjoying the warm Caribbean sun and the sound of the gulls, you can think of worse ways to "ruin" one's reputation. The Professor never made any excuses or apologies and always seemed quite happy with the state of his affairs.

You were surprised by his telegram, even more so by his generous offer to pay for your travel expenses down to Key West and put you up in the new and exclusive La Concha hotel. His cryptic message hinted at much but actually gave few details. That he wished to speak face to face was obvious. It seemed he was putting a team together, but for what purpose was unclear. His hinting at "the biggest archeological discovery of our time" certainly captured the imagination, and you were eager to hear what he had to say.

Soon the train moved back over land from one of the dozens of bridges over the ocean. You arrive on the island of Key West well rested as your train pulls into the station, the conductor announcing, "Last stop!"

Keeper's information

The Distant Past: Long ago, in Earth's pre history, the alien Elder Things built great cities and created a race of beings to serve them. Over time they created a slave race, the Shoggoths, grew more and more intelligent and eventually rebelled against their masters.

Early on, the Elder Things tried to find a solution to the rebellious nature of their slaves. They captured six of the most cunning and rebellious Shoggoths for study. The Elder Things then transported them to a specially designed facility, a secret underwater prison and laboratory. Here they planned to research and hopefully find a "solution" to the Shoggoth "problem".

Eventually there was an incident at the facility resulting in the death of the entire Elder Thing staff. The location of the facility was so secret, that after the incident the Elder Things lost track of its location. In the middle of a full blown war (this time with the Mi Go), the Elder Things never returned to the prison. The site, located underwater near present day Key West, remained hidden for hundreds of thousands of years.

At the end of the Ice Age, when humans first moved into the area, the site was discovered by a group of fishermen. The tribal mystics and shamans were curiously drawn to the site (led by their dreams) and they managed to dive down to and enter the facility. The shamans studied the strange writing on the walls and began speaking to the horrifying creatures they found imprisoned there. The Shoggoths, who were selected for their intelligence, created organs that enabled them to speak, and soon mastered the human's language.

Within a short time, the shamans became convinced that these creatures, which asked to be released, were unclean spirits. They also realized the dreams which led them to this place did so for a dark purpose. They chose to ignore these strange dreams and resealed the site, declaring the strange bay where the creatures were imprisoned to be taboo. Eventually, the tale of the strange creatures and their underwater prison faded into myth. Only the Shamans, who passed down their knowledge from generation to generation, knew the truth.

The Past: With the coming of the Spaniards, things changed drastically.

While open warfare raged between the native Caloose tribes and the European newcomers, it became obvious that the invaders could not be defeated. Desperate, a Caloose medicine man dove down to the prison and met with the strange creatures within. After speaking with the Shoggoths, the shaman cast a spell binding one of the Shoggoths to his will. He then freed the creature and sent it into battle against the Spaniards.

For weeks, the Shoggoth preyed upon the Europeans, hunting them along the shores, snatching them from the decks of their boats, always staying just out of reach and driving insane those who survived its attacks. Weapons seemed useless against this strange horror from the depth. It is for this reason that the Spaniards named the island chain "Los Martires" (the Martyrs), and the last island in the chain "Cayo Hueso" (Island of Bones). All was going well for the Caloose tribe, until the ever rebellious Shoggoth managed to break free of the spell controlling it. Soon the loathsome, yet cunning creature was preying upon both Caloose and Spaniard alike.

Desperate for the horrors to stop,

Involving the Investigators: If your players are using the pre generated characters, simply start them out on the Florida East Coast Railroad train going to Key West, in possession of Handout One. Any Investigators making a successful Luck roll will meet up on the same train during their voyage. Otherwise, Investigators meet up on the platform once they arrive in Key West. All pre generated characters are associates of Professor Rudolf Von Timm.

If players are using their own Investigators, Keepers should have at least one of them know Professor Rudolf Von Timm personally. They could be friends of the Professor, professional colleagues (Professor Timm was only discredited professionally four years ago), or know one another through reputation only. The Professor is more than happy to invite those he does not know down to Key West as well, if someone he's familiar with recommends them. Investigators with more than 50% in Archeology, Anthropology, History, Pilot Boat, or any Diving experience would be prime candidates for Professor Timm to contact.

both sides declared a truce. An Old Spanish priest, Father Juan Miguel, had learned of such creatures in his youth. His family had long been involved with the Inquisition and possessed several rare books (mythos tomes) taken from witches and warlocks who had been burned at the stake. Combining their forces, a plan to destroy the creature was formed. Both sides signed a treaty stating that the Spaniards would leave the islands in peace in return for the Caloose tribe's help in destroying the inhuman horror.

A great battle took place with the Caloose warriors and the Spanish soldiers fighting side by side against the Shoggoth. Father Juan Miguel and the Caloose holy men cast a powerful spell to destroy the creature once and for all. The dead were buried and both sides feasted their victory upon the shores of Caya Hueso. Within days, the Spaniards launched a major offensive against the Caloose.

This time, the Spaniards were more thorough in their destruction. Father Juan Miguel made it known that it was the Indians who summoned the demonic creature. The Spanish Crown and the Vatican both declared the Caloose heretics and worshippers of Satan. Within a short time the Caloose were completely annihilated.

The Recent Past: Several weeks ago Professor Timm, a discredited archeologist searching for Atlantis, made a startling discovery. He had been conducting searches on Caya Locura (Isle of Madness), a small island about ninety miles west of Key West. What Professor Timm unearthed on the beach was an unusual golden disk inscribed with strange runes. This was an Elder

Thing artifact, an identification pass to a secret underwater facility (see "Item One: The Amulet" in Part II).

As he had also been "called" here by his dreams, Professor Timm became convinced that there must be further artifacts at the bottom of the bay, located at an inlet to the Island. With his girlfriend Rita assisting him, Professor Timm made several dives into the bay. There he discovered the Elder Thing site and became convinced he'd found an intact Atlantean structure. In spite of the public's opinion of him, Professor Timm was a responsible scientist and had no wish to disturb the site without a proper research team to back him up.

Over the next week, Professor Timm and Rita began gathering funds for a major exploration of the site. The pair sold off many of the valuable items they'd found and collected over the years. Once they had enough capital to finance the project, cryptic invitations were sent to several people he could trust (enter the Investigators). With the invitations were pre paid tickets for travel to Key West. He also arranged for pre paid reservations for everyone to stay at the La Concha hotel, where he planned to reveal what he'd discovered, show his evidence and propose that they join him in further exploring the site.

Unfortunately, selling so many valuable items at once drew the attention of local thugs. Two separate gangs ("The Eastsiders" and "The Snakes") began following Professor Timm and Rita, hoping to be led to the source of the "treasure". Noticing that he was being followed, Professor Timm removed the last 20 pages of his

research casebook, gave them to a close friend (a local bartender; see "Earl Stevens" in Part II) and left a clue leading to the bar in his home. Before Professor Timm and Rita could check into the hotel themselves, The Eastsiders gang made its move.

The pair were captured and brutally interrogated. Professor Timm told the thugs about the "ruins of lost Atlantis" he'd discovered. The gang sailed out to Caya Locura, taking Professor Timm and Rita with them. Half of the bandits, experienced in salvage operations, dove down to the ruins and forced their way inside. Both Rita and Professor Timm were murdered shortly thereafter.

Once inside the Elder Thing prison, the gang began a hasty search, smashing open doors while looking for "treasure". One of the things they smashed was an Elder Sign imprisoning one of the remaining Shoggoths. Freed, the creature quickly devoured its unknowing liberators. The Shoggoth then attacked the boat anchored above and killed everyone onboard. Afterwards, it pulled the craft under the waves, sinking it.

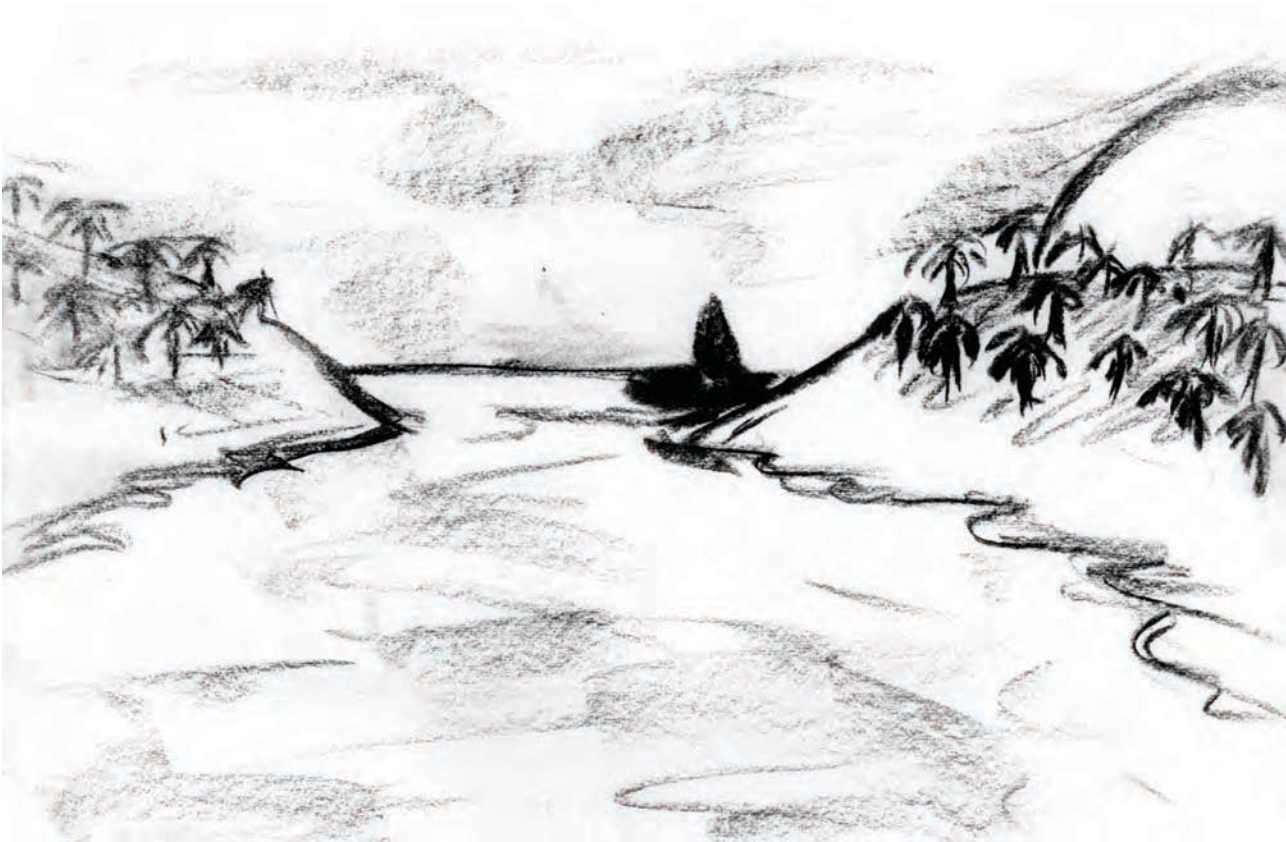
Recently, the Shoggoth has been enjoying its newfound freedom. It's been hunting in the area, roaming out at night and returning to the prison, or a local shipwreck, before morning to hide. The Shoggoth is a cautious one, making every effort to stay hidden during the day.

Being one of the smartest Shoggoths of its time, the creature has a few tricks. At night, while close to the surface, it will form its body into the shape of a schooner it had previously observed. At night and from

a distance, the disguise works very well (65%). Authorities are now looking for “a black sailed schooner, thought to be connected to a number of kidnappings, possibly by white slavers”.

It also kidnapped an eight year old boy, whose family lived on Caya Locura. Keeping him alive and fed, it sealed him into a breathable chamber of the prison. While observing the boy and listening to him speak (mainly insane babble), the Shoggoth developed a working knowledge of the English language.

The Shoggoth has no long term plans as of yet. It also has no interest in freeing its fellow Shoggoths. Finding a way to destroy the Elder Signs upon their door is not something it wishes to occupy its time with. Enjoying freedom for the first time in millions of years, the Shoggoth plans to keep itself free and well fed.



KEYS OF MADNESS: ACT I-KEY WEST

PART I

LA CONCHA HOTEL, KEY WEST

The adventure really starts when the Investigators receive Handout One, a letter from Professor Rudolf Von Timm.

Some brief notes and history on Key West: In the 1920s, Key West had a population of approximately 20,000 people, sometimes making it the largest city in the state of Florida. It was a bustling urban center with all the infrastructure of any major American city of its day. By 1927, Key West was thriving on the tourist trade, with the old industry staples of wrecking (salvaging of shipwrecks), cigars and sponge harvesting slowly fading into a secondary role. At this time, Key West can be reached by the Florida East Coast Railroad, which opened in January of 1912 (service would end when 40 miles of track are destroyed by a massive hurricane in 1933). The U.S. Navy operated a major training facility (for Naval aircraft, destroyers and by 1932, submarines as well) on the island at this time.

Before the last Ice Age, all of Key West was a coral forest on the ocean floor. As sea levels dropped, the island chain was created. By 1000 AD, the Caloose Indians had settled into the area, having built a sophisticated culture. In 1513, the island chain was discovered by Ponce de Leon who named them "Los Martires" (The Martyrs), and Key West "Cayo Hueso" (Isle of Bones). The Caloose greeted the Europeans with shell tipped arrows but within 300 years all native populations were gone. Los Martires were traded back

Handout One: Professor Timm's letter

To my longtime friend and colleague,

I hope this letter finds you well. As I send it, I'm better than I have ever been before. What I am about to hint at you must keep to yourself. I have discovered something. Something so unique it could possibly be the biggest archeological discovery of our time. I dare not say more right now, except that I need your help. Rita and I are putting a team together and I want you to be a part of it. I will explain everything in person if you'll accept my invitation.

I have enclosed in this letter tickets for you to join me in Key West on the 23rd of July. If you drop whatever you're doing and leave within a day or so, this should be plenty of time. Trust me my friend, you will not be disappointed.

I've reserved a room for you at the La Concha Hotel. Rita and I will meet you at the train; we'll be waiting on the platform. Then we'll go to the hotel, have dinner, and then I'll tell you everything. Bring a few changes of clothes and whatever professional items you think you might need, just in case. If you accept my proposal, you'll be spending a few weeks here working on a very exciting project. One that, if I'm right, will have people re-writing history books for the next 50 years!

PLEASE COME!

Rudolf

[Enclosed are rail tickets and possibly trans Atlantic Ocean liner tickets.]

and forth between Spain and Great Britain several times until becoming an American territory in 1821. The origins of the name “Key West” are unclear but were widely used by this time. Florida became a state in 1845, seceded during the Civil War and was quickly taken by Union forces in 1861. By the 1920s, Key West had a large Cuban American population (which created a cigar industry that thrived until the upswing in the popularity of cigarettes). A deep water port and port of entry to the United States, Key West has long been tied to the ocean.

Key West Train Station: This bustling transportation hub is the last stop on the Florida East Coast Railroad. Here can be found people from all over the world. Many wealthy vacationers will be exiting the train, eager to enjoy the sun and local casinos. Neither Rita nor Professor Timm is waiting to meet the Investigators when they disembark. If the Investigators have not yet met, or don’t already know one another, now is an ideal time for them to meet.

The Investigators will not have a phone number or address for Professor Timm. The return address on the invitation letter is to a P.O. box. Calls placed to the La Concha hotel will inform them that:

- Professor Timm is also a registered guest but has not yet checked in
- Their rooms are ready and they can check in whenever they like
- Everything has been paid for in advance
- If they wish, a car (or several cars)

can be sent to pick them up from the station.

Taxis are easy to find if they wish to make their way to the hotel on their own.

Possible Taxi Ride: If the Investigators take a taxi to the hotel, they will meet John Blackbear, a local Seminole Indian working in Key West. He’s about 25, friendly and tells them he knows every corner of the island. He’s a fixture on the island and his cab is never too difficult to find (dependent on a successful Luck roll combined with a successful Spot Hidden roll any time between 7:00am and 7:00pm, in the heart of Key West).

John Blackbear Local Seminole Cab Driver

STR 14	CON 14
SIZ 13	INT 13
POW 12	DEX 13
APP 14	EDU 11
SAN 55	HP 14
DB +1d4	

Weapons: Fist (60%, 1d3+db)

Armor: None

Skills: Drive Auto (65%),
Psychology (40%)

Local Rumors and Newspapers: With a successful Luck roll combined with a Listen roll, an Investigator will overhear conversations about the “white slavers”.

Sometime yesterday, a yacht was found adrift two miles offshore. When searched, there was no one aboard and all of the family’s belongings remained. There seemed to be nothing structurally wrong with the vessel. There is talk of a white slaver’s ship hunting these waters, snatching folks and

taking them down to Haiti for some voodoo rituals or to the Middle East to be locked away in some sultan’s harem.

Keepers can dole out this story one bit at a time as the Investigators ask the locals about the event. Some rumors will contradict, while others seem to grow as the days pass. That morning, *The Citizen*, a local Key West paper, also covers the story.

Handout Two: The Citizen article

Authorities are investigating the apparent disappearance of New York industrialist Edward Horn and his family. Mr. Horn, his wife Valerie and their three children never returned to port after spending the day out on the family's yacht. The ship, called "Petty Crimes", a 28-foot Bertram convertible, was found adrift yesterday, 20 miles northeast of the Key West Naval Station. A training crew from the USS Valiant destroyer boarded the ship

only to find it apparently abandoned. There was no sign of a struggle or apparent mechanical or structural problems with the vessel. It appeared that no property was removed from the yacht and all emergency equipment remained in place. No sign of Mr. Horn, an experienced seaman, or his family could be found and a search is currently underway. A spokesman for Mayor Leslie Curry firmly denies rumors of a kidnapping or a supposed group of

"white slavers" operating in the area, pending an investigation. The Navy could not be reached for comment.

[From The Citizen, July 24th 1927]

The La Concha hotel: This new (1924) luxury hotel, opened on Duval Street, has seven floors and over 75 rooms. It is also the tallest structure in the area and offers a panoramic view of the city from its roof. There is an attached restaurant, room service, and a helpful, attentive staff. Geared for the tourist trade, the staff at the La Concha hotel work hard to keep their guests happy.

Checking into the hotel is done quickly as the Investigators are expected. Bellboys whisk baggage up to very comfortable rooms. Each room has a vase of fresh tropical flowers, a box of one dozen fine cigars, a copy of the morning paper (see Handout Two above) and an impressive view of the Gulf of Mexico. All the rooms are pre paid for two months with a \$10 per day stipend for room service meals.

Investigators asking the staff about Professor Timm's whereabouts will be told he has not yet checked in.

The staff will explain, "I'm sure he'll be joining you for dinner. Professor Timm was very specific about the arrangements. Dinner will be at 7:30pm in the private dining room." If they push for more details they'll learn that the Professor and his companion were due to check in yesterday but have not yet done so.

If nervous Investigators call the police, they'll politely explain that without any evidence of a crime, or an address they can visit, there isn't much they can do. They'll promise "To look into this", but successful **Psychology** rolls will tell the Investigators that they won't.

Dinner comes and goes without Professor Timm or Rita showing up. The staff will serve a magnificent feast for the Investigators, offering items like conch soup, turtle, shellfish and ethnic Cuban dishes. After dinner, dessert is served with coffee.

Enter "Rita": Sometime after dinner a woman claiming to be Professor Timm's companion Rita, approaches the Investigators. "Rita" is a light skinned black woman, very attractive and about 25 years old. She's dressed in a white skirt and blouse, her hair pulled back with a bandana and her arm in a sling and cast.

The woman's actual name is Colette Navarre and she is a con artist from New Orleans. Colette is working for the Snakes gang and is trying to locate the missing Professor Timm in hopes of hijacking whatever new "treasures" he's discovered. The Snakes lost track of Professor Timm the night he and the real Rita were kidnapped. So far they've searched his home, located a hidden bit of treasure (the amulet) and his journals (which they can't read because he kept his notes in German). Stuck and desperate, they hired Colette.

Colette is operating from her boat

("La Donna Maria" a 20' cabin cruiser), reporting in by phone to the leader of the Snakes gang. She's been promised 20% of the take, but will look out for herself first. If she can grab the treasure herself, she won't hesitate in not contacting the gang. If she thinks her cover has been blown, or that she might be in danger, she'll return to Louisiana.

Colette Navarre, aka "Rita",
Con Artist Working For
Local Thugs

STR 11	CON 12
SIZ 11	INT 14
POW 14	DEX 14
APP 15	EDU 12
SAN 70	HP 13
DB	

Weapons: Savage M1917 semiauto
matic pistol (60%, 1d8, ten .32
rounds per magazine, 3 magazines,
rate of 2), Throwing Knife (70%,
1d4+1), Armor: None

Skills: Fast Talk (80%), Persuade
(65%), Psychology (70%), Knife
(70%), Throw (70%), Listen (45%),
Spot Hidden (60%), Handgun
(60%), Pilot Boat (65%), Dodge
(50%), Accounting (50%), Hide
(55%), Sneak (55%), Locksmith
(50%), Pickpocket (50%)

"Rita" will try to make contact with
the group sometime after their
dinner. She will not have her pistol
with her, but will have her knife
hidden away. "Rita" will try to hide
outside the Investigators' rooms
hoping to catch them when they
return. Her goal is to use the
Investigators to lead her to either
the "treasure" or to Professor
Timm, calling on the thugs for
help if need be. She has Professor
Timm's journal and the Elder



Thing amulet to help establish
her credibility.

"Rita's" cover story: Rudolf Von
Timm, her long time lover, was
working on one of the outer islands
searching for Atlantis. She hadn't
accompanied him because of her
broken her arm (which she explains
happened when she hooked a mar
lin while they were fishing). They
were supposed to meet the next
day but he never showed. She got
nervous after two days passed so
she visited his home, which had
been ransacked. She managed to
recover his journal, which the
intruders missed. He'd previously
left the amulet with her for safe
keeping. She thinks someone might
be following her and although she
can't prove it, she is convinced the
local authorities are involved. She'll
explain how Rudy and she have
been followed and harassed by the
local police: "They want to snatch

up whatever we might find, you
know, and keep it for themselves.
They've even tried to lock us up to
intimidate us!"

With her high **Psychology** score,
coupled with **Fast Talk** and
Persuade skills, she should be able
to pass her story off. She'll ask for
their help in finding "Rudy". She'll
explain, *"He was excited, close to find
ing something big, something really spe
cial. He might have gotten hurt while
exploring alone, or someone maybe
grabbed him, I don't know. I do know
that he trusted you all, or he wouldn't
have asked you to come help him. I
guess I need to trust you all, too. Will
you help me find him? There's no one
else I can turn to."*

If the Investigators agree, she'll
show them the journal and the
amulet and she'll lead them to
Professor Timm's home.

KEYS OF MADNESS: ACT I—KEY WEST

PART II PAPER CHASE

If “Rita” gives the Investigators the journal, they’ll see it has no dates in it and was written in German. The last few pages were hastily torn out. She’ll also show them the amulet but will not allow them to take it. She’ll argue that, “Rudy gave this to me and told me to protect it with my life. I’m holding onto it until he tells me otherwise.”

Anyone making a successful **Geology** roll will learn that the metal is not gold. The metal is light, very strong and impossible to identify. The writing on it is unidentifiable unless someone makes a **Cthulhu Mythos** roll. If successful, the Investigator learns that they are similar to markings found in “The Eltdown Shards” and “The G’Harne Fragments”.

Professor Timm’s home: On the outskirts of Key West is a modest four room bungalow, home to Professor Rudolf Timm. The Snakes gang turned the rooms upside down. There are several items they didn’t

find, which could prove helpful to the Investigators. The front door is open, its lock being broken when it was clumsily picked open.

“Rita” will accompany the Investigators to the house and assist them in searching. She wishes to know just what the Investigators might turn up.

- *The Kitchen and Dining Room:* There are dirty dishes in the sink and the milk in the refrigerator is starting to spoil. There are no clues to be found here.
- *The Bedroom:* Here is a bed, dresser, closet, nightstand and chest. A successful **Spot Hidden** roll allows an Investigator to find the Professor’s kit of excavation tools. (A **Know** roll informs Investigators that he would not have gone to work on something without taking these.) A second successful **Spot Hidden** roll finds a note he wrote on the back of a business card among some debris (See Handout Four: Madame Lilia’s business card).

- *Living Room:* Here the room has been ransacked, with items obviously stolen. Display cases are smashed open, items taken off the walls and the furniture ripped open with a knife. There is a set of receipts in the garbage here, found with a successful **Spot Hidden** roll (CLUE ONE). They are as follows:

- Purchase of fuel for a boat
- Purchase of an air pump and four diving suits (with various gear), an old diving bell and a wench. Delivery to Westgate Marina, Berth 281, with installation of pump and wench on ship called “Queen of Atlantis”
- Purchase for two new suits, including a tuxedo.
- The Study: Here are many books on history, folklore, archeology and the occult. Bookcases have been overturned and papers are scattered everywhere. With a successful **Spot Hidden** roll, Investigators will find a flyer to a local bar called Morgan’s (CLUE TWO). There is an enigmatic note

Handout Three: Journal of Professor Rudolf Von Timm

“Had to sell the gold cross from last year’s find, cash will pay for bills and gas for the boat. Searched northern island, it isn’t the one. Thank goodness Rita believes in me, I doubt myself at times. Am I mad to follow a dream?”

“Did some fishing with Rita, day too nice to go digging in the sand. Found two more small islands not on the common chart. Will look into them soon.

“Circled the new islands I found, located them on older charts. Looks promising.

“Rita hurt her arm fishing, will check a few things while she recovers.”

[The back of the journal has the last few pages torn out]

Item One: The Amulet

A golden colored metallic disk about ten inches in diameter, there are three sets of runes on it, like dot formed hieroglyphs, in three concentric circles. Many of the characters are worn nearly smooth with time. There is a set of seven holes in the center of the object.

written on the back of the flyer. It says, "Earl Matthew chvii v7".

Investigators checking the bible, or making a successful **Know** roll, will learn that Matthew, Chapter VII, Verse 7 is:

*"Ask, and it shall be given you;
Seek, and ye shall find;
Knock, and it shall be
opened unto you."*

The "Earl" listed in the note is not a title, but refers to Earl Stevens, the bartender at Morgan's, a local dive bar. This clue will lead to the missing journal pages.

Westgate Marina: Security at the Westgate Marina has gotten tighter recently. Investigators acting suspiciously while in the area should expect to be stopped by a security guard. Anyone claiming to be a friend of Professor Timm and makes a successful **Fast Talk** or **Persuade** roll can get past security and onto his boat. They will need to show ownership papers to be allowed to take the boat out of the marina. "Rita" has a copy of these papers, which she obtained from the gang of thugs who ran sacked Professor Timm's home.

Professor Timm's boat, "Queen of Atlantis", is currently moored at berth 281, Westgate Marina. She's a 25' converted sport fishing boat, fully fueled and loaded with enough sup

plies onboard to feed a crew of eight for a week. The ship has a radio, compass, flare gun with six emergency flares, life jackets (for eight), a sport fishing chair with two sets of fishing gear and a diving winch system (recently modified to lift and lower up to five divers at a time). The ship has recently undergone some modifications:

- A large diving air delivery system pump, able to deliver air to five diving suits at once
- A new salvage winch system with a large metal salvage basket (able to lift up to 1,000 pounds to the surface)
- Two new diving suits and two refurbished ones, all fully equipped (a fifth suit, Professor Timm's, can also be found here).

In her hull there are some unusual supplies. Stored carefully is a full set of brand new camping gear (three large tents, a collapsible table, eight folding cots with mosquito netting, eight folding chairs, cooking gear, and a bottle of 35 year old champagne wrapped in a cloth). There is also canned food here that could last 10 people 15 days.

Onboard there are only standard charts. No records of any of the small islands not on the common charts can be found. Professor Timm did not write these things down, as he was paranoid about protecting his discoveries.

Morgan's: This local bar is a bit of a dive, a favorite of local eccentrics. The door to this place is locked at all times. Entry is gained after Franco, a large Cuban man, looks over all prospective patrons. The drink of choice here is rum, but the bar is fairly well stocked. On Friday nights they have a Cuban band playing Spanish music and on Saturday nights they have a band playing Jazz in English. The bartender and owner is Earl Stevens, a native of Key West and a friend of Professor Timm.

"Rita" won't go to Morgan's saying, "That'll be one of the first places they'll look for me." The real reason is that the regulars would instantly know that she is not the real Rita. Instead, she'll stay behind and call the Snakes gang. She'll tell them they need to recover the missing pages of the journal.

Handout Four: Madame Lilia's business card

Madame Lilia
Glimpses into the future!
Mystic card reading for discriminating ladies and gentleman
By appointment only

CONTACT CASA MARINA HOTEL TO SCHEDULE A SESSION

[On the back of the card is a hand-written note:]
See her about *Windrop* translations

KEYS OF MADNESS: ACT I—KEY WEST

Earl Morgan, the bartender, has the missing journal pages. He was told, “If some book smart college types come in with a flyer looking for these papers, hand them over. They’ll be friends of mine.” That’s exactly what he’ll do. The papers are currently stashed in a back storage room (see Handout Five: Lost Journal Pages).

Shortly after arriving in the bar, another group will enter. The five men, all rough looking Cubans, will try to spot the Investigators (They have a description from “Rita”). They’ll watch the Investigators, trying to see whom they talk to. If they see the pages handed over, or get impatient, one of them will attempt to pick a fight with a random Investigator. No matter what happens, the thugs have every intention of beating up the Investigators and taking the pages from them.

Earl Stevens
Local Bartender

STR 15	CON 15
SIZ 14	
INT 14	POW 14
DEX 13	
APP 13	EDU 13
SAN 70	
HP 15	DB +1d4

Weapons: Eight gauge sawed off double barrel shotgun (60%, 1d4+2, 2 rounds of 8 gauge rock salt shells, six spare shells in drawer), Punch (70%, 1d3+db), Grapple (50%)
Armor: None

Skills: Psychology (60%), Persuade (55%), Listen (45%), Spot Hidden (50%), Bargain (60%), Accounting (60%), Fast Talk (40%)

Franco,
Local Bouncer

STR 16	CON 15
SIZ 15	
INT 12	POW 11
DEX 13	
APP 11	EDU 12
SAN 55	
HP 15	DB +1d4

Weapons: Punch (75%, 1d3+db), Grapple (50%)
Armor: None

Skills: Psychology (50%), Spot Hidden (50%)

Encounter #1: Bar Fight at Morgan’s (five thugs)

	Thug #1	Thug #2	Thug #3	Thug #4	Thug #5
STR	14	15	14	16	16
CON	13	12	12	14	14
SIZ	14	15	14	15	14
INT	9	10	11	9	10
POW	10	11	12	10	11
DEX	14	13	12	12	12
HP	14	14	13	14	14

Damage Bonus: 1d4

Weapons: Punch 65%, 1d3+db; Head 30%, 1d4+db; Kick 35%, 1d6+db;
Chair 35% 1d6+db; Throw 50% (mug, bottle, etc.), 1d3+db

Armor: None



The thugs won't draw any weapons, confident that they can handle the Investigators with just physical force. If the battle seems to be going against them, they'll resort to using chairs and bottles as improvised weapons. The patrons and staff will not interfere, not recognizing either group and not wanting to get involved.

If any Investigator should draw a weapon, especially a firearm, it will be a gross violation of local etiquette. A bar fight is one thing; a knife or gunfight is another. Suddenly there'll be a deafening shotgun blast into the air. The blast comes from Earl Morgan, who keeps a sawed off double barrel shotgun loaded with rock salt under the bar. He'll order everyone involved to get the hell out of his bar, and shout for Mona (the waitress) to call the cops. If Investigators haven't already gotten the papers at this point, getting Earl to hand them over will be much more difficult. Once outside, the thugs run off before the police arrive, and if the Investigators don't act in a similar manner they're apprehended.

The Police Arrive: Anyone questioned by police will be searched for weapons. Handguns will be confiscated, as will any knives. Just how the Investigators interact with the police decides how this encounter ends. Investigators could end with some tickets to pay, their weapons confiscated or even be arrested for causing a public disturbance, and/or carrying a concealed weapon, etc. Offering of bribes is a bad idea, but only because a weapon is involved. These offers will be met with handcuffs and a night in the city jail.

The Gang gets away: If the thugs gain the journal entries they'll scatter into the night. One of them will hide the papers under his shirt. Knowing the local streets and alley ways, it should be simple for them to escape pursuit. If there is a foot chase, the Investigators have a one in five chance of pursuing the correct thug (unless they split up and chase several). If the Investigators regain the papers after a chase, this encounter ends.

If the thugs escape with the papers they'll learn nothing. The notes are in German, without any sort of map they can follow. The gang then contacts Colette, who suggests giving them back to the Investigators and letting them do the work. They can still rush in and snatch the treasure from the Investigators once they've led the gang to it. (See Part III Gathering Clues).

Typical Key West Police Officer

STR 15	CON 15
SIZ 15	INT 11
POW 13	DEX 10
APP 12	EDU 10
SAN 60	HP 15
DB +1d4	

Weapons: Fist/Punch (65%, 1d3+db), Grapple (45% Damage special), Head Butt (40%, 1d4+db), .45 revolver (45%, 1d10+2), Nightstick (55% 1d6+db)
Armor: None

Skills: Psychology (40%), Sneak (30%), Spot Hidden (40%), Persuade (35%), Law (40%), First Aid (30%), Listen (30%), Swim (40%), Drive Auto (50%)

PART III

GATHERING CLUES

The Papers Arrive: If the journal entries were lost to the Snakes gang, they'll be returned a few hours later. The next morning, one of the Investigators finds that the missing papers have been inserted into the newspaper that's delivered each morning to their room. There'll be no explanation as to how they got there or why they were returned. One of the gang members, who wasn't part of the previous night's attack, simply paid a bellboy \$5 to make sure a certain newspaper got delivered to a certain room. "Rita" will show up later to make sure the papers are noticed, acting surprised and confused by this turn of events.

The Morning Citizen: There is another news item in the morning paper that might draw the Investigators' eye. Any Investigator handling the newspaper, or rolling a successful Spot Hidden or Luck roll while near a copy of *The Citizen* notices the story. If they don't read about it, someone will mention it within earshot, as it will be the "hot gossip topic" of the day about Key West.

KEYS OF MADNESS: ACT I-KEY WEST

Handout Five: Lost Journal Pages

- Found name for the west island on Old Spanish records. It's called Caya Locura, interesting. Check into.
- Original Indians avoided island, something about dark spirits. Check into.
- Went to the west island without Rita, spotted a few locals living there, rough looking bunch, didn't talk to them.
- My heart stopped when I saw the bay. Its call "Devil's Bay" on the map. I dreamt of this place! Did a few passes in the shallow surf on foot when I found the artifact. Beautiful gold disk, with some kind of dot writing on it. It had the remnants of some sort of binding, maybe a cord for hanging. The material was decorated with stone beads and shells, beautiful Caloose Indian craft, but it fell apart as I tried to remove artifact from water.
- It's out there I know it. I'm going to risk making a few dives into the bay.
- Strange fish, ugly. Should catch a few and send them in for study.
- Today is the happiest day of my life! I found it. It's there. In 60 feet of water near the center of the bay, a building, completely intact!! It was like nothing I ever saw before. The marking on the door matched those on the gold disk. I wanted to enter but mustn't ruin discovery with haste.
- Need lots of cash, sold last fourteen pieces from Gallon wreck.
- Sent out letters to colleagues; will need a competent team whose reputation isn't ruined like mine. Must not have the find found discredited because of me. They'll arrive soon. The secrets of Atlantis are so close.
- Found reference to similar writing as found on disk! Some on shards from England, others on tablets found in Africa. Evidence for Atlantis being global empire! Calling book dealer to try and find Windrop's Monograph, translation of African fragments.
- Got replies, team on its way. Dealer called, copy of book in Key West already. I'll try to borrow it, but need suit. Think someone is following me.
- Someone IS following me. Need to leave these with someone I can trust. Will check into hotel two days early with Rita for safety.

Handout Six: Another Citizen article

White Slavers Strike Again

A ship was found run aground on the north shore of Key West early this morning, with no sign of the crew to be found. At about 3:00am this morning, officials reported that they received a distress call from "The Mermaid", a local fishing boat. Radio contact was almost immediately lost and a search for the vessel began a short time later. Just after dawn the ship was found beached with some mild

damage to her hull. Her crew of six was not on board and no sign of them could be found. Unconfirmed reports state that a mysterious vessel, perhaps a schooner, was seen leaving the area. This is the second such maritime disappearance this week, fueling rumors that a ring of white slavers might somehow be involved.

[From The Citizen, July 25th 1927]

After obtaining Handouts Four and Five, and examining the Elder Thing amulet, the Investigators should have several leads to research. These are:

- The Spanish records about Caya Locura and Devil's Bay
- The old Caloose Indian legends about "Dark Spirits" inhabiting the island
- Borrowing the "Windrop's Monograph" from "Madame Lilia", who lives in the Casa Marina hotel.

The Library: The May Hill Russell Public Library, founded in 1892, contains many historical artifacts, government records and rare manuscripts. The library is open between the hours of 8:00am and 4:30pm, closing at noon for half an hour. The local librarian on duty is Rosa Molina, a middle aged Cuban woman who speaks with a slight Spanish accent. She is well educated

and very protective of her position and the collection she oversees.

The library houses a collection of 16th century Spanish records, which Ms. Molina will not allow anyone to examine without the proper academic credentials. Investigators with a **History** score greater than 60% or a **Credit Rating** score greater than 50% are granted access, but sternly warned against over handling the documents. Those without the proper credentials or skills may still attempt to gain access to these records by making a successful **Fast Talk** or **Persuade** roll. Using Professor Timm's name gains no bonuses, as she's well aware what his professional reputation is. While she did allow him access to whatever records he wished (he was, after all, a professor of archeology) she did not hold him in the highest of regards.

The Spanish Collection is housed in a back room, under lock and key (with Ms. Molina having the only key). In it are several diaries, captains' logs, missionary records, historical accounts and a few prized 16th century maps. The records in this collection are NOT allowed out of the building under any circumstances. Any attempts to remove them will have Ms. Molina promptly calling the police.

Investigators may research these records for items about Devil's Bay, the Caloose Indians or mysterious maritime disappearances around Cayo Hueso (Key West). One successful **Library Use** roll is needed to locate the Old Spanish sea charts. The chart shows the route to Caya Locura (Isle of Madness) and any one viewing them who makes a successful **Navigate** roll will understand them well enough to make the trip themselves. Investigators may attempt to make a copy of the map with a successful **Art** roll.

A second successful **Library Use** roll allows an Investigator to discover the diary of Santiago Delgado, a Spanish conquistador. Santiago was part of the Spanish force that helped wipe out the Caloose Indians but not part of the group that fought the Shoggoth. He sailed out from Spain after the Vatican and the Spanish Crown labeled the Caloose Satan worshipers. The diary is, of course, written in Spanish.

KEYS OF MADNESS: ACT I~Key West

—HANDOUT SEVEN: THE DIARY OF SANTIAGO DELGADO—

"I found myself deeply troubled after the battle and sought confession for my actions. I had seen many of my compatriots killed by the shell-tipped arrows of the savages, so dispensing the lord's judgment upon them affected me not at all. The last battle was quite different.

"We came upon a heretic village and we burned it to the ground. There were few warriors there, mostly women, children and old men. The veterans did not hesitate to fire their weapons or to pitch torches into the dwellings where women and children were cowering. Their screams, the smell of the burning flesh, and some of them crying out for mercy in Spanish haunted me. I prayed, and I told myself that I was doing God's will, reminding myself that the Pope had declared these people servants of Satan. It brought me no comfort. I went to the flagship and asked to be given confession.

"When I poured my soul out in the darkened room, the priest grabbed my arm and angrily pulled me out into the light. It was Father Juan Miguel! The very man who brought the charges of the savage's heresy to the Vatican, a man whose family had ties to the Inquisition. Although he was very old, he was still quite strong. He slapped me, calling me a weak fool. I was put into a boat with Father Miguel and taken to Caya Locura, a place strictly forbidden to common soldiers.

"Father Miguel spoke to me long and hard, making me feel as a child. He told me how these savages had unleashed a mighty demon from the underworld and set it against my countrymen. He showed me a long list of names written in his bible, names of the men the demon had killed, or who had vanished without a trace from their ships. Father Miguel said that after releasing the demon, the heretics had begged us to help them stop it, for being a creature of Satan, it had turned on them as well.

"Father Miguel explained that the savages led him to the creature's lair, where by the power of Christ and the loss of many men, they were able to destroy it. Some who survived the battle were driven insane from what they saw. We then came to the island and I found that the garrison was also a hospital...for the insane. Fifteen men were cared for here, all of them screaming, weeping, tied down so they couldn't hurt themselves. Father Miguel told me they'd been like this since the moment they saw the demon. He explained the heretics could still unleash more of these creatures, which they had done once and would do again if given the chance.

"Father Miguel said that the Pope himself had decreed that they never be allowed that chance. He then asked me if I would help. The aged priest asked if I would help avenge those who had been devoured alive by the creature. He asked if I would avenge these men, pointing to the poor wretches, whose minds had been shattered by the horror they'd so bravely faced. I cried, falling to my knees, begging for his forgiveness, which he gave. I returned to my unit the next morning, my resolve restored and strong.

SANTIAGO DELGADO – OCTOBER 28TH 1582

Attempts to locate a copy of Father Miguel's bible are futile. There are no other records connected to the adventure to be found here. If asked about the contents of the diary, Ms. Molina will dismiss them as "sailor stories and fantasies".

Seminole Indian Legends: The Seminole Indians who now live in this part of Florida are newcomers, settling here after the Caloose tribes were wiped out. They inherited some of the earlier tribe's folklore. There is only one person on Key West who has knowledge of these ancient Caloose legends. His name is David Redshell.

Finding David Redshell: David Redshell is not an easy man to find, but among the Seminole population he's fairly well known. Investigators questioning local Seminoles need to make a successful **Fast Talk** or a **Persuade Roll** at 15% to learn about David Redshell, and an additional roll to learn where he can be found. If both checks are successful, along with a successful **Luck** roll, the person will be willing to guide the Investigators to David Redshell's boat. A bribe of between \$5 and \$10 dollars will eliminate the 15% penalties.

The Investigators can locate local Seminoles in several places around town. Several sell handicrafts on the roadside outside of town, while others can be found working at the docks. The easiest to locate is John Blackbear, the taxi driver who Investigators may have encountered in Part I. If the Investigators have had dealings with John Blackbear, they can make the **Fast Talk** or **Persuade** rolls without penalty.

David Redshell: This elderly (82 years old) Seminole Indian lives on his boat. It's usually anchored about three miles north of the city, always about 100 yards off the beach. He makes his living by fishing, making nets and handicrafts that are sold by various younger relatives around Key West. If Investigators go here without a guide they'll have to get his attention from shore, or swim out to the boat.

A **Spot Hidden** roll will have the Investigators find a bell concealed in a bush beside a small camp partially hidden by some trees. Ringing the bell will get David Redshell to pilot his boat onto the shore. Any local Seminole guide will ring the bell straight away. Once off the boat the old man will go to his small camp, inviting the Investigators to sit with him.

While talking, David Redshell will try to bum a cigar from the Investigators, smoking one of his own if need be. He's happy to chat and share the ancient tales he knows, but hints that an audience sometimes pays such storytellers. He won't share what he knows unless given \$20, using his **Bargain** skill to get as much as he can. He'll claim, "The things I know and the tales I can tell are known by no one but me. I am the elder of my people, it's my duty to keep such knowledge alive." If given \$20 he'll smile, lean back, and tell the Investigators any ancient tales they'd like to know. If asked about "Devil's Bay", "Caya Locura" or "Dark Spirits" he'll relate the following tale:

"When the world was new and people first came to this land, dreams led a wise man to the bay on that lonely island. The wise man dove down into the water and there he met the Black Jellyfish. The Great Spirit of the Ocean had locked the Black Jellyfish in a magical oyster shell, and it couldn't get out. It begged the wise man to let it out, but the wise man said 'No. If the Great Spirit of the Ocean put you in there, well, then maybe that's where you should be.' And the wise man left the Black Jellyfish in the shell, and told his people to ignore the dreams and never go to that island."

"Later, when the white man came, a foolish man believed he was a wise man. This man thought he could bargain with the Black Jellyfish, whose skin was as dark as its heart. He asked the Jellyfish to drive away the white man, and the Jellyfish said, 'Free me, oh wise man, and I will help you.' So the man freed the Jellyfish, who then stung the white man only...at first. Soon the Black Jellyfish betrayed his word and began to sting both the white man and the native people. The fool said, 'Why do you do this? You made a deal with me.' But the Jellyfish laughed and again stung the man who had freed him."

"So the people and the white man came together and they killed the Black Jellyfish. The white man had promised to leave these lands in peace, but feared the people who knew how to call upon the spirits of the Black Jellyfish. They did not leave, but returned in greater numbers, and the native people were washed away like sand in a storm. The moral of this story is this: the words from a black heart are worthless, be they from a jellyfish or a man. A wise man listens to the wisdom of his forefathers."

If questioned about the story, the old man explains that it's been passed down for generations. He'll warn Investigators that he believes the story to be true, saying that there is something evil about Devil's Bay. "The fish there are sickly looking, tainted by the Black Jellyfish spirits. Sometimes people are drawn there too, the lost, the dreamers. The Black Jellyfish still wants to be free." If someone says that in the story the Black Jellyfish is killed, he'll smirk and reply, "Yes, I know, I told the story, didn't I? But when did you ever see just one Jellyfish?" He knows many other stories, typical Native American folklore, but none of it pertains to this investigation.

David Redshell
Local Seminole Elder

STR 8 CON 10
SIZ 8 INT 15
POW 14 DEX 9
APP 7 EDU 15
SAN 75 HP 15
DB +1d4

Weapons: None
Armor: None

Skills: Psychology (60%), Persuade (55%), Listen (45%), Pilot Boat (40%), History (50%), Indian Lore (60%), Cthulhu Mythos (7%)

Casa Marina hotel: The card found in Professor Timm's home (Handout Four) and notes about looking for a book (Handout Five) should lead Investigators to seek out Madame Lilia at the Casa Marina hotel. The hotel houses a casino, a club with live nightly music and a fine restaurant. There is a security staff here that makes sure guests are safe and things

go smoothly. Guests here are typically well dressed and wealthy; those Investigators not "fitting in" (with low credit ratings, not wearing the latest fashion, etc.) will be approached discretely by security and questioned ("You look a little lost. Can we help you find something?").

Casa Marina Hotel Security Staff

STR 15 CON 15
SIZ 15 INT 11
POW 13 DEX 10
APP 12 EDU 10
SAN 60 HP 15
DB +1d4

Weapons: Fist/Punch (65%, 1d3+db), Grapple (45% Damage special), Head Butt (40%, 1d4+db), Blackjack (55% 1d6+db)
Armor: None

Skills: Psychology (40%), Sneak (30%), Spot Hidden (40%), Persuade (35%), Listen (30%)

The Papastavimos: Margery Papastavimos (Madame Lilia) lives in the Casa Marina hotel with her husband, a professional gambler named Peter "The Greek" Papastavimos. The couple keep a bodyguard, Bruno West, close by at all times. Peter and Madame Lilia live in a suite of rooms on the upper floors of the hotel and Bruno lives in the single room next to theirs.

Peter "The Greek" Papastavimos: This professional gambler makes a very good living playing poker, betting on horses and sporting events. He runs a high roller, by invitation only, poker table in the casino. He can be found there with Bruno most nights. Peter "The Greek" is always friendly, charming and

impeccably dressed. While a "friend" with the local mob, he isn't involved with organized crime, other than passing on a betting tip now and then. He adores his wife and is very protective of her. He thinks her psychic abilities and occult interests are silly, but he'd never tell her that. She brings in good money doing what she does, so he sees no reason not to help her indulge her interests.

Peter "The Greek" Papastavimos
Professional Gambler

STR 13 CON 15
SIZ 13 INT 15
POW 16 DEX 15
APP 14 EDU 13
SAN 80 HP 14
DB

Weapons: .22 revolver (45%, 1d6)
Armor: None

Skills: Fast Talk (70%), Bargain (50%), Psychology (60%), Persuade (55%), Listen (45%), Spot Hidden (60%), Languages: English and Greek (75%), Dodge (40%), Accounting (60%), Gambling (65%), Predict outcome of sporting events (65%)

Bruno West: A former boxer who ran afoul of the mob, his debts were paid off by Mr. Papastavimos (saving his life). The gambler offered him a full time job watching his back as a way of paying off what he owed. Bruno happily took the job and has been with Peter "The Greek" for almost 10 years. After the considerable debt was paid off, Bruno stayed on. The two are actually quite good friends. Bruno West would take a bullet for either Mr. or Mrs. Papastavimos (he's actually been shot twice over the years protecting Peter). He's well paid and very loyal to his

employer. Bruno is a large, powerful man who is quite discrete and observant of his surroundings.

Bruno West

Bodyguard

STR 16 CON 15
SIZ 16 INT 12
POW 14 DEX 14
APP 11 EDU 10
SAN 60 HP 16
DB +1d6
Weapons: Fist/Punch (75%,
1d3+db), Head Butt (40%, 1d4+db),
.45 Revolver Automatic (55%,
1d10+2)
Armor: None

Skills: Psychology (45%), Sneak
(50%), Spot Hidden (65%), Listen
(30%)

Madame Lilia: A fortuneteller by trade, Madame Lilia is very beautiful and quite eccentric. She is always very colorfully dressed in the latest fashions and seldom seen without her trademark Bindi dot and turban. She caters to wealthy vacationers, reading cards and telling fortunes to those who can afford her high prices. It's rumored she will conduct nude séances if the price is right. She charges a minimum of \$100 an hour for her time, and is usually booked a week in advance. Madame Lilia conducts her business in a specially prepared room in her apartment. When seeing male clients, Bruno usually camps out in the living room, just outside of Madame Lilia's office door.

Madame Lilia actually does have some psychic sensitivity. Like Professor Timm, she came to the Keys following a recurring dream. She's read both "The Eltdown Shards" and "The G'Harne

Fragments" several times, driving her mildly insane.

Madame Lilia (aka Margery Papastavimos)

Local Society Fortuneteller

STR 10 CON 13
SIZ 14 INT 13
POW 15 DEX 14
APP 16 EDU 13
SAN 50 HP 14
DB
Weapons: None
Armor: None

Skills: Persuade (60%), Fast Talk
(60%), Occult (50%), Cthulhu
Mythos (11%), Elder Thing Cipher
(25%)

The Madness of Madame Lilia:

Madame Lilia has been insane for several years, yet functions quite successfully in society. Her madness takes the form of a very detailed delusion, which she firmly believes in. This delusion formed after being driven insane by repeatedly reading the two mythos tomes she owns, her mind's way of dealing with the horrors she learned.

Madame Lilia believes that a race of benevolent alien beings, which she calls "The Star People", lived on earth thousands of years before mankind. She'll describe them as beautiful looking humans who are really beings of pure energy with incredible psychic powers. They're a peaceful enlightened race that will some day return to Earth when mankind is "ready". "The Star People" will then transport the human race to a utopia planet hidden behind Jupiter. She doesn't believe there is any connection between "The Star People" and the lost civilization of Atlantis.

Anyone making a successful **Psychology** roll while watching her speak of "The Star People" will determine that she is delusional. They will also know that it's a rather harmless one that doesn't seem to be having any negative impact on her life. Both she, Bruno and her husband Peter "The Greek" will react angrily to any suggestion that she's unwell in any way.

Meeting Madame Lilia isn't that difficult. If Investigators can get past security and into the casino they'll be able to find Bruno and Peter at the poker tables. Anyone making a successful **Credit Rating** roll will be welcome to play a few hands. The stakes are high, hands going from between \$50 to \$250. Chatting while playing cards is a good way to try a **Persuade** or **Fast Talk** roll on Peter to introduce the Investigators to his wife. If asked about certain books, he'll shrug and explain, "Oh, she's got books, lots of them. She's even writing a new one. Occult stuff, not my cup of tea but it keeps her out of trouble."

Another way Investigators can gain an audience is to simply make an appointment for a card reading or a séance. Bookings are done through the hotel, with callbacks made to confirm the time and date. Anyone showing up for an appointment is admitted to the floor where the Papastavimos' live (if they can get past security). Bruno and/or Peter will then screen Investigators before allowing them into the apartment.

The Books: If asked about her occult books in general or a book of translations by Windrop (Handout Five) she'll become animated and start talking about "The Star People". If any Investigator has an Appearance greater than 14 she'll look them

in the eyes and touch their fore head while holding their hand for a moment. She'll then release them with a smile saying, "No, you're only human. Sorry."

She'll admit to owning "The Eltdown Shards" and "The G'Harne Fragments", as well as the first draft of the book she's working on, "Runes of the Star People". Madame Lilia will explain that these books can translate the writings of the Star People and prove that they exist. She's protective of these books and will refuse to lend them out, sell them, or even let the Investigators handle them. If Investigators are overly pushy, she'll have Bruno throw them out, calling security if they resist.

If Investigators explain that they have an item with similar runes, she gets very excited. She'll ask to see the amulet, refusing to deal with them further until it's produced. She'll allow the books to be handled if shown the amulet, but still won't let any of them out of her sight. When shown the amulet, she easily reads the writing on it, explaining that it's an identification of some sort, "Like a driver's license, this person was a chief life researcher. I wonder what that is?" She'll offer to buy the artifact at once, offering as much as \$1,000. If Investigators refuse, Madame Lilia will call in her husband, who will then offer the Investigators \$3,000 for "the trinket" his wife wants.

Madame Lilia will trade both the "The Eltdown Shards" and "The G'Harne Fragments" for the amulet, and even allow Investigators to borrow her handwritten first draft of "Runes of the Star People" for a week or two. She will mention that she'll purchase

any "Star People" artifacts the Investigators might discover.

- The End -

Sanity Awards

Investigators win the bar fight at Morgan's: 1d4.

Obtaining a mythos tome: 1d2 per book







KEYS OF MADNESS: ACT II-CAYA LOCURA

A 1920S CALL OF CTHULHU ADVENTURE

BY OSCAR RIOS

Once finding Professor Timm's boat, and learning the location of Caya Locura, the Investigators should be ready to travel there. If they've obtained any of the Mythos Tomes from Madame Lilia, they may wish to spend time reading them before setting out. "Rita" won't be happy about this, explaining that every day that goes by is one more day that Rudy is out there, lost and needing help. She's impatient to get this job done and wants her share of the treasure. If the Investigators seem intent on remaining in Key West to learn what they can from the books, she lets up on her protests and agrees to the delay. She will tearfully mention, "He's probably already dead" and "I just want my Rudy to get credit for discovering whatever's out there, it means so much to him", using sympathy to help maintain her credibility.

The Eltdown Shards, The Winters-Hall Translation: Sanity Loss 1d4/1d8; Cthulhu Mythos +11%, six weeks to study, 12 hours to skim. There are no spells in this version, but study grants the reader a skill check in Occult and Mythos Language: Elder Thing Cipher (1d6+1%).

The G'Harne Fragments, Windrop's Monograph (from The Journal of the Royal Antiquities Society 1912): Sanity Loss 1d2/1d4; Cthulhu Mythos +4%, two weeks to study, four hours to skim. There are no spells in this version, but study grants the reader a skill check in Occult and Mythos Language: Elder Thing Cipher (1d6+1%).

Runes of the Star People: Sanity Loss 1d2/1d4; Cthulhu Mythos +2%, one week to study, two hours to skim. There are no spells in this version, but study grants the reader a skill check in Occult and Mythos Language: Elder Thing Cipher (1d6+1%).

The Trip to the Island: Investigators taking “Queen of Atlantis” out to Caya Locura will have a three hour boat ride ahead of them. The island is northwest of Key West and not located on any of the common charts. Even with knowledge of the 16th century Spanish charts (or a copy of them), Investigators must make a successful **Navigation** roll to locate the island.

The USS Valiant: This Naval Destroyer will radio “Queen of Atlantis” about halfway through the voyage. They are conducting a search of the area, supposedly looking for anything suspicious. While the US Navy doesn’t believe in the wild stories of “White Slavers”, the local government has nevertheless asked them to “investigate the matter”. Captain Harris, commanding the Valiant with a mostly trainee crew, sees this as an excellent training opportunity. He’s using this search as an exercise in anti submarine patrols and search and rescue operations.

The radio call will ask “Queen of Atlantis” to identify herself, and then to cut her engines and allow “Valiant” to come alongside. If Investigators comply, the destroyer appears on the horizon moments later and pulls alongside shortly thereafter; a young naval lieutenant will ask for permission to come aboard the “Queen”. Lt. James will ask to see everyone’s identification and the ship’s paperwork. He asks what their purpose is in these waters and what all the salvage equipment is for. It will be clear that he’s following a checklist and that he seems a bit nervous. Investigators watching the destroyer and making a successful **Spot Hidden** roll will notice an older man watching the

Lt. James through a pair of binoculars. Anyone making a successful **Psychology** roll will learn that Lt. James is still in training and his performance is being evaluated.

After the search and questioning, Lt. James will ask the Investigators to be on the lookout for a dark sailed Schooner. “If you spot any ship matching that description, radio us immediately. We’ll be in this area for some time.” If asked why, Lt. James will simply reply, “We’d like to speak with her crew” which is true. The “Valiant” attempted to intercept such a ship but lost her in the dark. The trainees were blamed for the evasion and they are eager to redeem themselves. After this incident, the destroyer pulls away, it’s captain radioing down “This is Captain Harris of the USS Valiant, thank you for your cooperation “Queen of Atlantis” and have a pleasant day.”

Final approach: Once the small island is spotted, the Investigator at the wheel will be forced to suddenly avoid some dangerous coral reefs. If the Investigator fails a **Pilot-Boat** roll, “Queen of Atlantis” hits the reef hard, damaging her propeller. Loud noises will be heard as the engine runs. So long as Investigators cut the engines at once and make a **Mechanical Repair** roll on the propeller, no lasting damage occurs. If these repairs are not made, the propeller system on “Queen of Atlantis” destroys itself in about an hour and will require a week in dry dock to repair. If this happens, a distress call will summon the Valiant, which will tow the crippled ship back to Key West.

Caya Locura: The island is small,

maybe three miles across at its widest point. It’s covered with palm trees and seems picturesque. It has wide beaches and a single deep bay on its eastern face. Rats, birds and insects live on this tiny island with little else. The fish around the eastern side of the island are all sickly and mildly mutated (see below). Evidence of the Old Spanish garrison is impossible to find, as the buildings were intentionally burned down and covered by the Spaniards long ago.

Fishermen’s camp: If Investigators circle the island and make a successful **Spot Hidden** roll, they discover a set of huts along the western shore of the island. If they go ashore, they’ll find five huts with hammocks, cooking gear, children’s toys, nets, rotting food and old clothing. There is no one here. A search of the huts finds money (a total of \$12) and a box of 12 gauge buckshot shotgun shells with a successful **Spot Hidden** roll.

Investigators searching around the huts and making a successful **Spot Hidden** roll find three rowboats filled with fishing gear. They are pulled up beside the huts and concealed by branches. It appears there are hiding places for four boats with one appearing to be missing. The families who lived in this tiny fishing camp were all killed and devoured by the Shoggoth, except for two.

If Investigators search the area, they’ll need to make two **Spot Hidden** rolls. The first allows them to find a discarded double barrel shot gun, it’s breach open for reloading and two spent shells still inside of it. The second successful roll finds a partially digested body.



Clouds of green flies lift like a smoke off of the object, carrying up a wave of stench in their wake. Looking down you find the partial remains of a man, bloated with maggots and beetles. The arms appear to be wrapped around the trunk of a palm, it's mouth hanging open, the tongue thick and black. The remains of perhaps a vest or shirt can be seen nearly grafted to the spongy rotting flesh. Below the corpse's chest, from the open body cavity, there lies the remains of a spine. The pelvis and both legs of the corpse are missing.

Anyone viewing this must make a Sanity check for 1/d3. Investigators making a successful Medical roll will find no evidence of the body being "bitten" in any way. It appears that the lower half of the body either rotted or dissolved away.

Devil's Bay: This wide bay is nearly a mile across with beautiful palm trees growing all around it. The water is smooth and dark, the beach peaceful and seemingly undisturbed.

There is a path leading to a clearing from the sandy beach. In the clearing it appears that several logs have been dragged around and a couple of trees cut down. The ground has mostly been cleared of leaves and other debris, with a fairly new rake, axe and shovel leaning against a rock. This is a campsite that Professor Timm had been working on. He hoped to use this site as a base for his expedition, as there isn't room for more than two people to sleep on his boat at a time.

SOME NOTES ON DIVING

The Queen of Atlantis is equipped to support a team of up to four divers at a time. A single person must operate the motorized air compressor (pump) and the lifting/lowering winch for the divers.

Skill: Diving (00%) This skill gives an Investigator the basic knowledge of diving equipment and its use. In calm situations, Keepers may allow checks to be made at 2x 4x modifiers. A check is routinely made for descending, ascending and once per each half hour on the bottom. A failed check means a minor problem (i.e.: tripping, a snagged line, bumping into some thing), while a critical failure (96% and higher) causes a serious problem (i.e.: ruptured air line, leaking helmet, ascending or descending too rapidly).

The bottom of Devil's Bay is 60 feet, roughly two atmospheres. To safely avoid decompression sickness, divers should pause for five minutes at 30 feet before surfacing. Investigators not doing so will suffer 1d6 points of damage twice their Constitution in minutes (i.e.: a 15 Constitution means that Investigators suffer 1d6 points of damage every 30 minutes).

The Diving Suit: A diving suit consists of a three major pieces:

- 1) *The Diving Dress:* a multi layered waterproof twill suit with a mid layer of rubber.
- 2) *The Breastplate:* rests on the shoulders securing and spreading the weight of the helmet.
- 3) *The Helmet:* secures to the breastplate and links the suit with the air pipe and lifeline (for lowering and raising the diver). It is usually copper, heavy and has several windows.

The suit must be weighted to achieve negative buoyancy. Heavy boots (about 16 pounds each) and chest weights (from 35 50 pounds) are required to keep from floating. In emergencies, the chest weights can be released to cause the diver to rapidly ascend. This in itself can be dangerous (see Decompression Sickness above). Sound conducts through the helmets, so divers pressing helmets together can speak to one another. Other communication can be done via hand signals and tugs upon the diver's lifeline. The bulky suit and the underwater environment hamper most skills, so Keepers should impose whatever penalties seem appropriate.

(Note: These rules above are taken from the adventure "Crash Dive" by Steve Hatherly, from the book "Fearful Passages". What appears here has been greatly condensed from the original source.)



Caya Locura sea life: While the waters around the island support normal populations of sea life, the waters of Devil's Bay are quite different. Hazardous material has been slowly leaking from the Elder Thing ruins for hundreds of thousands of years causing the bay to become contaminated. The effects of the contamination on sea life are evidenced by random mutations. The bulk of these mutations are fatal and there is little sea life in the bay. Animals that do survive are usually freakishly mutated and occasionally dangerous.

There are two such animals living in the bay now, a mutated Green Moray Eel and a mutated Loggerhead Sea Turtle. They hide when the Shoggoth is active (any time after nightfall), but attack anyone swimming or diving in the bay 25% of the time. The Shoggoth has eaten all of the fish stocks that they usually prey upon in the bay and both predators are desperate for food.

Mutated Green Moray Eel

STR 16 CON 15 SIZ 15
INT 5 POW 8 DEX 14
HP 15 DB +1d4

Weapons: Bite 50% 1d8+db

Armor: Two points of patchy shell plates

Skills: Hide (50%), Sneak (50%)

Description: This eel has a sickly dark green color. It has large compound eyes, teeth that have elongated into fangs and a long (three foot) whip like prehensile tail. The creature's body has random patches of hard crab like shell, giving it two points of armor.

Mutated Loggerhead Sea Turtle

STR 16 CON 16 SIZ 18
INT 5 POW 9 DEX 11

HP 17 DB +1d6
Weapons: Bite 50% 1d8+db
Armor: Three points of leathery skin and shell
Skills: Sneak (50%), Hide (50%)

Description: This animal has six pairs of crawling legs, like a lobster, jutting out from the bottom of its shell. This allows it to move about on land quite well, which it may do if hungry enough. Its neck has elongated quite a bit and its jaws and beak are fearsomely oversized.

The Search: Investigators making dives into Devil's Bay have a 20% of finding the Elder Thing building and/or the sunken wreck of "Lucky Runner". If Investigators plan out a careful, systematic search for the site there is a +10% cumulative bonus per dive for the chance to locate objects on the bottom of the bay (i.e.: the fifth dive in the search would have a 60% chance of finding the site).

Investigators have a 20% chance of stumbling upon another Elder Thing artifact while searching the bottom of Devil's Bay. Keepers should roll this secretly and then have Investigators make a Spot Hidden roll. If the roll is successful, the Investigators find one of the following artifacts:

- 1) A golden key disk, similar to the one found by Professor Timm
- 2) A stone tablet covered in Elder Thing Ciphers
- 3) A 10 foot long by four foot high section of wall, with Elder Thing Ciphers on it.
- 4) A box (4 foot long, 3 feet wide, 2 feet deep), it holds six empty metallic cylinders; both the box and cylinders have Elder Thing Ciphers on them.

(Note: None of the Elder Thing Ciphers are helpful to the Investigators in any way. If the writing is translated, Keepers are encouraged to make up something cryptic.)

Recently sunken ship: The "Lucky Runner" was the ship used by the gang of thugs who kidnapped Professor Timm and Rita. She's a 26 foot cabin cruiser lying on her side in about 60 feet of water on the bottom of the bay. The Shoggoth sank the vessel after it devoured everyone on deck. There will be no visible reason for the ship sinking, as it is apparently undamaged. The ship was equipped to support four divers, much like "Queen of Atlantis". Once inside, Investigators will not find much of use or value.

The only bodies found inside are those of Professor Rudolf Von Timm and the real Rita, the corpses holding one another and still tied up. Deformed fish and crustaceans have already found the bodies and scurry about the pair feeding. Investigators witnessing this must roll a Sanity Check for 1/1d3. A successful Medicine or Spot Hidden roll will allow Investigators to determine that the pair didn't drown but were shot in the head at close range.

About fifty yards east of here can be found the Elder Thing prison. Investigators who successfully roll their percentage to find the site first find the ship. The ship is much easier to find, as it's new and stands out against the sand. The Elder Thing site is a bit harder to spot but Keepers should allow Investigators to find them both on the same dive.

The Elder Thing Prison (outside):

The structure appears as a group of three smooth stone domes surrounding a larger central dome. From the outside, the complex looks quite large. When viewed up close, Investigators can see the structure looks new; free from any coral growth.

Black liquid drips slowly out from a crack in the large central dome, like teardrops floating towards the surface. The liquid dissolves into the seawater before it reaches the surface. This is the contaminant that has been causing the local sea life to mutate for eons. There is almost no sea life anywhere near the structure.

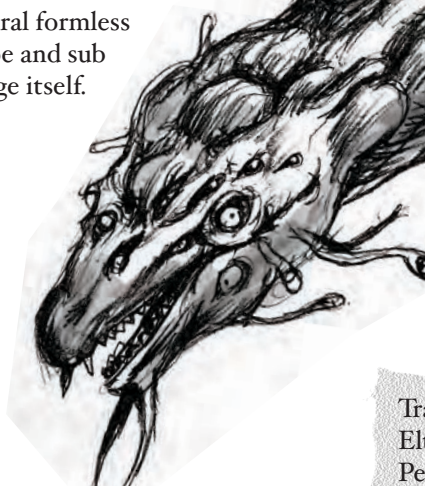
The smallest of the four domes is damaged, with signs of an explosion having recently gone off. There is a gaping hole where a large round door once stood: Investigators can enter the complex through this breach. The thugs caused this damage when they grew frustrated while trying to open the door and resorted to using dynamite. If they had the Elder Thing Key (the gold disk that Professor Timm discovered) they could have opened the door with ease. Investigators searching the area around the damage and making a successful Spot Hidden roll find several discarded salvage tools (i.e.: pry bars, picks, hook poles, etc.). The interior of the structure is described in Part II.

The Schooner: The Shoggoth has been traveling further and further from the prison, exploring the surrounding area. It still returns to the prison to feed its captive and rest in a familiar place. At some time when the Investigators are anchored in Devil's Bay, Keepers

may wish to have the Shoggoth return.

When the Shoggoth detects a ship in the bay it will try to get a better look. It will form its body into the shape of a ship, a schooner it observed once it was freed. It will ONLY do this at night. In this shape it can peer out over the surface of the water. From a distance and in the dark, the boat appears as a black silhouette in the shape of a boat. There are no lights on the "ship", of course. The Shoggoth has used this trick several times while hunting. This is the direct cause of all the "White Slaver" rumors circulating about the Keys at this time.

The Shoggoth will "sail" past the bay, observing "Queen of Atlantis". It will then head around to the north side of the island. Once out of direct sight, it will resume its natural formless shape and submerge itself.



Investigators who attempt to pursue the "Schooner" around the northern tip of the island will find that the mysterious ship has vanished.

PART II

THE PRISON

Inside the Elder Thing Site: This ancient building holds ten chambers. They are divided into A wing (1 2), B wing (1 2), C wing (1 2), and the Main Area (1 4). Passage to upper levels is done via a hole 20 feet up in the ceiling; Elder Things simply flew up and down

between levels. Investigators will need to find other means of traveling between levels.

The building is air filled with a breathable atmosphere, well lit (just where the light emanates from cannot be determined) and a comfortable temperature. The function of this site was the study and containment of six dangerous rebel Shoggoths. Here, the Elder Things researched ways to modify Shoggoth behaviors (the rebellious kind) or otherwise "correct" the problem.

Investigators will find carvings on the walls of Elder Things and Shoggoths, usually beside Cipher messages. They should slowly begin to piece together just who made this structure and what its purpose is. Investigators spending more than two hours exploring this site gain +4% to their Cthulhu Mythos.

A wing 1, The Entrance: Here is much rubble from the blast. Beyond there is a shimmering barrier in the water. On the other side of the barrier, which can be easily passed through, is air. There are piles of equipment here (diving suits, weapons, tools and a row

Translating Elder Thing Ciphers: Investigators who have read "The Eltdown Shards", "The G'Harne Fragments" and/or "Runes of the Star People" will have gained 1d6+1% points per book in the skill Mythos Language: Elder Thing Cipher. If this skill is rolled successfully an Investigator will completely understand a particular passage.

If no one manages to successfully roll this skill, Keepers may wish to allow Investigators to use the three tomes directly. Using the three books as a reference while translating an inscription will require a Library Use roll and 1d10 minutes per word. Translating a long passage this way could take a considerable amount of time.

boat), all intentionally destroyed. All of the items, except the row boat, belonged to the gang who dynamited the door. There are some Elder Thing Ciphers here, which can be read with a successful Elder Thing Cipher roll: "Testing and detention facility Alpha One. Unauthorized personal are strictly forbidden. Proceed with Caution. Undestroyed feral units housed within."

A wing 2, Prototype Storage: There is a large piece of equipment here, weighing about 500 pounds. It is powered by a clear, glowing crystal and is completely alien in design. The machine was damaged by the door blast. This is a piece of emergency equipment, stored here by the Elder Things. There are extensive Elder Thing Ciphers carved on the walls here, which explain the function of the device.

In addition to this machine is a Gold Key/Identification disk, much like the one originally found by Professor Timm. Investigators can locate the disk with a successful Spot Hidden roll. This will allow them access to the restricted areas in the event another Gold Key/Identification disk was not discovered while diving in the bay.

Main Area 1, Prison Level: Here are six stout magical prisons. Four of them house Shoggoths, securely imprisoned behind large Elder Signs and thick stone doors. If the Elder Sign is broken, the Shoggoth inside will force down the door to its cell in 2-4 rounds.

There are Elder Thing Ciphers over each door, which read "Rebel One" through "Rebel Six". Each door has a shuttered crystal window. The shutters can be opened

by following the instructions written in Elder Thing Ciphers under each window, "Push in, then up". Investigators can figure this out without reading the instructions by making a successful Idea roll. None of the windows are currently unshuttered.

Investigators peaking inside the cells will see the Shoggoth imprisoned within and be forced to make a Sanity Check for 1d6/1d20. Shoggoths within their cramped cells will rush towards the windows, forming eyes and mouths. The Shoggoths will begin calling out to the Investigators, speaking in ancient Caloose Indian. If Investigators can somehow understand this language, then they understand the Shoggoths, who are begging to be released.

Two of the cells, three and four, do not have Shoggoths in them. Cell three is empty and shows signs of being used recently (it's damp and strewn with bones and bits of undigested personal items). The door has been blown apart with dynamite, its Elder Sign seal broken into pieces. Cell four's door is intact; the Elder Sign is missing, and contains an 8 year old boy named Fernando Diaz.

Elder Thing Device: Harmonic Cohesion Disruptor:

This device emits harmonic waves in a 60 foot radius. The machine has enough power in its crystal battery for 20 hours of use. The waves travel at a range below human hearing. The harmonic frequency is harmful to Shoggoth anatomy. Any Shoggoth caught in this area will begin to vibrate violently and have difficulty controlling its motion. The creature's movement and attacks are effectively halved while in the field. The Shoggoth will NOT enter an area affected by the Disruptor and may retreat from it.

Repairing the Disruptor: The alien machine can be fixed with a successful **Mechanical Repair** roll with a 20% penalty. A critical failure while attempting to repair the machine irreparably damages the unit and causes it to emit a high energy microwave pulse. This pulse causes 4d6 points of burning damage to all organic matter in a 30 foot radius. Learning to activate and deactivate the device requires Investigators to make a successful **Operate Heavy Machinery** roll. A second **Mechanical Repair** roll is required to remove the unit from the Elder Thing Prison. Transporting the heavy machine from its 2nd level chamber down to the 1st level, outside and then up to the "Queen of Atlantis" is possible. This will require considerable planning and teamwork by the Investigators.

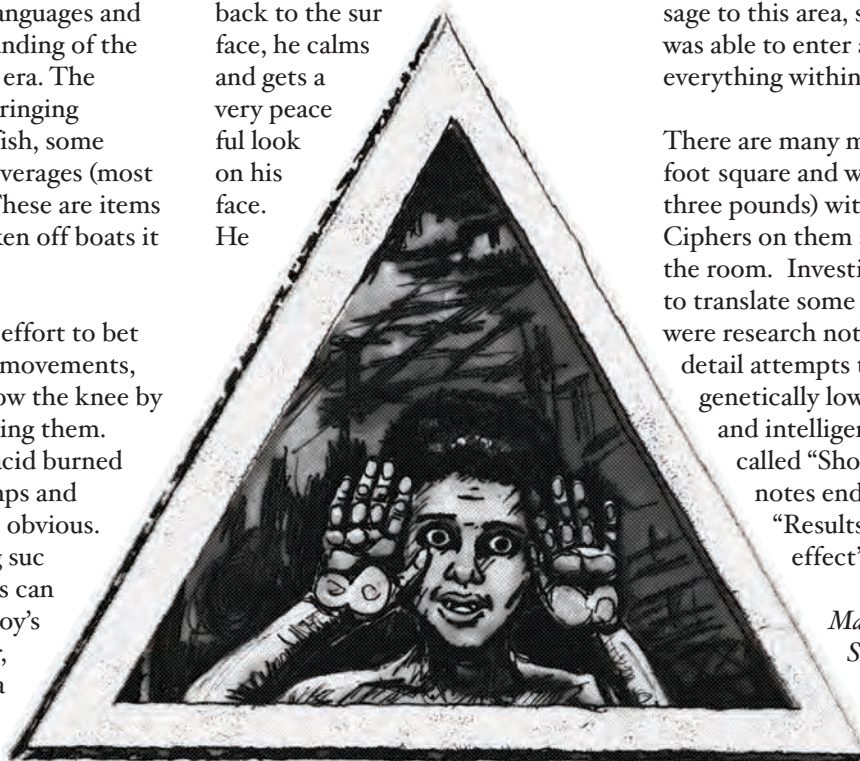
Fernando Diaz: The Shoggoth brought the child here after devouring his family at the fishing camp on the other side of the island. It transported him here in an overturned rowboat from the camp and sealed him in the cell. The Shoggoth used the boy's ramblings and babbling to learn both English and Spanish in a few days. It now knows both languages and has a better understanding of the outside world in this era. The Shoggoth has been bringing Fernando fruit, raw fish, some canned goods and beverages (mostly bottles of soda). These are items the Shoggoth has taken off boats it recently attacked.

The Shoggoth, in an effort to better control the boy's movements, removed his legs below the knee by devouring and digesting them. Ugly, slowly healing acid burned skin tops on his stumps and signs of infection are obvious. Investigators making successful Medicine rolls can determine that the boy's overall health is poor, with signs of dehydration, malnutrition and a high fever from a massive system wide infection. There is little Investigators can do for the boy, as he requires lengthy medical treatment to recover.

The boy is filthy and insane. He'll latch onto the first human he sees, hugging and holding their hand without easily letting go of an Investigator. He'll babble on and on about shapes: "Circles, then triangles, then squares, then more circles, and then rectangles. Rectangles!" Fernando requires Investigators to calm him with successful rolls of Psychology, and even

then can convey very little information that is useful.

Getting him back to the surface will take some ingenuity (as no diving suit will fit him). Allow stuck Investigators to remember that the "Queen of Atlantis" is equipped with a diving bell. As soon as Fernando gets back to the surface, he calms and gets a very peaceful look on his face. He



cries, "It's over, it's really over! Thank you, I love you all!" Suddenly his eyes roll back in his head, he collapses and dies moments later.

Fernando Diaz

Insane captive of the Shoggoth

STR 7 CON 11 SIZ 7
INT 8 POW 10 DEX 10
APP 9 EDU 7 SAN 20
HP 9 DB

Weapons: None

Armor: None

Skills: Cthulhu Mythos (8%), Hold

hand and cling (70%), Babble about shapes (85%)

Main Area 2, Shoggoth Testing Lab:

This area is a large testing lab. The equipment here was all recently smashed and destroyed. Most of the smashed items are unidentifiable, being of alien design. An Elder Sign didn't seal off the passage to this area, so the Shoggoth was able to enter and destroy everything within.

There are many metal slabs (three foot square and weighing about three pounds) with Elder Thing Ciphers on them scattered around the room. Investigators attempting to translate some will discover they were research notes. The notes detail attempts to chemically or genetically lower the free will and intelligence of creatures called "Shoggoths". Most notes end in the words "Results show negative effect".

Main Area 3, Anti Shoggoth Weapon Research Lab:

This is another destroyed Elder Thing

laboratory. Like the one below it, this lab has many partially broken metal slabs containing Ciphers. Translating some of these will give Investigators scattered information about experimental anti Shoggoth weaponry the Elder Things were developing. They will find notes on a "Harmonic Cohesion Disrupter" (see above), a "Contact Disintegrator" and an "Enzyme Caster". These three sets of notes will typically end in "Results promising", "prototype ready for testing" and "good results."

KEYS OF MADNESS: ACT II-CATA LOCURA

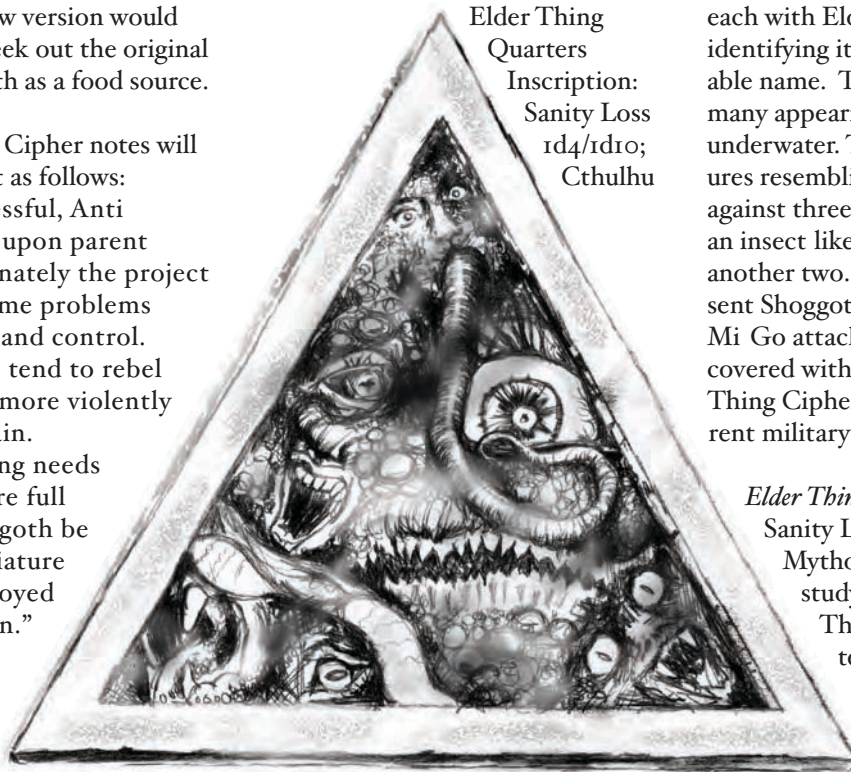
Main Area 4, Anti Shoggoth Research Lab: This lab, like the two below it, is also in shambles. Investigators exploring here will find that it was an advanced medical lab. Here are more notes, detailing an Elder Thing project to create yet another form of life, an Anti Shoggoth. These creatures would be similar to Shoggoths using the same creation process. This new version would be designed to seek out the original strain of Shoggoth as a food source.

The Elder Thing Cipher notes will detail the project as follows:
“Partially successful, Anti Shoggoths prey upon parent strain. Unfortunately the project runs into the same problems with obedience and control. Anti Shoggoths tend to rebel faster and even more violently than parent strain. Behavioral coding needs correcting before full scale Anti Shoggoth be produced. Miniature prototype destroyed by disintegration.”

Locked Doors:

The doors leading into B wing and C wing are locked and protected by an Elder Sign. As the Shoggoth was unable to enter these areas, they are perfectly intact, exactly as the Elder Things left them. These doors cannot be opened without a Gold Key disk. Additional Gold Key/Identification disks can be found in the bay and in A wing, chamber 2. If Investigators do not currently have a Gold Key/Identification disk they can force the doors open by beating Resistance roll verses Strength of 30.

B wing 1, Elder Thing Quarters: This room housed the six Elder Things who manned this facility. The walls are covered with Elder Thing Ciphers giving a brief account of their history. Investigators will need to make six successful Elder Thing Cipher rolls over the course of six weeks to read the entire thing.



Elder Thing
Quarters
Inscription:
Sanity Loss
1d4/1d10;
Cthulhu

Mythos +12%, six weeks to study, 24 hours to skim. There are no spells in the text. Details the Elder Things' journey to Earth, establishing their civilization here, creating life and having that life suddenly turn against them. No details of the fall of their civilization are listed because the text was written before those events had occurred.

B wing 2, The War Room: This room has a table with a scale model of the Earth's surface as it was in the Devonian Era, roughly 400 million years ago. Investigators making a

successful Geology roll will realize that the model is of the Earth in the distant past. During this time the first sharks appeared, life started moving onto land and the Elder Things living on Earth were involved in a war on two fronts.

On the map there are 12 objects that look like models of structures, each with Elder Thing Ciphers identifying it with an unpronounceable name. These represent cities; many appearing to have been underwater. There are tiny red figures resembling Shoggoths pushed against three of the structures and an insect like figure pushed against another two. These figures represent Shoggoth uprisings and recent Mi Go attacks. The walls here are covered with pictographs and Elder Thing Ciphers detailing the current military conflicts.

Elder Thing War Room Inscription:
Sanity Loss 1d4/1d10; Cthulhu
Mythos +9%, four weeks to
study, 18 hours to skim.

There are no spells in the text. Details an Elder Thing war against the Mi Go and a string of Shoggoth uprisings during the

Devonian era.

C wing 1, Chemical Weapons Lab: Within this chamber are several tables, all covered with strange alien items. Many of the objects are containers covered with Elder Thing Ciphers. Investigators making a successful Idea or Chemistry roll will determine that this is an advanced biochemical lab.

In the corner of this room is a shelf with a pair of odd alien machines. They look like a cross between bellows and a medieval crossbow.

They have no handles or triggers that would fit in human hands and although awkward to handle, they can be operated by Investigators. On the walls there are a set of Elder Thing Ciphers that detail what these items are and how they can be used.

C wing 2, Energy Weapons Lab: Here is another military laboratory. This chamber has tables and shelves covered with tools along with some partially assembled machines. There are two pole like objects with egg shaped bulbs on the end. Both are hanging from a pair of pegs on the wall. There are a set of Elder Thing Ciphers carved on the wall beside the objects, which explain what these items are and how they work.

The Shoggoth: There is a 40% chance the Shoggoth will attempt to return to the prison between the hours of 4:00am and 6:00am. If it detects a ship anchored near the site, or that people have visited the structure, it will leave the immediate area. It'll observe the Investigators while formulating a plan. After a few hours it departs the bay. It's goal: kill the Investigators, sink their boat and destroy any Elder Thing technology they might possess.

Enzyme Caster: This weapon mixes and launches thick gobs of a specially created enzyme. This substance is quite harmless until it comes into contact with a Shoggoth. To a Shoggoth's cellular structure, the enzyme is highly corrosive, dissolving whatever it's exposed to. Each Enzyme Caster has enough "ammunition" for seven shots. If the last shot remains unfired, the enzymes reproduce, reloading the weapon at a rate of one shot per day.

Weapon	Rate	Damage	Malf	Range	#Att	Shots	HP
Enzyme Caster	25%	3d6+2	97	30 yards	1	7	12

"Rita" makes her move: Unless already discovered by the Investigators, the con artist Colette, posing as "Rita" will still be with the Investigators. She claims she doesn't know how to dive; always staying with the boat while Professor Rudolf did the underwater work. At least daily she'll attempt to radio the gang who hired her, keeping them informed of the "Queen of Atlantis" location. As soon as the Investigators claim to have found either the wrecked ship or the ruins, "Rita" will make her move.

When the time seems best (when the Investigators are sleeping ashore or getting into or out of their diving suits) "Rita" will fire a signal flare into the air. She'll claim this to be an accident, using her Fast Talk skill, if need be. If the Investigators believe her, she'll move below deck to "get something" and wait for her cohorts' attack.

If the situation seems tense, or the Investigators don't buy her story, she'll act. "Rita" will draw her pistol, which is hidden in her fake cast and sling. She'll try to hold the Investigators at bay until help arrives. If they rush her, or make any sudden moves, she starts shooting.

The Return of the Black Snake Gang: Four rounds after the flare is released, another boat speeds into the bay, bearing down on "Queen of Atlantis". The boat is about the same size as "Queen of Atlantis" but without any of her heavy salvage or diving equipment. She's called "Lazy Eight" and sports an oversized engine giving the ship a lot of speed for her size.

Onboard "Lazy Eight" are six men, five of which the Investigators may recognize from the bar fight at Morgan's (see Act One: Key West; Part II). This time they're well armed. Five of them start to fire on the Investigators a round after entering the bay, the sixth piloting the boat. The "Lazy Eight" will pull alongside the "Queen of Atlantis" in six rounds. At that point the thugs will attempt to grapple the two ships together and take the "Queen" as a prize. The gang needs "Queen of Atlantis" with her salvage and diving equipment to bring up the "Treasure".

As their aim is to claim the discovery (and all the valuables within), the gang won't be taking any prisoners. If Investigators kill more than half of their numbers, the thugs will retreat, abandoning their spy. If driven off, the Black Snake Gang will give up chasing this treasure and head back to Key West, licking their wounds. If Investigators think to radio for help, the USS Destroyer "Valiant" will catch up with the thugs on the open sea. The thugs are then easily captured by the Navy and turned over to local authorities. Keepers may wish to have "Lazy Eight" fire upon the Destroyer and attempt to flee, where upon she is sunk by naval artillery.

KEYS OF MADNESS: ACT II-CATA LOCURA

Once the site has been explored, its secrets learned, "Rita" unmasked and the gang of thugs defeated, only one thing remains to be done. The Investigators must now confront the liberated Shoggoth. The Shoggoth by now will know that the Investigators are on to it and will likewise be planning to deal with them.

Encounter #2 – The crew of "Lazy Eight", six thugs.

	#1	#2	#3	#4	#5	#6
STR	14	15	14	16	16	14
CON	13	12	12	14	14	15
SIZ	14	15	14	15	14	14
INT	9	10	11	9	10	15
POW	10	11	12	10	11	14
DEX	14	13	12	12	12	10
HP	14	14	13	14	14	14

Damage Bonus: 1d4

Weapons:

#1 and #2: Colt .32 revolvers (40%, 1 per round, 1d8, 6 rounds, 6 extra)

#3: Colt .45 semiautomatic pistol (42%, one per round, 1d10+2, seven rounds, one spare magazine)

#4 and #5: Winchester 30 06 lever action rifle (48%, one per round, 2d6+4, six rounds, six extra)

#6: Remington Model 10A Shotgun (52%, one per round, 4d6, five rounds, five extra)

Note: Thugs #5 and #6 also have Colt .32 revolvers w/handgun skills of 45%

All: Knife 50%, 1d4+db; Punch 65%, 1d3+db; Head 30%, 1d4+db; Kick 35%, 1d6+db

Armor: None

Contact Disintegrator: Basically, a very strong eight foot pole with an egg shaped bulb on one end and a glowing crystal on the other. When the bulb is thrust against an object, a sensor within analyzes what the material is. If what it's touching is a Shoggoth there'll be a flash, as the bulb unleashes a pulse of energy into the creature. Otherwise, the weapon will not "fire". This energy breaks down atomic bonds and causes the immediate area to disintegrate, leaving behind black flakes of dust. The pole must be held for the bulb to discharge, the weapon will not discharge if thrown. Attempts to disassemble a Contact Disintegrator triggers a fail safe which causes the weapon to self destruct, disintegrating itself. The crystal carried enough energy for each weapon to discharge nine times.

Weapon	Rate	Damage	Malf	Range	#Att	Shots	HP
Contact Disintegrator	25%	2d6+2	98	Short	1	9	30

PART III

THE BLACK JELLYFISH

Involving the Navy: If the Investigators call on the “Valiant” for help with the Shoggoth before facing the creature, things could quickly spiral out of control. If the Valiant was contacted to intercept the “Lazy Eight” it may take them a day or more to find her. If the Valiant takes the crew of “Lazy Eight” into custody, they’ll be headed back to Key West to drop them off. Once there, the ship will spend a day picking up fuel and supplies before setting back out to Caya Locura. From the time the Investigators call the Valiant until the ship actually arrives may be several days. Keepers may wish to have the Shoggoth move against the Investigators before the Destroyer arrives.

If the USS Valiant does not have the crew of “Lazy Eight” in custody they could possibly arrive sooner (in as little as two days). If the Investigators have explored and obtained the Anti Shoggoth Elder Thing artifacts, the Shoggoth puts its plan into motion before the Destroyer arrives.

The Shoggoth Attacks: When the time is right, the Shoggoth enacts its plan. It has removed a radio and a flare gun from the last ship it attacked, placing them in a small rowboat. At dusk, it pulls the row boat out to sea, about three miles from the “Queen of Atlantis”. The creature will pull itself into the shape of a cabin cruiser, concealing the rowboat with its body. The Shoggoth then launches a signal flare into the darkening sky, and gets on the radio. With an organ

Unwilling Investigators: Some Investigators may choose not to explore the Elder Thing Site. They could choose to call in the military, allowing them to take over. Should this happen, Keepers should have the Investigators overhear radio messages from various vessels as the Shoggoth attacks them. The Destroyer responds to these calls but never arrives in time. Hopefully the Investigators will surmise that the Navy is not able to properly deal with the situation and that exploring the site might offer insights. If this fails to get Investigators exploring the Elder Thing site Keepers still have several options:

Option One: The Cuban Crisis: As Investigators are waiting for the Destroyer to arrive, they are contacted by the USS Valiant. The Valiant reports that they are being ordered into service to deal with a crisis in Cuba. They will be unable to render assistance at this time and due to the crisis cannot say when ANY help might arrive. This will hopefully get Investigators interested in exploring the site themselves.

Option Two: The Crank Call: After hearing the Investigators contact the Destroyer, the Shoggoth begins making calls of its own. The Shoggoth already possesses a radio and has learned how to use it. It will contact the Destroyer claiming to be anything from a downed aircraft to a ship attacked by pirates. It will use several names, generally trying to make the Investigators call for help to be one of several crank calls into the Destroyer. The result will be that the “Valiant” ignores these reports and does not respond to the Investigators’ call for assistance until after they’ve explored the site.

Options Three: The Navy arrives: If for some reason the Investigators cannot be motivated to investigate the site under ANY circumstances, the USS Valiant eventually does arrive. The Destroyer sends a few teams of officers and a dive team into Devil’s Bay. Once they’ve proven to Captain Harris that there is in fact an ancient alien building at the bottom of the bay, he contacts Washington. He is immediately ordered to detain the Investigators and to confiscate all of their equipment, notes, photos and anything they might have removed from the site. The next day a seaplane lands and a group of four men in white suits get out. See “The Men From Washington”.

created to achieve human speech it broadcasts, “Mayday! Mayday! Mayday! This is Copper Penny. Any ship within range of this, we are declaring an emergency. We have been attacked by an unknown vessel and are taking on water. We have just launched a flare; we do not know our position. Please, we need immediate assistance; we have women and children onboard.

Please help us, we’re” then the message cuts out. Investigators looking towards the flare will see the outline of a cabin cruiser in the distance, about three miles from their position. The Shoggoth will not answer any radio messages sent to it. If the Investigators make no move to approach the “vessel” it will launch another flare several minutes later.

At this point another message comes over the radio. "Copper Penny, this is the USS Valiant. We have seen your flare and are on course to get to you. Hold on, help is on the way. Are there any injured onboard? Can you turn to heading mark three one five? Are you receiving this? Over." The Investigators will not have to work fast, if they are to save the crew of the Destroyer from the cunning Shoggoth. If the Investigators have not obtained any of the Elder Thing artifacts, or already possess items or spells allowing them a chance of defeating the Shoggoth, then crews of both the Valiant and "Queen of Atlantis" are doomed.

If the Investigators set out at once, the Shoggoth allows them to get close enough to see it clearly, hoping the sight drives Investigators insane. It then drops the disguise, assuming a shapeless form and moves to attack the Investigators. The Shoggoth will then grab onto the underside of "Queen of Atlantis" and attack with a pseudo pod each round, attempting to devour everyone onboard.

Investigators may or may not fall for the Shoggoth's shape mimicking trick. Either way, if they've explored the Elder Thing site, they should now be well prepared for this encounter. If they've armed themselves with the Elder Thing weapons, and activated the Harmonic Disruptor, they have a good chance of defeating the Shoggoth. Investigators can also use other means to combat the Shoggoth, but such creatures have good immunities to many mundane attacks. The battle will be a noticeable one, with the Enzyme Caster and the Contact Disintegrator flashing brightly in the night sky.

The Shoggoth will also be quite vocal, especially when confronted by the hated Elder Thing technology. Investigators may destroy the creature just as the Destroyer is arriving, with the bulk of its crew witnessing the battle. They may also arrive just as the creature is attacking the Destroyer, thereby saving the crew. If the Shoggoth has the upper hand against the Investigators, Keepers may wish to have the Valiant drive the creature off, or even deliver the coup de gras.

Prisoner Four

Escaped Rebel Leader and Shoggoth

STR	63	CON	42	SIZ	70
INT	14	POW	11	DEX	4
HP	56	DB	+6d6		

Weapons: Crush 70%, damage is db
Armor: None, but (1) fire and electrical attacks do only half damage; (2) physical weapons such as firearms do only one point of damage, impaling or not; and (3) a Shoggoth regenerates two points per round
Spells: None
Sanity Loss: 1d6/1d20 to see a Shoggoth

Description: Prisoner four is much like any other Shoggoth except for being below average in size and above average in intelligence. It is very cunning, able to solve complex problems and form detailed solutions. This is what made it a leader in the Shoggoth Rebellion against the Elder Things. It is also the reason it wasn't destroyed but captured and imprisoned by the Elder Things for study.

After the Battle: At the close of combat, Captain Harris of the USS Valiant will ask the Investigators to come onboard and explain, "Just what in the hell is going on?" While talk of alien ruins, monsters and death rays might seem like crazy talk on any other day, after witnessing the battle against the Shoggoth, he's willing to believe almost anything. He's also likely to detect if Investigators are lying to him (due to a high Psychology roll), which will cause him to grow angry.

The next morning, Captain Harris sends his own diver to the bottom of Devil's Bay. Once his divers verify that there are in fact alien ruins there, he'll immediately contact the War Department in Washington. Captain Harris will be ordered to detain the Investigators and to confiscate all of their equipment, notes, photos and anything they've removed from the site. The next day a seaplane lands and a group of four men in white suits get out.

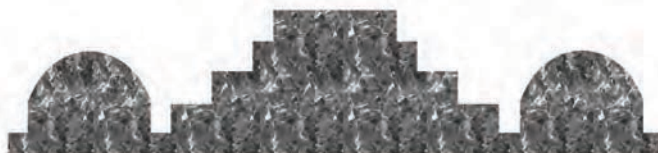
The Men From Washington: These men question the Investigators, giving their names as "Mr. Apple", "Professor Green", "Doctor Brown" and "Deacon Plum". Any Investigator with more than 60% in Archeology, Anthropology or History who makes a successful Know roll will recognize "Professor Green" as Professor Ernest Jacoby. Professor Jacoby was a famous field researcher who led expeditions into the Amazon until his "reported" death two years ago. Anyone with Biology or Medicine scores above 60% who makes a successful Know roll will recognize "Doctor Brown" as Dr. Phillip Severn. Dr. Severn was a noted biologist and medical researcher until he "reportedly" suffered a heart attack and died five years ago.

These men deny any claims as to their true identities, instead focusing on questioning the Investigators. They wish to know, in full detail, the events that led them to the site and especially what occurred within. After several hours of debriefing, the men thank the Investigators. Investigators are then taken to the seaplane (by force if necessary) and land at the Naval base in Key West a short time later.

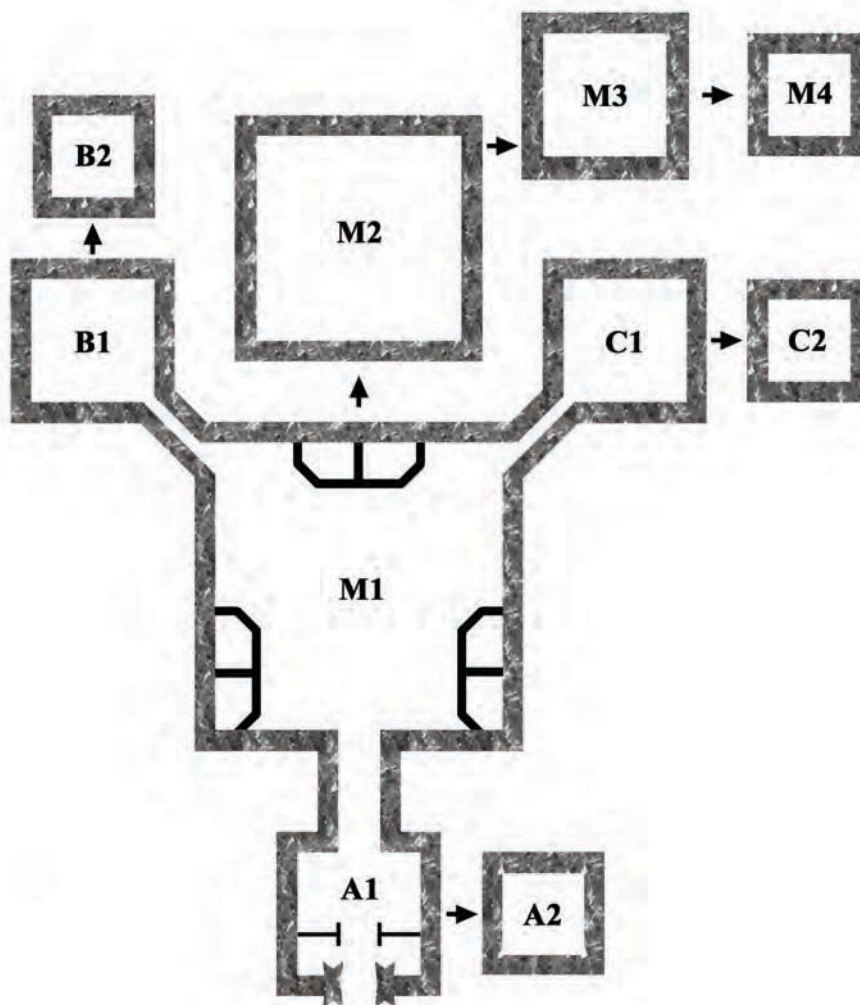
Investigators are well fed and well treated while detained at the naval base. If the Investigators have already destroyed the Shoggoth they are only held for four days. If the Navy and the team from Washington explored the site, and the Shoggoth is still at large, the Investigators are held for two weeks.

At the end of this period, Mr. Wilcox, a representative of the US War Department, visits the Investigators. He is a well dressed man of about 40 who speaks with confidence and authority. Although not in uniform, the military personnel at the base treat him with deference. If the Investigators didn't themselves destroy the Shoggoth and ask about it, Mr. Wilcox will reply, "It's been taken care of. Everything is under control and back to the way it should be. Your government has people to deal with this sort of thing. Top minds, experts; you have nothing further to worry about."

He goes on to explain that they've done their country a great service by discovering the site, but that all evidence of it is now classified. "Top Secret, you are not to talk about it to anyone, not even each other, ever again. As far as the world outside of this room is con



The Elder Thing Prison Complex



cerned, you spent a few weeks in Key West enjoying the sun.” He then pushes envelopes toward the Investigators, each containing \$5,000 in cash.

If the Investigators offer objections he mildly threatens them with, “Speaking publicly about a matter of national security would be considered treason. That’s an offence punishable by death or so I’m told.” Investigators who refuse to keep quiet or accept the money won’t be allowed to leave the base. Those who offer vigorous objections will find themselves in a military penitentiary, without trial, lost in the system for years.

Investigators accepting the money will be allowed to leave. A car will return them to the La Concha Hotel. All of their equipment will be waiting for them in their rooms, with the exception of any records or items connected to the Elder Thing site. The government has arranged an additional two week all expenses paid stay for each Investigator.

The Offer: At the Keeper’s discretion, the Investigators that were released are invited to dinner. It will be held in the same private dining room where they were supposed to meet Professor Timm. One of the four men who debriefed them (one whom they recognized if possible) will have extended the invitation and be waiting for them.

At dinner, Investigators will be offered positions in an exclusive research program. “Really cutting edge stuff. We’re doing work that the public doesn’t, and shouldn’t, know about. Things like what you saw at the bottom of Devil’s Bay. I’m not allowed to say more. We’re

doing a detailed study of the Elder Thing Prison and we could use some help. Are you interested?”

If the Investigators are interested they are offered a position with Section 15 of the Department of Agriculture. Section 15 is a secret government program researching Mythos related phenomenon. Any items, which still haven’t been returned to the Investigators, will be given back to those joining Section 15. The one drawback of joining Section 15 is that Investigators must agree to assume a new identity. The government also arranges to fake their deaths and forbids Section 15 members from contacting former friends and family. Individual Keepers can use this as a springboard into limitless future investigations.

- The End -

Sanity Awards:

Investigators defeat attacks by mutant sea turtle and/or moray eel:	1d4 each
Investigators discover and defeat “Rita”:	1d4
Investigators drive off/defeat thugs onboard “Lazy Eight”:	1d6
Investigators defeat the Shoggoth:	1d20



Cthulhu Mythos: _____
 Damage Bonus: _____
 Move: _____
 Armor: _____

NAME: Bonnie Price
SEX: FEMALE
OCCUPATION: Field Researcher
SCHOOLING: _____
BIRTHPLACE: London, Great Britain, 24 years old
MENTAL DISORDERS: _____

HIT POINTS: 14

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 9

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46

SANITY POINTS:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
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INVESTIGATOR SKILLS

☐	Accounting (10%)		☐	Law (05%)	
☐	Anthropology (01%)	40%	☐	Library Use (25%)	60%
☐	Art (05%)		☐	Pharmacy (01%)	
☐	Astronomy (01%)		☐	Photography (10%)	
☐	Bargain (05%)		☐	Physics (01%)	
☐	Biology (01%)	45%	☐	Pilot (01%)	
☐	Chemistry (01%)		☐	Psychoanalysis (01%)	
☐	Climb (40%)		☐	Psychology (05%)	
☐	Conceal (15%)		☐	Ride (05%)	
☐	Craft (05%)		☐	Sneak (10%)	
☐	Credit Rating (15%)	54%	☐	Spot Hidden (25%)	40%
☐	Cthulhu Mythos (0%)		☐	Swim (25%)	
☐	Disguise (01%)		☐	Throw (25%)	
☐	Dodge (DEXx2%)		☐	Track (10%)	
☐	Drive Auto (20%)		☐	Languages, Spanish	60%
☐	Electrical Repair (10%)		☐	Languages, German	20%
☐	English (85%)	60%	☐	Archaeology	70%
☐	Fast Talk (05%)		☐	Locksmith	20%
☐	First Aid (30%)	45%	☐	Natural History	20%
☐	Geology (01%)		☐		
☐	Hide (10%)		☐		
☐	History (20%)	55%	☐		
☐	Jump (25%)	50%	☐		

COMBAT SKILLS

[illegible]

POSSESSIONS

[illegible]

	melee	%	damage	hand	range	#attack	HP		ranged	%	damage	maif	range	#attack	shots	HP
[]	FIST	50%	1d3	1	touch	1	n/a	[]	HANDGUN	40%						
[]	GRAPPLE	25%	special	2	touch	1	n/a	[]								
[]	HEAD	10%	1d4	0	touch	1	n/a	[]								
[]	KICK	50%	1d6	0	touch	1	n/a	[]								
[]								[]								
[]								[]								
[]								[]								
[]								[]								

You're a field archaeologist from London and former student of Professor Timm. Unlike many of your colleagues you never publicly denounced your former instructors theories about the lost kingdom of Atlantis. While you don't agree with his theories you know that many remarkable discoveries have been made in the past fifty years, many of which would have been considered

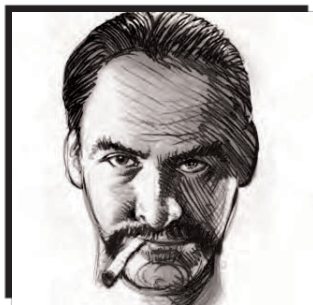
fantastic and fantasy just a few years earlier. While you've visited Mexico and Peru as part of expeditions this is your first visit to the United States. You usually carry a small revolver for protection while traveling in remote places, but left it home on

KEYS OF MADNESS: ACT II-CATA LOCURA

1920's

CALL OF CTHULHU

NAME: Lorenzo Alcazar
SEX: MALE
OCCUPATION: Charter Boat Captain
SCHOOLING: _____
BIRTHPLACE: Marathon Key, Florida, 33 years old
MENTAL DISORDERS: _____



STR: 15 DEX: 17 INT: 14 Idea: 70
CON: 9 APP: 10 POW: 12 Luck: 60
SIZ: 15 SAN: 60 EDU: 17 Know: 85

Cthulhu Mythos: _____
Damage Bonus: +1d4
Move: _____
Armor: _____

HIT POINTS: 12

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 12

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46

SANITY POINTS:

insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

INVESTIGATOR SKILLS				COMBAT SKILLS				POSSESSIONS			
[]	Accounting (10%)	40%	[]	Law (05%)	[]	Club (25%)	[]	ITEM	[]	CST/QT	
[]	Anthropology (01%)		[]	Library Use (25%)	[]	Fist/Punch (50%)	75%	Suitcase	[]		
[]	Art (05%)		[]	Pharmacy (01%)	[]	Handgun (20%)		shaving kit	[]		
[]	Astronomy (01%)		[]	Photography (10%)	[]	Kick (25%)		two fine suits	[]		
[]	Bargain (05%)	20%	[]	Physics (01%)	[]	Knife (25%)	36%	shoes	[]		
[]	Biology (01%)		[]	Pilot (01%)	[]	Machine Gun (15%)		6 cigars	[]		
[]	Chemistry (01%)		[]	Psychoanalysis (01%)	[]	Rifle (25%)	50%	wallet	[]		
[]	Climb (40%)		[]	Psychology (05%)	[]	Shotgun (30%)		pocket watch	[]		
[]	Conceal (15%)		[]	Ride (05%)	[]	Submachine Gun (15%)			[]		
[]	Craft (05%)		[]	Sneak (10%)	[]				[]		
[]	Credit Rating (15%)	30%	[]	Spot Hidden (25%)	45%				[]		
[]	Cthulhu Mythos (0%)		[]	Swim (25%)					[]		
[]	Disguise (01%)		[]	Throw (25%)					[]		
[]	Dodge (DEXx2%)		[]	Track (10%)					[]		
[]	Drive Auto (20%)		[]	Languages, Spanish	85%				[]		
[]	Electrical Repair (10%)		[]	Mechanical Repair	50%				[]		
[]	English (85%)	50%	[]	Natural History, Marine	40%				[]		
[]	Fast Talk (05%)		[]	Navigate	70%				[]		
[]	First Aid (30%)	45%	[]	Operate Heavy Machinery	50%				[]		
[]	Geology (01%)		[]	Persuade	25%				[]		
[]	Hide (10%)		[]	Pilot, Boat	81%				[]		
[]	History (20%)		[]						[]		
[]	Jump (25%)		[]						[]		

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	mail	range	#attack	shots	HP
☐ FIST	75%	1d3	1	touch	1	n/a	☐ RIFLE	50%						
☐ GRAPPLE	25%	special	2	touch	1	n/a								
☐ HEAD	10%	1d4	0	touch	1	n/a								
☐ KICK	25%	1d6	0	touch	1	n/a								
☐ KNIFE	36%													

INVESTIGATOR HISTORY:

You're a captain of one of your family's salvage boats and older brother to Maximillian. Currently your boat is in dry-dock for an overhaul and isn't going to be available for eight weeks. The most outgoing of the Alcazar boys, you enjoy the occasional fistfight and the at times rowdier side of living in the Keys. Widely regarded as one of the Keys most

competent and knowledgeable pilots, you know the waters around the island chain very well. That said, you'd readily admit that the Keys are a place of deep hidden history and countless mysteries.

TALES OF DEATH & DARKNESS

1920's

CALL OF CTHULHU

NAME: Maximilian Alcazar
SEX: MALE
OCCUPATION: Deep Sea Diver
SCHOOLING:
BIRTHPLACE: Marathon Key, Florida, 29 years old
MENTAL DISORDERS:



STR: 11 DEX: 12 INT: 12 Idea: 60
CON: 18 APP: 14 POW: 13 Luck: 65
SIZ: 10 SAN: 65 EDU: 20 Know: 99

Cthulhu Mythos: _____
Damage Bonus: _____
Move: _____
Armor: _____

HIT POINTS: 14

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 13

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46

SANITY POINTS:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97
--------	---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

INVESTIGATOR SKILLS				COMBAT SKILLS				POSSESSIONS			
☐ Accounting (10%)	_____	☐ Law (05%)	_____	☐ Club (25%)	_____	ITEM		CST/QT			
☐ Anthropology (01%)	_____	☐ Library Use (25%)	_____	☐ Fist/Punch (50%)	56%	Travel bag		_____			
☐ Art (05%)	_____	☐ Pharmacy (01%)	_____	☐ Handgun (20%)	35%	toiletries		_____			
☐ Astronomy (01%)	_____	☐ Photography (10%)	_____	☐ Kick (25%)	_____	two fine suits		_____			
☐ Bargain (05%)	40%	☐ Physics (01%)	_____	☐ Knife (25%)	_____	shoes		_____			
☐ Biology (01%)	_____	☐ Pilot Aircraft (01%)	_____	☐ Machine Gun (15%)	_____	fedora		_____			
☐ Chemistry (01%)	_____	☐ Psychoanalysis (01%)	_____	☐ Rifle (25%)	50%	wallet		_____			
☐ Climb (40%)	_____	☐ Psychology (05%)	_____	☐ Shotgun (30%)	_____	watch		_____			
☐ Conceal (15%)	_____	☐ Ride (05%)	_____	☐ Submachine Gun (15%)	_____	cigar		_____			
☐ Craft (05%)	_____	☐ Sneak (10%)	_____		_____	Zippo lighter		_____			
☐ Credit Rating (15%)	_____	☐ Spot Hidden (25%)	85%		_____			_____			
☐ Cthulhu Mythos (0%)	_____	☐ Swim (25%)	92%		_____			_____			
☐ Disguise (01%)	_____	☐ Throw (25%)	_____		_____			_____			
☐ Dodge (DEXx2%)	_____	☐ Track (10%)	_____		_____			_____			
☐ Drive Auto (20%)	_____	☐ Diving	92%		_____			_____			
☐ Electrical Repair (10%)	_____	☐ Mechanical Repair	85%		_____			_____			
☐ English (85%)	85%	☐ Natural History, Marine	75%		_____			_____			
☐ Fast Talk (05%)	_____	☐ Pilot, Boat	70%		_____			_____			
☐ First Aid (30%)	_____	☐ Languages, Spanish	100%		_____			_____			
☐ Geology (01%)	_____		_____		_____			_____			
☐ Hide (10%)	_____		_____		_____			_____			
☐ History (20%)	_____		_____		_____			_____			
☐ Jump (25%)	_____		_____		_____			_____			

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	mail	range	#attack	shots	HP
☐ FIST	56%	1d3	1	touch	1	n/a	☐ HANDGUN	35%	_____	_____	_____	_____	_____	_____
☐ GRAPPLE	25%	special	2	touch	1	n/a	☐ RIFLE	50%	_____	_____	_____	_____	_____	_____
☐ HEAD	10%	1d4	0	touch	1	n/a		_____	_____	_____	_____	_____	_____	_____
☐ KICK	25%	1d6	0	touch	1	n/a		_____	_____	_____	_____	_____	_____	_____

INVESTIGATOR HISTORY:

Your family has owned a successful salvage company for many years, and you've been diving since you were fifteen. You've worked on many wrecks over the years, last year assisting Professor Timm on salvaging the cargo of a 16th century galleon. Your family was well paid for that. You also gave Professor Timm extensive lessons in underwater

work and found him to be a good student and eventually a competent diver. While skilled with a rifle and comfortable handling a pistol, you are currently unarmed, not seeing the use for bringing such items along. A bit shy around people and not as flamboyant as your older brother Lorenzo you are much more at home under the sea than above it.

KEYS OF MADNESS: ACT II-CARA LOCURA

1920's

CALL OF CTHULHU

NAME: Melanie Greene

SEX: FEMALE

OCCUPATION: Nurse

SCHOOLING:

BIRTHPLACE: Boston, Massachusetts, 29 years old

MENTAL DISORDERS:



STR: 13

DEX: 13

INT: 13

Idea: 60

CON: 8

APP: 10

POW: 11

Luck: 55

SIZ: 10

SAN: 55

EDU: 18

Know: 90

Cthulhu Mythos:

Damage Bonus:

Move:

Armor:

HIT POINTS: 9

Dead	2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 11

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
17	18	19	20	21	22	23	24
27	28	29	30	31	32	33	34
37	38	39	40	41	42	43	44

SANITY POINTS:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

INVESTIGATOR SKILLS				COMBAT SKILLS				POSSESSIONS			
☐ Accounting (10%)	_____	☐ Law (05%)	_____	☐ Club (25%)	_____	ITEM		CST/QT			
☐ Anthropology (01%)	_____	☐ Library Use (25%)	_____	☐ Fist/Punch (50%)	_____	Suitcase		_____			
☐ Art (05%)	_____	☐ Pharmacy (01%)	50%	☐ Handgun (20%)	55%	toiletries		_____			
☐ Astronomy (01%)	_____	☐ Photography (10%)	_____	☐ Kick (25%)	_____	five designer dresses		_____			
☐ Bargain (05%)	_____	☐ Physics (01%)	_____	☐ Knife (25%)	_____	three pairs of shoes		_____			
☐ Biology (01%)	50%	☐ Pilot (01%)	_____	☐ Machine Gun (15%)	_____	silk handbag		_____			
☐ Chemistry (01%)	_____	☐ Psychoanalysis (01%)	_____	☐ Rifle (25%)	_____	hat		_____			
☐ Climb (40%)	_____	☐ Psychology (05%)	60%	☐ Shotgun (30%)	_____	fountain pen		_____			
☐ Conceal (15%)	_____	☐ Ride (05%)	_____	☐ Submachine Gun (15%)	_____	note pad		_____			
☐ Craft (05%)	_____	☐ Sneak (10%)	_____	☐ _____	_____	medical bag		_____			
☐ Credit Rating (15%)	52%	☐ Spot Hidden (25%)	50%	☐ _____	_____	watch		_____			
☐ Cthulhu Mythos (0%)	_____	☐ Swim (25%)	_____	☐ _____	_____	pack of cigarettes		_____			
☐ Disguise (01%)	_____	☐ Throw (25%)	_____	☐ _____	_____	book of matches		_____			
☐ Dodge (DEXx2%)	_____	☐ Track (10%)	_____	☐ _____	_____	_____		_____			
☐ Drive Auto (20%)	_____	☐ Languages, French	30%	☐ _____	_____	_____		_____			
☐ Electrical Repair (10%)	_____	☐ Languages, German	20%	☐ _____	_____	_____		_____			
☐ English (85%)	90%	☐ Listen	35%	☐ _____	_____	_____		_____			
☐ Fast Talk (05%)	_____	☐ Medicine	85%	☐ _____	_____	_____		_____			
☐ First Aid (30%)	80%	☐ Persuade	65%	☐ _____	_____	_____		_____			
☐ Geology (01%)	_____	☐ _____	_____	☐ _____	_____	_____		_____			
☐ Hide (10%)	22%	☐ _____	_____	☐ _____	_____	_____		_____			
☐ History (20%)	_____	☐ _____	_____	☐ _____	_____	_____		_____			
☐ Jump (25%)	_____	☐ _____	_____	☐ _____	_____	_____		_____			

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	mag	range	#attack	shots	HP
☐ FIST	50%	1d3	1	touch	1	n/a	☐ HANDGUN	55%	_____	_____	_____	_____	_____	_____
☐ GRAPPLE	25%	special	2	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ HEAD	10%	1d4	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ KICK	25%	1d6	0	touch	1	n/a	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____	_____	☐ _____	_____	_____	_____	_____	_____	_____	_____

INVESTIGATOR HISTORY:

You're a well-educated and skilled nurse who knows more about human body and treating trauma than most doctors you meet. You learned the hard way, while serving with the Red Cross during the Great War. You came of age in the chaotic field hospitals of France and while what you witnessed still haunts you at times you know that many young men came

home because of your skills. You met Rudolph Timm after the war, while studying medicine in Belgium. He stayed with you for a week in Boston about four years ago, when he was first visiting the United States.

**HIT POINTS: 13**

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

POSSESSIONS

[illegible][illegible][illegible]

You're a leading anthropologist specializing on Native American cultures. You speak three Native American languages, all of them just passably but it's helped to build trust in those communities. This has enabled you to catalog a number of important historical artifacts, photographing them when allowed or sketching when your not.

You have never met Professor Timm, but have corresponded with him several times. He's read most of your papers and has asked you many questions of Native American customs, history and folklore in the past year.

KEYS OF MADNESS: ACT II-CATA LOCURA

1920's

CALL OF CTHULHU

NAME: Zachary Fletcher

SEX: MALE

OCCUPATION: Writer

SCHOOLING: _____

BIRTHPLACE: Baton Rouge, Louisiana, 31 years old

MENTAL DISORDERS: _____



STR: 14

DEX: 12

INT: 13

Idea: 65

CON: 12

APP: 11

POW: 14

Luck: 70

SIZ: 15

SAN: 70

EDU: 17

Know: 85

Cthulhu Mythos: _____

Damage Bonus: +1d4

Move: _____

Armor: _____

HIT POINTS: 14

Dead	-2	-1	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46

MAGIC POINTS: 14

Unconscious	0	1	2	3	4	5	6
7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22
23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46

SANITY POINTS:

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	
48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97

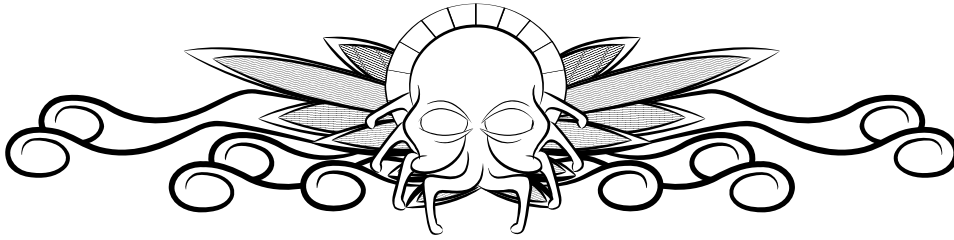
INVESTIGATOR SKILLS			COMBAT SKILLS			POSSESSIONS		
☐ Accounting (10%)	_____		☐ Club (25%)	_____		ITEM		CST/QT
☐ Anthropology (01%)	_____		☐ Fist/Punch (50%)	75%		Suitcase		
☐ Art, Creative Writing	60%		☐ Handgun (20%)	_____		toiletries		
☐ Astronomy (01%)	_____		☐ Kick (25%)	_____		shirt		
☐ Bargain (05%)	_____		☐ Knife (25%)	_____		tie		
☐ Biology (01%)	_____		☐ Machine Gun (15%)	_____		pants		
☐ Chemistry (01%)	_____		☐ Rifle (25%)	75%		shoes		
☐ Climb (40%)	_____		☐ Shotgun (30%)	_____		wristwatch		
☐ Conceal (15%)	_____		☐ Submachine Gun (15%)	_____		portable typewriter		
☐ Craft (05%)	_____			_____		fountain pen		
☐ Credit Rating (15%)	_____			_____		notepad		
☐ Cthulhu Mythos (0%)	_____			_____		wallet		
☐ Disguise (01%)	_____			_____		book of matches		
☐ Dodge (DEXx2%)	_____			_____		Zippo lighter		
☐ Drive Auto (20%)	_____			_____		6 cigars		
☐ Electrical Repair (10%)	_____			_____		steel flask		
☐ English (85%)	85%			_____				
☐ Fast Talk (05%)	60%			_____				
☐ First Aid (30%)	_____			_____				
☐ Geology (01%)	_____			_____				
☐ Hide (10%)	_____			_____				
☐ History (20%)	45%			_____				
☐ Jump (25%)	_____			_____				
☐ Law (05%)	_____			_____				
☐ Library Use (25%)	_____			_____				
☐ Pharmacy (01%)	_____			_____				
☐ Photography (10%)	_____			_____				
☐ Physics (01%)	_____			_____				
☐ Pilot Aircraft (01%)	_____			_____				
☐ Psychoanalysis (01%)	_____			_____				
☐ Psychology (05%)	75%			_____				
☐ Ride (05%)	_____			_____				
☐ Sneak (10%)	35%			_____				
☐ Spot Hidden (25%)	_____			_____				
☐ Swim (25%)	_____			_____				
☐ Throw (25%)	_____			_____				
☐ Track (10%)	_____			_____				
☐ Literature History	60%			_____				
☐ Persuade	60%			_____				

melee	%	damage	hand	range	#attack	HP	ranged	%	damage	mal	range	#attack	shots	HP
☐ FIST	75%	1d3	1	touch	1	n/a	☐ RIFLE	75%						
☐ GRAPPLE	25%	special	2	touch	1	n/a								
☐ HEAD	10%	1d4	0	touch	1	n/a								
☐ KICK	25%	1d6	0	touch	1	n/a								

INVESTIGATOR HISTORY:

You're a veteran of the Great War who was awarded several medals for bravery. You seldom talk about the War, and never with anyone who wasn't there, as the memories of losing so many close friends is still painful. After the war you roamed around a lot, eventually settling on Windley Key, where you own a home. These days you're making a living as a writer,

churning out stories of adventure and the old west for pulp magazines and the occasional newspaper article. You're skilled with a rifle and your fists, seldom traveling without your trusty (but cumbersome) typewriter and your flask (it belonged to your father) and a fist full of fine cigars.



BORNE INTO DARKNESS

A 1920S CALL OF CTHULHU ADVENTURE

BY OSCAR RIOS

Getting started: This adventure centers on a number of disappearances from the “Restful Nights” roadside motel and can be begun in one of two ways: The Investigators can stumble into this mystery by simply being guests at the motel on the night of Fred Tanner’s disappearance. In the morning, as they are getting ready to leave, they see the sheriff’s car parked out front, and being curious Investigators, they try to find out what’s going on. The local sheriff, bewildered at yet another vanishing, will welcome any discrete assistance. If this method is chosen, Keepers should begin the adventure with Pre introduction one.

The other way for Investigators to become involved is to be connected to, or hired by, the family of the last abducted person before Fred Tanner. Perhaps the Investigators are looking into the disappearance of a NPC already known to them (or possibly a family member). In this way the Investigators arrive several weeks later, on the morning after Fred Tanner’s disappearance. If this method is used, Keepers should place some personal effect of the individual that the Investigators are looking for at the pawn shop (see Part III). Keepers could also have some of the lost person’s remains found in the family cavern (see Part IV). When using this method, Keepers should start the adventure with Pre Introduction II.

The motel can be located anywhere, so long as it is placed in a small town several miles from a larger town or city. For the purposes of this adventure the investigation takes place in the town of Litchfield (pop. 215) and the city of Nashua (pop. 28,000), both in New Hampshire. The location of the adventure can be easily changed by the Keeper to suit the needs of his or her own campaign.

Pre Introduction I: Stumbling into the darkness: Last night’s thunder storm is a distant memory as the morning breaks to a clear and sunny day. After a quiet evening at the “Restful Nights” roadside motel, you notice some people moving about outside of your window. In a moment they are gone, moving down the row of rooms to the end. Peeking outside you see a police car parked right outside the main office. Two men are walking towards Suite 14, one being the motel’s owner and the other wearing the uniform of the local sheriff.

Pre Introduction II: Seeking out the darkness: Last night’s thunder storm is a distant memory as the morning breaks to clear and sunny day. After a pleasant drive through the countryside you see a sign that reads “Restful Nights Roadside Motel, 1 mile”. It was from here that [insert name of missing NPC] vanished almost three weeks ago. Local police have not managed to turn up any clues in all that time, making you fearful that this mystery might never be solved. You arrive at the motel, a long row of connected bungalows besides a larger office building at about 10:00am. As you pull up to the

office, you notice a police car parked out front. Two men are walking towards one of the suites, one looking about nervously and the other wearing the uniform of the local sheriff.

Main Introduction: "I'm telling you Willie, it's just like last time. He should have checked out yesterday, but when I opened up the room the feller was gone," explains the nervous looking owner.

The man in uniform glances about and asks, "This his car?" He points to a Ford Model A, and continues, "and all his stuff still here? Like last time and the damned time before that?"

The owner nods, looking nervously at his feet.

The sheriff shakes his head and opens the door, muttering in frustration. From inside the room you hear him call, "I guess you didn't hear or see anything this time either?"

"No sir, not a thing. He just skipped out," answers the motel owner.

It seems like the sheriff has another mystery on his hands.

Keepers Information: Back in colonial times, the Birch family owned much of the land in this area. The family dabbled in dark magic as well as occasionally practicing cannibalism. The Birch's also firmly believed in inbreeding and with each generation they degenerated further and further. The family had always been slight but slowly grew to become dwarflike. They were, of course, shunned and avoided by their neighbors who long suspected them as the cause of local disappearances.

In 1843, one of the least degenerated members of the family broke away. Her name was Margaret Birch and at the age of 13 (when she had been deemed ready to breed) escaped her family's clutches. She reported to the local authorities all the unspeakable things her family had done and soon an angry mob rose up. The Birch's were rounded up and hung; those who attempted escape or resisted were shot. The Birch family home was burned to the ground, as many of the most horribly degenerated members hid within. Margaret Birch, horrified by what transpired, fled the area in the confusion and was never seen in Litchfield again. The locals covered up all evidence of what happened and those involved swore oaths of secrecy. By the 1890s the incident was totally forgotten.

Margaret Birch lived a full life, finding a place at a traveling carnival (as a "Beast Girl of Sumatra" in the freak show). She married and had children. Slowly the taint of the Birch family bloodline faded, until around 1900 the descendants of Margaret Birch looked fairly normal. In 1915, a direct descendent of Margaret was born to Lisa and John Merrin. Her name was Katie

Merrin. John was a very abusive man, who beat his wife and daughter often. Lisa took her own life when Katie was just eight years old. As part of a legal search after Lisa's death, John and Katie inherited the land where the old Birch family home had once stood. John built a house there and moved into it with his daughter in 1923; it was around this time he started molesting the girl.

The original branch of the Birch family was not totally wiped out by the fire. A small number of them, the most deformed and inhuman, had been hiding in the cellar and tunnels below the house. During the last 84 years, the Birch's have lived almost completely below ground, finding their way into the natural limestone caverns that honeycomb the area. Coming to the surface only on the darkest nights, the pygmy sized creatures live off rodents, stolen livestock and the occasional discarded turkey carcass tossed into an area sinkhole. During thunderstorms the family, now completely inhuman, grow bold enough to venture out and hunt. On their hunts they attempt to kill and devour a lone traveler, wandering hobo or guest who was staying in Suite 14 of the "Restful Nights" motel. The creatures became very interested in the new house built almost atop their subterranean lair.

One night, after John Merrin had just beaten and raped his daughter, the creatures that made up the Birch family crept into his home. They swarmed over him, savagely attacking him until he was dead. The creatures then crept into Katie's room (who had been crying and did not hear the attack on her father) intent on killing her as well. Then the creatures noticed her



scent, her very familiar scent.

She was one of them! Somehow the girl was family. They moved towards her, putting their bloody claws on her, to stroke and comfort her. Katie, her mental state damaged by her father's abuse and so desperate for unconditional love, went insane at the sight of her long lost kin. She accepted them, the way they had accepted her. Her bond to the creatures became even stronger when she discovered they'd murdered her hated father.

Since that night, a little over a year ago, Katie has lived in the house alone. She visits with her extended "family" daily. The creatures give her the money and valuables they find on their victims. She sells property to a fence in nearby Nashua, making the long trip (six miles) back and forth on her bicycle.

The creatures have begun to share their "special" meals with her and Katie has resumed the Birch tradition of cannibalism. They also give her a family heirloom, a mythos tome which none of the degenerate fiends could read. Young Katie reads it and in the past year has become quite skilled at the art of voodoo. She and her extended family are quite happy with the state of things, until the Investigators arrive. The year is 1926.

PART I

RESTFUL NIGHTS
ROADSIDE MOTEL

Investigators begin by dealing with the local sheriff, either being questioned by him or approaching him first. Sheriff Benton will start by searching Suite 14, then Fred Tanner's car and the immediate area. He'll then move on to question the guests and finish up by searching the main office (which is also owner Clarence Wilson's home).

If Investigators approach the sheriff offering assistance, he'll accept it with a successful **Fast Talk** or **Persuade** roll. This is the fourth time in a year someone has vanished from this room and he hasn't solved those cases either. If the Investigators don't approach the sheriff first, he'll interview them in the course of his investigation (as they were either guests the night before or arrived here investigating the previous disappearance). The sheriff will interview everyone who stayed at the Motel last night to see if he saw or heard anything.

If Investigators explain that they're looking into an earlier disappearance, he'll ask if they'd be interested in assisting him in the official investigation. While a good and honest man, the sheriff is terribly out of his element investigating a missing persons case. He'll warn them against investigating the matter on their own, claiming that any evidence they find would likely be thrown out of court as inadmissible and he'd like to build a case against those responsible. Keepers should have Sheriff Benton make a **Persuade** roll if Investigators seem unwilling to work with him.

Willie Benton

local sheriff

STR 14	CON 16
SIZ 14	INT 11
POW 10	DEX 12
APP 12	EDU 10
SAN 50	HP 15
DB +1d4	

Weapons: Fist/Punch (65%, 1d3+db), Grapple (45%. Damage special), .45 Revolver (45%, 1d10+2), Nightstick (55%. 1d6+db)

Armor: None

Skills: Psychology (40%), Sneak (30%), Spot Hidden (40%), Persuade (55%), Law (40%), First Aid (30%), Listen (30%), Track (20%), Drive Auto (50%)

Background: The sheriff of Litchfield, New Hampshire (pop. 213) is about 35 and unmarried. He has hopes of being a success at his profession but is well aware that most people in town think little of his abilities. Sheriff Benton believes his only chance of proving himself is to solve the four missing persons cases he's investigating. Unfortunately no one in Litchfield is really concerned with the disappearances (none of the people were locals) and all requests to the county sheriff for additional deputies have been denied. He strongly suspects that Clarence Wilson is hiding something but repeated searches of his home have turned up nothing. Sheriff Benton is desperate, frustrated in his attempts to solve the mystery and is willing to take any help that might be offered.

Once the Investigators and Sheriff Benton come to an agreement, he'll allow them to search the area with him or on their own. A search of Fred Tanner's car turns up nothing. Fred Tanner is (was) a 34 year old

traveling salesman, married and a father of two.

Suite 14: This room, like all the others, has a single bed, table, chair, dresser, night table and a small bathroom. It is the last one of a row of seven suites (eight through 14). Investigators searching Suite 14 should roll three **Spot Hidden** rolls to find the following three clues:

- Some areas of the carpet have been carefully washed and are still damp. They form a path from the bathroom to the back window.
- The lock to the back window has been unscrewed and disabled. It will appear to be locked but can easily be opened.
- A search of Fred Tanner's personal effects shows that the only thing apparently taken was the straight razor from his toiletry set.

The Surrounding Area: Investigators making a search of the surrounding area should again roll two **Spot Hidden** rolls. Those succeeding find the following behind the motel in the area around Suite 14's rear window:

- Outside and above the window, a coat hook has been screwed into the building. The Birch family uses this hook as a pulley, allowing them to haul bodies out of the window with rope.
- About ten yards away from the back window of Suite 14, Investigators find a large wooden board covering a small sinkhole. The board is covered with dirt and has some grass growing on it already, so it's difficult to spot. Under the board is a small, narrow sinkhole.

The Sinkhole: Investigators will have a hard time investigating the sink hole. It is too narrow for anyone larger than a SIZ 5 to enter, being only about three feet across. The sinkhole goes down about a dozen feet, before hitting a 45 degree down slope and entering a series of natural caverns. Locals will vouch for the area being riddled with such small sinkholes. It's common knowledge to residents that a natural cavern system runs under much of Litchfield.

Investigators making a successful **Spot Hidden** roll will find a scrap of fabric here. It will be a dark patch of wool, possibly from a man's jacket. Excavating and exploring the sinkhole is impossible. The hole is simply too small and the soil too unstable. The most Investigators can accomplish is to cave it in. Intentionally sealing it up is only a temporary solution, as the Birch family will tunnel out of an exit from another area sinkhole.

Questioning Clarence Wilson: When questioned about strange goings on, or the missing persons, Keepers should allow Investigators to make a Spot Hidden Roll. If successful, they'll notice that Clarence attempts to avoid eye contact and develops a nervous twitch while discussing the topic. As questioning continues these physical manifestations intensify.

If asked about where these missing people are, he'll claim, "I don't know where they go. They check in and come morning they're gone. There isn't anything out of the ordinary about it. They just skip out on the bill, that's all".

If asked why the property and vehicles remain, he'll simply shrug and

reply, "You can ask them when they show up."

If accused of any wrongdoing, he'll answer, "If I was going to off some one, do you think I'd do it here? Would I leave all their stuff in the room and their cars parked out front? Look, I'm the one who called in the Sheriff."

Investigators who make a **Psychology** roll to detect if he is lying will find all of his statements to be truthfully made. Investigators making a successful **Psychology** roll after noticing his twitch will suspect that the man might be mentally disturbed (see below).

The Madness of Clarence Wilson: One night about a year ago, Judy was loudly barking during a thunder storm. Clarence, thinking it might be a burglar, went outside with an umbrella and a lantern to investigate. What he witnessed was a number of the Birch family, dragging a dead body out of the back window of Suite 14. Luckily for him, the creatures, busy in their dark task, never knew he was there. The horror of it shattered his mind, which erased any memory of the event. He simply went back inside without any memory of what he saw but the fear unfortunately remained. On any night where there is any chance of rain he'll be locked inside his home, with the radio turned up and Judy close by.

Clarence Wilson's mind will not accept anything other than what it firmly believes, which is that these people simply leave of their own accord. This delusion is the cause of his uncontrollable facial tick while talking about the motel's disappearances. If repeatedly questioned and accused he will become

more and more agitated. He'll eventually begin to slip, saying things like "I don't remember seeing anything", and "You can't make me remember!" At this point he'll be sweating and panting, his eyes wide with near panic.

If questioned any further, Clarence Wilson collapses, having a seizure. This is the first part of a total nervous breakdown, as his mind accepts what it has seen. Clarence will be taken to the hospital in Nashua for several weeks, and then transferred to a psychiatric facility. From the point of his collapses until the end of the investigation he'll be in a near catatonic state and no source of further information. If Investigators question his doctor at the psychiatric facility, the prognosis will be "total nervous breakdown due to repressed traumatic memory".

Clarence Wilson's home: A search of this home turns up little. Investigators making two successful **Spot Hidden** rolls find the following strange items:

- The drapes on all of his windows are pinned closed. The windows are also all nailed shut.
- There is an interior room with no windows in it with an armchair and some pillows and blankets on it (he spends the night here). In the waste paper basket there is an empty bottle of Canadian brandy. There is also a radio here with the volume fully turned up.

Clarence Wilson
motel owner

STR 9	CON 13
SIZ 9	INT 10
POW 9	DEX 10
APP 12	EDU 13

SAN 15 HP 11
DB +0
Weapons: None
Armor: None
Skills: Accounting (55%), Persuade (40%), Deny Truth (95%), Repress Memory (80%)

Background: Clarence Wilson is unmarried and the mild mannered owner of the motel. He's about 45, slightly built and balding. Clarence doesn't want stories about the vanishings getting out, so he bribes the local newspaper reporter to not report on them. He keeps a large guard dog with him named "Judy", who seems friendly to most people.

PART II

THE NEIGHBORHOOD

Once Investigators have fully searched the "Restful Night" motel (and possibly pushed the owner to a nervous breakdown) they may turn their attentions to the surrounding area. The motel is on a road skirting a group of hills. There are five other residences along this road and Investigators may wish to visit each of these.

The Laudrey Home: A lovely home with a well tended flower garden, this is the home of the widow Patricia Laudrey. She is a kind, yet firm woman who serves Litchfield as the only teacher to its small school. She lives here alone, her two sons away at college and her husband dead almost ten years now. If Investigators visit she'll offer tea in her living room or lemonade in the garden, depending on the time of day. If asked what she thinks about the disappearances from the "Restful Nights" roadside motel, her reply will be as follows: "Well, I haven't heard much about it one way or the

other. I'm sure there is a logical explanation to the entire business. I don't have an opinion on the matter, to be honest. I'm not the sort who starts rumors from idle speculation."

Even with Investigators making successful **Persuade** and/or **Fast Talk** rolls, Ms. Laudrey will not speak more on the matter. If she is asked about her neighbor Katie Merrin, she'll have this to say: "It's a shame really. The girl moved here with her father three years ago. She missed a lot of school that first year, even more the next. This year she just stopped coming. I blame the Father. A child her age should be in school and better tended to than she obviously was."

She won't comment further on the matter regardless of Investigators making successful **Persuade** and/or **Fast Talk** rolls. She'll politely explain, "I was taught that if I didn't have anything nice to say, not to say anything at all. You'll understand why I'd rather not speak on this matter."

Patricia Laudrey
local teacher

STR 7	CON 13
SIZ 12	INT 16
POW 13	DEX 9
APP 13	EDU 19
SAN 65	HP 12
DB +0	

Weapons: None
Armor: None
Skills: Credit Rating (50%), English (85%), Library Use (50%), History (45%), Accounting (35%), Art: Gardening (60%)

The Goodwin Home: This house is larger than most in the area, freshly painted with a well tended white

fence around its property. This is the home of local minister Sylvester Goodwin and his wife Edith. The Goodwins are well respected in Litchfield and are both in their early 40s. Edith is an almost mute, quietly quiet woman, plainly dressed with a nearly constant sour look on her severe face. Sylvester on the other hand is quite vocal, eager to hear the sound of his own authoritative voice. The couple has a maid, a 35 year old black woman named Ruth, who does a good job of staying out of the way.

If asked about the disappearances Sylvester will have this to say: "It's a terrible thing, that place. Those who stop there do so only out of the desire to commit sin and practice ungodly acts. Whatever ill befalls such hedonistic scoundrels is God's will, and not for you or I to judge."

If asked about the Merrin family, Sylvester will make the following comments: "I've been meaning to call on that man and his little girl. It's well known the man is much taken to the bottle and his daughter hasn't been to church in several years. There is only so much you can do when you have an entire flock to watch over."



Sylvester Goodwin local minister

STR 8 CON 15
SIZ 14 INT 14
POW 13 DEX 10
APP 9 EDU 10
SAN 65 HP 15
DB +0

Weapons: None
Armor: None

Skills: Credit Rating (60%),
Persuade (70%), Fast Talk (55%),
Theology (75%)

The Anderson Home: This house is small, cluttered and very rustic. A sign at the front gate reads "Mitch Anderson, stuffed animals for sale, ring bell". There is a rope to pull, but the bell is missing. Inside Mitch, age 40, lives alone with six hunting dogs. His home is filled with stuffed animals; raccoons, possum, fox, squirrels, as well as deer, moose and bear trophies. Numerous ugly looking traps can be seen hanging on the side of his house as well. Mitch will be dressed in a flannel shirt, boots and denim overalls. Most people in Litchfield consider him a bit odd and avoid him; he's often blamed for missing household pets. He'll try to sell Investigators one of his stuffed animals or a jug of moon shine that he gets his hands on from friends in town.

If asked about the disappearances Mitch will have much to say: "Well I think that shiftier Clarence Wilson done them all in, that's what I'm thinking. I think he owed them money, from gambling debts or something, 'cause all those people that disappeared weren't from around here. If anyone took a shovel to his basement I'm sure they'd find every last one of those

missing folk". Investigators who searched Clarence Wilson's home and make an Idea roll will remember that there was no basement on the property.

If asked about the Merrin family, he'll reply, "That man, John Merrin's his name, he's not from around here. That land came to him from his dead wife, her family lived in Litchfield way back. He moved here after she died and built that house on the hill. Mean son of a bitch. I saw that poor girl with a black eye a few years back; she couldn't have been ten years old at the time. Bastard hasn't shown his face in town for a while now, good thing too. Any man that would put that sort of a beating, or worse, on his own daughter needs to get his ass whooped."

Mitch Anderson taxidermist

STR 15 CON 17
SIZ 15 INT 10
POW 12 DEX 14
APP 9 EDU 10
SAN 60 HP 16
DB +1d4

Weapons: Winchester 30 06 lever action rifle (48%, 1 per round, 2d6+4, 6 rounds), Knife (70%) 1d4+db, Fist/Punch (70%, 1d3+db)
Armor: None

Skills: Tracking (60%), Taxidermy (60%), Set Traps (50%), Sneak (40%), Hide (40%)

The Macintyre Farm: This large house has an even larger outer building where turkeys are raised. Preston Macintyre (age 45), along with his wife (Maureen, age 36) and five children (aged eight to 17) live here. The farm has been in the family for four generations and the



Macintyres know all there is to know about raising turkey. Although the work is hard and the hours are long, the Farm turns a profit every year. Everyone in the Macintyre family works the farm, the children finding time to help before and after school. The family is friendly, well dressed and the farm is well equipped. Preston and Maureen Macintyre will take a break from tending the hundreds of turkeys and invite the Investigators to sit down. Investigators will be offered glasses of iced tea and a slice of apple pie.

If asked about the disappearances, Preston and his wife ask what the Investigators are talking about. This will be the first they have heard about it. They will be shocked and mention, "We'll be keeping a closer eye on their children, in case something odd is going on." If pushed to offer a

theory as to what is going on, the pair will look puzzled, think a moment and reply, "You know, I wouldn't have the first idea. It's mighty odd business."

If asked about the Merrin family, Preston will have this to say: "We really don't know much about them, to be honest. It's a shame really as we're neighbors and their little girl is near in age to two of our own. We tried to make them feel welcome when they moved into the area, but well, some sorts don't take warmly to friendly gestures." Maureen will add, "A man raising a young girl should have remarried after his wife died even if only for the child's sake. The two of them all alone in a big house and him known to take too many a drink." She shakes her head, and takes a breath to continue but her

husband puts a hand on her arm, whispering to her. Investigators making a successful Listen roll will hear him saying, "Maureen, that's enough. Mind your tongue girl." Maureen Preston will have nothing further to add.

Preston Macintyre turkey farmer

STR 14	CON 14
SIZ 14	INT 12
POW 10	DEX 12
APP 11	EDU 13
SAN 50	HP 14
DB +1d4	
Weapons: Double Barrel 10 Gauge Shotgun (50%, 1 or 2 per round, 4d6+2/2d6+1/1d6, 2 rounds, 18 extra)	
Armor: None	

Skills: Biology (30%), First Aid (50%), Accounting (30%), Raising

Turkeys (85%)

Investigators spending time on the Macintyre farm should attempt a **Luck** roll. If the roll succeeds, one of the younger members of the family will be moving to dispose of two dead turkeys. Investigators then making a **Spot Hidden** roll will notice a teenaged boy pushing a wheel barrel towards the edge of the property. The wheel barrel contains two dead turkeys and a shovel. Those who continue to watch will see the boy stop at the edge of a fence and then fling the two carcasses over the fence with the shovel. He'll then return to other chores. Investigators asking what this is all about have it explained to them (see below).

The Sinkhole: On the edge of the Macintyre property there lies one of the many sinkholes that dot the area. The Macintyres own the property the sinkhole is on but built the fence eight feet before their property line. This was done to prevent anyone from accidentally falling into it. The fence is a clear five feet before the edge of the sinkhole.

This hole is 12 feet across and drops 30 feet down to a round natural cavern. This chamber is about 25 feet across, with the floor completely covered with a layer of turkey bones and partially decomposing turkeys. Anyone standing near the hole can detect the stench. There is no way to climb into or out of the hole without a rope or ladder.

Investigators who wish to explore the bottom of the sinkhole must make a CONx3 check for the first three rounds to resist the stench. If successful Investigators grow accustomed to the sickening odor,

they are no longer affected. Those failing their CON checks begin to swoon, cough and vomit until they leave the chamber. Any action sick Investigators attempt should be rolled at a severe penalty. At the bottom of the sinkhole there is a layer of turkey bones three feet deep. There is an abundance of beetles and maggots crawling around the bones. Investigators searching this area should attempt two **Spot Hidden** rolls and must make a Sanity Check o/1d2. Investigators making successful **Spot Hidden** rolls will find the following:

- Many of the turkey carcasses seem to have had the feathers removed and the flesh bitten away. The bones also show signs of gnaw marks.
- A narrow tunnel, which is inaccessible to anything greater than SIZ 5. It leads away into darkness and curves after ten feet. The first Investigators shining a light down the tunnel can make an additional **Spot Hidden** roll. If successful the Investigator sees the light reflect back from a pair of eyes. Then whatever it is in the tunnel scurrying quickly away from the light.

The Merrin Home: This house sits on a hill and is in disrepair. The yard is overgrown, the paint is peeling, and the floorboards on the front porch are warped. Investigators going to the front door must make a Luck roll; if they fail, they get a deep splinter which draws blood but causes no damage. All the shutters on the house are closed and drapes are drawn. Katie Merrin will be watching the Investigators and anyone attempting to snoop around will bring her to the front door with a call of "Excuse me, but this is private property."

Katie is 11 years old and avoids making eye contact. She appears pale and afraid, wearing a patched and much faded dress that appears too large for her. She'll tell Investigators: "I'm not allowed to let anyone inside. Please be quiet, my dad is asleep and he's...he's not well. He'll get really mad if I wake him."

What Katie says about the disappearances: "I don't know anything about it. I don't leave the house much. I don't think my dad knows anything either. We...we don't know any people around here."

Katie will not allow anyone inside her home and keeps her answers brief. She will use her father as an excuse to get rid of the Investigators as quickly as possible. She'll say things like, "Please, if my daddy finds out I've been talking to people he'll give me a whipping" or "You'll have to leave now. My daddy usually gets up around now and I need to have dinner [or lunch or breakfast] ready when he wakes up. I'm sorry, you need to go now."

Notes on The Merrin Home and the grounds around it can be found in Part IV. Notes on Katie Merrin herself can be found in Part V. Investigators trying to force Katie to do something against her will or search the grounds and house after being asked to leave are stopped by Sheriff Benton. He'll remind the Investigators that they are on private property, without a search warrant and are asked to leave. He'll explain that anything they might find wouldn't be admissible in court.

If Sheriff Benton is pushed to intervene because of the abuse Katie seems to be suffering from, he'll reply, "It's a shame, I know, but I don't know how much I can do."

The girl has no family I could send her to; she'd end up in some state orphanage. As bad as things are for the girl that would possibly be even worse. Besides, I'd also need a court order to remove her, which I won't get because her father doesn't have a criminal record. I'll do some asking around, see if the girl has out of state family I can contact. Anything quick fix I try will likely win that girl another beating, and that's the last thing anyone wants to happen."

PART II

LITCHFIELD
AND NASHUA.

Litchfield: Investigators may wish to find records of the area where the disappearances occurred. This is difficult, as Litchfield has no library or town hall of its own. Such records are kept in the city of Nashua, which is six miles away. Litchfield does have a local news paper, which prints twice a week (Sunday and Wednesday) called "The Crier". Another source of information Investigators should examine are the police records kept by Sheriff Benton. Sheriff Benton works out of his home, living there with his older sister Eunice.

"The Crier" office: On the second floor above the local barbershop are the offices of the local paper, "The Crier". There are only two employees, a high school student named Doug Jennings (who runs the tiny press, mans the phones and does heavy lifting part time after school) and owner Calvin Brice. The office is open between 10:30am and 5:00pm, every day except Monday and Thursday.

Mr. Notter is about 50, portly and aloof. He both manages and writes the paper, focusing mainly on local stories. News dealing with places other than Litchfield is usually about a week old. If the office is open, Mr. Notter will be there, as will Doug Jennings if Investigators visit after 2:30pm.

Investigators asking to do research of back issues will be asked what they are looking for. While "The Crier" does have copies of back issues on file, Mr. Notter will not allow the Investigators to handle the collection personally. He'll order Doug to find what the Investigators are looking for, charging them a fee of \$2 for the service. If Investigators request issues with articles on the wave of vanishings during the past year they'll be told that there aren't any.

Mr. Notter has not reported any of the four disappearances from the "Restful Nights" motel during the past year. He's accepted a bribe from his friend Clarence Wilson to keep the incidents quiet so as not to drive away business. If questioned about why he hasn't reported on the story he'll claim, "People wandering off and ditching their bill isn't really newsworthy. There isn't any evidence of a crime. We're a small community here, we don't run sensational stories to rile every one up and sell papers." Investigators making a successful **Psychology** roll can tell that he's not being totally truthful and is hiding something.

If the disappearances are discussed openly while Doug is in the office, it'll be clear that the teenager is hearing about the vanishing for the first time. He'll go so far as asking a couple of questions while getting a notepad ready to take down facts. Before Investigators can answer, Mr. Notter loudly coughs drawing Doug's attention. He'll scowl Doug into silence and promptly send him out to get coffee.

If Investigators question Mr. Notter on withholding the story from the public, he'll be evasive and deny any wrongdoing. He'll grow offended quickly and ask the Investigators to leave his office. Insistent Investigators who make a **Fast Talk** and/or **Persuade** roll will get Mr. Notter to admit to withholding the story because Clarence Wilson asked him not to report it. He'll explain that there was no evidence of wrongdoing and that Clarence was afraid his business would suffer from the story going public. Investigators making successful **Psychology** rolls will find this statement to be truthful, but that Mr. Notter is still holding something back. A further successful **Fast Talk** and/or **Persuade** roll will get him to admit that Clarence gave him \$50 to keep the story out of the paper.

If Clarence Wilson was earlier pushed into a nervous breakdown by the Investigators things go much differently. If Mr. Notter realizes that the Investigators were involved in the incident he treats them with hostility. After ranting at them for "pushing a good man off his nut" and being "meddling outsiders poking their nose where it doesn't belong, stirring up trouble where there isn't any!" he'll then

refuse to talk with the Investigators, ordering them off his premises.

Calvin Brice
crooked reporter

STR 9 CON 10
SIZ 14 INT 14
POW 12 DEX 9
APP 10 EDU 15
SAN 65 HP 12
DB +0

Weapons: None
Armor: None

Skills: Persuade (50%), Accounting (40%), Art: Writing (75%), English (90%), Psychology (35%), Fast Talk (45%)

The Benton Home: Sheriff Benton's home is well maintained and one of the nicest in town. This is due to the efforts of his older sister Eunice Benton. She's 42 with graying hair and good manners. She's unmarried and starting to accept the fact that she'll most likely end up an old maid. She'll welcome the Investigators, engaging them in conversation and offering to fix them meals. Eunice will also ask where they are staying in Litchfield and invite them to stay at the house in one of two guest rooms. Male Investigators who are unmarried and over 30 with an EDU greater than 13 catch her eye and receive special attention. Without throwing herself at any one, she will make subtle efforts to show her best qualities to a prospective suitor.

Eunice Benton
unwilling old maid

STR 13 CON 13
SIZ 11 INT 13
POW 11 DEX 12

APP 13 EDU 14
SAN 55 HP 13
DB +1d4

Weapons: Fist/Punch (60%, taught by her younger brother to throw a proper punch)
Armor: None

Skills: Art: Cooking (60%), Art: Gardening (50%), History (40%)

The garage of the Benton home serves as the local police station. Sheriff Benton has converted this area into an office and installed a pair of small holding cells. He keeps prisoners here until taking them to Nashua for their court appearances, where he turns the cases over to Nashua police department. Eunice prepares meals for any prisoners her brother locks up. Currently there is a single prisoner here, Bobby Monahan (see below). The sheriff has a file cabinet where he keeps all of his paperwork; the bottom draw holding "Open" cases. Investigators asking to see his files will gladly be allowed to review them. Investigators making three successful **Library Use** rolls find the following information:

- There have been four people who have vanished in the past year. They are Mike Gannon, David Wellborn, Norbert Hart and Fred Tanner. (If Investigators are investigating a missing NPC, as detailed in Pre Introduction II, the total number is five). Each has their own report, with dates listed on them. On the Mike Gannon and Norbert Hart reports, there are comments about thunderstorms. Investigators making a successful Idea roll will remember there was a thunder storm the night Fred Tanner vanished. If the dates are checked, Investigators learn there was a

storm on the night of each disappearance. Eunice records when it rains on her calendar as she raises flowers for the county fair.

- There have been five complaints of wandering hobos in the area near the "Restful Night" motel over the past seven years. These cases are listed as open because the vagrants were never found. On the notes for one of these case files, there is a comment about a thunderstorm.
- The most current file is the arrest of a man trying to steal a car from local resident Harrison Katz. There is a large envelope with his property in the file. Among the items removed from him is a gold pocket watch with the inscription, "To N. Hart, for 30 years of diligent service. Your grateful employer, Redrock, Brickworks & Co."

The Pocket watch: It should be clear to Investigators that the watch taken off the car thief belonged to one of the missing persons. Investigators failing a Library use roll may roll a Spot Hidden roll to spot the watch in the files. Failing that, Keepers should allow Investigators to make a Luck roll, having the gold pocket watch simply tumble out of the envelope while they are handling the files. Whatever way Keepers manage it, the watch needs to find its way into the Investigators' hands.

When questioned about the watch, Bobby Monahan will say that he purchased that watch from a pawn shop in Nashua. If Investigators accuse him of having a hand in the disappearances he'll reply, "Look, I might have stolen a car or two, but I never hurt anybody. I'm a thief,

not a murderer. Your not pinning a murder rap on me. Check my wal let if you want, I saved the receipt in case the watch stopped working, it came with a 60 day guarantee.” Successful **Psychology** rolls will tell Investigators that Bobby is telling the truth. Checks of his wallet do turn up a receipt for several items, including the gold pocket watch, from Lenny’s Pawnshop in Nashua. If questioned further about this, Bobby will try to make the most of his information. He’ll attempt Fast Talk rolls to trade his story for his release, or at least a good word with the judge. In truth, there is nothing more he can add other than a description of the owner and that Lenny is a well known area fence of stolen goods.

Bobby Monahan
nabbed car thief

STR 14 CON 15
SIZ 13 INT 14
POW 10 DEX 13
APP 10 EDU 8
SAN 50 HP 14
DB +1d4
Weapons: Fist/Punch (65%),
Kick (40%), Club (favors crowbars:
45%, 1d6+1+db)
Armor: None

Skills: Sneak (50%), Listen (50%),
Fast Talk (65%), Locksmith (50%),
Drive Auto (55%), Mechanical
Repair (45%)

Nashua: This city is home to about
28,000 and is roughly six miles

south of Litchfield. It’s a modern New England city for its time, with most things Investigators might expect. Places Investigators might visit for clues are The Nashua Public Library, Town Hall and Lenny’s Pawnshop (see below).

Katie Merrin Birch has visited Nashua seven times in the past year. There are rail tracks from Nashua that pass near Litchfield, but the small town doesn’t boast a stop. This is the route she uses, riding alongside the rail tracks as she moves back and forth on her bike. In this way she hasn’t been seen on the main roads. On each trip she has visited Lenny’s Pawnshop to trade items the Birch family has given her in exchange for cash and the occasional odds and end (like yarn, fabric and straight razors).

Handout One: The Nashua Illuminator

Fire destroyed the Birch home in the nearby village of Litchfield. Authorities report that all members of that family were killed in the blaze. While there were some rumors of a mob setting the blaze and other claims that members of the Birch family were lynched and even shot by angry residents, an investigation has ruled these reports to be false and nothing more than wild stories. While the Birch family was not well liked, being accused of stealing livestock and possibly being connected to the disappearance of several area residents, the fire has been ruled an unfortunate accident.

Initially, Gustav Brest, a resi-

dent of Litchfield, made a claim that one of the Birch’s admitted to authorities her family’s involvement in the disappearance of his son just before the fire. But he has since changed his story, claiming the boy had instead fallen into a sinkhole while gathering berries near the Brest home.

From The Nashua Illuminator,
August 2nd 1843

Nashua Public Library: Open Monday through Friday from 10:00am until 6:00pm and Saturdays from 10:00am until 3:00pm, the Nashua Public Library holds two bits of historical information. Investigators visiting here meet with local librarian Felicia Brown. Ms. Brown will be able to direct Investigators to what they might be looking for. The older records are stored in the basement and Investigators will need to show press or academic credentials, or make a successful **Persuade** and/or **Fast Talk** roll to gain admittance. Once Investigators have access to these records, Keepers should have them attempt two **Library Use** rolls with successes allowing them to find the handouts 1, 2, and 3.

Nashua Town Hall: This building has the mayor’s office, the hall of records and the Nashua court

house. If Investigators visit here with Sheriff Benton, he'll use the opportunity to turn over his prisoner, car thief Bobby Monahan. Investigators wishing to gain entry into the Nashua archives must first deal with Luke Crane, the town clerk who oversees the collection. Mr. Crane is a thin, balding man with a ready smile and friendly attitude. He is, however, protective of the documents entrusted to him. Unless Investigators have press or academic credentials, gaining access to the archives requires a successful **Persuade** and/or **Fast Talk** roll. Mr. Crane will not allow any documents to be removed from the collection.

Investigators looking for records concerning the fire of 1843 in the area around the "Restful Nights" motel should make a **Library Use** roll. Success finds a set of documents concerning the property the Merrin house now sits on. One document concerns a legal transfer of deed to the land as filed by the Watts & Watts law firm in Boston. Several others provide genealogical documentation tracing ownership of this land down to Linda Merrin's estate. These documents show that between 1843 and 1923 the land was unused with the owners apparently unaware of the property's existence. The land is now legally owned by Katie Merrin, who will take control of it from her father when she turns 21. The genealogy list of previous owners to the land is presented in Handout #3.

Handout Two: The Nashua Illuminator

Boston patrons to the Nightshade Traveling Carnival received a special treat Sunday. There was a wedding between two of the performers with guests and well wishers each receiving a glass of beer or a pepper mint stick as well as a free pass to the carnival for the following day. Father Simon of Boston's Holy Child Jesus church performed the service for the most unusual pair. Goliath the Strong Man and the Beast Girl of Sumatra were married under their real names of Johan Herrick and Margaret Birch. The proud groom had this to

say of his rather unique and happy bride: "If you could know her heart you'd see she was the most lovely girl in all the world". This proves it folks; beauty is in the eye of the beholder. We wish the happy couple nothing but the best.

From
The Nashua Illuminator,
August 2nd 1848

Lenny's Pawnshop: Investigators find Lenny's Pawnshop in a bad part of Nashua, not far from the train tracks. The shop opens at 5:00pm and closes at 1:00am. Unsavory types such as thieves, pickpockets and hobos riding the rails frequent the shop. Those who come here are people who are either down on their luck or those looking to find a bargain. Leonard Oberman is the owner; he's about 30, thin, wearing a heavy coat, hat and gloves with the fingers cut off. He keeps a small revolver in his jacket for protection but has never had to use it. Lenny, as he's known, is shrewd but fair and doesn't ask questions about where the items he purchases come from. He does however refuse to deal in guns, booze or other risky items.

If questioned he'll deny ever having seen Bobby Monahan, deny having sold him the watch and even deny the receipt that clearly comes from his store. He'll attempt to use his **Psychology** skill to lie convincingly. If Investigators explain that they aren't here to arrest him and only want to know who sold him the watch, he'll relax and tell them everything he knows. Otherwise Investigators must make a successful **Persuade** roll to get him to open up. Threatening him with arrest also loosens his tongue, as he's uninterested in protecting any one other than himself.

About the Watch: Lenny will explain that a pickpocket sold him the watch. He'll describe her as "a girl, maybe 13 or 14, in a hooded coat. I don't know her name, you don't ask names in my business. She rides her bike here, brings it into the store with her so it doesn't get stolen. She brings in things, watches, rings, and a couple of gold fillings once. I buy them from her,

paying cash, but now and then she trades for things."

If asked to further describe her, Lenny does. Investigators who have already met Katie Merrin will find it could easily match her description. Investigators asking what she trades for in the shop will learn: "Oh, weird stuff. Yarn, fabric, knitting needles, buttons. I guess she makes her own clothes. I wouldn't know 'cause she's always in that black coat and hood when she's in here. Yea, mostly that stuff...and straight razors."

If Investigators ask why he thinks she's a pickpocket, Lenny says that many pickpockets carry straight razors to open bags and pockets up. He thinks this is the reason she buys every straight razor he has, even asking him to put aside any he might come across. Lenny explains that pickpockets toss the blades before they get nabbed, so he thinks she always needs replacements. He'll also explain this if Investigators ask him why he thinks she purchases so many straight razors.

Leonard Oberman
pawnshop owner and fence

STR 8	CON 12
SIZ 11	INT 13
POW 14	DEX 11
APP 9	EDU 11
SAN 70	HP 12
DB +0	

Weapons: .32 revolver
(40%, 3 per round, 1d8, 6 rounds)
Armor: 1 point armor from over thick coat.
Skills: Credit Rating (50%), Fast Talk (65%), Spot Hidden (50%), Psychology (40%), Accounting (45%), Sneak (40%), Hide (40%), Bargain (70%)

Handout Three: Genealogy List

-PROPERTY PASSED TO
MARGARET BIRCH IN 1843,
AS ONLY LIVING BIRCH HEIR.

-PROPERTY PASSED TO **JOSHUA HERRICK IN 1870 AS THE ELDEST SON OF MARGARET BIRCH HERRICK AT THE TIME OF HER DEATH.**

-PROPERTY PASSED TO
SAMANTHA HERRICK BULLARD IN 1894 AS ONLY DAUGHTER OF JOSHUA HERRICK AT THE TIME OF HIS DEATH.

-PROPERTY PASSED TO **LINDA BULLARD MERRIN IN 1911 AS DAUGHTER OF SAMANTHA BULLARD AT THE TIME OF HER DEATH.**

-PROPERTY PASSED TO **JOHN MERRIN (AS GUARDIAN OF LEGAL HEIR KATIE MERRIN) IN 1923 AS ONLY CHILD OF LINDA MERRIN AT THE TIME OF HER DEATH.**

PART II

THE LITTLE GIRL
ON THE HILL

Once Investigators connect Norbert Hart's gold pocket watch to Katie Merrin, their next step should be to pay her a visit. Sheriff Benton will be very eager to visit the Merrin house, angrily denouncing John Merrin for getting an innocent child involved in his handiwork. He'll say: "Bastard must be hiding the bodies in his basement, or burying them on his property. Then he sends his daughter into Nashua to trade in the valuables for cash. It's time to close this case. You folks feel up to backing me up?"

If Sheriff Benton is questioned about the small tunnels, the odd stories about the Birch family or anything seen moving around in the sinkhole on the McIntyre turkey farm, he'll pause for a moment in thought. Then he'll shrug and say "We'll tie up all the loose ends after he starts talking. Once he's facing four counts of murder he'll be begging to tell us everything."

If the Investigators suggest gathering additional law enforcement personnel, Sheriff Benton will politely refuse. "This is my case. Nobody thought I could solve it. If I call for help now, people will say I had nothing to do with cracking the case. Beside, we've been doing great up until now. Don't worry, I'll make sure people know how much help you've been."

The Merrin Home: Before the Investigators reach the house on the hill, Katie will know they are coming. The Birch family's main lair is under the house and they'll warn her visitors are on the



way. By the time anyone arrives at the house they'll find no one home.

Katie's plan: Katie will hide from the Investigators until they find their way down into the Family Lair (see Part V). She'll hide on the roof of her house (climbing out of her window and shutting it behind her) or she'll take her bike and ride out into the woods behind her house. In a pinch, Katie can scurry down from the roof and run into the woods with a single successful **Climb** roll. She'll try to keep an eye on the Investigators, either listening to them moving about from the roof or watching them from the woods. Once they uncover the well behind the house and enter it, she'll follow them down.

The 1st Floor: There are three large rooms on the first floor. All windows are closed and locked, with shutters shut and curtains drawn. The house appears clean and neat.

Living room: There is a fireplace, a couch, two armchairs and a coffee table here. There is an old oil lantern on the table here, as well as some candles. Anyone trying to turn on the electricity finds that it's been shut off. There is a large bookcase here and a pile of books neatly stacked beside it. All the books look as if they've seen much use. The books in the pile look very worn, many of them with torn pages and covers missing. There is nothing out of the ordinary here.

Dining room: This room has a table, four chairs and a china closet. All of the dishes, glasses and mugs are washed and neatly stacked inside it. There is nothing out of the ordinary here.

Kitchen: Here there is one dirty

plate and one dirty glass in the sink. The icebox is empty and only non perishable food is kept here. The stove is wood burning, with a pile of crudely chopped wood in a pale beside it. The stove is cleaned of ashes. There is a rear door to the backyard here as well as a trap door leading to the basement. There is nothing out of the ordinary here.

The Basement: This small basement is cluttered with lots of stored items, unopened boxes, tools, a workbench and bits of unused furniture. Many items that require electricity, such as a vacuum and radio are stored down here. There are no passages leading out of here and nothing out of the ordinary.

The 2nd Floor: This level of the house has three rooms, all of which are windows to the horror of little Katie's life. Each room on this floor has dozens of candles and at least one old lantern. None of the lanterns has oil inside of them.

The Stairwell: The stairs to this level are trapped. Without electric lights and with all the shutters closed the stairwell is very dark. One set half way up the stairs is covered with upward pointing nails. Unless using a light source, the first Investigator up the stairs steps onto the nails and takes 1d4 points of damage. That Investigator will also move at half movement rate until medically treated and spending one day per point of damage suffered off of their feet. The banister is also trapped with small bits of razor blade. Investigators using the stairwell and failing a Luck roll gash their palm for one point of damage. Katie has done this for the same reason she has the front porch covered with splinters; she requires a drop of blood to activate

her voodoo dolls (see Part V).

John Merrin's room: In this room there is a bed, a dresser, a night stand and a trunk. The trunk and dresser hold old musty clothing. The nightstand has unpaid bills, utility shut off notices and an unused bible.

On top of the nightstand is a statue of a Virgin Mary, but it has been painted a dusky color, with make up painted on it and a knitted feathered hat placed on its head. At its feet is a glass of lemonade and an offering bowl filled with dried flowers and a gold heart charm. Investigators making a successful **Occult** roll identify this as a shrine to the Voodoo Loa (spirit) Ezili Freda Dahome.

On the bed is the skeleton of John Merrin, fully dressed in a dusty suit and lying posed on the bed. The bones are cleaned of all flesh. There is a strip of barbed wire wrapped around the skull over the eyes. On the headboard there is a natural slate slab with the word "Fucker" written on it in white paint. Investigators viewing this must make a Sanity Check for 0/1d3 points.

Guest room: In this room there is another shrine to Ezili Freda Dahome, more elaborate than the one in John Merrin's room. The furniture is pushed against the wall leaving much floor space. There are intricate symbols painted all over the wall and floor in white paint here. Investigators making a **Cthulhu Mythos** and/or **Occult** roll will find that these are all involved with voodoo worship of Ezili Freda Dahome and mythos worship of the Great Old One Yibb Tstll. There are also 20 small objects in the room (rocks, doll

chairs, toddler chairs, foot stools) as if a large group of two year olds gathered here to sit. There is a single normal sized chair here.

Katie's room: This room has a bed, a dresser and a nightstand with yet another voodoo shrine in it. In the dresser are lots of clothes that seem too small for Katie. There are four half made rag dolls here, three knitted vests with pockets, one of them holding a straight razor. Investigators making a successful **Spot Hidden** roll find a book hidden between the girl's mattresses.

The Birch family book: This book is thick (about 700 pages), has no title and a **Medicine** roll determines the cover to be made of human skin. The skin cover has a tattoo of a strange symbol that Investigators making a **Cthulhu Mythos** and/or **Occult** roll will know to be a combination of runes representing both the Voodoo Loa Ezili Freda Dahome and the Great Old One Yibb Tstll. The book details various voodoo practices, mythos worship and the Birch family tradition of practicing incest and cannibalism as a way of attaining spiritual and physical purity.

Eight weeks to study, 1d2/1d4, +5% Cthulhu Mythos, +12% Occult. Contains the following spells: Contact Deity Loa, Mind Blast, Enchant Object: Doll (variant; see below) and Sending of the Dead.

The backyard: Here there are several fruit trees (there is no fruit on the ground), a garbage pail (empty) and a clothesline. Much of the clothing hanging here is second hand women's clothing, too large for Katie to comfortably wear. Keepers should have Investigators making a careful search of the back yard make a **Spot Hidden** roll. If successful, the searching Investigator finds a makeshift trap door.

The Door to Darkness: This is a board covered with roughly chopped fire wood. Under the board is an ancient brick lined well, descending into darkness. Investigators shining a light down it will see that a crude ladder has been placed within it. The bottom of the well is 20 feet down and ends in a three foot deep layer of stinking black mud. There's a set of four stepping stones that allow a person to cross the mud without sinking into it. It leads from the ladder to a filthy rug hanging on the wall. The rug is held up by a pair of railroad spikes driven through two corners of the rug into the bricks.

Behind the rug is a larger passage, just five feet high and four feet wide. The passage is narrow and short but useable by Investigators with only a little trouble. Investigators of greater than SIZ 7 must hunch over and can only move single file. This passage leads to the main lair of the Birch family.

Lookouts and Automobiles: Anyone who stays outside while their companions investigate the house or the well are in for a rough time. If it's daytime, Katie will try to deal with them. If she's managed to get a drop of the lookout's blood, she'll use one of her voodoo dolls. If not, she'll use her Mind

Blast spell. If this is taking place at night a band of Birch kin will attack, trying to kill quickly and drag the body into their underground lair before help arrives.

Unattended automobiles are in for a similar rough time. If this happens at night, the Birch kin will slash any car tires, hoses, and fill the gas tanks with clumps of mud. Within just a few moments cars will be rendered inoperable.

PART V

ONE BIG
HAPPY FAMILY

The underground domain of the Birch kin combines the natural caverns with the tunnels the creatures have dug. After nearly eighty years living underground the size of their realm is vast. Eighty percent of these tunnels are too small for a human being to move about in, which is part of their survival strategy. The other 20% are the areas under the Merrin house. The Birch kin have enlarged these tunnels to allow Katie to participate in Birch family events (namely cannibal feasts). The caverns and tunnels are, of course, pitch dark.

While the Investigators move along the dug earthen tunnel they can see things scurry away before whatever source of light they carry. The unseen creatures will dart down tiny side tunnels, too small for Investigators to follow. Such tunnels make sharp turns after about four feet, thwarting both curious eyes and hostile gun fire. The creatures will try to wait until Katie joins them to launch an attack on the Investigators. The dug earthen tunnel has a downward slope, twisting and turning for about half a mile. It then opens into a large natural cavern.

The Main Lair: Here is a large open natural cavern. Among the stalactites and stalagmites are piles of bones and small creatures trying to stay out of sight. Investigators won't have time to search the area before the Birch kin launch themselves at the intruder. Keepers should have between two to four (1d3+1) kin attacking per Investigator and NPC present. The total number of

Birch kin dwelling under Litchfield is left up to the Keeper.

Birch kin

STR	11	CON	11	SIZ	7
INT	7	POW	11	DEX	13
HP	8	DB	0		

Weapons: Straight razor 70%, 1d3 (25% chance of wielding one in each hand), Stone 50% (1d3, equal chance to hit if thrown or held)
Armor: None.
Sanity loss: 0/1d6

If possible, Katie Merrin joins her family in the attack, employing her voodoo skills. Katie is small enough to use some of the side tunnels, so Keepers may have her waiting in the main lair once the Investigators arrive. She may also appear behind them to block a possible escape, or simply remain hidden while working her magic.

Katie Merrin Birch

little girl keeping dark secrets

STR	5	CON	13
SIZ	7	INT	15
POW	15	DEX	12
APP	11	EDU	5
SAN	0	HP	10
DB	0		

Weapons: Knitting needle (60%, 1d2), Straight razor (60%, 1d3)
Armor: None

Skills: Art: Sewing (50%), Fast Talk (50%), Hide (70%), Sneak (50%), Climb (70%), Psychology (65%), Persuade (40%), First Aid (40%)
Spells: Contact Deity: Loa, Contact Deity: Yibb Tstll, Mind Blast, Sending of the Dead, Enchant
Object: Doll (blood variant)

(Full stats on page 98)

The aftermath: If Investigators are

successful in defeating the Birch kin and Katie they can then search the lair. The bone pile has the bones of countless turkeys, rats, raccoons as well as the scattered human remains of 14 people. Most of the valuables from their victims were given to Katie, so personal effects are few. Identifying just whose remains are whose will be difficult, but the skeletal remains of the four missing persons are here. The other ten people were hobos, drifters, travelers and hitchhikers who just happened to be in or around Litchfield during a thunder storm. These are by no means the only people the Birch kin have killed and eaten over the years; these are just the ones whose remains can be found here.

If Sheriff Benton survives the attack (and remains sane) he'll try to remove all human remains for identification. In his report he'll blame the deaths on John and Katie Merrin, not daring to make mention of the horrors lurking below Litchfield. Over the next month he'll petition the state to begin closing off all the sinkholes in the area in the name of public safety. Lastly, Sheriff Benton sells his home, moving with his sister out of New Hampshire (or wherever the Keeper set the adventure) entirely.

If Katie is taken alive her mind completely snaps. She'll go from moments of a near catatonic state to swings of violent aggression. The loss of the Birch kin, in her mind the only living things who showed her kindness and compassion, will be something she'll never recover from. She'll eventually be turned over to The Sisters of Mercy hospital, a facility treating the criminally insane.

Sheriff Willie Benton will be very



grateful for the Investigators' help and will possibly remain an ally to them on future investigations. Keepers could also use Willie Benton as a hook for involving Investigators in new cases ("Hi, it's me, Willie Benton. Remember that stuff we saw in the caves under Litchfield? Well I've got something just as weird going on, do you think you could come down and have a look?").

Whether Keepers wish to have all of the Birch kin destroyed in the battle is up to them to decide. They could have been so enraged at people harming Katie that all of them joined in the attack and were killed. Keepers can also have the horrors continue, as unaccounted for member of the hideous Birch family continue creeping out of their caverns and burrows on nights when thunderstorms rage.

-The End-
Sanity Awards

For defeating the Birch kin 1d6

For defeating Katie Merrin
(resulting in her death) 1d3

For defeating Katie Merrin
(resulting in her capture) 1d6

For recovering the remains of
the missing persons 1d6

NEW SPELL

Enchant Object: Doll (Blood Variant); voodoo

Range: 20 miles

Duration: five days

Cost: 2 MP

Sanity: 1d4+1

Resistance Table: D100 roll against CON for half effects

This spell is much like a standard Enchant Doll spell with some important differences. The POW and Sanity costs are higher with the range and duration of the doll's power limited. This version of the spell requires a drop of the victim's blood, as opposed to pubic hair in the standard version.

Casters can still cause intense pain, nausea, vertigo, and all manner of other effects on the person the doll is enchanted to harm. In this version victims must make a POW vs. POW check against the holder of the doll for each attack. If they fail that check they receive 1d2 points of damage for each attack made to the doll. As soon as the doll is no longer in trauma, this damage miraculously heals. No visible sign of violence will be found on the victims.

Katie Merrin Birch

little girl keeping dark secrets

STR	5	CON	13
SIZ	7	INT	15
POW	15	DEX	12
APP	11	EDU	5
SAN	0	HP	10
DB	0		

Weapons: Knitting needle (60%, 1d2), Straight razor (60%, 1d3)

Armor: None

Skills: Art: Sewing (50%), Fast Talk (50%), Hide (70%), Sneak (50%), Climb (70%), Psychology (65%), Persuade (40%), First Aid (40%)

Spells: Contact Deity: Loa, Contact Deity: Yibb Tstll, Mind Blast, Sending of the Dead, Enchant Object: Doll (blood variant)

Background: A decedent of the Birch family, Katie returned to them by accident. After her mother died she suffered years of physical abuse by her depraved and drunken father. When the Birch family killed her father and offered her a place among them, she took it. Katie is now completely insane, a gifted voodoo priestess and leader of the diminutive horrors that are what's left of the Birch family line.

In Combat: Katie's favored attack will be driving knitting needles into voodoo dolls dedicated to her opponents. Such attacks cause victims intense pain, effectively halving all of their skills checks unless they make a CONx1 check. If she has multiple dolls, she'll impale one with a needle and bend the back at a right angle. She'll then toss it away and move onto another doll. She'll carry her dolls in a knit bag slung across her body.

If an opponent appears particularly dangerous she'll cast a Mind Blast on them. If someone gets close to her, or appears near death, Katie will draw one of her trusty straight razors (she has three of them) and attack. If things look dire for her she'll flee, attempting to employ the soil for her sending of the dead spell.

NEW CREATURE

Birch kin

lesser independent race

The Birch clan of New Hampshire followed a path of degeneration similar to the Martense family of New York. The long held family traditions of inbreeding and cannibalism as a way of attaining purity along with their deep involvement with the darkest sides of the Voodoo religion and veneration to the Great Old One Yibb Tstll, had a profoundly negative effect on the family. They degenerated, becoming shorter and more grotesque with each passing generation.

By 1843, much of the clan was so grotesque looking that they were kept locked away in the basement of the Birch Family estate, while the rest of the family appeared only ugly and dwarflike. When local residents learned the truth about the Birch family, a mob rose up and took action. All members of the family who weren't locked in the basement of the family home were either shot or hung, save for the one who escaped after betraying her clan. Those members of the family who were locked away underground survived, tunneling into the area's natural cavern system as the family's ancient home burned down above them. They continued their family traditions in the darkness, degenerating even further until they reached their current monstrous appearance. They recently discovered a family member who somehow appears totally human, Katie Merrin. Katie has helped her family in many ways during the last year, slowly becoming their de facto leader.



Appearance: Birch kin appear as hideous hairless pygmies, with pale bluish skins and black shark like eyes. They have long claws on their hands and feet (for digging), sharp teeth and enlarged ears and upturned noses, like bats, which enables them to see perfectly well in total darkness. Birch kin can also grasp and hold using their feet and are able to support their own weight this way. All of them now wear knitted vests, each with a single pocket containing a straight razor or two (gifts from their queen, Katie Merrin).

In combat: Birch kin are quite skilled with small bladed weapons, and favor the straight razor. Some wield one of the small weapons in each hand. Birch kin can also hurl or bludgeon opponents with stones and are skilled at hiding and sneaking (60% in each).

Birch kin

degenerate cave dwelling sub humans

	Char. Averages	Rolls
STR	2d6+2	11
CON	3d6	10 11
SIZ	1d6+2	6
INT	2d6	7
POW	3d6	10 11
DEX	4d6	13
Move	12	HP 8
Av. Damage Bonus: 0		

Weapons: Straight razor 70%, 1d3 (25% chance of wielding one in each hand), Stone 50% (1d3, equal chance to hit if thrown or held)

Armor: None.

Spells: None.

Sanity Loss: 0/1d6 Sanity points to see a Birch kin

TALES OF DEATH & DARKNESS

...

Three multi-session 1920's scenarios challenge your investigators as they encounter the forces of the mythos. The investigators learn that small mistakes can become bigger ones, and the only thing more dangerous than too much knowledge is too little.



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