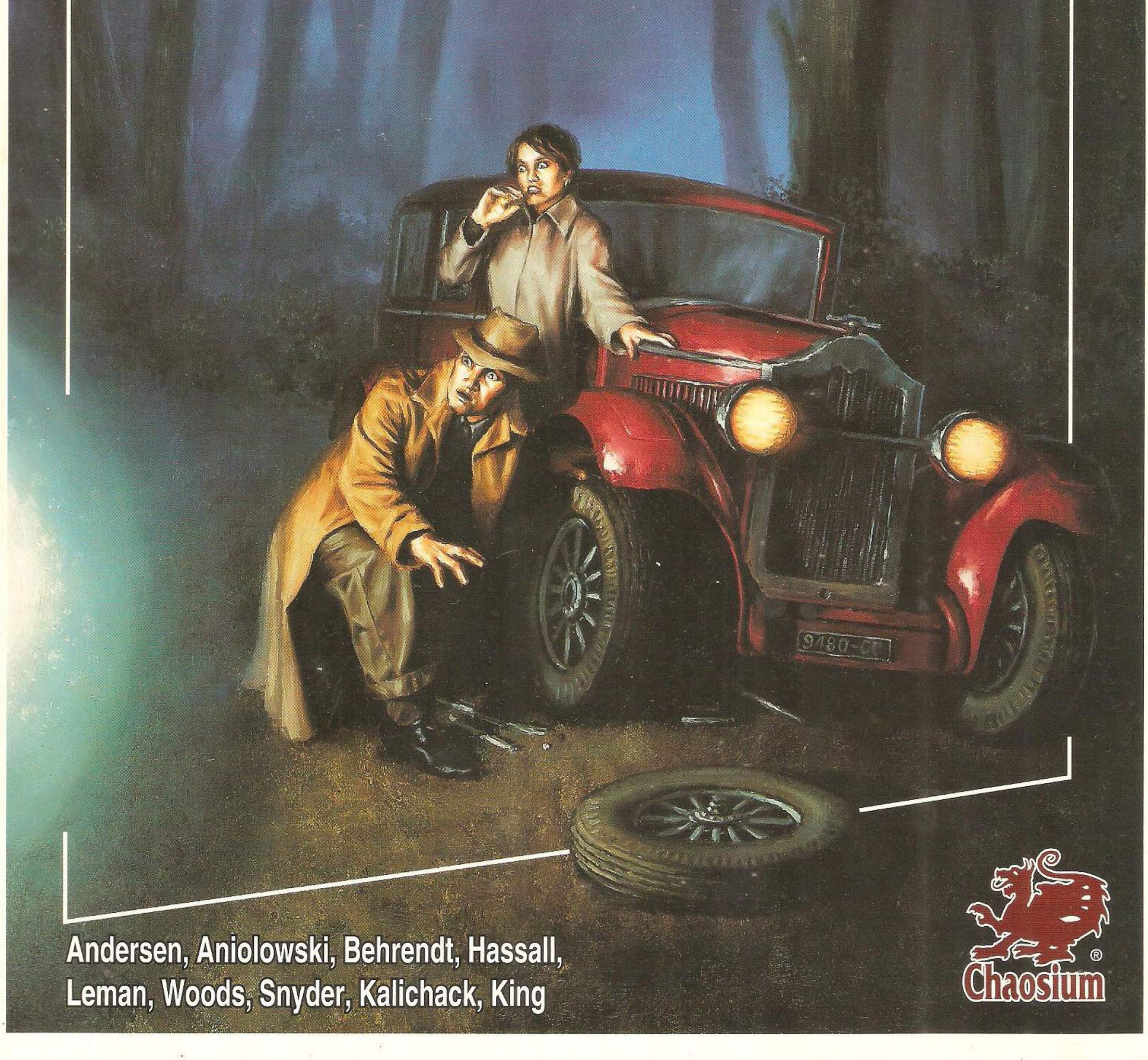
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ADVENTURES IN ARKHAM COUNTRY

FOR Call of Cthulhu 1920s

Five Adventures Along The Miskatonic Valley



Andersen, Aniolowski, Behrendt, Hassall,
Leman, Woods, Snyder, Kalichack, King

Chaosium®

Adventures in Arkham Country

Five Frightening Tales in **Lovecraft Country**





H. P. LOVECRAFT 1890–1937

ADVENTURES IN
ARKHAM COUNTRY

by

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Introduction

Adventures in Arkham Country is the sixth book in the *Lovecraft Country* series that also includes *Arkham Unveiled, Return to Dunwich, Kingsport, Tales of the Miskatonic Valley,* and *Escape from Innsmouth*. Although directly linked to the series, this book stands alone and can be used without reference to other volumes.

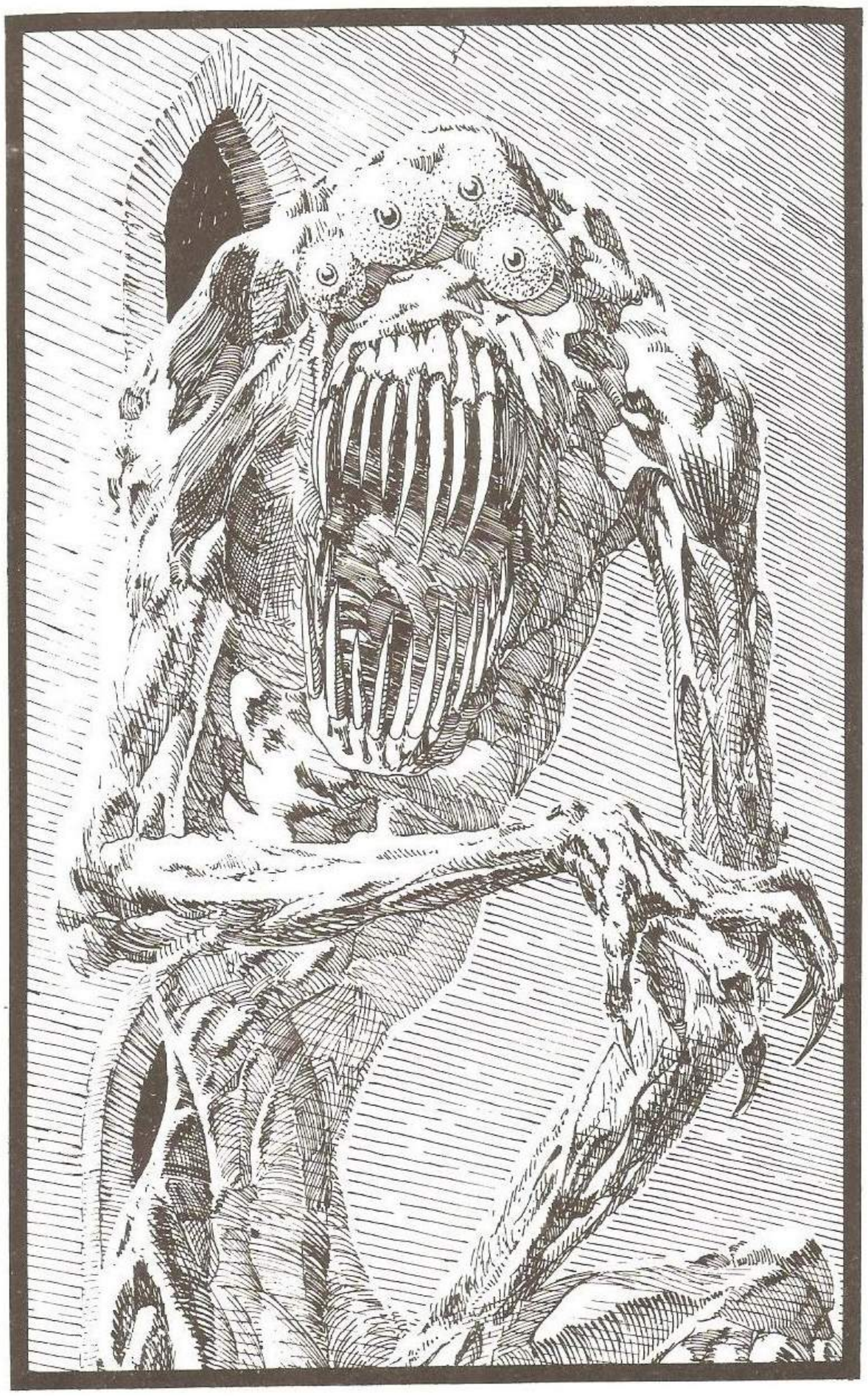
Five separate adventures are found inside, taking investigators the full length of the Miskatonic Valley from Kingsport on the Atlantic coast, through bustling, busy Arkham, past grimy, industrial Bolton, to the headwaters of the Miskatonic in the hills surrounding the village of Dunwich. Falcon Point in the north, a small village near the tainted city of Innsmouth, is also on the itinerary.

A Happy Family leads the investigators to a hamlet outside of Bolton, north of the river and west of Arkham. Here they meet an old friend who, not quite recovered from the shock of losing his wife last year, has now suffered the kidnaping of one of his three children. He fears for the safety and well-being of what remains of his family and asks the investigators for their help.

The Whore of Baharna takes place in both Kingsport and the Dreamlands. Hired by the High Council of the Dreamlands city of Baharna, the investigators are asked to rid the city of a scourge known to the populace as The Whore. Investigations take them to the evil woman's citadel atop Mt. Ngranek and, most unlikely, a Catholic convent in dreamy, seaside Kingsport. Secrets learned in waking help solve the problem facing Baharna.

Bless the Beasts and Children takes place in Arkham and the village of Falcon Point near shunned Innsmouth. An insane ex-minister, convinced he is the recipient of a holy vision, is trying to human children in the company of full blooded deep ones from the ocean. Unfortunately, Harold Snowden is not particular about how he obtains children. The investigators have a chance to solve the kidnaping of the son of a rich Boston businessman, possibly cementing a link between them and a man of influence.

The Dark Wood takes place around the village of Dunwich. Here an amateurish archaeologist excavating what he believes to be a Viking tomb releases a curse that plagued the Hyperborean colonists dwelling here thousands of years ago. By use of magic and arcane machinery the investigators control creatures from another dimension set loose upon the populace by a madman.



With Malice Aforethought takes place in Arkham and nearby Salem. Called to Arkham Sanitarium for seemingly innocent reasons, the investigators are drawn into a diabolical plan engineered by a sorcerer from the Dreamlands. Barely escaping, the investigators are wrongly charged with mass murder. Victims of circumstance they face possible conviction and a date with the electric chair. They will stand trial in a Salem court while at the same time that they—or their friends—work to clear their names.

Part three of this lengthy adventure takes place after the trial when most mysteries are revealed and the investigators face the wrath of the vengeful Dreamlands sorcerer Wrona Bors.

A Happy Family

JEFF CAREY is a quiet, shy man. Everyone around Mayotteville knows him, and while none have a bad word to say about him, no one would call him a friend, either. He lives a reclusive life in a small cottage outside of town on the property of the old Bensten mansion, a place empty now for ten years. His life is joyless and many feel rather sorry for him.

But unknown to his neighbors, Carey has a secret joy—a wonderful and loving wife. And he has recently become a father too. Soon there will be more children.

His wife is the former Mary Swanston, known as the prettiest girl in the town. Carey has always loved her, and always longed to protect her from the leering youths and scheming young men who paid court to her. When, a few years ago, she married another man he was heartbroken. Her new husband was Jonathan Whitelock, a cunning businessman from Boston, or New York, or somewhere. The couple settled near Mayotteville, building their house close to Carey's own home. Seeing this as a deliberate mockery of his love, Carey became convinced that Whitelock was guilty of all manner of crimes against Mary. She would have to be rescued from him.

Now Mary is with Jeff, and he cares for her and protects her, gives her flowers and lets her do none of the work in the house. She is safe and he is happy. Of course, he regrets that she's dead—but he's sure she understands why he had to kill her, and that she loves him for saving her from Whitelock. And now he has rescued one of her sons, James, and Carey's happy family is growing. Two other children are still in the clutches of the scoundrel Whitelock, but Carey knows that their place is with their mother and he expects them to join his family soon. After all, it has all been so easy since he found those old books in the Bensten house. They told him exactly what to do, and now everything will be all right.

Investigator Introduction

"YOU SLEPT BADLY last night, unwelcome nightmare images from your past stalking your dreams. Around dawn two fighting tomcats started screeching in the street, and you've been awake since. By the time the mail arrives you've had breakfast—twice—and already reread yesterday's newspaper. Only one envelope—one of Jon Whitelock's occasional letters, which have grown longer and more frequent since the death of his wife almost a year ago. A vague friend since school days, Jon's bereavement has brought the two of you closer, though you haven't been able to visit him since Mary's memorial service last year. He took her death badly; it would have helped if the body had been recovered from the river. At least he could have said a proper goodbye at the grave side. The envelope feels thinner than usual, perhaps containing only a single sheet of paper."

Keeper's Information.

Jeff Carey is the caretaker of the old, deserted Bensten mansion. All but mad before he discovered the strange occult books in the mansion, reading these tomes—and experimenting with summoning a byakhee—has left him quite unhinged.

The scenario begins when the investigators are contacted by an old friend, Jon Whitelock. Not quite a year since the tragic death of his young wife, Mary, this poor man has recently lost one of his three children—a victim of kidnaping it seems.

The recent kidnaping is, of course, linked to Mary Whitelock's death, and a series of burglaries and attacks on the two remaining children will convince investigators that something malevolent is afoot. They will be required to investigate these crimes, uncover Carey's plot, and protect the remaining children, all at the same time.

Investigators' Information

Choose one of the investigators, whichever seems most appropriate, and read the Investigator Introduction to his player, then give him The Family Papers #1.

JONATHAN WHITELOCK

Jon Whitelock moved to the Mayotteville area nearly fifteen years ago, working as an agent for a company selling livestock feed and other agricultural supplies. Eight years ago he set up his own business, first selling feeds and fertilizers, later diversifying into shovels, plows, wheelbarrows, and anything else he could find a market for. He prospered and married the beautiful Mary Swanston, but otherwise led an unremarkable life. His first son, James,

was born ten months after the marriage. Two other children, Adam and Jessie, now aged four and two, were also born to the couple.

Whitelock is yet to recover from the loss of his wife and frequently stares into space, fixing his eyes on doorways, weeping silently. He has not been eating properly (though he has not neglected the children) and his broad frame has become rather scrawny, his face and hands thin and drawn.

The recent disappearance of his son has left him nervous and fidgety, given to pacing around the house, rushing to the front door every time he thinks he hears a noise outside. Investigators may find his moods understandable, but nonetheless disconcerting.

Last Year's Death of Mary Whitelock

Mary Whitelock was a slim, attractive woman in her early thirties. Although slightly vain, not overly-intelligent, and rather superficial, she was popular and well known around the community. She had no enemies and was admired as a beautiful woman and dutiful wife.

On March 28th, last year, while driving home from town, her car left the narrow road and plunged into the ravine where the river was swollen by the spring thaw. The gnarled wreckage was dragged from the water a few miles downstream, but her body was never recovered. No one ever questioned that it was more than an accident.

In truth, Mary was killed by a byakhee which, on the orders of the insane Jeff Carey, tore her from the vehicle. The auto careened off the road while the byakhee lifted Mary's lifeless body into the air and carried it to a room in the Bensten mansion which Carey had prepared.

The Recent Disappearance of James Whitelock

James, aged nine, was the Whitelocks' oldest child. He was of fair skin and hair, inherited from his mother—a good-looking boy whose features were broken only by his uneven teeth. A vivacious child before the death of his mother, he has been solemn ever since. Still, at school he was hard working, and at home obedient to his father. It is inconceivable that he would have run away.

Again, it was Carey's byakhee that took him, snatching the boy up from the road, killing him while at the same time carrying him back to Carey. Jeff Carey has now decided that he wants a full and happy family, and though it saddens him that Mary cannot now bear him children, he is content to take care of those she bore for Whitelock.

The disappearance of James has caused a considerable scare in the town of Mayotteville. Some think that

THE FAMILY PAPERS #1 — a letter from Jon Whitelock

Mayotteville
March 3rd.

My dear friend,

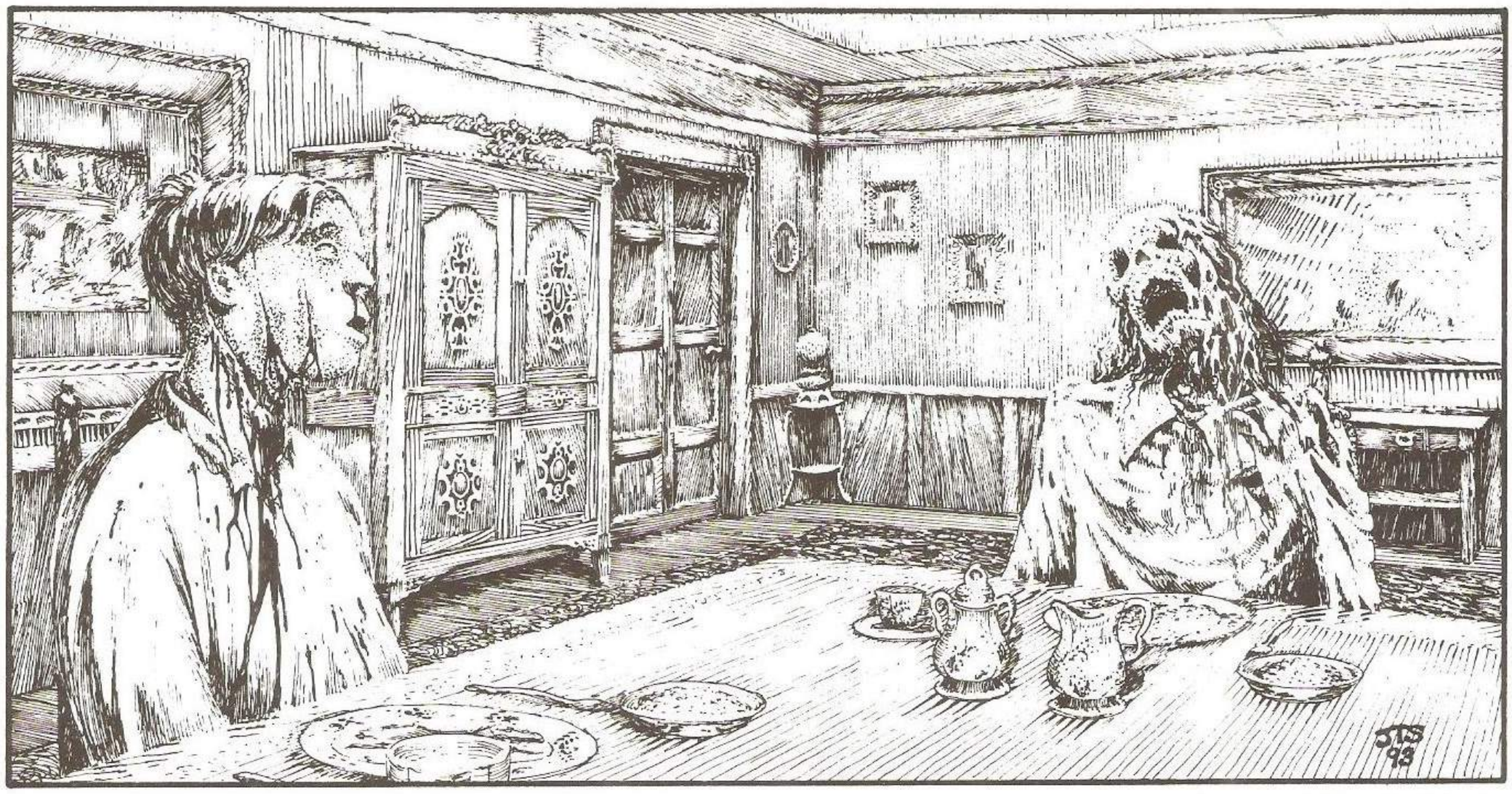
I am sorry if this letter seems a little abrupt. I am at my wits' ends—not merely upset or depressed again, but truly desperate. James, my oldest boy (you will remember his crooked teeth if nothing else), did not return from school last night. I was frantic and drove into town. I learned that he had not attended school that day, but I know that he left as usual with his lunch and his books, quite as happy as he has been all this year. The police and some local men began a search this morning, and found his books and other things a few yards from the road, hurled into a bush. But the Seyward boys said there were no tracks and the dogs found no scent. At dusk they gave up, having combed the hillsides and found nothing. They say they will not resume the search tomorrow; the deputy says that my James has probably just run away. I know that he wouldn't, believe me, but I could not make the man understand. What can I do?

I have inferred from your letters that you, or some of your friends, have some experience investigating crimes which the police overlook. Can you help me? I cannot afford to pay a private investigator—I am not even sure that I can cover your travel expenses. You know that my grieving has damaged my business. I still spend hours just staring at the door, as if Mary would walk in at any minute, wasting much of the time I should be out chasing sales. But can you help me?

Perhaps there is some simple explanation that I have overlooked. Perhaps when I regain my composure I will see it and curse myself for having troubled you with these rantings. But for the present I am quite at a loss. Could you or your friends help me? The house is quite big enough for a number of guests, built when I had more energy and more income. I will have no difficulty accommodating you. Please come—or at least reply—as soon as you can. I am sorry to trouble you with this, especially after you have been so understanding.

Yours sincerely,

Jon



James and Mary Whitelock

the boy ran off, but others think he may have been carried off by wild dogs or even wolves. A few of the more superstitious mutter about "dark things." Parents fear for their young sons, remembering James' effeminate good-looks, secretly suspecting a sexually motivated attack.

What has really confounded the investigation is that the search turned up nothing. Twenty locals spent a full day combing the area and found nothing other than the boy's schoolbooks. Dogs picked up no scent. The boy's trail seemed to simply vanish at the spot in the road where his bag was found.

Mayotteville

MAYOTTEVILLE is a small town of about 2,000 people, a place of commerce for the small farmers and few aging trappers who live in the surrounding hills. It is connected to nearby Bolton by a narrow road. The town boasts a general store, a grocer, an agricultural implements outlet, a small bank, one doctor, and a tiny lending library in the town hall. In the well-kept cemetery are found the graves of the parents of Mary Whitelock and Jeff Carey, as well as the grave of Samuel Bensten.

The Whitelock Home

Jon Whitelock lives west of Mayotteville, along a road out of town that leads across a rickety bridge over a precarious ravine and through rugged woods. The only immediate neighbors are the old trapper Ed Norris, a small farming family named Seyward, and, of course, Jeff Carey, caretaker of the Bensten mansion. Although only a short distance from town the area is sometimes cut off; roads are often washed out by rains or blocked by fallen trees.

Whitelock greets the investigators as friends, but is visibly upset—neither jovial nor talkative. The house is a well-furnished seven-bedroom structure, built ten years ago and equipped with electric lighting. A large oil-burning stove in the kitchen provides hot water. A bulky radio sits in the corner of the sitting room. There is no telephone.

The downstairs rooms are high-ceilinged with large windows, providing a feeling of space and light. Upstairs, however, the rooms are smaller, with lower ceilings, narrower windows, and heavy furnishings. A single electric light by the doorway of each room provides dim illumination, and bulky beds and wardrobes cast dark shadows into the corners of the rooms. (Note that the switches to the bedroom lights are positioned next to the doorways. Characters wishing to turn on a light in the middle of the night must grope their way across unfamiliar territory to find the switch.) The building is surrounded by thin woods, green and pleasant during spring and summer days, but dark and foreboding at night.

Two guest rooms offer a double bed and a pair of singles. If necessary, Whitelock puts additional visitors either in the unused servant's room by the kitchen, his own room, or even the bedroom of the missing James (though this upsets him). If he vacates his own room he sleeps on the sofa in the sitting room. Only as a last resort

does he allow investigators to sleep in the master bedroom, which has remained unused and untouched since the death of his wife not quite a year ago. He unnecessarily apologizes for any mess, explaining that he had to let go his housekeeper, Miss Anna Kelly, a short time ago. She lives in Mayotteville.

With his guests settled in Whitelock answers their questions as best he can before excusing himself to prepare dinner. Dinner is at 7:30—a nervous, awkward meal with Whitelock eating slowly and distractedly, staring at the window or door, lost in thought. Investigators may suspect that he has something to hide. He goes to bed late, having spent the evening staring blankly at yesterday's newspaper.

FALSE ALARMS

During the night, around 2 AM, one of the investigators wakes to the sound of scratching against the outside wall of his room. A slight breeze rustles the trees outside, and upon investigation it seems that the noise is probably just a branch scraping against the clapboards. However, the investigators may get themselves rather worked up before they discover this, and even then cannot be sure that the branch was solely to blame for the noise.

Key to Whitelock's House

1 Entrance Hall. One monk-seat and two light chairs. No other furniture.

2 Cloakroom. A walk-in cupboard for the storage of coats, boots, etc. Some of Mary's winter clothes still hang here.

3 Study. Jonathan Whitelock's office, with a large desk, one armchair, and several cabinets for the storage of his business records and agricultural periodicals. A photograph of Mary is displayed prominently on the desk.

4 Sitting Room. One sofa, four armchairs, a coffee table, a liquor cabinet (empty) and a radio. In need of dusting, but comfortable.

5 Dining room. A light oval table and eight dining chairs, plus a sideboard, all covered in a thin layer of dust.

6 Pantry. Well stocked, but badly organized.

7 Servant's Room. Has not been cleaned since it was vacated several months ago by housekeeper Anna Kelly.

8 Kitchen. Contains a large wood-burning stove, a table, and many shelves and cupboards. Slightly dirty but physically well maintained and well stocked. A supply of firewood is piled up outside the kitchen door.

9 Bathroom.

10 Master bedroom. This double bedroom is kept locked; it has not been used since Mary died. The key is in the desk in the study. Inside, the room is clean and tidy. Nothing has been changed in eleven months.

11 Balcony. Apparently sturdy wooden balcony above the downstairs veranda.

12 Adam's Room. A tidy toddler's room, toys stowed neatly into drawers by his father. The room is clean but rather cramped with heavy furniture.

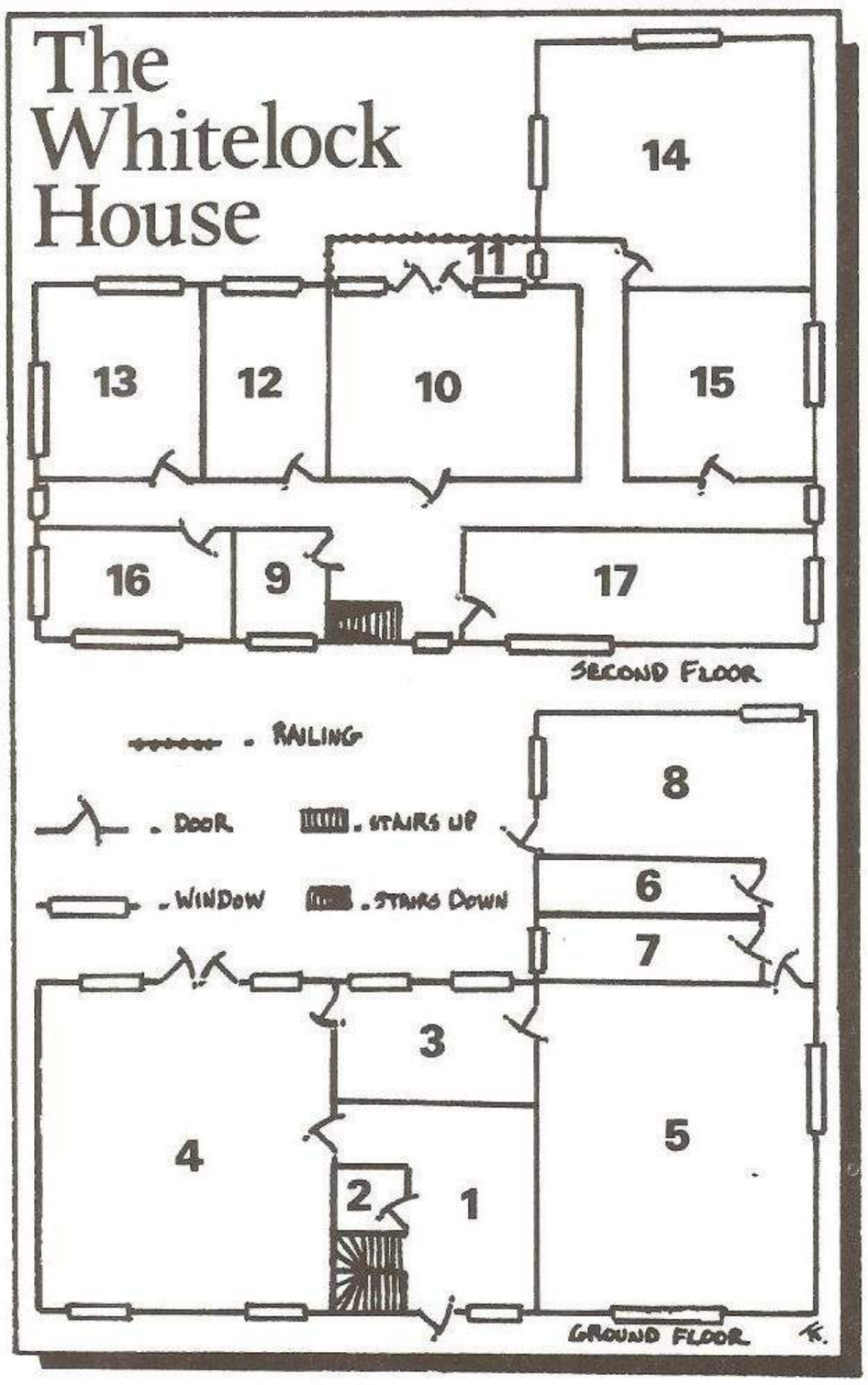
13 Jonathan Whitelock's room. An untidy but pleasant bedroom, slept in by Jonathan since the death of Mary.

14 Main guest room. Aired and cleaned for the investigators. Contains a double bed and typically heavy furniture (a wardrobe, chest-of-drawers and two bedside tables).

15 Guest room. As 14, but containing two single beds instead of one double.

16 Jessie's room. A small, cramped room, containing a small child's bed, a chest of drawers and a heavy wardrobe. Clean and tidy.

17 James's room. Clean but rather messy. Contains a huge chest of drawers, a wardrobe, bed, and small desk.



An hour or so later, a different investigator, rising in the night to answer nature's call, hears a movement on the ground outside his window—a cracking twig, like something brushing up against a bush. Shining a torch or lantern toward the area reveals a large racoon scrabbling about. If the investigator hesitates, the racoon leaves the scene. Only in the morning, with a successful Track roll, do the investigators find the animal's footprints and deduce that the noises were quite natural.

If investigators overreact to these perfectly normal sounds—staying up all night, patrolling the woods, etc.—the keeper should penalize them suitably on skill rolls made the following day. Being short of sleep hinders Spot Hidden, Listen and Idea rolls, as well as activities such as driving cars, etc.

Investigations

WHITELOCK rises at 7:30 in the morning and begins making breakfast. Though willing to prepare food for the investigators, he appreciates help. If none is offered, he mentions it to the friend whom he initially contacted. He certainly expects female investigators to help him, even implying that they should cook for him. The rest of the day is free for the investigators to do as they please: talking to the Seywards, Jeff Carey, the trapper old Ed Norris, or perhaps some of the people in town.

Clever investigators may actually solve this mystery in a single day, particularly if they are quick to break into Carey's house or the Bensten mansion. The keeper is encouraged to stall or disrupt their inquiries, bureaucratic policies providing a standard but perfectly acceptable method of detaining investigators for a couple hours.

The day is dark and overcast, drizzling sporadically toward the evening. Investigators traveling about should be encouraged to stick to roads or well-used paths. Traveling cross-country is extremely difficult. The hillsides are steep and strewn with loose rocks and impassable thickets. Those who are unfamiliar with the area can easily get lost.

Whitelock suggests that the investigators start by speaking to neighbor Ed Norris. A gruff old trapper in his sixties, Norris knows the area better than anyone else. If Norris cannot provide any information, Whitelock suggests they speak with the Seywards, a local farming family. The older boys were involved in the search for James.

Old Ed Norris

Norris's home is reached by a rocky but well-used path that winds through the hills. The difficult walk takes nearly half an hour. A scruffy man with a thick gray-streaked beard, Norris is quite illiterate but knows the mountains well—though he has little time for "city folk." He is likely to be unfriendly toward investigators: rude to the men and patronizing to the women.

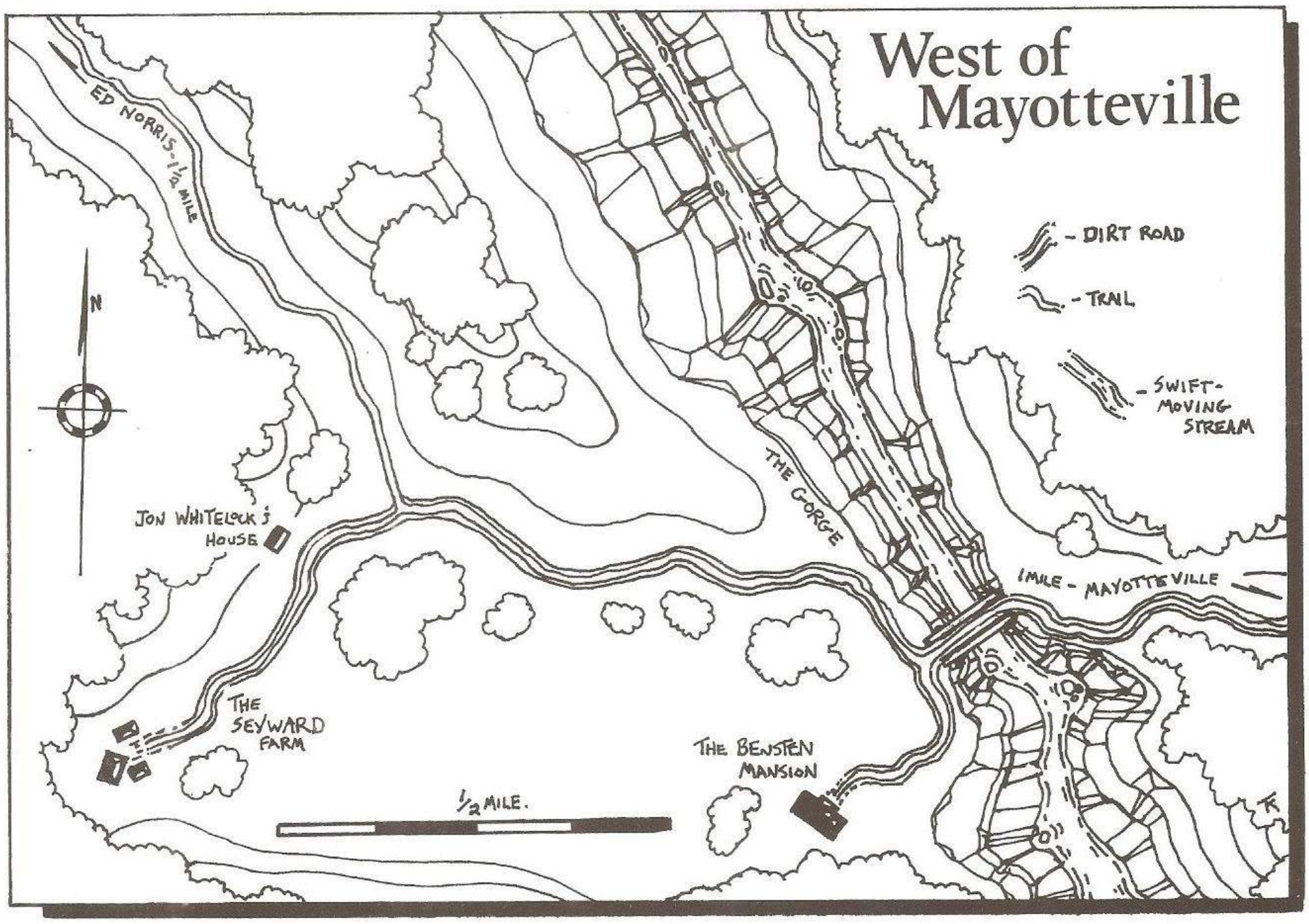
Investigators approaching his home find a one-room log cabin with a crooked roof and rickety door. A rocking chair on the porch creaks back and forth in the breeze and lightweight shutters flap at the windows. An outhouse and a shed containing a small still stand behind the shack. In the open front door lies a large mongrel dog, snoring.

Unless the investigators make Sneak rolls when approaching the house, the dog wakes and immediately starts barking ferociously, straining at its rope and baring its teeth. The old man emerges, glaring suspiciously and pointing an ancient shotgun at the intruders. The dog calms down, but continues to growl. Ed answers questions curtly and does not let investigators into his cabin (though he actually has nothing to hide). The hut is his home, and investigators have no right to go snooping about. He will shoot them in the legs before he lets them in. Patience, humility, and bribery are all likely to soften his temper—although he prefers bribes of whiskey or gin to money. If suitably placated he is more talkative, though never really friendly, nor does he ever agree to let the investigators enter his cabin.

The old trapper is sorry about the child's disappearance, but does not seem overly concerned. He claims that bears inhabit the hills, as well as packs of wild dogs interbred with indigenous coyotes. If reminded that the tracking dogs found no animal scents he merely shrugs. It certainly is strange, but really none of his business. He knows nothing about the child's disappearance and doesn't see why these strangers are bothering him. In fact, Ed has no real information for the investigators—except to reassure them that there have been no unusual activities in the mountains. However, investigators may be disconcerted by his abrupt and unhelpful manner, suspecting that he is somehow involved in whatever is happening.

Ed makes daily forays into the woods to check his illegal traps and during this time the investigators may try to enter his cabin. However, the dog sleeps in the doorway and although tethered, the rope is long enough that he can reach most parts of the cabin. A Sneak roll is required to approach the cabin without waking the hound, and another must be made to clamber quietly through one of the windows. Investigators wishing to enter through the door, stepping over the dog must make a DEX x5 roll in addition to Sneak rolls. A failure indicates that they have tripped over the mutt. Once awake the dog attacks. If the investigators kill the dog, Ed Norris follows their tracks and demands considerable compensation.

Inside the cabin is an old bed with filthy blankets, a primitive table, a chair, and some shelves. Above the wood stove stand empty whisky bottles, lining the mantel like trophies. Around the room other bric-a-brac sits in



piles: a mound of animal pelts, tins of food, a stack of old newspapers, pieces of firewood, a spare shirt, pans, bowls, snares, traps, shotgun shells, etc. There are no clues anywhere.

The Seywards' Farm

Less than a mile from the Whitelock house lies the Seyward farm comprising a three-room house, barn, and several outbuildings. Ruddy Matt Seyward is the autocratic master of the house, weather-worn and slightly overweight. His two teen-age sons call him "sir" and his prim wife Lorna is obedient to the point of martyrdom. The farm includes a dozen cows but produces mainly wheat and other crops. A small chicken coop keeps the family in fresh eggs, and two tracking hounds are usually around the house somewhere. Seyward's prized possession is his tractor, five years old and as noisy as a tank. There is no electricity or telephone on the farm and water is drawn from a well by a small diesel pump in the yard. Between 8 AM and 4 PM Seyward and his sons work out in the fields, leaving Lorna alone at the house. After four all are found in or around the farmhouse. Seyward speaks to the investigators in a courteous but suspicious tone, defending his family against anything that sounds even vaguely like an accusation. He provides guarded, but honest, answers to their questions.

On the morning of James's disappearance Matt and his sons were working hard, dredging a drainage ditch, and Lorna was busy darning blankets. None of them know anything about the actual disappearance, though the three men were all involved scouring the woods and fields the following day. Seyward can confirm that nothing was found besides the boy's school bag, and that the dogs simply lost the scent and could not pick it up again. He can also fill them in on the history of the Bensten House, or refer them to old Ed Norris as a possible suspect. The Seywards, for unknown reasons having nothing to do with James Whitelock's disappearance, do not trust the old trapper.

Investigators approaching the two sons, Ben and Luke, get similar information—though the two know less about the Bensten House. Lorna is loathe to speak with strangers, directing them to her husband. She has nothing to hide, but knows that Matt is master of the house and would be angry is she spoke to investigators alone. A successful Fast Talk roll is required to engage her in conversation. She is nervous talking to investigators, feeling guilty and vulnerable, but she may imply that she fears James's disappearance was the work of a "pervert."

Other notable equipment on the farm includes a selection of scythes, wood axes, pitch forks, a .22 rifle in the farm house, two large drums of diesel fuel in the garage, and supplies of rope, twine, wire, firewood, etc.

In Mayotteville

Investigators may visit Mayotteville seeking information about the disappearance of James Whitelock, the death of Mary Whitelock, the history of the Bensten house, or with other questions.

THE SCHOOL

Arthur Manning was James's teacher, a short, thin man with thick, round glasses. A tough disciplinarian and ardent Baptist, he sees his job as an opportunity to instill discipline and dogma into his pupils. He much liked James Whitelock whom he describes as an obedient and studious child. He finds it hard to accept that James would run away, but has no guess as to what may have happened to the boy. He asks sympathetic investigators to pray for the child.

TOWN CONSTABLE

David Gleason is the town Constable. A pudgy man in his thirties, he seems demoralized and tired by the events of the last few days. He is prepared to share information with investigators, but it's unlikely that he tells them anything they do not already know. He doesn't obstruct the investigators' inquiries but should a disagreement arise between an investigator and a local, Gleason's first instinct is to back the local. He carries a .38 revolver and keeps a .30 lever-action carbine locked in a cabinet in his office.

FIRST BAPTIST CHURCH

Henry Sullivan is the tall, lean hellfire preacher at the local Baptist Church. He likes to preach how the Lord punishes individuals for the sins of the community, secretly believing that James's disappearance is divine retribution for the community's sins of jealousy, feuding, fornication, etc.

ANNA KELLY, THE HOUSEKEEPER

Anna Kelly is a plump, severe widow in her late fifties. She worked as the Whitelocks' housekeeper for six years, but was recently dismissed by Jonathan, whose business was not making enough to keep her on. She understands his predicament and sympathizes, but still feels slightly bitter and betrayed about the firing. She is clearly upset about James's disappearance, betraying her fondness for her old family. Anna practically worshiped Mary Whitelock and is prone to eulogize her beauty, kindness, wittiness, good taste, etc. Kelly is of no real help to the investigators.

THE TOWN LIBRARY

The town hall in Mayotteville contains a one-room reference library, barely catalogued, and a store room full of old newspapers, mostly from nearby Bolton. The following pieces of information may be found, each requiring a successful Library Use roll.

Samuel Bensten: A ten-year-old obituary announces the death of Samuel Bensten, a retired businessman and resident of Mayotteville who died in a fall from a hotel balcony in New York. The obituary describes a successful local businessman dedicated to the traditional values of hard work and enterprise. Apparently without family, the obituary mentions that Bensten had a laudable interest in the history of "native American savages." Later news articles state that no Bensten heir could be found. Other news articles mark Bensten's retirement or mention his attendance at local civic gatherings.

Jonathan and Mary Whitelock: Newspapers carry a notice of the Whitelock marriage, and short accounts of Mary's tragic automobile accident. There is nothing else.

Suspicious Disappearances: There are no stories that seem linked to James's disappearance or Mary's death.

Jeff Carey

CAREY LIVES in a three-room guest house on the grounds of the old Bensten Mansion. Appointed the caretaker of the estate ten years ago by Bensten's out-of-state executor, he holds the keys to the house and its locked interior rooms. Those wishing to explore the house legally have to gain Carey's permission. Carey is responsible for the property's upkeep and security and is quite justified in refusing permission to snoopy strangers. A Fast Talk roll convinces him to show them around the hallways, perhaps even showing them a couple of significant rooms such as the drawing room or other, but nothing persuades him to unlock the four main bedrooms. These have been especially prepared for his 'family.' The keys to the house are always kept in Carey's pocket.

Carey seems quiet and secure in all circumstances, showing no emotion even when his schemes are exposed. His speech is measured, reasonable, and at all times polite; his slowness makes him seem simple. His wild and tormented mind is only partially masked by a calm exterior and an investigator conversing with him and making a Psychoanalysis roll realizes that Carey suppresses some violent passion or emotion. Investigators find that probing personal questions are met by a stony silence.

Under no circumstances does Carey offer any active resistance to the characters. Although he will clutch

tightly the mansion's keys to prevent a character taking them he does not fight to retain them. If captured he cooperates quietly, allowing himself to be tied up, or behaving as directed. However, he divulges no information, even under torture, and tries to escape at the first opportunity.

CAREY'S DAY

Jeff Carey rises at seven every morning and eats breakfast. He then crosses the grounds of the Bensten house, enters the kitchen and makes two more meals of toast, eggs, and coffee. He then takes the meals and places them before the corpses of Mary and James Whitelock. After patrolling the house checking for damage or intrusion, he returns to the bedrooms and spends the rest of the morning chatting with the corpses, asking if they slept well, enjoyed breakfast, etc. He then removes the untouched meals and throws the food out the kitchen door before washing the dishes. He then locks the house up and either scavenges firewood in the surrounding woods or else walks into town to do his shopping and buy a newspaper.

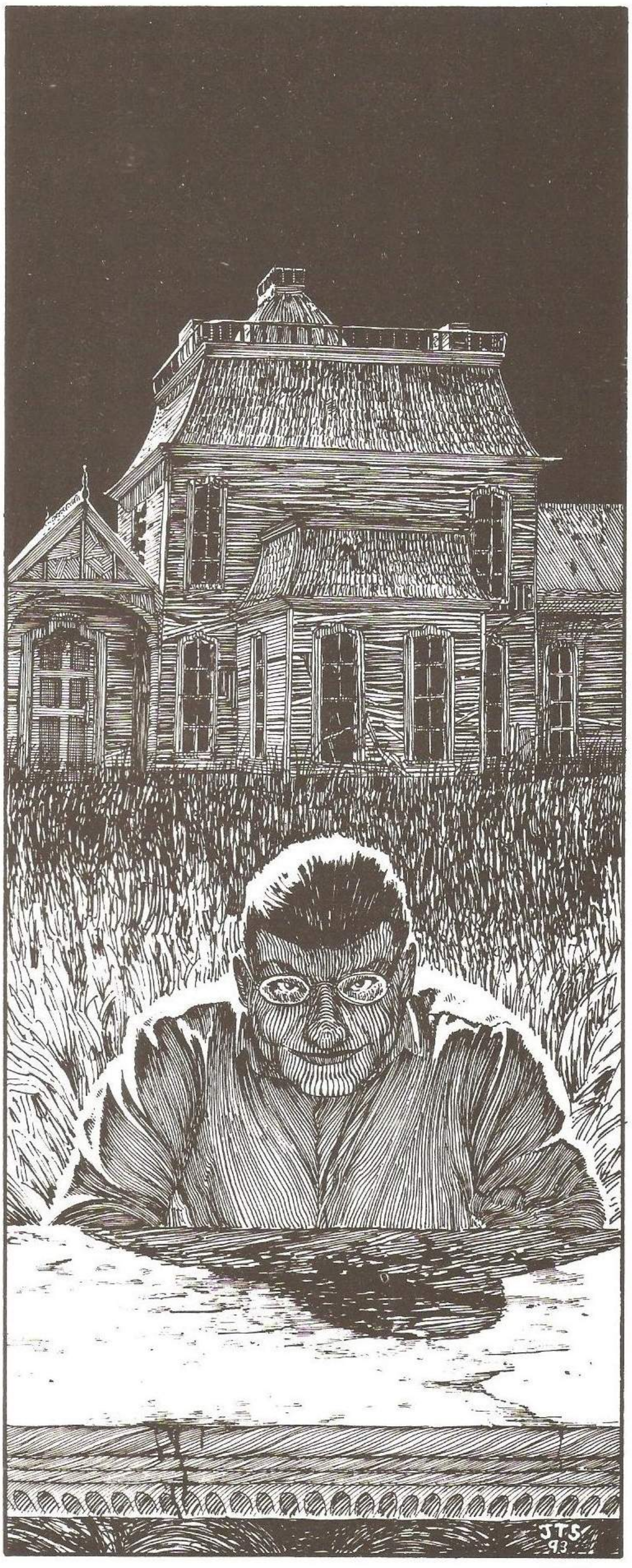
He returns by one o'clock, prepares himself a light lunch and settles down to read the paper or a cheap book. Around four he goes back to the mansion where he carries James's body into the sitting room, propping him up on an uncovered sofa and handing the corpse a newspaper. He then carries Mary to the bedroom where he whiles away the afternoon in conversation with Mary's skeleton. Discussing local gossip, the news, and his plans, he fondly strokes her bony cheek proclaiming his undying love.

At six Carey moves James's body into the kitchen, propping him up at the table so that the two can engage in a father-to-son talk while Carey prepares dinner. Carey reminds James of the responsibility he has for looking after Mary during the day, reprimands him for having failed to make her lunch, and then moves on to discuss the contents of the newspaper.

"You should take more interest, James. You'll have the vote when you're older, and it's a man's responsibility to keep up with the world. And you don't express your opinions very forcefully, do you?"

Jeff Carey is the archetypal loving father—except that he is talking to the corpse of a boy that was murdered at his orders.

Carey eats his dinner in the dining room with James's corpse opposite him ("You should eat more, a growing boy like you""...) and then takes a plate up to Mary's room. Later he lov-



Jeff Carey

THE FAMILY PAPERS #2—an excerpt from Carey's diary dated eleven months ago

I am the happiest man alive. The wedding was perfect, mother, if only you could have been there, you would have cried. Mary's wedding dress is beautiful, mother, beautiful, mother. I know that you are dead, mother, but I do not feel farther from you at this minute than from my wife who lies beside me. I hope you hear me when I write to you. I hope you hear me now because I am the happiest man alive and this is the happiest moment of my life and I hope you can hear me now. I have always loved Mary and thought that she would never be mine but I was wrong. She is mine now and she wants to stay with me and is sorry that she hurt me. She has told me about her first marriage (and I don't mind at all) and she has told me that I was right and that he was horrible to her horrible, mother. Horrible mother, you hear me, he was I know. But she is mine now and I will never hurt her. I will keep her safe and safe and bring flowers to her like father never did to you, and I will never hurt her so no one will be horrible mother. No one knows where we have gone for our honeymoon and I will not tell them I am so happy! Happiest in all my life and it feels that this honeymoon will go on for ever and perhaps it will. For ever mother.

ingly sees his family safely to bed, kisses them goodnight, then retires to the guest house.

If the byakhee successfully gains the bodies of Whitelock's other children, Carey simply adds them to his psychotic fantasy world, treating them the same way he treats James.

Carey's House

Surreptitiously entering the house is easy since Carey is often absent, collecting firewood or doing chores inside the mansion. A successful Luck roll allows an investigator to find an open window. Failing this, the front door's lock can be picked with a Locksmith roll. Unsubtle investigators can easily smash a window pane or shoulder in the flimsy front door (STR 9).

Carey's living room holds several hard chairs and an old dining table. The kitchen is equipped with a large wood-burning stove and primitive, but functional utensils. The toilet is a pit in a shed round back, next to the well from which Carey draws his water. The house has neither electricity nor a telephone. Kerosene lanterns hung from the ceiling beams provide the only illumination at night.

The bedroom contains a lumpy double bed, a large wardrobe and a bedside table. The wardrobe is found to contain not only Carey's clothes, but the clothes of a woman as well. The female clothing is all in the current fashion and apparently unworn. A Know roll reveals that much of the woman's clothing is expensive, beyond the means of a caretaker like Carey. There is no way for investigators to tell that Carey has been stealing and selling ornaments and fittings from the mansion.

The bedside table contains Carey's diary. If an investigator has the time to read it, or leafs through it specifically looking for salient dates, he finds the diary was started less than a year ago, about the date of Mary's disappearance and is current up until a day or so ago (see The Family Papers #2 and #3).

CAREY'S SECRET HOLDINGS

Finally, an investigator searching the room and making a Spot Hidden roll discovers a loose floorboard concealing a wooden cavity set into the ground. This recess contains two old books and a leather pouch.

One of the old books is an unremarkable text printed in the 1870s by a Catholic missionary foundation. Titled *Errors of the Heathen*, it contains descriptions of "pagan rites" practiced by various South American Indians presented as an argument for continuing missionary activity in the area. The book's author did not seem interested in identifying the actual tribes, but an unknown hand (actually Samuel Bensten) has underlined certain passages in blue ink. These sections are all concerned with the rites of worship of an unknown god and most include some form of animal or human sacrifice. Others imply cannibalism and torture.

A successful Cthulhu Mythos roll suggests that these rites relate to the worship of Hastur. Any investigator learning this may add one point to his Cthulhu Mythos score.

The second book is more disturbing. It smells of mold and the pages feel damp and slightly slimy. Anyone leafing through it finds that the scent of decay transfers to their fingers where it lingers for the next 2D3 hours. The book contains some seventy handwritten pages detailing the rituals required to summon and bind a byakhee, re-

ferred to in the text as a Winged Stalker of the Void. Unfortunately the binding part of the spell is incorrect in several minor, but vital details. These defects are only apparent if someone makes a successful Occult roll. Carey is unaware of this flaw. The byakhee has to date 'obeyed' all Carey's commands, but for reasons of its own.

Learning the flawed spell requires a week's time and a roll on INT x3 or less.

The leather pouch contains a finely engraved bone whistle, five inches long, necessary to cast the spell found in the book. It is enchanted, adding a bonus of 30% to any attempts to summon a byakhee. The relevance of this object is made clear in the spell's description, but no instructions are given for creating a replacement.

The Winged Stalker

IN THE CLEARING behind the Bensten house is a rough altar used by Carey to summon the byakhee. Although because of the flawed binding spell the byakhee is under no compulsion to serve Carey, it has so far fulfilled the human's requests, but only out of choice. The demented human offers pleasing sacrifices to Hastur (Mary and James, and soon Adam and Jessie) and the monster revels in the taste of their blood. But when Jessie and Adam are dead, it will turn on Carey and suck his body dry.

Because it is not bound to obey Carey's orders the byakhee may deviate from them slightly in order to satisfy its thirst for blood. Happening upon a lone investigator the creature is sure to attaçk and feed. Note also that the creature is concerned with its own survival. It will not expose itself to obvious danger simply to kill an investigator. Indeed, because it is not bound to fulfil Carey's instructions the creature is able to make its own safety its primary concern. It flees if seriously threatened.

The creature regenerates all damage during the day, beginning each evening with a full complement of hit points.

THE FAMILY PAPERS #3—excerpts from Carey's diary dated within the last ten days

So happy so happy I should smoke a cigar or something because that's what fathers are supposed to do a beautiful boy so that you would be a grandmother mother, with a grandson blonde and beautiful I could sing I'm so happy it did not hurt my Mary as births often do and I must have hurt you mother and I do not even think that my baby cried when he came but he is fine. Boys don't cry and I didn't cry whatever you and father did to me and now I have a son and I will keep him safe and never do anything to him to hurt him but maybe hit him a bit like you hit me to make sure he won't cry and he won't mother. The stork under a bush but actually into the clearing I made I made it mother not you or father or a doctor but me and I did it without you. So happy happy we will all be a happy family.

A happy family happy family like the game but there are only three of us and in Happy Families games there are four and I do not have a daughter. But the stork will bring a daughter and then another son but then there will be five not four like in the game but it will not matter because we will be a happy family. And mother cannot get at me or us and we are happy and you and father will not hurt us. Mary does not hurt me mother she is not horrible mother I still love her love her love her. And today I will talk to the stork or maybe tomorrow but definitely sometime soon because Mary has three children and two are with their horrible father poor poor children And then there will be four and then five better than in the game and we will all sit at the table as I did with my son today and we will talk about the news and other things that parents should talk to their children about and we will talk and talk but he does not say much yet he should say more it is good because we should say what we think because we are free from horrible fathers and we should not be not be horrible mother.

Key to the Bentson House

1 The Entrance Hall. Dark, fake marble floor, lacking furniture. A chandelier hangs above. Overlooked by the landing above.

2 Study.

3 Library. Reference works, a little fiction, and miscellaneous volumes. The north wall contains Bensten's occult and historical collection, titles ranging from *Cortez and El Dorado* to *Missionary Failures in Mexico* to *The Bear Cult in the Appalachian*.

4 Main Sitting Room. Comfortable furniture is hidden under the dust sheets, with some signs of recent use.

5 Conservatory. Long-dead plants hang withered in their pots, wicker furniture protrudes skeletally from beneath dust covers.

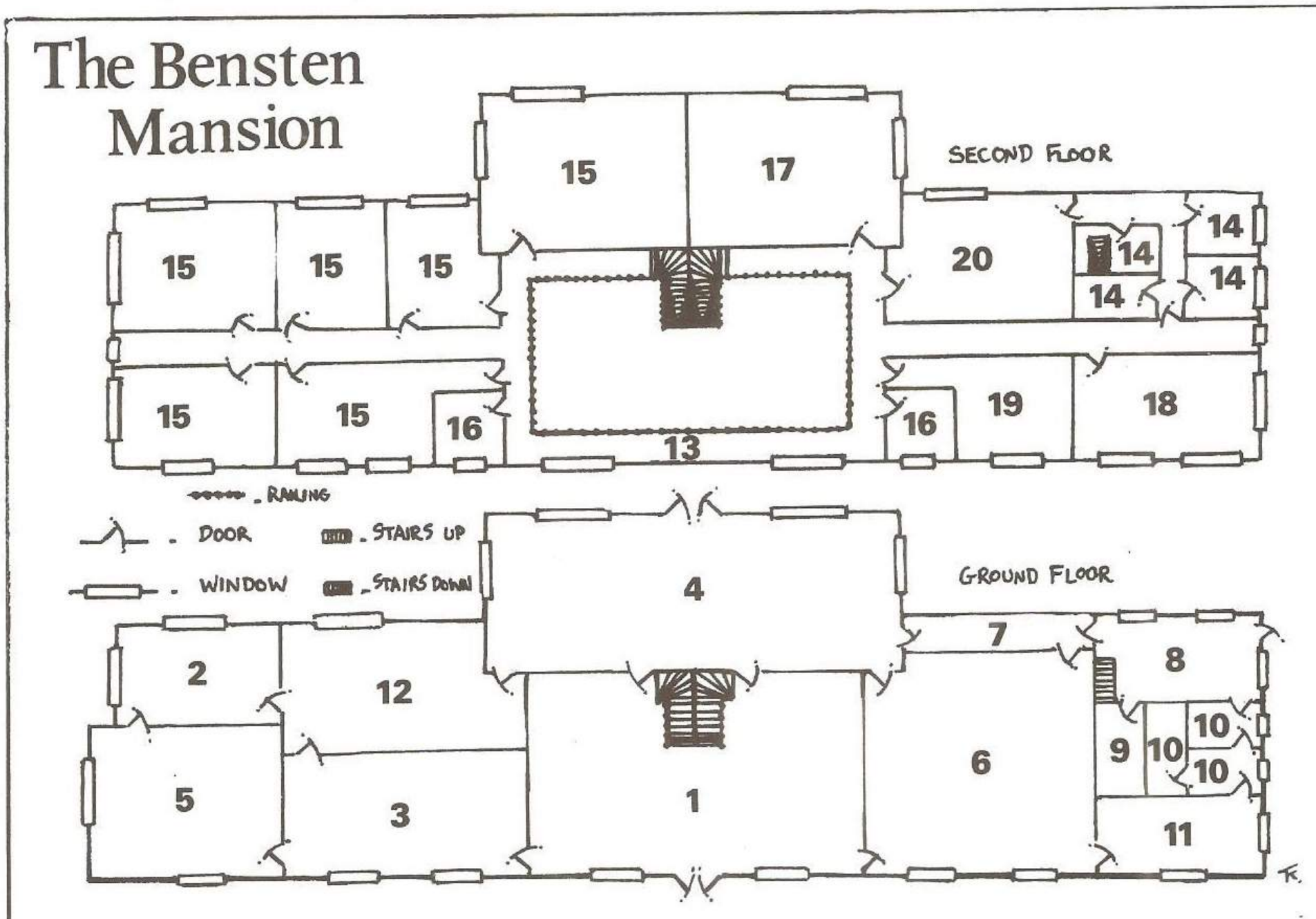
13 Landing. This balcony circles the entrance hall, the great chandelier hanging at eye level.

14 Servants' rooms. Bare, utilitarian furniture covered carelessly with dirty, dusty sheets.

15 Spare bedrooms. Untouched in ten years but well furnished.

16 Bathrooms.

17 Bedroom. This chamber has been meticulously cleaned and the dust sheets removed. If Adam has been taken by the byakhee his body is laid out on the bed as though the youngster were asleep on his back. Witnesses lose 1/1D3 points of Sanity.



6 Dining room. A vast oak table, chandeliers, etc. Signs of recent use.

7 Servants' Corridor.

8 Kitchen. There is food in the cupboards and the stove is possibly warm. Utensils are kept clean and the room is free of dust. Outside the back door is a festering pile of uneaten food.

9 Pantry. Bare shelves.

10 Empty Rooms. Originally used by the servants to perform domestic duties such as ironing, etc.

11 Morning Room. A smaller sitting room designed to catch the morning sun.

12 Billiard Room. The covered gaming table dominates the room.

18 Bedroom. Similar to above but prepared for young Jessie. If the girl has been taken Carey buys a china doll to put on the bedside table next to her teddy-bear (if the byakhee has retrieved it). Lose 1/1D3 points of Sanity.

19 James's room. James's corpse is laid out casually in the bed, two war stories and some old newspapers carefully placed nearby. The room has been spotlessly cleaned. Lose 1/1D2 points of Sanity.

20 Master Bedroom. Mary Whitelock's body lies in the neatly made bed, skeletal and partially mummified. Her yellow bones and shreds of brown flesh are a macabre contrast to the pure white wedding dress which Carey has put her into. A large vase of fresh flowers stands on the table. Seeing the disturbing image of a desiccated corpse in a bridal gown causes a loss of 1/1D4 Sanity points.

The Kidnaping of Jessie

The kidnaping takes place the second or third night of the investigators' visit. The household is awakened by the loud smashing of glass and the terrified scream of a child. The sounds come from Jessie's room. Any investigator standing guard in the child's room is stunned by the byakhee as it crashes through the window. Inside, the byakhee's first move is to barricade the door against intruders, tipping the large (SIZ 30) wardrobe against the door. A character awake and standing nearby outside the room is allowed a chance to fling open the door before the wardrobe crashes down, a DEX x5 roll required to succeed. Then, those outside the room hear the girl's screams choked off abruptly as the creature seizes and kills her. It takes the byakhee a single round to drain Jessie's blood, but only after dispatching anyone else that may be in the room. Escaping, it grasps the child's body in its claws and leaps out the window to fly off in the direction of the Bensten mansion. Investigators who see it may attempt to follow it. Those who did not see the byakhee find only an empty room spattered with a few drops of the child's blood. Whitelock, and his remaining child, Adam, are distraught and terrified. The elder Whitelock looks as though near a nervous breakdown.

If the investigators remain at the house, around 3 AM a blackbird flies up to each of the house's upstairs windows, beating its wings on the glass as it attempts to see through the cracks between the curtains. A spy for the byakhee, any sleeping investigator awakes to the noise with a successful Listen roll. If disturbed or frightened the bird leaves immediately.

At 4 AM the byakhee returns. Told by Carey to retrieve the dead girl's teddy-bear, if there is any resistance from the investigators—or if the byakhee senses a trap—it immediately retreats. If it decides it is safe it attempts to reenter the room through the same window as before, grab the teddy-bear and leave. Careless, it knocks a china doll from the chest of drawers, making enough noise to alert any investigators in the house. By this time it is too late to intercept the creature before it flies back out the window.

Whitelock sobs away the rest of the night, holding Adam who sleeps fitfully. In the morning he is of little use to the investigators, answering questions in broken half-sentences and frequently falling into fits of sobbing.

The Morning After

Whitelock is in no shape to do anything and it will be up to the investigators to contact the authorities. If they delay in this the police will be suspicious, possibly even suspecting the investigators. Constable Gleason visits the house as soon as he is contacted, searches the room and the grounds outside, and thoroughly questions the investigators. He picks up on any crass inconsistencies in their story and may even arrest particularly inept liars. He is deeply concerned and quite confused. Unable to construct any reasonable hypothesis, he leaves feeling agitated and guilty. Any attempt to tell him about the winged creature angers him and he warns the investigators not to make fun of a tragic situation.

Jeff Carey visits town this morning, buying a china doll from the general store (a present for Jessie). This strikes the store's owner as rather strange; everyone knows Carey is a lifelong bachelor. If investigators are in need of a hint the keeper may see to it that they learn of this.

The Bensten House

SAMUEL BENSTEN was born near Mayotteville in 1848. Leaving town at the age of nineteen to seek his fortune, he profited from numerous ventures in mining and transport companies. He retired in 1909, returning to the area to spend his last few years near his hometown. He had a large house built outside of town and here began a study of the occult, collecting many volumes regarding the customs and beliefs of North and South American Indians. The man's curiosity soon led to his death. On a visit to New York to meet a bookseller, Bensten fell to his death from a 10th floor hotel balcony. Although witnesses reported seeing two men leaving his room immediately following the accident, they were never identified and the death was ruled an accident.

Bensten left no will, and no known heir. Carey is employed by the estate's executor. The place has been empty ever since. Inside, the furniture and ornaments remain palled under white dust covers, and no one enters except for the caretaker. All interior doors are kept locked.

A paved drive, cracked and infested with scrawny dark weeds, leads from the caretaker's house to the mansion, crossing the grounds now overgrown with tall grasses and unpruned shrubs. Drawing closer the investigators see the house's dirty white paint peeling badly, the exposed wood grained and warping. The windows are all shuttered, a single piece of wood nailed across each pair in order to keep them shut. The doors are all locked. Breaking in through a window is not difficult, though the evidence may be hard to disguise. Investigators not wishing to force an entry must persuade Carey to let them in or somehow obtain his keys.

Inside the house is dark, furnishings covered with white dust-sheets. The shuttered windows keep out most light and there is no electricity. Keys turn stiffly in locks,

and doors creak painfully when opened or closed—except for those rooms regularly used by Carey. These he keeps well oiled so as not to disturb his precious family.

Bookcases are filled with volumes on Indian customs and lore. Anyone spending a year reading this collection may add fifteen points each to both their Occult and Anthropology skills. A Spot Hidden and an Idea roll reveals that this collection has been handled in the last couple years or so. The dust is disturbed and not nearly so thick as found on other objects in the house. Other rooms show evidence of recent use including the sitting room and dining room where dust-sheets over tables and chairs have been removed. Moreover, it is clear that someone is using the kitchen: fresh foods line the shelves and the usually musty smell of the house is obscured by recent cooking odors. Outside the door is a heap of rotting food, apparently tossed here from the doorway.

THE ALTAR

Behind the mansion, nearly hidden by tall grasses and overgrown shrubs, stands Carey's altar. No more than a wooden table hauled down from the mansion's attic, its surface is stained with what appears to be blood. Spot Hidden rolls reveal that hidden by the tall grass are the remains of more than forty decapitated birds. No animals seem to have disturbed these corpses, not even insects or maggots.

In front of the altar a ten-foot wide circle of grass has been trodden down and branches lain randomly across it. Any investigator who has read or skimmed through the book found in Carey's house and makes an Idea roll remembers the bird sacrifice detailed in *Errors of the Heathen* that was used to summon the Winged Stalker of the Void.

The Climax

THE INVESTIGATORS may well manage to accumulate enough evidence to suspect Carey. However, nothing they do—save moving Whitelock and any remaining children out of the area—will stop the final attack of the byakhee.

INTERROGATING CAREY

Attempts to interrogate Carey prove fruitless. His speech remains slow and reserved and he refuses to talk about his childhood or his parents, or his new 'family.' Threats, or even torture, leave him unfazed; only if he believes that he faces certain death does his attitude change and he agree to answer questions.

Clues to Carey's insanity are found in the diary entries. The keys to his delusions are found in his love-hate relationship with his mother, his obsession with Mary Whitelock, the mental scars he bears from years of childhood abuse, and his desire to create an idealized family unit. He views Mary both as a way to make up to his mother for his imagined failings while at the same time replacing and defeating her.

KILLING CAREY

If Carey is killed the attacks on Whitelock's family continue regardless. Only by slaying the byakhee are the Whitelocks rendered safe from future attacks.

The Final Attack

Dinner is even more awkward than previously. Halfway through the meal Whitelock breaks down and has to leave the table. Nothing more of note occurs until just after midnight. The night is dark, a warm, heavy breeze blowing from the southwest.

The stillness is broken by a rattling sound as a shower of wooden shingles falls from the roof, clattering on the ground below. More follow. The byakhee is making a hole in the roof, attempting to enter the house through the attic. The entrance quickly made, it crawls inside the house and clambers toward the area above Adam's room. In two rounds it smashes out the room's ceiling and drops down into Adam's room, seizing the boy then fleeing through the window. If the investigators present serious opposition, the creature flees without its quarry.

A little later, around 2:30 AM, the byakhee returns, either to again attempt the kidnaping of Adam, or to eliminate any witnesses still lingering about. The byakhee at first cautiously circles the house, throwing stones at the windows, trying to break them. There are no sounds from the surrounding woods, all animal life being repulsed by the creature's presence. Once enough windows are broken the byakhee has its choice of easy entrances to the house.

This portion of the adventure should run like a lethal game of hide-and-seek as investigators and byakhee stalk each other quietly through the house. A number of suggestions are offered below.

Claws at the Window: The byakhee hangs from the eaves above an upstairs window, then taps on the glass with a stick. When a character comes to investigate, the creature smashes its claw through the pane and tries to grab him (35% chance). If successful the byakhee tries to haul the unfortunate victim out through the window and drop him to the ground nearly twenty feet below. An investigator must pit his own STR against the byakhee's in order to pull himself free, suffering 1D6 points of damage in the process. If the attack is unsuccessful the creature flies over the house and through a downstairs window, launching a surprise attack on any investigators in the area.

Fatal Furniture: After luring all the investigators down to the ground floor the byakhee enters an upstairs room.

Finding a large piece of furniture such as a wardrobe or dressing table, it carries it to the top of the stairs. Here the creature shuffles or scratches the wall loudly, and waits. The first investigator to appear at the turn in the stairs has the furniture hurled at him. A Dodge roll is needed to duck safely back out of the way, or suffer 1D8 points of damage. In any case the stairs are now blocked.

Watch Your Step: When all the investigators are upstairs, the byakhee enters the house at ground level and hides beneath the corridor which runs along outside the bedrooms. Hearing a footfall on the floor above it, it punches through the boards and tries to grab the investigator's leg. It only has a 35% chance of success, and investigators are allowed Dodge rolls to leap out of the way. But if the creature grasps a leg, it viciously pulls the investigator down, causing 1D4 points of damage and then sinks its fangs into the leg (95% chance to hit in this instance) and begins to drain the victim's blood. An investigator can break free with a successful STR vs. STR struggle.

Broken Bannister: If anyone goes onto the balcony outside the master bedroom the byakhee rips away the supporting wooden pillars causing a collapse. Anyone standing on the balcony is allowed a Dodge roll to escape a nasty fall.

Arson: In an attempt to drive the investigators out the byakhee goes to the kitchen and, scooping out burning logs from the stove, builds a bonfire of furniture on the floor. If the investigators are stubbornly defending one of the other rooms of the house this may force them to make a move.

ESCAPE

Investigators who flee the house are still not out of danger. The track to the Seyward farm is blocked by a fallen tree, barring autos from traveling westward. Investigators may expect the bridge to be out, but as they approach they are relieved to see it still intact. But the byakhee attacks before they can reach it, swooping down to land noisily on the hood, face to face with the driver. There is time for each investigator to perform one action before the monster smashes through the windshield and grabs hold of the steering wheel. Investigators may then take one more action—perhaps leaping from the car—before the byakhee yanks the wheel and turns the car off the side of the bridge. Anyone trying



The Byakhee

to leap free must make a Jump roll. If successful they take 1D3+1 points of damage; failure results in a loss of 1D6+1 points. A driver who can win a STR vs. STR struggle against the byakhee can regain control of the car before it plunges over the edge. Anyone who falls with the car plunges into the river and takes 4D6 damage. A lucky survivor must make two successful Swim rolls to get out of the water.

The safest method of escape is on foot in an armed group. The byakhee will attack unarmed groups, or armed individuals, but not armed groups. The investigators are safe once they reach the Seyward farm, the town, or even Ed Norris's cabin. The byakhee has no wish to reveal its existence to any other humans.

If the Investigators Succeed

If successful, the investigators may wish to tie up some loose ends. This may involve arranging proper funerals for Mary, James, and any other victims of Carey's byakhee. In fact Carey has no next-of-kin and investigators may find themselves dealing with his affairs also. Carey's funeral is a pathetic affair without mourners or flowers, a hasty blessing in the rain and a plain casket in a pauper's grave. He is a victim too. Jon Whitelock, if he survives, may be left temporarily deranged and incapable of taking care of his children. If he has died there may be orphans to consider. A warmhearted investigator might wish to consider adoption.

IF THE BYAKHEE SUCCEEDS

If Jessie and Adam are killed, and the attack on Whitelock's house is successful, Carey has no interest in further bloodshed, hoping to settle down with his family. The byakhee, however, loses interest in cooperating with Carey and, seizing the astonished man, drags him screaming to his own altar where the creature drains his blood then disembowels him. Scraps of flesh and pools of blood remain behind after the creature carries the corpse into the house and lays it on the bed next to Mary, twining Carey's arms around her shoulders. Pleased with its handiwork, and amused by its mockery of Carey's love, the creature flies off and leaves Mayotteville in peace at last.

Rewards

Investigators receive the maximum reward for killing or otherwise foiling the byakhee. If they are somehow involved in healing the pain caused by Carey's schemes they recover another 1D6+2 Sanity points each. Examples include seeing that Mary and James are properly buried, that Jon Whitelock recovers from his grieving, or that his children are properly cared for. Simply attending funerals is not enough.

Statistics

JONATHAN WHITELOCK, 37, businessman

STR 10	CON 8	SIZ 13	INT 15	POW 11
DEX 10	APP 11 E	DU 16	SAN 45	HP 11

Weapons: All at base chance.

Skills: Accounting 65%, Bargain 55%, Dodge 30%, Drive Auto 30%, Fast Talk 40%, Law 35%, Persuade 40%, Swim 40%.

EDWARD NORRIS, 61, trapper

STR 12	CON 15	SIZ 12	INT 12	POW 15
DEX 12	APP 8	EDU 6	SAN 75	HP 14

Damage Bonus: +1D4

Weapons: 12-Gauge Double-Barrel Shotgun 65%, 4D6/2D6/1D6; Knife 55%, 1D4+2+db.

Skills: Bargain 30%, Listen 35%, Sneak 65%, Spot Hidden 35%, Swim 40%, Track 80%.

DOG, 12, Ed Norris's dog

STR 11	CON 15	SIZ 7	POW 6
DEX 12	HP 11	Move 12	

Weapon: Bite 40%, 1D6.

Skills: Listen 75%, Scent 90%.

MATT SEYWARD, 44, farmer

STR 15	CON 14	SIZ 14	INT 13	POW 10
DEX 10	APP 12	EDU 10	SAN 50	HP 14

Damage Bonus: +1D4

Weapons: .22 Rifle 45%, 1D6+2. Wood Axe 35%, 1D8+2+db.

Skills: Drive Auto 25%, Mechanical Repair 45%, Swim 40%.

LORNA SEYWARD, 38, farmer's wife

STR 8	CON 12	SIZ 11	INT 12	POW 14
DEX 11	APP 12	EDU 9	SAN 70	HP 12

Weapons: All at base chances.

Skills: English 45%.

BEN SEYWARD, 18, farmer's son

STR 11	CON 12	SIZ 13	INT 10	POW 13
DEX 9	APP 12	EDU 10	SAN 65	HP 13

Damage Bonus: +1D4

Weapons: Wood Axe 25%, 1D8+2+db.

Skills: Drive Auto 25%, Mechanical Repair 30%, Swim 35%.

LUKE SEYWARD, 15, farmer's son

STR 10	CON 11	SIZ 10	INT 14	POW 7
DEX 12	APP 9	EDU 10	SAN 35	HP 11.

Weapons: Sickle 20%, damage 1d6+1.

Skills: Mechanical Repair 45%, Swim 30%.

JEFF CAREY, 33, caretaker

STR 8	CON 10	SIZ 10	INT 14	POW 14
DEX 9	APP 8	EDU 11	SAN 0	HP 10

Weapons: All at base chances.

Skills: Conceal 35%, Hide 25%, Mechanical Repair 35%.

THE WINGED STALKER OF THE VOID, byakhee

STR 24	CON 16	SIZ 20	INT 10
POW 14	DEX 13	HP 18	Move 5/20 flying

Armor: 2 points

Weapons: Claw 35%, 3D6. Bite 35%, 3D6 plus blood drain of 1D6 STR per round.

Skills: Hide 40%, Listen 50%, Spot Hidden 50%.

Spells: Call Hastur, Speak to Birds.

Sanity Loss: 1/1D6

The Whore of Baharna

AND UPON HER FOREHEAD was a name written, Mystery, Babylon the Great, Mother of Harlots and Abominations of the Earth."

Revelations 17:5

Keeper's Information

A series of horrific murders is currently taking place in the misty and fantastic Dreamlands. The investigators, either experienced dreamers or novices, are contacted by a Captain Hanna who requests their aid.

The heinous acts are being committed by a mad woman known to the inhabitants of Baharna as the Harlot, or the Hag. She lives in a gigantic stone edifice on the side of Mt. Ngranek overlooking the city of Baharna on the island of Oriab. The Harlot and the Hag are actually the dream-forms of an aged nun, the sweet Sister Evangeline of Kingsport. In the nun's dreams the Harlot lures the young men of the city to her shadowy, empty convent where, in the form of the Hag, she slays them and then removes parts of their bodies to help her construct her hideous Golem of Desire.

In the waking world this woman is kindly and gentle, known for her garden and the care she takes feeding the songbirds that live there. But in the Dreamlands she is a vile and cunning murderess. Through prayer and blasphemous rites devoted to the Dark Mother, Shub-Niggurath, the Harlot hopes to breathe life into her perverse Golem of Desire, meanwhile using the threat of disease and pestilence to keep the citizens of Baharna at bay. The people of Baharna pray for the day when a savior will come to wipe this blight from their island.

The leaders of Baharna, through their agent, Captain Hanna, offer whatever it takes to interest the investigators in their plight. Rewards of wealth, property, and prestige are offered—and it is within the High Congress's ability to grant these favors. Of course these rewards pertain only to an investigator's dream existence, not to his life in the waking world.

Special Rules for Dreamers

ALTHOUGH THE KEEPEr might wish to incorporate additional rules from Chaosium's *H.P. Lovecraft's Dreamlands*, the following rules will suffice for running this scenario.

INJURY AND DEATH: Physical injuries suffered in the Dreamlands do not carry over to the waking world. Some stiffness of joints, or even bruises may appear, but no hit points are lost. Upon returning to the Dreamlands all injuries are healed and hit points are at maximum.

Getting 'killed' in the Dreamlands results in the immediate awakening of the dreamer and a subsequent loss of 1D8 Sanity points from shock and terror. Death during a dream does not necessarily preclude the investigator from returning to the Dreamlands.

SANITY: Most Sanity point losses suffered in the Dreamlands do not carry over to the waking world. Those who suffer what would normally be Temporary Insanity are, in the Dreamlands, usually victimized by Nightmare Effects. These effects are generally surrealistic, unguessed at, and can include such things as: friends that become monsters; monsters that become friends; objects that turn into creatures; furniture that bites; sudden transportation to another part of the Dreamlands, or any effect the keeper deems appropriate. Dreamers are sometimes 'killed' by these nightmare effects, awakening with a Sanity loss of 1D8 points.

Those who suffer what would amount to Indefinite Insanity in the waking world instead are forced awaked, lose 1D6 Sanity points, and are subconsciously blocked from reentering this particular dream-adventure until cured by Psychoanalysis.

Anyone reduced to 0 Sanity points is immediately driven from the Dreamlands and awakes Permanently Insane.

The Three Faces of Sister Evangeline

Sister Evangeline in the waking world is an aged Italian nun. In the Dreamlands she has two distinct forms: the voluptuous Harlot and the hideous Hag. In the real world she is a kindly old sister, but in the Dreamlands she alternates between the two evil forms.

SISTER EVANGELINE

This gentle, kindly woman is nearly seventy years old and has spent the last thirty years of her life in the small convent in Kingsport. She spends most of her time in prayer, tending her small garden, and feeding the birds that gather on the roof of the convent. She rarely ventures beyond the convent property and has had little contact with the outside



Sister Evangeline

world. Her English is minimal and she speaks mostly in Italian.

Although aware of her frequent "bad dreams" she is unaware of the effects her dreams have on the people of the Dreamlands. She has spoken of her dreams to her confessor, Father Alighiero of St. Francis Catholic Church in Kingsport. Once a week the nun confesses, telling the priest about her latest dreams—sometimes in great detail. He routinely absolves her of the guilt, giving her small, perfunctory penances to perform.

If the investigators discover her identity and question her, they find her memory faulty and her English lacking. She admits to nothing, though a successful Psychology roll shows that she is covering something up. Although she attaches no reality to her dreams and nightmares, she feels guilty about them and fears for her salvation. Embarrassed, she admits nothing to investigators, pretending she does not understand their questions. If pushed too hard she breaks down and begins to cry. When next encountered in the Dreamlands the investigators find the Hag and Harlot determined to destroy them.

Sister Evangeline's haunted sleep is the product of a heart broken when she was still a young girl living in Italy. Deeply in love with a young fisherman named Vittorio, the two had planned to wed—plans cut short when Vittorio tragically died at sea. Deeply bereaved, young Evangeline entered a nearby convent—still a virgin.

Around the turn of the century she moved to America, settling in the small Italian convent in Kingsport, Massachusetts. Although long haunted by dreams of her lost love, the especially oneiric atmosphere of Kingsport brought to her dreams a new vividness and reality. For thirty years she has been plagued by terrible dreams—dreams that have created a separate, awful, reality.

THE HARLOT

The Harlot is a voluptuous young woman with long legs and a curvaceous figure—a creature of unworldly beauty and sensuality. The Harlot clothes herself in skimpy robes of lusty crimson and purple that accentuate her every curve.

The lovely Harlot periodically visits Baharna in search of fresh young men, descending from her home on Mt. Ngranek on the back of a black ass and sailing a boat across the Lake of Yath to reach the city. The crew of her vessel is a host of men and women garbed in the robes of the church. These slaves are near-automatons that only follow the orders given them by their mistress.

In Baharna the Harlot snares her victims using her great beauty and a spell called *Serviceable Villein*, a Dreamlands magic that reduces her victims to a mindless, semi-hypnotized state before she leads them back to the Dream Convent. Here she lustfully entertains them until she grows bored and turns them over to the Hag.

THE HAG

The Hag is a hunchbacked obese woman with festering ulcers, oozing sores, and rotting teeth. A swollen left eye bulges from the socket, dead and staring. This hideous woman stinks of uncleanliness; a cloud of grossly-bloated flies buzzes about her, laying eggs in her festering sores. Wriggling maggots occasionally drop from these sores. The Hag dresses in black, her loathsome face partially hidden by a dark veil.

The Hag is the more dreadful of Sister Evangeline's dream-forms. She does not hesitate to use spells, axe, or whip to achieve her ends. Seldom seen outside her dark convent on Mt. Ngranek, she spends her time tending her carnivorous garden, feeding the flock of squawking Byakhee on the roof, and torturing the young men brought here by the Harlot.

THE BITCH IS BACK!

If the dreamers manage to kill the Hag or the Harlot they are shocked when 1D3 days later the insidious Harlot again appears in Baharna, apparently none the worse for wear. She brings down a terrible plague upon the city and thousands suffer before she banishes the disease a day or two later.

The *Oneiro-Dismissal* spell can effectively banish the whore from the Dreamlands but only if it is cast twice: once for each of Evangeline's dream forms. This double casting must be done simultaneously by two spell casters if it is to have the desired effect. Since each of her dream-selves has a POW of 25 the cost for dismissing her is fifty magic points. If this spell is cast only once the sinister sister returns in 1D3 days, exacting revenge upon the city.

If the dreamers' attempt to banish or destroy the whore fails, her vengeance upon the city of Baharna costs the dreamers 1D10 points of Sanity. She is a powerful foe and her dream-selves are very resilient—it will be difficult to forcefully defeat her in the Dreamlands.

Investigators' Information

If the investigators are experienced dreamers they can meet Captain Hanna during the course of a normal visit to the Dreamlands. If the investigators are new to the Dreamlands, the initial encounter occurs as described below.

SLUMBER DISTURBED

The investigators are home asleep in their beds, probably in various parts of whatever city they live in. All are simultaneously awakened by a rapping at their windows or doors. Staggering drowsily out of bed they find their caller to be an old sea captain, gray-haired and smiling, dressed in silk robes and with a fabulously-colored bird perched on his shoulder. The captain stands on the rocking deck of a wooden sailing ship that is somehow moored outside the investigator's window or bedroom door. The ship is surrounded by a swirling gray fog.

New Spells

BRING PESTILENCE

This foul spell infests its victims with dreadful diseases. Once cast, the spell takes effect immediately, the first symptoms of the disease showing up within 1D10 rounds. The exact type of illness varies but its effects on the dreamer are always the same: a loss of 1D3 points of CON everyday until the victim is either cured or dies. Victims also suffer a daily cumulative five point loss on all skills. The sick dreamer may be cured with a successful Medicine roll. Cured dreamers regenerate all lost CON points in 2D6 hours.

Should an infected dreamer wake before perishing, he is saved. On his next visit to the Dreamlands he shows no sign of the sickness. There is a 10% chance per day that anyone accompanying an infected dreamer will also contract the illness.

Casting the spell costs ten magic points and 1D10 Sanity points. The target must be touched by the caster and the target can resist the spell by matching his POW against the caster's POW. A bit of decayed human flesh is required as a material component.

SUMMON PLAGUE

This spell causes disease-infested rats and insects to swarm over an area, biting and stinging livestock and humans, spreading a terrible plague. Bitten or stung, a victim automatically contracts the plague, its first symptoms appearing in 1D3 days. The first day of illness sees the loss of 1D6 CON, followed by further losses of 1D4 CON every day until the victim either dies or is cured. All skills suffer a cumulative loss of ten points per day.

An infected dreamer may be cured with a successful Medicine roll, regenerating all lost CON overnight. Although surviving the plague makes one immune to further infections of the same disease, the spell produces a different disease with every use, rendering immunity to this magic unlikely.

The first disease-carrying rats and insects appear in 2D10 minutes, followed by additional hordes over the next 2D10 hours. The first day the effected area has a diameter of one mile, this area increasing every day by an additional mile until the plague is somehow banished. Summoned plagues are not contagious; the disease can only be transmitted by the bite of an insect or other animal. If an infected dreamer wakes before dying he is cured and shows no symptoms of the disease on his next visit to the Dreamlands.

This summoned plague may be banished by successfully casting the spell in reverse. However, anyone infected must still be cured with Medicine or face a lingering death. Casting the spell costs twenty magic points and 2D10 Sanity points. A bit of rotting mammal flesh and human feces are required for successful casting.

He introduces himself as Captain Hanna from the city of Baharna on the island of Oriab. He tells the investigator that he is on an errand of great urgency; he is searching for heroes that will free his city from the oppression and horror that face them, promising that the High Congress of Baharna will reward such heroes well. He can tell them nothing more until they agree to come aboard his ship.

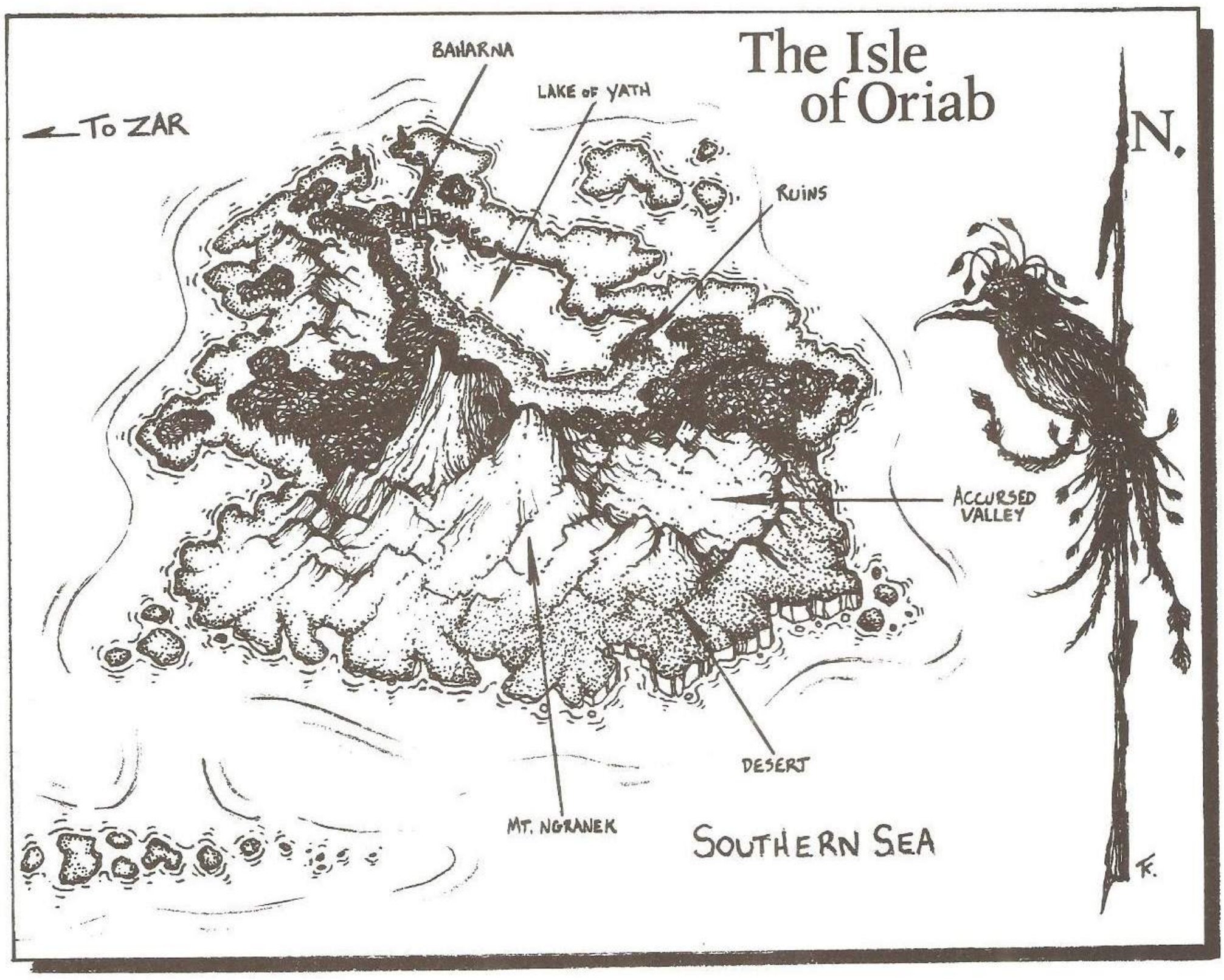
As the investigators each step through their door or window onto the ship they see the others of the party stepping aboard as well. Somehow Captain Hanna was able to deal with them all simultaneously. The dreamers find themselves dressed in silk robes not unlike those worn by the Captain.

Hanna welcomes them aboard, shaking their hands and slapping the men on the back. "Thank you," he says. "I hoped dearly that I would find someone willing to help us."

As the ship pulls away through the swirling fog and mist Hanna explains that Baharna is presently under the yoke of a vile criminal who has paralyzed the populace with her inhumane acts of violence and threats of terror. Called the Harlot, this beautiful and deadly woman is luring away the young men of the city, taking them to her dark fortress on Mt. Ngranek from which they never return. The bodies of some have been found, mutilated and disfigured; others are never seen again. Rumors are whispered about their gruesome fates but no one truly knows for sure. None who have entered her lair have lived to tell about it.

During the telling of this tale the wondrously colored bird unexpectedly breaks into song, trilling a haunting melody. It then swoops from the man's shoulder to pounce on a mouse standing frozen in the middle of the deck. If their Dream Lore fails them Hanna tells the investigators that the creature is one of the fabled Magah birds from the lower slopes of Mt. Ngranek. These birds hunt by paralyzing their prey with hypnotic song. Hanna says the fabulous bird goes everywhere with him, rarely leaving his shoulder.

Hanna offers the investigators coin of the realm in case they need to purchase supplies in Baharna. He promises them much more when the task is accomplished. "The High Congress will give you whatever your hearts



Rumors

IF THE DREAMERS manage to ask about the Harlot without offending the cutthroats they learn the following rumors. The keeper may wish to impart additional rumors to the dreamers, either true and false.

- The Harlot is not a resident of the Dreamlands but is a visitor from the waking world (true).
- The Harlot is a vampire and feeds on the vitality and strength of young men (false).
- The Harlot is using parts of her victims to create some sort of monster (true).
- The Harlot has the ability to change into a black, tentacled and hoofed monster (false).
- The Harlot will return from the dead if killed (true).
- A horde of monsters guard the Harlots's dark domain on Mt. Ngranek (true).
- The Harlot is actually an avatar of mighty Nyarlathotep (false).

desire!" He then cautions them that their affiliation with the High Congress must remain a secret. Part of the curse Baharna suffers under is that no person of Baharna shall lift a finger against the Harlot, or the city shall suffer the consequences. The investigators are not citizens of the city and may interfere without invoking the curse. However, if it becomes generally known that the investigators are employed by the city, the curse might become effective.

"A minor point," Hanna says. "But an important one. Curses are like that, you know."

The fog surrounding the ship begins to clear. Ahead of them, across the sea, rises the island of Oriab and the port of Baharna.

Oriab Island

THE FABULOUS ISLE of Oriab lies in the Southern Sea of Dreamlands. Dominated by volcanic Mt. Ngranek, its only city is Baharna, a thriving seaport from which Oriab's fine pottery and carved volcanic stone are exported throughout the civilized Dreamlands. The city itself is built of stone and the wharves of porphyry; the harbor is flanked by twin lighthouses named Thon and Thal. The island is governed by a council of retired sea captains and traders known as the High Congress.

Brave lava collectors gather volcanic stone from Mt. Ngranek, used to create the intricate carvings Baharna is known for. Oriab's inner groves are a source of valuable resin while fish gathered from the sea help support the island's economy.

The great bottomless Lake of Yath dominates the center of the island, connected to the sea by a canal and locks that pass directly through Baharna. Ancient ruins stand on the far side of the lake, said to be inhabited by monsters of all types. A desert and the Accursed Valley lie at the foot of mighty Mt. Ngranek and, like the ruins, are avoided by the people of the island. The Accursed Valley is a place where reality bends, a land of nameless nightmares.

Baharna

The city is a mighty sea port rising in great stone terraces above the wharves. Bridges connect the buildings and arches stretch above the stepped streets. The great canal flows through the heart of Baharna, secured by mighty gates of granite. The city is a pleasant, if somewhat raucous place, filled with quaint taverns, fish markets, import shops, and tradesmen. Tall tales abound and dreamers new to Baharna are generally made to feel welcome with a tankard of heady ale and a song of the sea. Stalls selling exotic fish, spices, and various wares from Oriab and other lands dot both the harbor front and extensive market area.

Baharna's High Congress determines the laws of the land as well as punishment of criminals. Crime is certainly not unheard of in Baharna and the city has its share of cutthroats, thieves, and even pirates. However, these unsavory types tend to keep to the dark and shadowy alleys of the waterfront district.

The Scarlet Witch

This dingy waterfront pub is a hangout for local thieves and pirates. The rotting public house is known for the roughness of its clientele as well as a source of information, a place to purchase special supplies, or hire a ship with no questions asked. The Harlot has been known to visit the Scarlet Witch when visiting the city. The dreamers may stumble onto this place, or be directed here by Hanna or some other helpful character.

The interior of the Witch is dirty, the air thick with the smoke of exotic-smelling tobaccos. Candlelight dimly illuminates the deviant denizens while from some distant corner comes haunting music played by a

Killer Plants

THESE PLANTS are vicious carnivores that attack with tough vines, thorned branches, poisonous flowers, creeping roots, and sharp leaves. They are solidly rooted in the ground but can reach out for dreamers. Once ensnared a victim is slowly and painfully drained of his blood and body fluids, his flesh dissolved by powerful acids.

After making a successful attack a killer plant holds on, automatically inflicting damage on subsequent rounds until the dreamer either manages to break free, is killed, or succeeds in killing the plant. Breaking free of a plant requires a successful STR vs. the plant's STR on the Resistance Table. None of the plants have any armor. Sanity loss for suffering a plant attack is 1/1D6 points. Keepers may create additional plants as desired.

A MOTTLED VINE
STR 8 CON 14 SIZ 11
POW 3 DEX 9 HP 13
Weapon: Strangling Vines 50%, 1D6.

BLACK ROSES
STR 19 CON 14 SIZ 26
POW 5 DEX 8 HP 20
Weapon: Vicious Thorns 35%, 1D6+2.

GREEN LOTUS
STR 14 CON 12 SIZ 8
POW 8 DEX 5 HP 11
Weapon: Poisonous Blooms 60%, poison POT 10.

CARNIVOROUS CREEPER
STR 13 CON 19 SIZ 15
POW 5 DEX 2 HP 17
Weapon: Deadly Creepers 75%, 1D6+1D4.

SAW-TOOTH SHRUB
STR 15 CON 9 SIZ 31
POW 6 DEX 3 HP 20
Weapon: Razor-Sharp Leaves 35%, 1D6+2D6.

shadowy group in long, hooded robes. Large, almost human bouncers stand by to put a quick stop to the violent brawls that occasionally break out between drunken patrons. People have been known to get killed in this place. Those of high moral standards do not patronize the Witch.

The place falls silent when the dreamers first enter but as soon as the crowd has checked them out the place returns to normal. On this particular evening the Harlot is not present but there is a 10% chance of her showing up any other night the dreamers choose to visit.

If the dreamers ask about the Harlot they find the customers and help reluctant to speak of her. Their fear is obvious. There is a 40% chance that the questioning offends some patrons leading to a hostile response. If the dreamers don't ask about the Harlot there is a 20% chance that some group of 1D10 drunken sods will, for no apparent reason, attack them.

THIEVES, PIRATES, AND CUT-THROATS

	1	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
STR	11	9	18	15	9	8	12	11	10	18
CON	12	14	10	18	10	13	11	12	9	14
SIZ	10	12	14	10	12	14	9	8	12	17
INT	15	14	12	15	12	9	15	12	13	13
POW	10	12	15	9	8	4	16	13	11	6
DEX	9	17	10	11	13	10	13	12	12	6
APP	4	8	6	12	8	5	10	6	1	8
SAN	50	60	75	45	40	20	80	65	55	30
HP	11	13	12	14	11	13	10	10	10	15
DB	—	—	+1D4	+1D4	—	—	—	—	—	+1D6

Weapons: Fist/Punch 50%, 1D3+db; #1, 2, 3, 5 and 9, Knife 25%, 1D4+2+db; #6 and 8, Boathook 50%, 1D6+2+db; #4, Whip 75%, 1D3; #7, Sickle 45%, 1D6+1+db; #10, Club 50%, 1D8+db.

Mt. Ngranek

THE LOOMING EDIFICE that is the Harlot's Dark Convent perches precariously high on the steep slopes of mighty Mt. Ngranek. Black and brooding, within its cavernous halls and foul chambers the Harlot and the Hag practice their unclean acts of lust and worship.

Nearing the foot of the mountain successful Spot Hidden rolls spy a flock of large, winged creatures circling vulture-like above the dark convent. The creatures are too far away to be positively identified but it is a flock of hungry byakhee that the dream nun feeds from atop the roof of her abysmal lair. These creatures pay no attention to the dreamers below.

The rocky face of Mt. Ngranek is very steep. Pack animals can travel only part way, dreamers finding they soon have to abandon them and continue on foot. Climbing is fairly easy, however, and with a single successful Climb roll (a failure results in a short fall and 1D6 points of damage) the dreamers reach a small, unstable rock shelf about forty feet below the convent. Here the Harlot has rigged a crude elevator to carry her the last few yards to her dark abode.

The elevator is no more than a platform lifted by a hand-cranked winch. The problem is that the winch is located at the top of the elevator and dreamers wishing to use this device have to send one person up the rigging to

the winch (the Harlot calls a byakhee to perform the task). Failing a Climb roll results in a fall causing 2D6 points of damage. A fumbled roll (91-00) results in the dreamer plunging off the side of the mountain and falling to his (dream) death. This investigator wakes up on the floor of his bedroom, having fallen out of bed and suffered 1D3 points of damage. The winch requires a STR of at least 12 to operate and the platform can carry no more than a combined weight equal to SIZ 64.

Monsters of the Mountain

Foul and hideous creatures roam the slopes of Ngranek and there is a 50% chance that the dreamers will encounter such fiends on each and every trip. The keeper may

Mt. Ngranek Encounters

ROLL D4	
1	1 Manticore
2	1D6+4 Goblins
3	1D3 Nightgaunts
4	1 Phoenix

MANTICORE

STR 21	CON 11	SIZ 27	INT 8
POW 10	DEX 12	HP 19	Move 11

Armor: 4 points.

Weapons: Bite 30%, 1D10+2D6; Claw 50%, 1D6+2D6; Sting 40%, 3D3+poison (POT 11).

Skills: Climb 90%, Smell Food 80%.

Sanity Loss: 0/1D6

GOBLINS

	1	2	3	4	5	6	7	8	9	10
STR	11	5	20	2	4	10	18	2	16	17
CON	12	9	5	12	1	8	11	20	14	10
SIZ	7	5	6	4	7	3	4	1	4	4
INT	7	11	19	11	10	19	13	8	15	13
POW	10	13	9	17	16	5	19	9	3	2
DEX	18	16	27	18	22	14	27	30	21	21
APP	1	4	4	1	5	5	6	4	2	5
HP	9	7	5	8	4	5	7	10	9	7

Move: 8

Armor: None.

Weapons: #1-4 Club 25%, 1D10; #5-6 Fork 25%, 2D3; #7 Hammer 25%, 1D6+2; #8-10 Ball & Chain 25%, 1D10+1.

Skills: Hide 90%, Sneak 70%.

Spells: Each goblin knows one spell, as chosen by the keeper.

Sanity Loss: 0/1D6

The goblins work for the mad nun and attempt to capture any dreamers they encounter. Captured dreamers are put in chains and taken away to the dungeons of the dark convent where the Hag later tortures them. Especially attractive male dreamers may become the Harlot's lovers until she tires of them and gives them to the Hag.

NIGHTGAUNTS

	1	2	3
STR	15	11	13
CON	10	9	11
SIZ	10	14	20
INT	2	2	3
POW	11	10	5
DEX	12	14	8
HP	10	11	15

Move: 6/12 flying.

Armor: 2 points.

Weapons: Grapple 30%, immobilized; Tickle 30%, special.

Sanity Loss: 0/1D6

PHOENIX

	dice	average
STR	4D6	14
CON	6D6+1	22
SIZ	4D6+1	15
INT	3D6+6	16-17
POW	4D6+6	20
DEX	4D6+1	15
HP	—	28-29

Move: 6/30 flying.

Armor: 3 points, plus regenerate 5 points per round. These creatures are immune to magic.

Weapons: Beak 40%, 1D4+1D6+1D6 fire damage; Talons 50%, 1D6+1D6+1D6 fire damage.

Spells: All phoenixes know 1D10 spells.

Sanity Loss: O/1D2

The phoenix is an enormous bird with brilliant plumage of red, gold, and orange, all shrouded in magical flames. They inhabit the arid territories of the Dreamlands although they are occasionally encountered elsewhere. Upon death the creature's body is consumed by flames leaving only smoldering ashes. Within 1D3 hours a new Phoenix arises from these ashes, alive and completely regenerated.

Phoenixes occasionally serve as messengers of the gods. They are not normally hostile unless provoked. Aside from normal damage any successful attack by a.Phoenix causes additional burn damage. When killed, a phoenix bursts into a ball of flame that inflicts 2D10 points of burn damage upon any within 30 yards of the creature.

phoenixes are immune to all magical attacks and the effects of all spells.

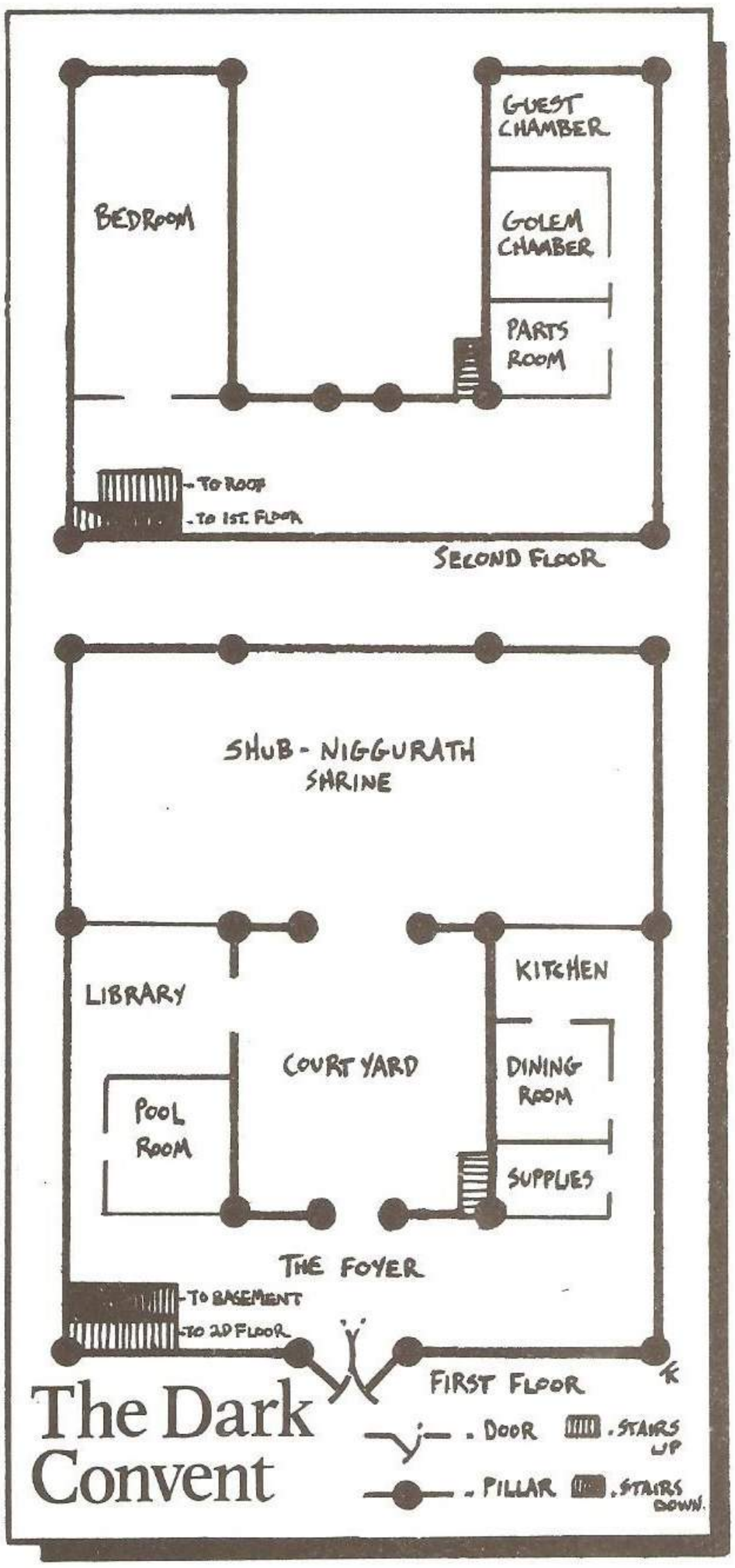
roll randomly from the following table, or simply choose encounters as he wishes.

The Dream Convent

STANDING ON THE PLATEAU before the brooding stone edifice, the dreamers see a place constructed of crumbling black bricks webbed by rotting vines. There are no windows, only a set of gigantic double doors some fourteen feet high. A sign over the door is written in what appears to be Italian. A successful Italian roll allows a dreamer to read the words: "Convent of St. Francis—Kingsport, Massachusetts." If the roll is failed, the sign is unintelligible and upon awakening the investigators are unable to recall the words.

The doors are unlocked and groan slowly open at a moderate touch, admitting visitors to the cloying darkness beyond. Sounds echo from deep within the building: whispers, shuffling feet, moans of pleasure and pain, dripping water, and occasional distant shouts or screams. None of the sounds are real, but merely echoes of past events still dwelling within the convent. Evil festers here, tangibly touching the dreamers.

Dreamers exploring the convent may encounter the Hag or the Harlot, or one or both of the encounters offered below. It is totally up to the keeper which encounters are made, and where and when. It is suggested that the Hag and Harlot be saved for later visits to the convent, but this depends on the course of the adventure. Encounters need not be hostile. Dreamers may see the Hag or Harlot striding through the darkened halls, either not noticing the dreamers, or even ignoring them.



THE FOYER

This area is silent and lifeless. Dust lays heavy on the floor, disturbed by many footprints criss-crossing the room.

THE POOL ROOM

This chamber is no more that a pool of warm, bubbling water. Gigantic lily-pads, deathly pale, float and bob on the surface, their large white blossoms filling the air with a sickly-sweet perfume. No source for the constant bubbling can be found; the water, if checked, seems normal. Schools of blind, albino fish gather near the surface of the water, attracted by any sound in the room. These odd creatures, close to a foot long, have shiny scales, tattered fins, and sucker-like mouths. Ugly creatures, they are harmless to humans but their gasping, sucking mouths breaking the surface of the water make unnerving sounds.

The keeper may hint at some submerged monster within the pool, trying to keep the dreamers on edge, but there is no monster and this area offers little in the way of danger. This is one of the Harlot's frolicking areas where she cavorts with her male victims before doing away with them.

A successful halved Spot Hidden allows a dreamer to see something lying on the bottom of the pool. This turns out be no more than a bundle of clothes, identified as such if someone can retrieve it with a successful Swim roll.

THE LIBRARY

Here are stored row upon row of religious tomes from all the known religions of the world—and many unknown. Attempting to read any of them the dreamers are sur-

prised when pages begin flipping by themselves, the ink turns into blood and runs off the page to drizzle down the dreamer's hands and arms. Lose 1/1D4 Sanity points.

There is a Mythos tome hidden here requiring a Spot Hidden roll to find. It is a Dreamlands version of *Nameless Cults* (in English) bound in red leather trimmed with gold leaf. It contains the spells *Call Shub-Niggurath* and *Summon/Bind Dark Young of Shub-Niggurath* (and possibly others, as the keeper desires). The book proves impossible to read, and the spells impossible to learn (unless the keeper decides otherwise).

Anyone attempting to read this copy of *Nameless Cults* finds themselves attacked, either by black ropy tentacles that spring from the pages, or by the book itself which bites down, amputating the reader's hands at the wrists. Although painless, the dreamer has to do without the use of hands until he awakes from this particular dream. Upon subsequent trips to the Dreamlands the once-missing appendages are returned. Losing a hand, or witnessing the event, costs 1/1D4 Sanity points.

THE SUPPLY ROOM

The supplies kept in this room include barrels of ale, bundles of dried fungus, stacks of yellowed linen and moth-eaten pillows, boxes of candles, and other mundane things. The dreamers may find a use for some of these items.

THE DINING ROOM

This large, cold chamber contains a wooden table dozens of feet long supported by trestles and surrounded by thirteen wooden chairs. Large candelabra stand atop the table, five feet apart and festooned with spider webs. Dozens of black, hairy arachnids scuttle through these webs, and over the thirteen place settings spaced around the table.

As the dreamers leave this room the one with the strongest religious faith (or simply a randomly chosen dreamer) must make a POW x5 roll. If the roll is failed the dreamer spots furtive movement out of the corner of his eye. Looking back the dreamer sees thirteen men in robes gathered around the table, eating from the dusty, grimy plates. The scene is familiar, similar to da Vinci's *Last Supper*. The vision quickly fades and never occurs again.

THE KITCHEN

This filthy room is still and silent, the huge wood-burning stoves along the wall are cold and sooty. Several jagged, rusty knives are plunged deep into a block of foully stained wood. The room is filled with the stench of rot, though no source can be discovered.

Convent Encounters

EXPLORING THE DREAM CONVENT the investigators may encounter others than the Hag and the Harlot. The following enigmatic figures may be met anywhere, anytime, at the discretion of the keeper.

THE CARETAKER

Wandering about the Dream Convent the investigators encounter a withered old man. Dressed all in black—save for a crisp white clerical collar around his throat—a string of ebony rosary beads hangs from his belt. This old fellow has odd puncture wounds in the palms of his hands which constantly drip blood, although there are no blood stains anywhere on his body or clothing. The drops seem to evaporate on contact. The man goes simply by the title of "the Caretaker."

The Caretaker is not surprised to see the dreamers and knows each by name. The dreamers find him quite friendly, though a little bit creepy.

Although the Caretaker seems willing to help the dreamers, his answers are enigmatic and subject to various interpretations. He only speaks with the dreamers for a few moments before wandering off down a hall, around a corner, or into a room. If the dreamers follow they find no trace of the man, although he may be encountered later either in the convent or on the slopes of Mt. Ngranek.

The Caretaker knows everything about the Whore of Baharna and the keeper may use him to supply the dreamers an important clue or two, remembering that his answers are always vague and subject to interpretation. Force or threats do no good. Even if killed the Caretaker appears in the next dream episode.

If the dreamers harm the old man he attacks by grabbing one of them and draining away their POW at a rate of 1D10 points per round, leaving behind a dry and shriveled husk. After this display the old man merely smiles and wanders off. When next encountered the Caretaker seems not to remember the episode.

THE SHEPHERD

This is a younger man, not nearly so ancient as the Caretaker. He dresses in a long white robe and carries a shepherd's crook. He ignores the dreamers, treating them as if they were not here. If the dreamers have met Father Alighiero of Kingsport's St. Francis Church they recognize this man as identical to the waking-world priest. Approaching closer, dreamers are shocked to find the man's mouth sewn shut with crude stitches. The Shepherd points to his mouth making muffled noises.

If the investigators attempt to cut the stitches that seal the man's mouth the shepherd does not resist, although his unintelligible mumbling increases. Breaking the stitches the man's mouth opens as though to scream, but what comes forth is far worse: a black river of pitch, shouted curses with eyes and ears, tangible sins with furry legs and wicked claws, dark wishes and perverse desires rolling out of the man to engulf the unfortunate dreamers in a tangible torrent of foulness and degradation. Sanity loss is 1/1D10 points. When the vile cloud finally dissipates they find nothing left of the old man but his empty skin. He does not return to the investigators' dreams.

THE COURTYARD

This overgrown area is open to the clouded sky above. Archways lead from the courtyard to the foyer, the library, and the Shub-Niggurath shrine. A set of massive stone steps leads up to the roof.

The courtyard is tangled with diseased vines creeping across the ground and up the walls. Twisted, stunted trees dot the area while sickly flowers, grasses, and weeds compete for the little space left. In the center of the courtyard stands a large marble birdbath, cracked and dry, its sides coated with the accumulated bird lime of centuries. The dense carpet of plants covering the ground restricts the dreamers' movement, slowing them to a movement rate of 6.

Crossing the courtyard the dreamers discover a pile of bleached bones entangled in the creepers. A close inspection shows the bones to be human. At the same moment the dreamers are suddenly attacked by the plants of the courtyard. A successful Dodge results in a dreamer safely fleeing the yard while a failure indicates the dreamer is caught.

THE SHRINE TO SHUB-NIGGURATH

This cavernous chamber is cold and damp, the air thick with the stench of decay. At the far end of the room stands the towering figure of some black beast composed of countless slime-dripping maws, curling tentacles, and shiny hooves. The statue is some thirty feet high. Wisps of black smoke swirl and billow around its base. With great creaking sounds the tentacles of the monster wave slowly about in the air, driven by a complicated collection of pulleys, rods, and pistons. A huge pit, some forty feet in diameter, gapes before the hideous statue.

Seeing this animated stone statue costs dreamers 1/1D4 points of Sanity. If a successful Cthulhu Mythos roll identifies the entity represented as Shub-Niggurath, the Dark Mother, the dreamers lose an additional 1/1D4 Sanity points.

From the bottomless pit comes the stench of death and rot. Falling into this pit results in an indefinite loss of the investigator's dream-self, although his waking form continues to exist. The dream-form has fallen to some terrible place in the Underworld and must be found and rescued if this character is ever to return to active adventuring in the Dreamlands. Details of this dilemma are outside the scope of this adventure and will have to be provided by the keeper.

A blood-soaked stone stands near the rim of the pit, used as a sacrificial altar by mad Sister Evangeline. Dark Young are summoned here after appropriate sacrifices are made.

There is an aura of alien evil that permeates this room, unsettling any who enter save the evil and the insane. All must make a POW x5 roll, success indicating that they are not adversely affected by the evil aura. A failed roll results in a dreamer suddenly overcome by feelings of terror resulting in flight from the chamber at top speed.

If the dreamers defile this area, particularly the altar or the statue, they gain 1D4 Sanity points. But there is a 20% chance that one of the Dark Young of Shub-Niggurath slops up out of the pit and attempts to destroy the foolish mortals.

DARK YOUNG OF SHUB-NIGGURATH

STR 47	CON 21	SIZ 46	INT 17
POW 11	DEX 18	HP 33	Move 8

Armor: None, but all firearms do minimum damage. Dark Young are impervious to damage from explosions, heat, electricity, corrosives, or poison.

Weapon: Tentacle 80%, 4D6+STR drain

Skills: Hide in Woods 80%, Sneak 60%.

Sanity Loss: 1D3/1D20

THE BEDROOM

This chamber is the only room in the convent showing signs of extensive and frequent use; the buildup of dust, cobwebs and grime is measurably less. Hundreds of pillows are scattered about a tapestry-covered floor while silken drapes cover the walls. A few candles offer dim illumination, casting weird shadows that flit about as the dreamers steal through the room. Against the far wall is a giant bed, its silk sheets stained and dirty.

This is the most likely place the dreamers might encounter the Hag or the Harlot. If here, she is in the company of one of her victims, the couple discovered in the throes of passion. Also present are several of her 'servants'—mindless, speechless zombies dressed as nuns, priests, bishops, and cardinals of the Roman Catholic Church. They perform tasks such as fanning the impassioned lovers with huge, feather fans, pouring wine, and cutting fruit. The servants take no action against the dreamers—even if provoked—nor do they sound the alarm should they spot the intruders. Automatons, these servants exist only to serve the nun.

THE PARTS ROOM

Entering this room the dreamers are assaulted by the disgusting reek of decay. This is where the Hag stores extra body parts removed from her unfortunate victims. Butchered limbs hang from hooks, torsos are stacked against walls, and a pile of bloody human heads stands in a corner. Male genitalia are displayed in jars of formaldehyde, stored in countless wooden drawers, or pressed in large, heavy books. Sanity loss is 1/1D6 points.

THE GOLEM CHAMBER

This room is where the Hag is creating her dream-lover, the Golem of Desire. In the center of the room, atop a slab of stone, rests the bloated, decaying corpse of a man. Closer examination shows the corpse is actually an amalgamation of various parts, limbs, and organs crudely stitched together to make a human male with numerous

mouths, hands, and other appendages. A cloud of bloated flies buzzes above the body and rents in the golem's rotten flesh writhe with fat, blind maggots. Seeing the body of the hideous but unliving golem costs 1/1D6 Sanity points.

When the golem is finally finished, it will be dragged down to the Shub-Niggurath shrine where abhorrent rites will be performed and life breathed into the corpse by the spirit of Shub-Niggurath. The animated golem will then serve as the dream nun's permanent companion, perpetually fulfilling her obscene lust.

It is up to the keeper to decide when the Hag and Harlot complete the golem and bring it to life. When attacking, this carnal creature uses its many hands to maul a victim while at the same time biting at him with as many as six mouths. Successful bites lock down on a victim, holding him fast and allowing the monster to automatically hit with its maul attack.

THE GUEST CHAMBER

This is where certain 'special' guests stay when they come to call. Such guests might include ghouls or any other creatures the keeper wishes to have visit the convent. At present the chamber is empty save for a weird, lingering odor.

THE ROOF

From the roof of the convent one looks down on the island of Oriab, past the Lake of Yath to Baharna and the sea beyond. Overhead the flock of squawking, hideous byakhees wheels and dips, looking for the scraps of flesh and bone which the Hag feeds them. A large bucket stands nearby, filled with bits of flesh floating in clotted blood. The byakhees attack anyone but the Hag or Harlot. The dreamers may escape these horrible beasts with successful Dodge rolls.

BYAKHEE

	1	2	3	4	5	6
STR	17	22	11	18	17	10
CON	12	8	8	10	16	10
SIZ	21	13	15	17	20	13
INT	12	8	15	11	11	8
POW	15	15	15	13	12	10
DEX	14	15	12	14	13	12
HP	16	10	11	13	18	11

Move: 5/20 flying

Armor: 2 points.

Weapons: Claw 35%, 1D6+1D6; Bite 35%, 1D6+1D6 plus blood drain.

Skills: Listen 50%, Spot Hidden 50%.

Sanity Loss: 1/1D6

THE BASEMENT

The twenty cells in this dank and clammy chamber are used by the Hag to house the young hostages after the Harlot has tired of them. Some of these unfortunates are still intact but most have suffered badly at the hands of



The shrine to Shub-Niggurath



The Golem of Desire

the Hag. Amputees abound, most having lost two or more limbs as well as their sanity. A few cells contain no more than semi-sentient lumps of quivering flesh resembling small shoggoths—the last pitiful remains of young men lured away from Bahama by the Harlot. Seeing these sickly sacks of pulsing flesh costs dreamers 1/1D6 Sanity points. If the dreamers go near one of these cells, the fleshy thing sadly rolls over to the barred door and stretches out feebly, whimpering and moaning. If one of these fleshy things manages to grab hold of a dreamer he can only escape by making a successful STR vs. STR roll on the Resistance Table. Fleshy things have STRs of 3D6.

The cell doors are locked and the keys nowhere to be found. The dreamers may open the doors one at a time by making successful Locksmith or halved Mechanical Repair rolls. There are 1D10+3 prisoners here, including at least a few of the weird quivering masses of flesh. If freed, the prisoners attempt escape, although the mutilated ones cannot climb the stairs. Instead, these roll around the damp floor, moaning and screaming insanely, possibly drawing unwanted attention to the area.

Hanging on the walls are many instruments of torture invented by the Hag, used to extract bits of flesh, bone and assorted organs from her victims. Some of these devices are standard items of torture while others are totally alien in nature.

THE CATACOMBS

This maze of twisting, winding passages sprawls for endless miles under the ground and may reach to all corners of Oriab. Thousands of skeleton-filled niches line the walls of the vaulted tunnels, most of the bones showing traces of ghoul-gnawing. The catacombs are fabulously complicated and any dreamer who enters beyond sight of the entrance is in danger of becoming lost. A successful Track roll allows them to find their way back out. Otherwise the dreamer has to stumble about the tunnels making a halved Luck roll every hour or so in order to escape the maze. Every failed Luck roll results in the loss of 1D2 Sanity points. Should the keeper desire, the lost dreamers may happen upon a group of 1D6 ghouls foraging for food.

Defeating the Whore

IT SHOULD sooner or later become apparent to the dreamers that brute force is not the way to solve this problem—although it may take a disastrous encounter or two with the Hag or Harlot before this dawns on them. Another solution must be found.

THE TWISTED SISTER GOES HOME

If the dreamers infiltrate the dark convent and wait patiently in the shadows, they eventually see the Hag (or the Harlot) heading for the cellars. The woman yawns widely as she descends the stairs, looking so sleepy that she seems barely able to keep her eyes open. So tired is the nun's dream-form that she does not bother to attack dreamers who try to follow her. Only if they attack her does she stop and fight.

After several minutes of winding through the catacombs the woman comes to a small chamber made of common, waking-world stone and mortar. Following the woman up a nearby set of stairs the dreamers come out on the ground floor of a building very unlike the Dream Convent. Smaller, brighter, and more modern, the place is lined with windows and populated by nuns dressed in traditional habits. The nuns take no notice of either the Hag or the dreamers and in fact the dreamers find that both they and the Hag are insubstantial, capable of passing right through other people. The dreamers cannot communicate with the nuns or affect them in anyway.

Following the Hag down a long hall they see her enter the cell of a sleeping nun, an obese, elderly woman who sleeps on her back, snoring loudly. The Hag approaches the bed and then lies down in the bed, merging her form with the sleeping woman who does little but turn and snuffle in her sleep. If they wait for the old woman to awake, she shows no signs of anything suspicious as she goes about her morning routines and rituals. Examining papers and personal objects on her table, the dreamers learn her name is Sister Evangeline.

The dreamers may explore this convent to their heart's content, even leaving the building if they want. They find they are in Kingsport, at the convent behind St. Francis Church on Ward Street. Still in the world of dreams, the dreamers can affect nothing in their present state. They must either return to the Dream Convent or find some way to force themselves awake.

The Kingsport Convent

The convent is part of the St. Francis Catholic church in Kingsport and houses over a dozen holy sisters. Head of the facility is Sister Donna Macelli, a woman in her early sixties. Investigators who come here looking to meet with Sister Evangeline will have to first deal with Sister Macelli. Although the sister agrees to arrange a short interview with Sister Evangeline she is unlikely to go out of her way to help investigators unless they make a Persuade roll; good Catholics may add twenty points to their rolls. Without successful Persuade Sister Macelli does not comply with investigators' requests to visit Sister Evangeline's cell nor does she reveal anything of Evangeline's history—although she knows well the old story of lost Vittorio. Sister Macelli suggests the investigators speak with Father Alighiero of the church next door.

SECRETS IN A CELL

If the investigators somehow gain access to Sister Evangeline's cubicle they find in her simple dresser an old photograph tied to a bundle of letters. The cracked and faded portrait is of a handsome young man with thick black hair, and a beautiful young girl, neither of them more than twenty years old. The letters are dated almost fifty years ago. Written in Italian, the letters are all signed "Love, Vittorio." If the investigators can read these letters (or have someone do it for them) they discover they are love letters written to a young Evangeline decades ago. The last one is dated April 17, 1878. A brittle newspaper clipping, in Italian, is included among the letters. It is an obituary for Vittorio Pescarra, lost at sea while fishing, dated May 4, 1878. The contents of the letters make it obvious that the two had planned to marry.

Most importantly, Vittorio mentions several times in his letters his recurrent dream of a fabulous city built of diamonds and alabaster with streets of water: "a place where it is always sunset," he says. He says that if he could ever find this place he would take Evangeline away with him, the two of them dwelling in this place forever. If the investigators have ever been to the Dreamlands city of Zais they instantly recognize Vittorio's description. Otherwise a successful Dream Lore roll identifies the city, or they can learn about it from Captain Hanna.

FATHER ALIGHIERO

Father Dario Alighiero is the priest of St. Francis Church and Sister Evangeline's confessor. He has heard over and over her sinful dreams, but in light of her age and her otherwise blameless life, he feels that her dream-fantasies are of little consequence.

Father Alighiero is friendly to investigators and tells them about Sister Evangeline's pure and quiet life. He tells them of her lost love, and how she joined the church shortly after, retiring from the sorrows of the outside world. She follows the tenets of her religion faithfully, confessing at least once a week, every Friday afternoon.

Under no circumstances does the priest reveal the secrets told him by Evangeline during her confessions. This is a sacred trust and priests are forbidden to reveal what is

confessed to them except under the most pressing of circumstances.

Although unlikely, it is possible that investigators might somehow replace Father Alighiero in the confessional and in this way learn the secrets that Sister Evangeline confesses. However, this can hardly be done without breaking at least a few laws. Investigators might be arrested for this ploy—although there's nothing stopping them from continuing their dream-adventure from inside their jail cells.

Solving the Dilemma

THE EASIEST WAY to save Baharna from the Whore's deprivations is to murder the old nun, putting a quick end to her dreams. However, this is perhaps not the best solution, resulting in a Sanity loss of 1D10 points and almost certain arrest and conviction. "Nun Killers to Burn in Chair!" is not the kind of headline investigators wish to see themselves in.

If the investigators are unable to figure a solution to Baharna's problem allow Psychology, Psychoanalysis, or even Idea rolls to supply necessary clues. Any successful roll reveals that Sister Evangeline suffers from a chronic broken heart, her fantasy in the Dreamlands a distorted reflection of the frustration she suffered losing Vittorio so many years ago. The best solution is to find some way to reunite the two lovers.

Searching for Lost Vittorio

A clue in Vittorio's letters may lead the dreamers to visit the city of Zais. However, this may have been missed. They may ask around Baharna, even Captain Hanna, but none recognize Vittorio's name. Only if the dreamers tell the story of the lost fishermen do they gain information of use. In the city of Zais, the dreamers are told, lives a man called Ghaston, the Weeping Fisherman. Little is known about the man except that he was originally from the waking world but now dwells permanently in the Dreamlands. A tragic figure, he apparently remembers nothing of his past or why he is here.

If the dreamers wish to travel to far-off Zais they will have to either book a journey with a ship in the harbor or request the aid of Captain Hanna. Hanna is more than willing to undertake the many days' journey west to Zais at the far end of the Cerenarian Sea. He knows the way to Zais and his ship is ready to sail.

The City of Zais

THE SEAPORT CITY of Zais is a beautiful place built of alabaster and diamonds. The streets are flowing rivers and streams, crossed by bridges carved with fairies and demons. The city exists always in sunset—there is no true day or night. Folks here are fair-skinned and dark-haired, ruled by a king whose daughter, Nathicana, is said to be the most beautiful woman in existence. A small but watchful navy protects the fabulous city from pirates and thieves. Crime is nearly unheard of in Zais.

Visitors find the city warm and friendly, and feast upon wonderful meals of fabulous shellfish and strange fruits from the sea (one of the city's major exports). They may wander the markets, enjoying the fragrant spices and incense, the soft silks, and the intricately cut gems sold from the clean and tidy stalls.

If dreamers ask about Vittorio they are greeted with confused looks, but asking after Ghaston evokes immediate response. The dreamers are directed to a small inn called the Sky Pirate.

The Sky Pirate

Anchored just offshore, the Sky Pirate is actually an old sailing ship converted to an inn and tavern. The ship was once part of the mighty Serranian navy, which still sails through the skies of the Dreamlands. The inn-ship is a beautiful white vessel with mighty masts rigged with sails of silk decorated by golden solar discs.

Sashona, the beautiful proprietress of the Sky Pirate, can be of assistance to the dreamers. She tells them she knows of the Weeping Fisherman, Ghaston, and that he visits the Sky Pirate frequently. He comes in at least once a week for a tankard of Lhoskian grog and a meal of shellfish and sea fruits stir-fried in the aromatic spices of Gak. She knows little about him except that he is very quiet and always alone. He is cordial and polite when spoken to but does not initiate conversation. It is rumored that he suffers from a broken heart.

Sashona does not know when Ghaston will next visit the Sky Pirate. However, if the dreamers wish to wait, they may check into rooms. The chance of Ghaston returning to the Sky Pirate is a cumulative 10% per day.

GHASTON

When Ghaston shows up at the Sky Pirate the dreamers instantly recognize him as the man in the photograph. He does not appear much older except for some silver in his thick black hair. Ghaston disbelieves dreamers who try to explain to him the plight of Baharna, refusing to entertain the idea that his beloved Evangeline could ever do such things. If, however, they can repeat any of what was writ-

ten in Vittorio's old love letters (INT x3 to successfully remember) Ghaston believes them. He agrees to accompany them back to the Island of Oriab. Alternatively, he can be taken by force.

The Reunion

The dreamers, accompanied by Ghaston, have to return to the dark convent and here wait for the woman's return. Evangeline's dream form does not show up for 1D6 days and each day spent waiting in this desolate and horrible place calls for a loss of 1/1D3 Sanity points. If they know the convent well, they can easily avoid the dangers that haunt this place.

Evangeline returns in the form of the hideous Hag—or possibly the Harlot—in the company of her now-living Golem of Desire. If she does not see Ghaston, she attacks the dreamers with spells and weapons. When she finally does see Ghaston, she stops, frozen in her tracks and stares for a moment at the familiar face. She then shrieks and begins beating her breast. The building starts to shake and rumble as the byakhee fly off, the Shub-Niggurath shrine topples into the black pit, and the killer plants blacken and die. The evil that has so long sustained the convent now topples in upon itself as the Hag's form wavers and splits, dividing itself into three.

Before their eyes stand three people: the Hag, the Harlot, and the aged and bewildered Sister Evangeline. The Hag and the Harlot reach out for Ghaston then fade away leaving only Sister Evangeline, now transformed into the young girl she once was. She embraces Vittorio, weeping, as the two are finally reunited. The scene fades from view as the dreamers awake.

The Fruits of Their Labor

If the dreamers solve the problem of the Whore of Baharna by reuniting Evangeline and Vittorio award them each 1D10+2 Sanity points, plus whatever rewards promises were promised to them by the High Congress of Baharna. If the dreamers did not reunite the lovers but otherwise managed to permanently banish the Hag and the Harlot from the Dreamlands, award them each 1D6 Sanity points.

If the lovers were united, upon the dreamers' return to waking they learn of the death of the aged Sister Evangeline who passed away peacefully in her sleep the night before. The investigators may attend the funeral if they wish.

Statistics

SISTER EVANGELINE, 71, kindly nun

STR 6	CON 6	SIZ 15	INT 17	POW 11
DEX 3	APP 9	EDU 10	SAN 55	HP 11

Skills: English 25%, Garden 75%, Italian 75%, Sing 80%.

THE HARLOT, voluptuous vixen

STR 11	CON 13	SIZ 13	INT 17	POW 25
DEX 15	APP 18	EDU 10	SAN 0	HP 13

Weapons: Finger Nails 60%*, 1D2; Knife 45%, 1D4+2.

*On an impale she has gouged out her victim's eyes. On the next trip to the Dreamlands his eyes are miraculously restored.

Skills: Cthulhu Mythos 10%, Dodge 35%, Dreaming 85%, Dream Lore 80%, Fast Talk 70%; Listen 30%; Psychology 55%; Seduce 75%, Spot Hidden 60%.

Spells: Passing Unseen, Serviceable Villein, Stupefying Blast.

THE HAG, terrible torturess

STR 13	CON 12	SIZ 16	INT 17	POW 25
DEX 9	APP 3	EDU 10	SAN 0	HP 14

Damage Bonus: +1D4

Weapons: Wood Axe 40%, 1D8+2+db; Bullwhip 50%, 1D3

Skills: Cthulhu Mythos 10%, Dreaming 85%, Dream Lore 50%, Hide 45%, Listen 30%, Psychology 40%, Spot Hidden 30%.

Spells: Bring Pestilence, Call Shub-Niggurath, Cascades of Florin, Eviscerator, Halt of Eanora, The Ravening Madness, Summon/Bind Dark Young of Shub-Niggurath, Summon Plague, The Viridian Wind.

Sanity Loss: 0/1

CAPTAIN HANNA, salty sea-dog

STR 15	CON 10	SIZ 15	INT 11	POW 12
DEX 12	APP 12	EDU 7	SAN 60	HP 12

Damage Bonus: +1D4

Weapons: Fist/Punch 75%, 1D3+db; Boathook 60%, 1D6+2+db.

Skills: Bargain 45%, Boating 75%, Climb 45%, Fast Talk 50%, Listen 35%, Navigate 75%, Sailing 95%, Shiphandling 80%, Spot Hidden 40%, Swim 60%.

Spells: Contact Lobon.

MAGAH BIRD, captain's companion

STR 2	CON 6	SIZ 1	
POW 9	DEX 21	HP 3	Move 10 flying

Armor: None.

Weapon: Peck 40%*, 1D3.

*Peck automatically hits a hypnotized target.

Sanity Loss: None.

THE CARETAKER, an enigma

STR 5	CON 20	SIZ 8	INT 16	POW 22
DEX 6	APP 10	EDU 19	SAN 66	HP 14

Weapons: Grab (automatic), 1D10 POW drain.

Skills: Cthulhu Mythos 33%, Dream Lore 33%, History 90%, Listen 50%%, Persuade 50%, Psychology 75%, Spot Hidden 50%.

Spells: Any desired.

GHASTON (VITTORIO PESCARRA), the weeping fisherman

STR 16	CON 12	SIZ 14	INT 13	POW 7
DEX 14	APP 17	EDU 7	SAN 45	HP 13

Damage Bonus: +1D4

Weapons: Fist/Punch 50%, 1D3+db; Knife 40%, 1D4+2+db.

Skills: Boating 75%, First Aid 40%, Dream Lore 45%, Listen 45%, Sailing 45%, Shiphandling 50%, Spot Hidden 40%, Swim 45%.

THE GOLEM OF DESIRE, perverse playmate

STR 18	CON 20	SIZ 19	INT S	POW 6
DEX 6	APP 3	EDU NA	SAN 0	HP 19

Move: 6

Armor: 3 points of dead, decaying flesh.

Damage Bonus: +1D6

Weapons: Maul 35%, 2D8+1D6; 1D6 Bites 45%, 1D3.

Skills: Listen 30%, Sex 90%, Spot Hidden 30%.

Sanity Loss: 1/1D8 ■

Bless the Beasts and Children

THIS ADVENTURE involves the kidnaping of one or more Arkham children. It begins in Arkham, later moving northeast to Falcon Point, a small fishing village near shunned Innsmouth. The scenario assumes that at least some of the investigators are residents of Arkham and familiar with recent events. Investigating teams composed solely of nonresidents may have to spend extra time researching current affairs.

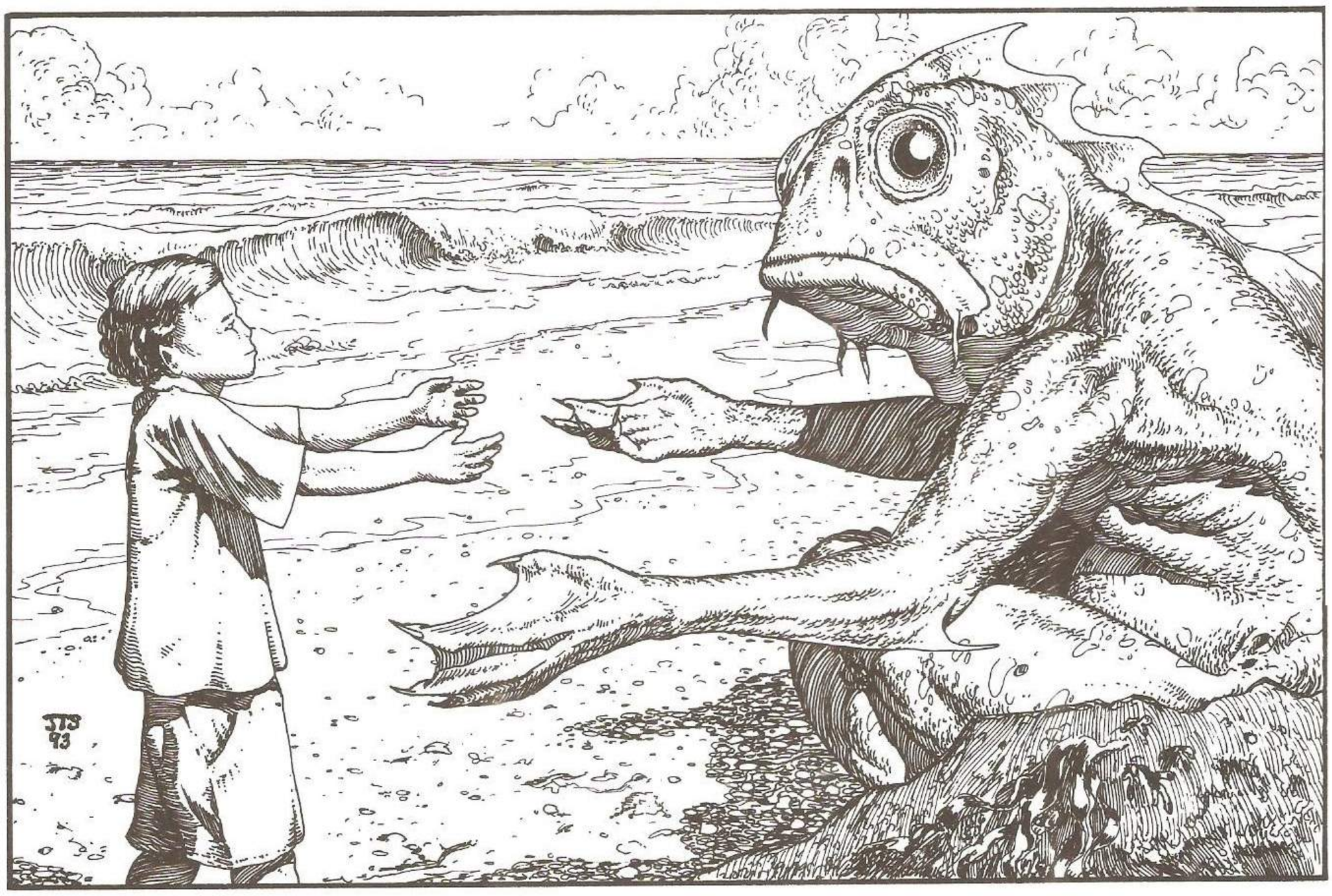
Investigator characters could conceivably be law enforcement officers or, more likely, private detectives hired by the distraught parents. Otherwise they might be cast as past acquaintances or business associates of millionaire Charles Anderson, father of one of the kidnaped children, or of Anderson's Arkham host, local financier Robert Beckworth. Investigators might otherwise be drawn to the case out of a sense of curiosity, concern for the fate of the kidnaped children, or lured by the promise of a large reward offered by the millionaire.

Papers throughout the country carry news of the crime. The investigators begin with a player aid, the Children Papers #1.

Investigators' Information

Locally-based investigators know most of the following information. Others learn by asking around or leafing through the city's two daily newspapers.

Charles Anderson, a wealthy New York industrialist, is in town to consider locating a planned manufacturing center in Arkham. He seeks tax concessions and zoning changes, promising in return a stronger tax base and a source of employment for both skilled and unskilled la-



Deep One and child

bor. Details of his plans are found in recent editions of the *Advertiser* and *Gazette* (see The Children Papers #2).

During his stay Anderson has been working out of an office provided by Robert Beckworth, located in the Tower Building. Anderson's wife, June, has meanwhile been making the rounds of various social gatherings. The couple have been well received by the upper crust of Arkham society and ofttimes Anderson can be found at the posh Miskatonic Club, again as a guest of Robert Beckworth. Although the kidnaping has put a halt to the Andersons' socializing, Mr. Anderson still occasionally attends important business conferences.

THE CHILDREN PAPERS #1—article from today's *Arkham Advertiser* or *Gazette*

Child of Millionaire Industrialist Disappears from Arkham Streets

Infant Son of Charles Anderson Reported Missing—Foul Play Suspected

ARKHAM — Carter Anderson, the 14-month-old son of Boston industrialist Charles Anderson, was reported missing yesterday afternoon. Police were contacted by his parents after the child and his nanny, Miss Emily Langford, failed to return from church. The two were last seen leaving the Hotel Miskatonic Sunday morning on their way to services at the First Presbyterian Church on Saltonstall Street near Boundary, just a few blocks away. Neither was reported being seen at the services and it is believed that they disappeared before reaching their destination.

The young Carter is the son of Charles Anderson, the well-known New York industrialist currently in Arkham on an extended visit. Anderson, along with his wife and two children, has been staying at the Hotel Miskatonic, guests of our own Robert Beckworth. Mr. Anderson is in Arkham to meet with local investors who hope to entice Anderson to locate his newest industrial development in the Arkham area.

The missing Carter Anderson is described as fourteen months old with blonde hair and blue eyes. He was wearing a blue and white sailor's outfit when last seen. Miss Emily Langford, the nanny, is forty-three years old, 5 feet, 3 inches tall, and weighs approximately 140 pounds. She has brown hair, brown eyes, and was wearing a navy blue dress and white sweater. The child's baby carriage was of black canvas and featured a foldout cover.

No ransom demand has been received. When asked, police declined to rule out Miss Langford as a possible suspect. "Everyone is a suspect," Chief Asa Nichols was reported as saying.

Anyone with knowledge of the case is urged to contact Chief of Detectives Luther Harden at the Arkham Police Station.

Keeper's Information

Young Carter Anderson was kidnaped at the orders of Harold Snowden, a former Baptist minister now an insane ally of the deep ones. Once the pastor of Arkham's First Baptist Church, he now resides in Innsmouth, living amongst the hybrids and horrors of the town.

THE CHILDREN PAPERS #2—excerpt from *Arkham Gazette* or *Advertiser*, dated ten days ago.

Arkham Announced as Possible Manufacturing Site

Anderson Electronics Looks to New England

Charles Anderson, president of Anderson Industries, has hinted that he now considers Arkham possibly the best place to locate his new electronic parts manufacturing plant. The proposed facility will produce vacuum tubes and other radio parts to supply the new and burgeoning industry. The plant would employ as many as 120 people upon opening, expanding to 200 over the next two years. Anderson hopes to secure government contracts supplying parts for military wireless equipment. The factory would be located along the south bank of the Miskatonic River, just east of the city.

Local financier Mr. Robert Beckworth has been negotiating with Mr. Anderson over the last few months, promoting Arkham as the best site available. Other locations that have been considered include Houston, Texas, and Charleston, South Carolina.

Mr. Anderson is a graduate of the Harvard School of Business, class of 1912. He served in the U.S. Army during the World War at the rank of captain. Along with smaller investments Anderson Industries presently controls a textile factory in New York City, an aircraft plant in Connecticut, and substantial oil interests in west Texas.

The Andersons will be visiting Arkham next week as guests of Mr. Beckworth. The couple currently resides in New York City with their two children, 4-year-old daughter Margaret, and one-year-old son Carter.

Innsmouth Options

HAROLD SNOWDEN, although fully human, is a friend and ally of the deep ones. As written, the scenario assumes that Snowden still maintains his residence there—along with his records—visiting the Falcon Point farm daily and frequently spending his nights there. The exact location of his home in Innsmouth is not given and may be decided upon by the keeper. If the keeper wishes, he may move Snowden's residence and records to the Falcon Point farm, either because the keeper does not own *Escape from Innsmouth*, or because the town has already been raided by the Federal Government and the keeper judges that Snowden could not still maintain a home there. In these latter cases Snowden lives at the farm full time, keeping all his records in boxes in the cave below the beach house.

Once respected and well liked, Snowden fell under a cloud of suspicion when rumors began circulating that he had possibly taken advantage of one of the young children attending his Sunday school classes. This boy, Danny Ames, was believed to have accused Snowden of molestation, although in truth the culprit had been the boy's uncle, his mother's brother. It was Danny's mother who, covering for her brother, first spread the story of Snowden's impropriety. Although he vigorously denied the rumors, and his supporters many, the weight of public opinion was against him. He soon resigned his position, "for the good of my Church." Snowden disappeared less than a week later, loading up his few belongings into his Ford. The car was found abandoned a few days later along the coast north of Gloucester. A suicide note was found, signed by Snowden. His body was never recovered.

In despair, Snowden had sought to end his life. Hurling himself into the sea from the high rocky shore he was swallowed by the cold waves, drawn down into the darkness and peace—only to find himself suddenly carried back up to the surface and fresh air. Pushed to shore and dragged up on the rocks the gasping minister rolled over on his back to look upon the face of his rescuer.

Snowden's already fragile mind snapped when he saw the face: green, scaled, flabby-lipped, with bulging glassy eyes—a creature the likes of which were unknown to Snowden. The deep one was a youngster, an Innsmouth hybrid whose transformation had taken place early. A lonely youth among the mostly adult colony of Y'hanthlei, the creature spent much of its time swimming up and down the coast, exploring forgotten caves and hidden salt marshes. Chancing upon the drowning Snowden the creature, recognizing the man's plight, idly, almost dispassionately, pushed him back to shore, saving his life. Snowden chose to view this as an act of God.

The ex-minister soon moved to Innsmouth, finding for himself a home away from Arkham and the people who had accused him of terrible crimes. He joined the Esoteric Order of Dagon and took part in the regular services, even introducing some Christian elements back into the worship.

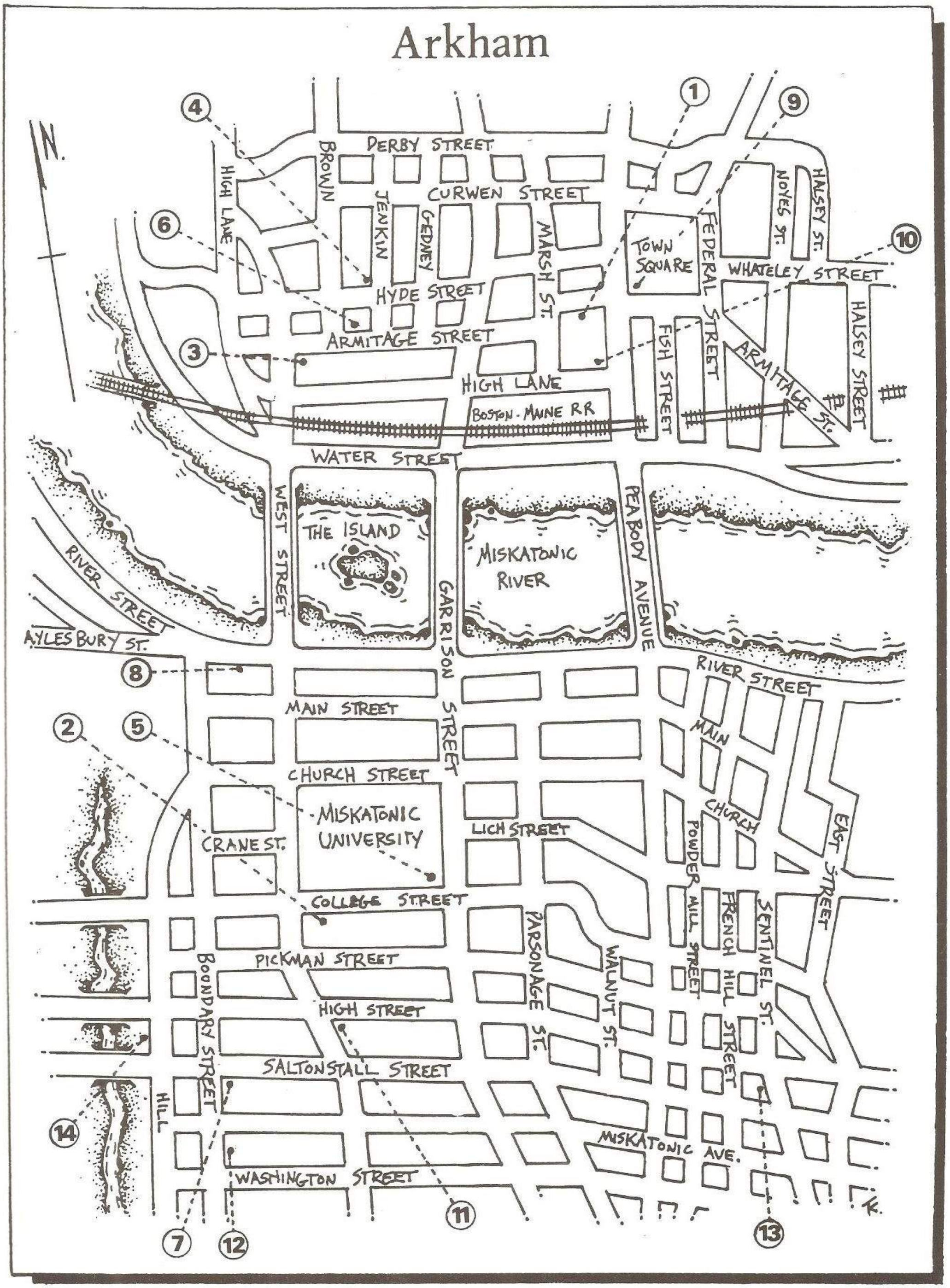
But he didn't forget about the boy Danny Ames, and the plight the youngster was in. Moving boldly, he one day sneaked back into Arkham and kidnaped Danny and took him back to Innsmouth. At the first the boy seemed frightened, not so much by Snowden whom Danny knew well and liked, but by the creatures and strange people of Innsmouth. Gradually the fear wore off though, Danny discovering that even the most grotesque of the fishy-smelling visitors meant him no harm.

Snowden was impressed by how Danny adjusted to the presence of his friends, the deep ones, and how the deep ones themselves seemed to grow used to outsider humans like himself and Danny. Snowden soon realized why God has chosen to spare his life. He would teach the two species, man and deep one, to not fear one another, to live as brothers and share the world they held in common. He would obtain other children and, like Danny, they would be raised to view the deep ones not as monsters and enemies, but as equals. Upon reaching adulthood these enlightened humans would move back out into the world to carry the message of love and brotherhood.

Although Danny Ames eventually went mad and ran away, and another child, slightly younger, was drowned in a swimming accident, Snowden experienced much success with his other charges. He presently has four children, aged three to ten, all of whom show much promise. They seem well adjusted and happy whether with deep ones or humans. The recently kidnaped Carter Anderson is slated to become the latest addition to Snowden's household, along with another child to be kidnaped soon. Carter Anderson will be Snowden's first human with real

Key to Arkham Map

1 Police Station
2 Hotel Miskatonic
3 Arkham Advertiser
4 Arkham Gazette
5 Miskatonic University Library
6 Tower Professional Bldg.
7 First Presbyterian Church
8 Arkham Farms Dairy
9 Arkham Trolley Office
10 Arkham Cab Co.
11 Miskatonic Club
12 Location of corpse


Arkham
N.
DERBY STREET
BROWN
HIGH LANE
CURWEN STREET
JENKIN
GEDNEY
MARSH ST.
HYDE STREET
ARMITAGE STREET
HIGH LANE
BOSTON - MAINE RR
WATER STREET
TOWN SQUARE
FEDERAL STREET
NOYES ST.
HALSEY ST.
WHATELEY STREET
FISH STREET
ARMITAGE ST.
HALSEY STREET
WEST STREET
THE ISLAND
MISKATONIC RIVER
PEABODY AVENUE
GARRISON STREET
RIVER STREET
AYLESBURY ST.
MAIN STREET
CHURCH STREET
MISKATONIC UNIVERSITY
CRANE ST.
LICH STREET
COLLEGE STREET
PICKMAN STREET
HIGH STREET
SALTONSTALL STREET
WASHINGTON STREET
BOUNDARY STREET
HILL
PARSONAGE ST.
WALNUT ST.
MILL STREET
FRENCH HILL STREET
SENTINEL ST.
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influence. Re-emerging to the world in a few years, Snowden is confident that he will eventually be proven the legal Anderson heir and move into a position of power. The kidnaped Donna Segreto will be prepared for the role of Carter Anderson's wife.

Carter Anderson was kidnaped by a pair of Boston thugs, Nick Castle and a Spaniard named Chalo Talamentes, hired by Snowden for the purpose. The pair currently hides out in a derelict house in Arkham laying plans for the second kidnaping. The infant Carter is kept safely hidden away in the basement while the two thugs prowl the streets looking for a likely victim. When they have acquired a second child they will contact Snowden who will then drive down from Falcon Point to pick up his charges. The children, along with the two thugs, will be taken back to a farm outside Falcon Point where Snowden has been conducting his long-running experiment.

With no ransom demand the police consider the missing nanny a prime suspect, concentrating their efforts in that direction. They have yet to find the body of Miss Langford, brutally murdered by the kidnapers. Until then the police show little inclination to listen to other theories.

THE KIDNAPING

Miss Langford was a regular church-goer who often took the Anderson children to Sunday services. This Sunday young Margaret had the sniffles and it was decided she stay home. But the sun was bright and after bundling the infant up warm, Miss Langford strolled out of the hotel pushing Carter in his expensive baby carriage. The pair headed west then turned south on West Street. Taking this to Washington, they went west again to Boundary Street. Along this lonely stretch of road waited the two kidnapers who sprung from the bushes before Miss Langford could even shout. She struggled briefly with Talamentes before Castle hit her over the head with a tree branch, killing her instantly. Her body was hastily hidden under a pile of loose brush and the boy taken back to the derelict house. The incriminating baby carriage was dismantled, sealed in boxes, and put out with the neighborhood trash.

A SECOND KIDNAPING

Three or four days later a second kidnaping takes place. This time a young girl named Donna Segreto, three years old, is taken from a vacant lot behind her parent's house. The only witness is a man who saw a dilapidated panel truck leaving a nearby alley in an apparent hurry.

Arkham

WOULD-BE DETECTIVES should keep in mind that when on a kidnap case investigators must keep a low profile. Kidnapers are easily panicked and may flee, either murdering their victims or abandoning them to their fate. The keeper might subtly remind the players of this, cautioning them to act accordingly. The distraught Anderson may make a point of keeping an eye on the investigators, making sure they don't do anything that might endanger little Carter.

Possibly the investigators interview the Andersons or their host, Robert Beckworth. In either case the investigators find that everything these people know has already been reported to the police and published in the newspapers.

The Arkham Police

Any investigator with proper credentials, prior police affiliations, or who carries the blessings of Anderson and/or Beckworth receives full cooperation from Chief Asa Nichols. Nichols wants to find the child as quickly as possible.

The investigators may find Chief of Detectives Harden more difficult to deal with. In charge of the actual investigation he resents "people sticking their noses into my job." Harden is doing his best to find Carter but lacks a solid lead. If the investigators hope to gain his cooperation they will have to gain his respect.

The police are willing to share the following leads, clues, and theories.

- ☐ Miss Langford was last seen leaving the Hotel Miskatonic around 8:30 Sunday morning. The service was scheduled to begin at 10:30, the Andersons assuming that she left early to enjoy a long walk. The most logical route would have been to travel west on either College, Pickman, High or Saltonstall streets. The trip should have taken no more than 20-30 minutes. Police searching these various routes have found no evidence.
- ☐ No ransom request has yet been received.
- ☐ The ushers at the church are certain that Miss Langford was not present that day—a stranger among the congregation would have been noticed. Nor do any members of the church remember seeing Miss Langford.
- ☐ Miss Langford has been employed by the Andersons for seven months and came with excellent references. Investigators who check Miss Langford's references find she was previously employed by a New York couple for over nine years and that she is highly regarded.
- ☐ Chief of Detectives Hardin is currently digging deeper into Miss Langford's past, attempting to find some suspicious behavior. His efforts have so far proven fruitless.

THE LIST OF SOURCES

Hardin now plans to broaden the investigation, systematically questioning any people who might have been in the area Sunday morning. Heading up this list are milkmen, trolley drivers, and taxi drivers. Quick thinking investigators may be able to beat the Chief to these sources.

Arkham Dairy: Offices of the local dairy are west out River Street between West and Boundary. No milk deliveries are made on Sundays and this turns out a dead end.

The Trolley Company: The trolley offices are on the south side of the Common. The few drivers working that morning saw nothing suspicious, nor do any remember seeing a woman with a baby carriage.

Arkham Cab Company: Dispatcher Gregory Dahlberg has a log containing the names of the drivers on duty that morning. Although he willingly shows it to police, private parties have to pay a 'service fee' of $4 which goes directly into Dahlberg's pocket.

Four drivers were working that morning: Brian Canfield, Paul Wyatt, Leon Ott, and Donny O'Shea. Canfield, Wyatt and Ott know nothing but O'Shea remembers seeing a woman matching Miss Langford's description walking west on Washington between Garrison and West Streets around 9:20 that morning. She was pushing a baby carriage similar to the one described by the Andersons.

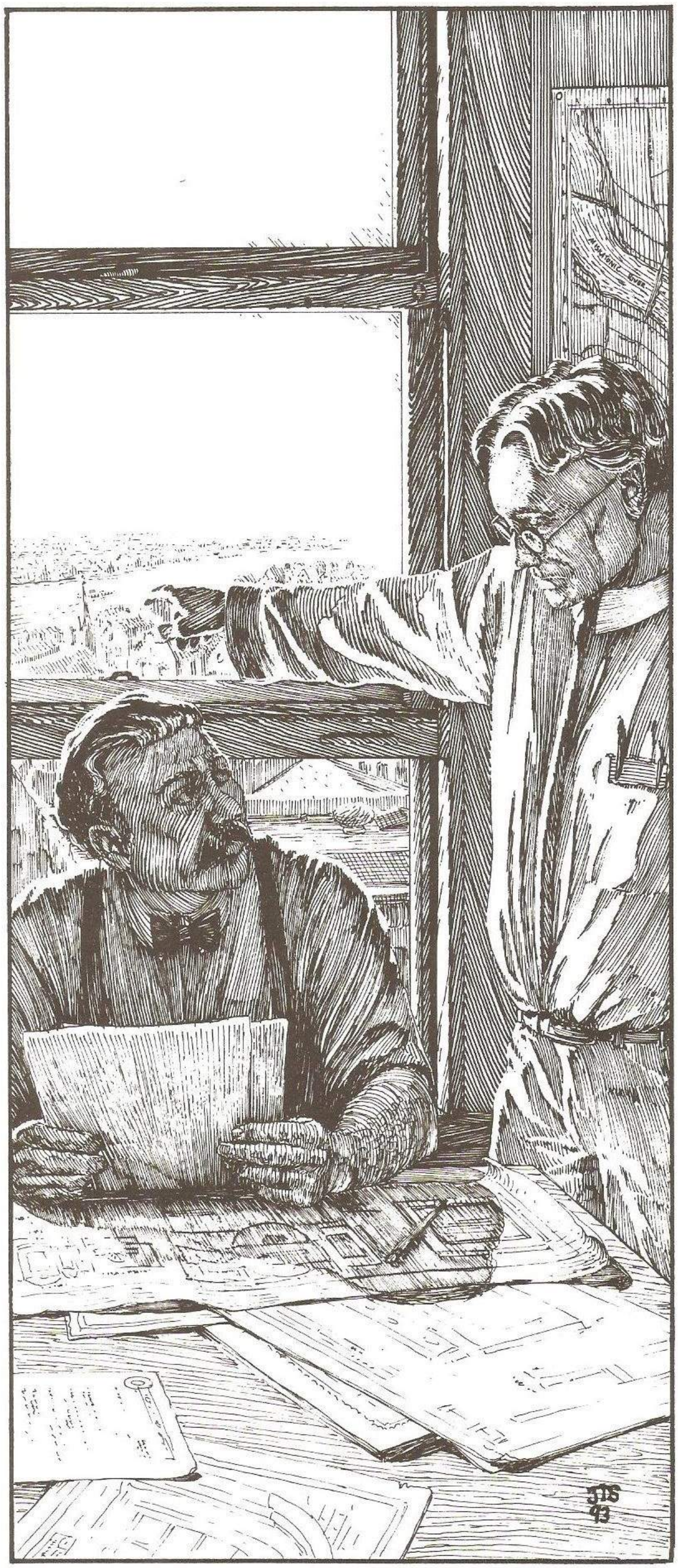
If they do not think of it, a successful Idea roll suggests that the investigators duplicate her walk and look for evidence. This requires that both sides of the streets be combed, following any and all possible routes the woman may have taken on her way to the First Presbyterian Church that morning.

A GRISLY DISCOVERY

Miss Langford's body is hidden in a wooded stretch of ground on the west side of Boundary Street between Washington and Miskatonic streets. If investigators passing this spot fail Spot Hidden rolls, their noses alert them anyway. The body has been here now for a day or more and decay has already begun; maggots crawl over the corpse in heaving masses. Discoverers lose 1/1D4 Sanity points. (Note that if the investigators fail to find the corpse it is discovered by two little boys searching for a lost ball. The find is reported to police and the investigators learn of it through the newspapers or their own police contacts.)

The corpse's head is covered in blood and the ground around it shows signs of a struggle. A cursory examination reveals a single massive wound to the back of the head (later confirmed as the cause of death by Arkham Medical Examiner Ephraim Sprague). There is apparently nothing missing from the woman's clothing and her purse is untouched, still containing $12. Robbery was obviously not the motive.

A Spot Hidden roll spies a glint of gold in the corpse's tightly-clenched right hand.



Robert Beckworth and Charles Anderson

Prying open the stiff fingers, investigators find a blood-stained gold earring. Large and heavy, it seems a masculine design; neither of Miss Langford's ears is pierced.

Searching further through the woods, a baby's blue bonnet is found, monogrammed CDA. This is later identified as belonging to the missing youngster, Carter Anderson.

If the investigators discover the corpse they should be reminded that it is their legal duty to report it to the police. Disturbing the body in any way is against the law. Withholding evidence—such as keeping the earring found in the corpse's hand—is a felony. Discovering the body is an excellent way to get on Harden's good side, though investigators should try to be gracious. Publicly showing up the police force will work against them.

The Trail Grows Cold?

AS POTENTIAL LEADS dry up, the investigators may feel frustrated. The following clues may be introduced at the keeper's discretion.

THE STORY OF DANNY AMES

Sometime during the investigation the subject of kidnaping prompts a policeman, reporter, or other to mention the 'Danny Ames story.' Unfamiliar with this tale, investigators should be interested in listening.

Three years ago a young man, aged about fifteen, was found wandering senselessly through the woods northeast of Arkham. At first no one recognized him but after a time he was identified as Danny Ames, a youngster who had been missing for over ten years.

He was returned to his parents' home but never recovered his senses. For the most part he was docile but subject to fits of bestial rage. Nothing was ever learned of where he had been those ten years.

When his mother died a year later the boy was sent to the Massachusetts State Hospital for the Insane near Danvers. Although the official report says the woman died of an accident it has always been rumored that she was killed by her insane son. The boy's father reputedly moved out of the area following the death of his wife and the institutionalization of his son.

If the investigators want further information it is suggested they contact the state hospital.

HIRAM THE JUNKMAN

This clue points directly to the kidnapers' hideout and should not be introduced until after the Segreto child is kidnaped.

One day on the street the investigators spy in the distance the horse-drawn wagon of Hiram the junkman. Amongst the other items piled in his wagon are the dismantled remains of a baby carriage. A closer examination proves the carriage identical to the one which disappeared with Carter Anderson.

Hiram is a friendly sort, fond of Peach brandy, whose slow manner of talking disguises a quicker mind. If the investigators show an interest in the carriage he offers to sell it to them for $2.50. He is cagey about answering questions but if informed that it may have something to do with the missing children, Hiram offers to do whatever he can to help. The boxes, he tells them, were piled on a communal trash dump in a vacant lot on Hill Street between High and Saltonstall. He has no idea which house the carriage may have actually come from.

The Second Kidnaping

A few days later the daughter of Joseph Segreto is taken from a vacant lot behind her house. Donna, thirteen months old, was playing with her five-year-old sister, Maria. Maria went back to the house leaving Donna in the sand box. Returning, she found Donna gone. Maria thinks she heard a car in the alley, driving away fast.

Later the papers report that a citizen witness has stepped forward. Art Smith reports to police that he saw a worn-out black Ford panel truck leaving the area at a good clip just about the time of the kidnaping.

If the investigators track down Art (through the City Directory) and make a Persuade roll, he tells them the rest of what he told police—the information not released. Art tells them that the reason he took notice was that the driver was "an Italian or somethin'. He was holding a bloody handkerchief or bandage to his ear while he was driving." Art says the truck went west on High Street.

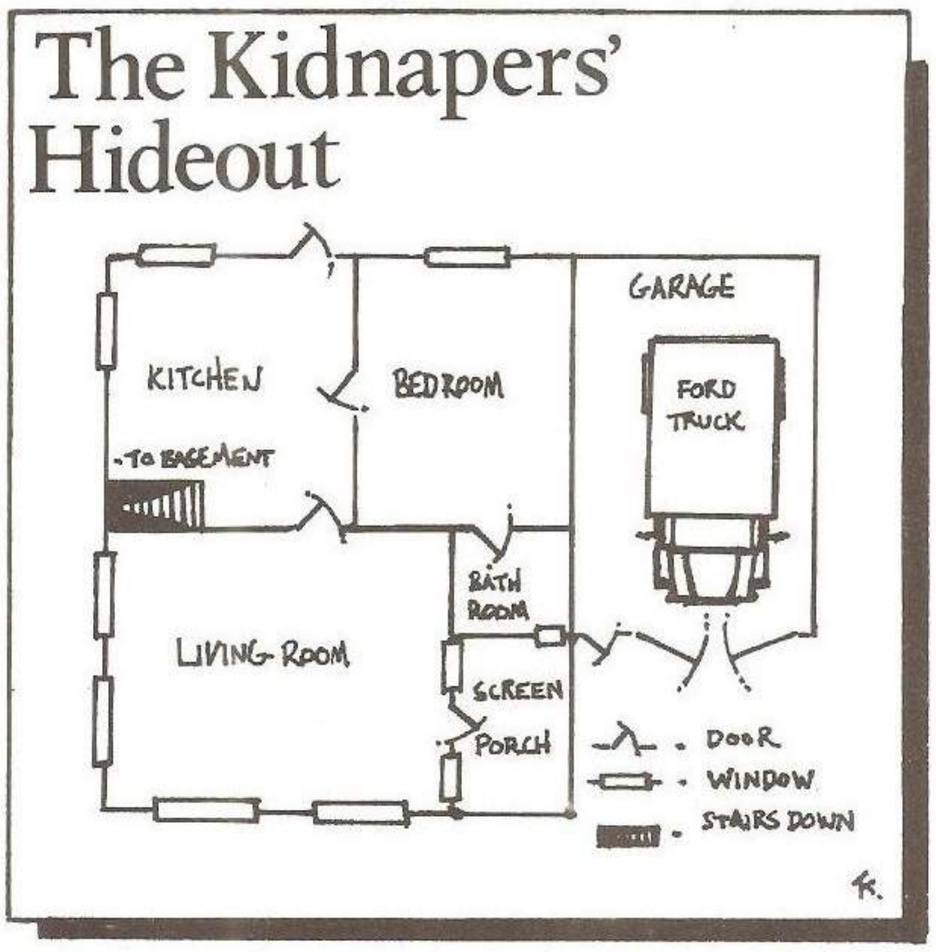
THE KIDNAPERS HOLE UP

After their second successful kidnaping Talamentes and Castle hole up in the house on Hill Street. They hide their worn-out black Ford panel truck in the garage, covering it with a tarp. The two thugs now contact Snowden in Falcon Point and settle down to wait for him to come pick them up. Snowden finally arrives—accompanied by an Innsmouth hybrid named Oscar Wentorf—possibly a day or more after the call and probably just an hour or two before investigators close in on the scene. Snowden just barely escapes the investigators' grasp.

In the meantime the children are kept in a basement room where passers by will not hear their pitiful cries. Both thugs share in caring for the youngsters, including feedings and diaper changes. One or the other makes occasional trips to the local store for fresh milk.

The Kidnapers' House

A QUICK PERUSAL of this neighborhood shows one highly suspicious location: a derelict house, secluded from the rest of the neighborhood and nearly hidden by surrounding trees. A quick look reveals fairly recent auto tracks in the dirt driveway.



If the investigators seem too aggressive remind them that the kidnapers have already killed once and that they are probably holding two young hostages. Walking boldly up to the front door could endanger the children's lives.

If the investigators research this abandoned house in the city records they find that it previously belonged to a man named Kenneth Ross. Ross was a free lance writer of hunting stories for outdoorsman magazines. Ross was killed six years ago during a bear hunting expedition in the Canadian Rockies. The house has been untenanted since. Arkham Edison has never been out to shut off the power—part of the reason the kidnapers chose this place.

THE SITUATION

Depending on the investigators' performance—and the keeper's whim—the investigators may have just missed the kidnapers by hours, or arrive just as Snowden is leaving with his young charges. In either event Snowden and Wentorf must escape with the children, making a clean getaway to Falcon Point. Whether or not Castle and Talamentes also escape, or are left behind, depends on the circumstances. The two thugs curse their boss for abandoning them but, with murder and kidnaping charges looming over their heads, choose to fight rather than surrender. They retreat to the garage if possible, crashing their panel truck out the front doors at full speed attempting to get away. If trapped in the house they make a last stand, pinning down the investigators with gunfire while Snowden incidentally gets away.

If the gun battle continues, police will soon show up and one way or another finish the job themselves. Even if the battle is a short one, police arrive soon after, possibly interfering with the investigators' plans.

It is also possible that Snowden and Wentorf have already picked up the two thugs and two children and returned to Falcon Point. This option keeps the police from coming into direct contact with the criminals, possibly allowing the investigators freedom of movement—particularly when searching the house for clues.

The House

The house is a humble, single story affair with a small basement. A one-car garage is attached to the right side. The yard is overgrown with weeds. The name of former owner Kenneth Ross is still discernible on the rusty mailbox. All doors are kept locked and windows latched.

Inside, conditions are found to be only slightly better. Although dusty and dirty, signs of recent human habitation are everywhere evident.

Living Room: The only piece of furniture is a battered, moth-eaten sofa. A Franklin stove in the center of the far wall provides heat, the stove pipe running through the ceiling.

Kitchen: This room contains a battered dining table and four chairs. Kitchen cabinets are stocked with a supply of dried and canned foods. The ancient stove is a wood-burner and a dilapidated icebox outside the back door contains a half-empty bottle of milk, still fresh. A set of stairs leads to the basement. The sink is full of dirty dishes and trash is piled in corners.

The Bedroom: This room contains two narrow single beds and two four-drawer dressers. The top two drawers in each contain a few pieces of dirty, rumpled men's clothing, obviously lately worn.

A careful search of one dresser turns up a letter sent to Castle and Talamentes by Harold Snowden. It is postmarked "Innsmouth" (see The Children Papers #3). The other dresser may contain a set of keys for the panel truck and the locked basement door—but only if Castle and Talamentes failed to escape town.

THE CHILDREN PAPERS #3—a handwritten letter of recent date

Glad to hear you have been successful with CDA. Try to obtain a second one — as we discussed — within the week.

Wentorf and I hope to be able to visit soon. Will have to stop at Falcon Point to check the others.

H. Snowden

P.S. Make sure nothing gets in the way.

Bathroom: The plumbing in this room no longer works, apparent when opening the door for the first time.

The Basement: The stairs in the kitchen descend to a small locked door. Past the door the basement is found, the cleanest room in the house. Talamentes has arranged a tidy little bedroom for the two kids; each has their own bed along with a small dresser for clothing purloined by Castle from various neighbors' clotheslines. The front end of the room has a curtain closing off one corner, concealing a makeshift toilet consisting of a bucket. The rear of the basement is lined with shelves holding a few old cans of vegetables.

The Backyard: The yard is choked with long grass and weeds, shadowed by overgrown trees. Several bushes grow next to the house, obscuring the outside cellar entrance beneath the back kitchen window. It is securely bolted from the inside.

The Garage: This building is large enough to hold one vehicle with enough room for a person to squeeze by on one side. If the kidnapers have left town there is a crumpled tarp tossed on the floor, formerly used to conceal their truck. The walls are hung with old garden tools and there is a workbench in the rear covered with various rusty old tools. Under the workbench, wrapped in oiled cloth, is a double-barrel hunting rifle, an H&H 500/.600 Nitro Express—an elephant gun. There is no ammunition around and a Mechanical Repair roll reveals the weapon's action is broken. It might be repaired (by an expert) and sold for as much as $800. In its current condition it would command no more that $300. Use the statistics given for an elephant gun.

CATCHING UP WITH THE CROOKS

If the keeper decides the investigators have performed well enough to have caught up with the kidnapers, the following information is pertinent.

Talamentes handles most of the child care and is often found in the basement. Castle tends to keep an eye on things upstairs, spending most of his time reading magazines. One or the other is always at home to look after the children. Once the Segreto child has been snatched the two lay low, rarely venturing out except for occasional trips to the store. They do not want to be seen around this neighborhood too often.

Snowden and his companion Wentorf are not willing to die over these two children. They know that if they don't get these kids to the farm there will still be others. Neither participates in gun play unless directly threatened, letting Talamentes and Castle do the fighting for them. If under assault, Talamentes and Castle cover Snowden's escape, shooting from windows or fighting hand-to-hand inside the house. Snowden and Wentorf take the opportunity to jump into their car and drive off. If necessary they use the two children as human shields.

Snowden speeds south on Hill Street then turns east on Washington to Peabody Avenue before turning north and heading out of town toward Falcon Point. Snowden shakes any tails before he gets out of the city. The keeper should allow his escape while still keeping the chase as dramatic and exciting as possible.

Concluding in Arkham

With the adventure as yet incomplete success is hard to define. But the death of the child, Carter Anderson, deems the Arkham portion of the scenario a failure.

A bitter Charles Anderson makes a public statement, denouncing the Arkham police department, and perhaps the investigators themselves. He pulls out of the proposed manufacturing development and he and his family return to New York. The Segretos have also suffered but their complaints go relatively unnoticed. Depending upon their roles in the deaths of either of the children, the investigators may face legal charges—up to and including manslaughter. Investigator reputations and Credit Ratings may suffer from the adverse publicity.

If the two thugs are killed or captured, the Ford panel truck can be identified as the same vehicle stolen from Jack Wilson of Falcon Point two months ago. The police meanwhile seal off the house and go over it with a fine tooth comb, looking for clues. What happens next is determined by whether or not the investigators found the letter, and if so, do they show it to the police?

The State Hospital

THE MASSACHUSETTS STATE HOSPITAL for the Insane is the largest of its kind in New England, caring for more than two thousand patients. Understaffed, individual treatment is spotty if not nonexistent. Patients are housed in various dormitories contained in huge brick buildings three stories high. The most violent are kept in restraints.

Upon arriving the investigators are introduced to Danny Ames' attending physician, Dr. Anson Best. Dr. Best is a competent doctor in an untenable position. He knows the patients need better care but doubts there will ever be the funds to provide it.

Best tells them what little he knows about the Danny Ames case: where and when the boy was found, the sequence of events leading to his current confinement, and the minimal therapy he's since received.

Danny Ames has been a patient here for two and one-half years. He was found staggering through the woods northeast of Arkham a couple miles from Ipswich. Eventually reunited with his parents the boy was kept at home for six months until the accidental death of his mother, at

which time his father had him placed in the hospital and declared a ward of the state. Since then Danny's father has dropped out of sight, supposed to have moved out of the New England area.

Diagnosed as a paranoid schizophrenic, Danny is kept in isolation twenty-four hours a day and treated with opiates to control his violent outbursts. Best feels the case is hopeless. Although Dr. Best is fairly open, he does not allow anyone to read the case file unless they have a legal right, are respectable physicians, or are here at the behest of some influential person. If the investigators gain access to the file, give them the Children Papers #4. The first three excerpted entries are dated three years ago and were made at the Arkham Sanitarium. Later entries were made at the State Hospital and date from two and a half years ago to the present.

VISITING DANNY AMES

Danny's condition is partly the result of the sexual abuse he suffered as a child coupled with the realization years later that he would never make the transition from human to deep one—a shock to his emotions after having spent years in their company believing himself one of them. Many of his symptoms might be interpreted as symptoms of deep one taint, but they are all psychosomatic. He is permanently insane and without hope of cure.

Danny is kept in a cement-walled cell with no furnishings other than a dirty mattress on the floor. Separated by a barred door, his cell reeks of human wastes—and a

THE CHILDREN PAPERS #4
—excerpts from Danny Ames' case file

First entry, dated three years ago:

Apparent age fourteen or fifteen years. When discovered in the woods east of Ipswich the subject was found digging for grubs under a rotting log. Clothes consisted of worn blue jeans, flannel shirt, and no shoes. Identity unknown. Left in care of Arkham Sanitarium.

Two days later:

Patient John Doe remains unidentified. Exhibits radical mood swings ranging from childlike humor to beast-like violence. Patient remains amnesiac with no recollection of who he is or where he is from.

Two weeks later:

Subject has been identified as Daniel Ames, son of Peter and Cynthia Ames of Arkham. Danny has been missing for ten years and at the time of his disappearance was thought to have been a victim of kidnaping. He is to be cared for at home by his parents. This should allow the best chance for memory recovery.

Danvers State Hospital:

Danny Ames admitted as ward of the state and placed in isolation ward for observation. Capable of outbursts of extreme violence. Prior to admittance patient was found in his home, squatting on top of his mother's body and emitting loud croaking sounds. Although believed to have been responsible for the mother's death, authorities judged him unfit to stand trial. His father has formally committed him to the state's care.

Two months later:

After several weeks of observation, patient shows recurring efforts to voice words, and sometimes sentence fragments. He seems to talk of a cave where he played with someone he calls "them." He attaches a certain, almost mystical significance to those he calls "them," and someone he calls "Snowden."

Violent episodes are still frequent but opiates show signs of controlling them.

One year later:

I spoke with the patient about his parents, hoping to jog his memory. He seemed to remember them but later said: "Mr. Ames really wasn't my daddy anymore." His mental development seems to have stabilized around the level of a seven-year-old.

Remaining entries:

These continue in much the same vein. The patient shows little more in the way of improvement and the violent outbursts seemed to be controlled only by continually stronger doses of depressants. A decline in his physical health is noted.



Danny Ames

slight smell of fish. When investigators arrive, Danny, dressed only in a pair of pants, is crawling across the floor, chasing after something.

With a lunge he snatches up a large cockroach, peers at it for a second and then pops it into his mouth, crunching it between his teeth with obvious relish. Investigators lose 0/1 Sanity point.

Danny looks unhealthy, pale and somewhat emaciated. His hair is white and thinning, his chest scarred as well as his arms and neck, the result of Danny's chronic clawing at himself. Any investigator making a Medicine roll can tell that Danny is slowly starving to death. Investigators are allowed to speak through the bars but may not enter the cell.

Danny is occasionally lucid and capable of carrying on what passes for conversation. He talks about the sea, often referring to a cave in which he says he once lived with "them." He also talks a lot about "Snowden" and possibly Falcon Point (a small village near Innsmouth). The doctors speculate that he may indeed have spent time living in a cave along some uninhabited stretch of coast.

At some point during the visit the investigators notice Danny's personality takes on a distinct change. His eyes narrow before he suddenly scurries/capers across his cell to leap at the narrow window, grabbing at the bars while bellowing at the top of his lungs. Danny crashes back to the floor but in one motion is back on his feet and racing toward the barred door. He hits it full force, injuring his face but springing open the improperly latched cell door. Danny is free.

His first victim is any attendant or staff member accompanying the party. This character is knocked down by the force of Danny's attack and suffers a ferocious bite to the face. Witnesses lose 1/1D4 Sanity points as the pinioned victim shrieks helplessly.

Danny can be safely subdued by three or four strong individuals jumping him at once. If he manages to elude them he bolts down the hallway, croaking as loud as he can. Although it is likely that other attendants trap and subdue him the keeper may wish to let Danny make good his escape, jump the outside fence, and disappear into the nearby woods. The investigators may become involved in a manhunt that brings in the local police, area volunteers, and others. How long Danny remains free is up to the keeper. Danny will head back toward Falcon Point. Investigators might be able to follow him or trace his movements.

The Newspaper Stories

Investigators searching the files of either the *Arkham Advertiser* or the *Arkham Gazette* for stories about Danny

THE CHILDREN PAPERS #5—a story from the *Advertiser* or *Gazette* dated approximately ten years ago.

Abandoned Automobile Identified as Missing Pastor's

Minister Harold Snowden Missing and Presumed Dead

GLOUCESTER — A Ford Model A found abandoned near the shore north of Gloucester yesterday has been positively identified as that of Mr. Harold Snowden, formerly minister of the Arkham First Baptist Church. Mr. Snowden had been head of the church for almost seven years when he retired suddenly last summer following allegations of misconduct lodged against him by some members of the congregation.

Police have verified reports that a suicide note written by Snowden was found in the vehicle. Although the actual contents of the note have not been released, inside sources say that the man foreswore all charges made against him, but could no longer suffer himself to live with the community believing such things about him. Snowden left no family or known heirs.

Ames find (with successful Library Use) articles dated three years ago concerning the discovery of an unknown young man found wandering in the woods, and his subsequent identification as Danny Ames, missing for over seven years. The date of Danny's abduction ten years before is given and leads to a newspaper story about the kidnaping. No suspects were identified and the crime remains unsolved.

If the characters research the name Snowden they may come across the following article.

First Baptist Church

Investigators wishing to follow up on the Harold Snowden story may visit the Baptist Church and speak with the pastor, Reverend Charles Noyes. Noyes was assistant under the Harold Snowden and knew the man well. If convinced of the investigators' sincerity he tells them how Snowden, a good man, was wrongfully accused of molesting one of the congregation's children, a boy named Danny Ames. Noyes believes that Snowden was innocent and that Danny may have been victimized instead by a member of his own family. But the charges were hard to refute and Snowden soon after resigned from the church. Two weeks later he moved of the boarding house where he had lived and left town. A day or two later his car was discovered abandoned on the coast. Noyes views Snowden's tale as a tragic miscarriage of justice.

Falcon Point

THE ONLY CLUES pointing investigators in this direction is the letter from Snowden found in the house on Hill Street, and Danny Ames' wandering references. The keeper may need to provide another way of introducing the information. If the police search the Hill Street house they find the letter, the information coming back to the investigators via their station house contacts or through Anderson and Beckworth. If all else fails, Danny Ames may talk about Falcon Point during the investigators' visit to the state hospital.

The Village

Falcon Point is a small fishing village of no more than forty or fifty residents located a short way down the coast from dreaded Innsmouth. Although within Innsmouth township, and governed by the nearby town itself, the people of Falcon Point maintain a strict and separate existence from their hybrid neighbors. Falcon Point is approximately ten miles from Arkham.

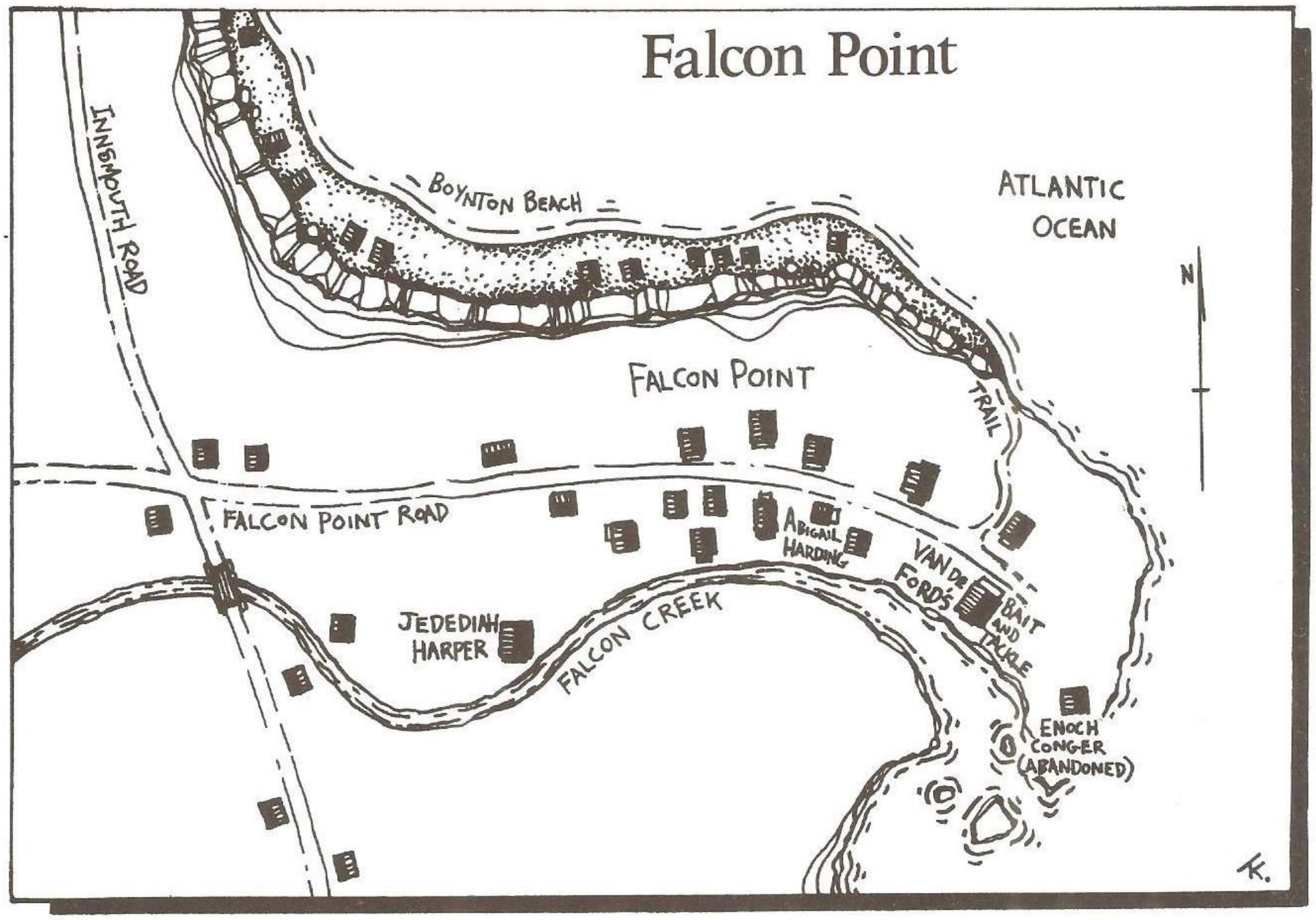
The people of Falcon Point fear and loathe the hybrids of Innsmouth. Although reluctant to talk with strangers, bribes of cash or liquor are likely to loosen most tongues.

Asking around town brings little information. Questions about the suspects get nothing. Questions about strangers or unusual events are answered with "Ask Abby." Abby is Abigail Harding, the local postmaster. The mail truck going from Gloucester to Ipswich drops a mail bag in front of her home every morning after which she sorts, then delivers the letters and packages to the proper residences. Afterwards she drives out of the village, delivering mail to various farms in the area.

BAIT & TACKLE SHOP

Falcon Point's sole commercial outlet is Delmar van de Ford's Bait & Tackle shop. Van de Ford stocks mostly fishing necessities, gasoline, and other essentials such as coffee, tobacco, canned goods, etc. He knows nothing of a man named Snowden but if the investigators provide descriptions of Talamentes and Castle he recalls seeing them.

"Sure, I remember that Spaniard. Him and that other fella got gas. Stopped in... umm, had to be a month and a half, two months ago. Headed south. I recall there were two other fellas in the car. They paid for it with this."



Van de Ford reaches into the cash register and pulls out a gold coin dated 1813. He has kept the coin all these weeks as a curiosity.

If the investigators persist in questioning him, Delmar suggests they "talk to Abby."

JACK WILSON

The investigators may or may not know of Jack Wilson, the owner of the black panel truck stolen by Talamentes and Castle. He lives in the village.

Regarding the stolen vehicle Wilson says that one night, two months ago, the truck was stolen from in front of his house. He reported it to police and, if it has been returned, he is grateful to the investigators for any assistance they lent recovering his vehicle.

Asked about a place to stay Wilson offers an empty room in the house, and another over his garage.

He knows nothing about a man named Snowden but suggests they check "with Abby."

ABIGAIL HARDING

Abigail has been the local postmaster since the death of her husband nearly twenty years ago. She is loyal to her oath (and the memory of her husband) refusing to discuss postal matters without just cause. To get her to talk the investigators need to explain their reasons. The more official or important-seeming these reasons, the more likely Abby opens up to them. For example, telling her Snowden has inherited a large fortune would impress her more than saying that he is an old college buddy. Abigail is always looking for another juicy bit of gossip.

Abigail can tell them that she has been receiving letters addressed to an H. Snowden, mailed c/o Mike Kelso at the Kelso farm. They seemed quite ordinary letters, postmarked in Arkham. The last one was delivered five or six days ago. To get directions to the Kelso farm investigators only have to ask.

The Kelso Farm

The Kelso farm lies southeast of Falcon Point along a gravel road across a small canal. Located at the end of the road is a driveway leading up and over a hill, identified as the entrance to the Kelso farm by an old mailbox mounted atop a fence post. The farm cannot be seen from the road, save for the roof of a barn peeking over the intervening hilltop.

Cresting the hill the investigators see below them a farmyard and pastures surrounded by low stone walls. A prim farmhouse stands near a large barn, a moss-covered well house, and a leaning chicken coop. A large vegetable garden is planted behind the house.

The barn houses the Kelsos' car and a horse-drawn wagon along with seven milk cows, two horses, and an old mule. The coop holds several dozen chickens, a rooster and four geese. (Keep in mind that geese are often better guards than dogs.)

Less than a half-mile to the north, but impossible to see because of the woods and hills, stands a small beach house, connected to the Kelso farm by an overgrown two-track road.

MIKE KELSO

Stopped by a closed gate leading to the farm they see a tall lanky man in coveralls step off the front porch and head out to meet them. He waves, greeting them pleasantly. He asks if he can be of any assistance and invites the investigators in for coffee or a cool drink. If they accept, he opens the gate, asking that they be careful not to let out any of his chickens. He tells them to park the car up by the house while he shuts the gate.

As the investigators get out of the car Mike Kelso introduces himself to each one of them with a friendly handshake. He leads everyone toward the house, opening the door and shouting: "Honey! We've got guests!" He leads the investigators into the parlor and invites them to sit down. Sarah Kelso appears, bidding them hello and asking if they'd like some refreshment. She offers coffee, tea, or lemonade. Their home is a stereotypical American farm house with two upstairs bedrooms, a living room, parlor, dining room, kitchen, and porches in front and back.

The investigators are invited to stay for dinner, Mike asking them questions about events outside the local area. Sarah cooks, shooing everyone out of the kitchen. The meal is very good; all the items are fresh, produced right here on the farm.

If asked about Snowden, Kelso says he's been receiving some letters addressed to the man but doesn't have the faintest idea who he is. He has returned the letters to the postmaster in Ipswich and says there haven't been any for several weeks now. He apologizes for not being able to aid the investigators more.

Before they leave the house allow each investigator an Idea roll, a halved Idea roll if their visit is short. If successful, the investigator notices things that imply children are living in the house: breakables kept above a certain height, child gate on the stairs, a small person's tableware in the sink, and others. If confronted with this, the Kelsos explain that Sarah's niece and nephew, four and seven years of age, were visiting last week. Psychology rolls reveal the Kelsos are lying.

If the investigators push the Kelsos on this subject they grow angry. Mike draws himself up and politely asks them to leave. "I will not be called a liar in my own home!"

Mike and Sarah work for Snowden and know all the various details of the operation. They have been living on this farm for fourteen years and Snowden makes good use of their cover. As soon as the investigators leave, Mike rides a horse over to the beach house to warn Snowden.

INVESTIGATING THE KELSOS

Should the investigators think to re-question Abigail she tells them that she delivered a letter addressed to Snowden just three days ago. If asked about visiting nieces and nephews she claims to have never seen any children around the farm. Locals in Falcon Point and Ipswich say the Kelsos are model citizens.

Property records are kept by the township and found in the courthouse in Innsmouth. They show that Kelso's property extends all the way to the ocean. This fact may also be learned by questioning some of the Falcon Point old-timers.

THE NEXT MOVE

By now the investigators should have good reason to suspect the Kelsos. Calling in the state police is a possibility but given no more reason to suspect the Kelsos than the investigators' 'intuition,' they prove unable to deal with the situation effectively: they visit the Kelsos, are charmed, and leave after finding nothing suspicious.

Exploring the immediate farm might be the investigators' intent. There is nothing incriminating on the properties but poking around the barn at night is likely to disturb the geese whose honking wakes the Kelsos. Mike appears on the porch 1D4+2 rounds later armed with a salt-loaded 12-gauge shotgun (75%, 1D6 damage).

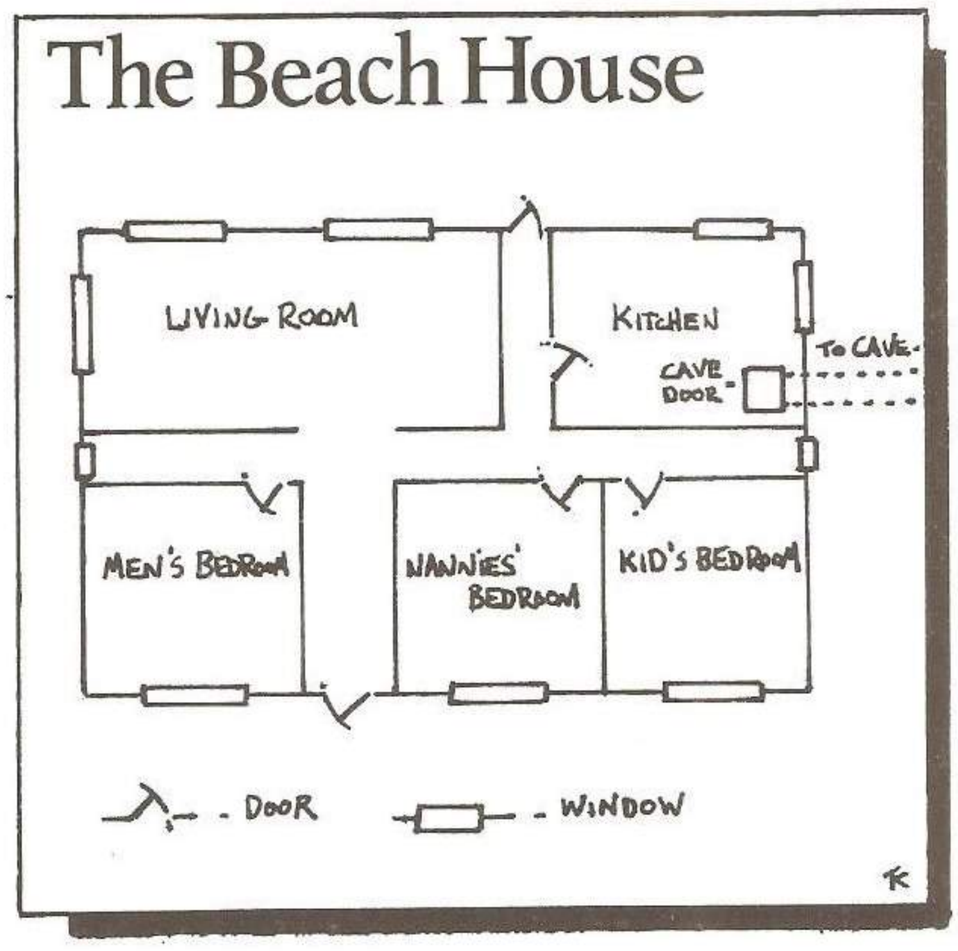
Following the track leading from the farmyard north through the hills is the best bet. The beach house, and the caves beneath it, is where the children are kept. Alternatively, the beach house can be reached by traveling along the coast or from the sea by boat.

The Beach House

This house has been used by Snowden for years to conduct his psychological experiments involving adult deep ones and human children. The house is presently occupied by six children ranging in age from one to ten years (including Carter Anderson and Donna Segreto); two hybrid nannies from Innsmouth, Mellisa Hart and Sharon Gilman; Harold Snowden and his hybrid bodyguard Oscar Wentorf; and, if they escaped Arkham, the two thugs Nick Castle and Chalo Talamentes.

The beach house, which has no electrical power, is a one story building facing the ocean equipped with both a front and back door. Inside are three small bedrooms: one for the nannies, one for the two newly-acquired infants, and one for the two middle children. Castle and Talamentes—if here—sleep in the living room. Snowden, Wentorf, and the two oldest children spend their nights in the sea cave below the house, reached through a trap door in the floor of the kitchen. This cave also opens on a small stream running near the house. Kelso brings food to the beach house once or twice a week.

The following description is typical of daytime at the beach house, assuming the investigators have not yet



given Snowden reason to take extreme measures. Adjust the situation accordingly.

- ☐ The recently kidnaped Carter and Donna are in the house, or outside with at least one of the nannies.
- ☐ Three-year-old Sally and five-year-old Billy play outside, watched by one of the nannies, or are in the cave beneath the house.
- ☐ Peter, nine years old, and Ruth, ten, are either in the cave with Snowden or playing outside.
- ☐ The nannies, Melissa and Sharon, are either in the cave teaching older children, or watching children at play outside the house.
- ☐ Talamentes and Castle (if present) are either in the immediate vicinity or inside the house. They never enter the caves.
- ☐ Snowden and Wentorf are in the caves below, working with whatever children are down there.

OUTSIDE THE HOUSE

A car is parked near the house. If the investigators encountered Snowden in Arkham, they recognize the vehicle as his. Describe the apparent number of kids (six) but, at a distance from the house safe enough to avoid detection, positive identification is impossible without the aid of binoculars. If the investigators watch long enough they see Mike Kelso delivering a wagon-load of food.

The observers see several children playing on the sand or in the water, often in the company of deep ones. Seeing the human children playing with deep ones costs 1/1D6+1 points of Sanity. The observers may also see two human males on the beach looking out to sea. Suddenly, several deep ones rise out of the water to converse with the two humans. They then submerge as abruptly as they appeared. The two men walk south to the stream entrance and disappear around the bank.

The stream runs through the woods behind the house and on through Kelso's pasture. It is narrow and choked with brambles and large rocks. The mouth is overhung with bushes and vines. With a little work a small boat could be rowed up the sluggish stream. The banks are impossible to climb and the trees block most of the sunlight. Exploring the stream, the investigators find two small boats tied to trees. A Spot Hidden roll reveals a dark opening in the bank, obscured by overhanging brambles. Entering immediately alerts whoever or whatever waits inside.

THE CAVE

This cave is dimly illuminated by candles. The furnishings consist of a table, a few chairs and a couple of cupboards. There are several antechambers, which contain the sleeping spots for Snowden, Wentorf, and the two older kids.

Toward the far end the cave widens, filling with stalactites and stalagmites. One side has had the floor cleared, leaving an open area now occupied by 1D6 deep ones. The end cave is lit by daylight shining in the stream-side entrance.

Rescuing the Children

The best possible course is to sneak into the house at night and surprise the occupants. It is unlikely that Snowden has posted guards. Again, adjust for previous investigator actions. Place the people in the house as you wish. Remember that the two older children sleep in the cave. Have the occupants react according to the current situation. If Talamentes and Castle are there, they use their guns.

The two women fight tooth and nail but given a chance one bolts for the basement door to warn the occupants of the cave. The cave is deep enough that noises in the house do not alert the underground occupants. If the investigators can subdue the aboveground tenants quickly enough they may still be able to surprise those underground. Should one of the women make it to the tunnel, she alerts Snowden and Wentorf. They set an ambush at the bend in the tunnel backing themselves up with two deep ones.

If things go badly for Snowden, he and his followers fall back and attempt escape in the boats moored in the stream, taking as many of the children with them as possible. The deep ones in the cave may cover their retreat, but will not mindlessly die for Snowden. If things go badly they attempt to escape as well.

If Snowden manages to make it out to sea he meets with more deep ones who help him make good his escape. Any insane or unconscious investigators that fall into Snowden's hands are killed and their bodies tossed to the sharks.

Snowden's records may be stored in this cave: a half-dozen spiral notebooks filled with his scrawl. If carefully

studied investigators learn the full story behind his actions and behavior, perhaps even discovering that some of his early successes have already been turned back loose into the world. Reading the complete notes costs an investigator 1D4 Sanity points and increases their Cthulhu Mythos score by one point.

FOR THE BLOODTHIRSTY KEEPER

An additional wrinkle may be added to the climax if desired. As Snowden (or a deep one) flees the cave he cries out in a strange piping voice: "Tekeli-li! Tekeli-li!" The water in the stream begins to bubble and froth as a large, black, fetid shoggoth emerges from the stream bed.

THE RESCUED CHILDREN

The recently kidnaped Carter and Donna are newcomers to the environment of the beach house but the four older children have long been subjected to Snowden's psychological training. Although the middle two are fairly tractable—spending most of their time crying—the older two mistrust the strange humans and fight the investigators in any way possible. All four talk in a strange mixture of English and guttural grunting and barking. Investigators encountering them lose 1/1D2 Sanity points.

Psychologically, the older two are deep one hybrids—although they lack the genes that cause physical change. These two will have to be institutionalized for the rest of their lives. The middle two might be cured after lengthy psychotherapy but, regardless, grow up disturbed and neurotic.

Returning these four children to their parents proves difficult. They have no memory of their past lives and there are no clues to be found. Snowden may have some hints in his personal papers at his house in Innsmouth or at the beach house.

Rewards and Penalties

Rescuing and returning either or both Carter Anderson and Donna Segreto results in public acclaim and commensurate Credit Rating increases of 2D10+5 points. Returning the Anderson heir safely to his parents results in generous rewards limited only by the keeper's decision. A generous monetary reward of $25,000 or more would not be out of the question. Salaried positions in one of his companies might be possible as well. Charles Anderson may prove a future source of funding or credit. Local financier Robert Beckworth will be equally grateful. The investigators have done well.

Sanity awards for slaying deep ones are as described in the rules. 1D3 points are awarded for each child safely returned to human society. If Snowden is either killed or captured and his experiments put to a stop, the investigators gain a further 1D10 points.

Statistics

CHALO TALAMENTES, 29, kidnaper

STR 12	CON 11	SIZ 11	INT 12	POW 10
DEX 12	APP 14	EDU 8	SAN 24	HP 11

Weapons: Butcher Knife 60%, 1D6; .38 revolver 70%, 1D10.

Skills: Dodge 45%, Drive Automobile 40%, English 35%, Hide 55%, Listen 60%, Sneak 45%, Spot Hidden 60%.

NICK CASTLE, 24, kidnaper

STR 16	CON 13	SIZ 17	INT 10	POW 11
DEX 10	APP 8	EDU 9	SAN 35	HP 15

Damage Bonus: +1D6

Weapons: Fist/Punch 55%, 1D3+db; Grapple 65%; Club 60%, 1D8+db; 12-Gauge Double-Barrel Shotgun 75%, 4D6/2D6/1D6.

Skills: Dodge 40%, Drive Automobile 40%, Hide 45%, Listen 60%, Mechanical Repair 70%, Sneak 45%, Spot Hidden 60%.

REVEREND HAROLD SNOWDEN, 48, defrocked man of god

STR 11	CON 11	SIZ 10	INT 14	POW 15
DEX 12	APP 12	EDU 13	SAN 0	HP 11

Weapons: .45 Automatic 75%, 1D10+2.

Skills: Cthulhu Mythos 14%, Dodge 55%, Drive Auto 50%, Fast Talk 65%, Persuade 45%, Spot Hidden 50%.

OSCAR WENTORF, 26, hybrid deep one

STR 12	CON 13	SIZ 9	INT 11	POW 10
DEX 9	APP 7	EDU 8	SAN 0	HP 12

Weapons: Fist/Punch 55%, 1D3; .45 Revolver 70%, 1D10+2

Skills: Dodge 45%, Drive Auto 45%, Spot Hidden 60%.

DANNY AMES, 18, insane experiment

STR 9/18	CON 9	SIZ 11	INT 8	POW 3
DEX 12	APP 7	EDU 6	SAN 0	HP 11

Damage Bonus: None/+1D4 during fit.

Weapons (during fits): Claws (x2) 30%, damage 1D3+db; Bite 30%, damage 1D3+db.

Skills: Base chances for all physical skills (Climb, Jump, etc.), otherwise no skill.

MICHAEL KELSO, 42, farmer

STR 14	CON 12	SIZ 13	INT 15	POW 10
DEX 13	APP 9	EDU 11	SAN 20	HP 13

Weapons: .30 Rifle 55%, 2D6; 20-Gauge Double-Barrel Shotgun 65%, 2D6/1D6/1D3.

Skills: Drive Auto 35%, Electrical Repair 40%, First Aid 45%, Mechanical Repair 60%, Natural History 20%, Operate Heavy Farm Machinery 75%, Ride Horse 55%, Track 25%.

SARAH KELSO, 33, farmer's wife

STR 10	CON 12	SIZ 9	INT 10	POW 11
DEX 14	APP 15	EDU 14	SAN 40	HP 11

Weapons: Butcher Knife, 35%, 1D6.

Skills: Drive Auto 30%, Electrical Repair 20%, First Aid 65%, Mechanical Repair 10%, Natural History 40%, Operate Heavy Farm Machinery 45%, Ride Horse 65%, Track 15%.

MELISSA AND SHARON, 28 and 29, hybrid nannies

STR 10	CON 11	SIZ 9	INT 11	POW 8
DEX 14	APP 7	EDU 13	SAN 0	HP 10

Weapons: Butcher Knife, 30%, damage 1D6.

Skills: All at base chances. ■

The Dark Wood

THIS SCENARIO takes place in the wild hills of north central Massachusetts, near the small village of Dunwich. The investigators are drawn into a conflict between a reckless young archaeologist, Orem Hilbredge, and a half-Indian named John Courage.

Hilbredge, an archaeology student aspiring to fame and fortune, is currently excavating what he believes to be an ancient Viking burial site in a remote part of the township. He and his wife, Rebecca, reside in an old house just outside the village rented from Squire Whateley. Orem also rents wagons and work animals from one of the villagers and has hired a local man, an Indian named Sam Johnson, to help with the excavation. Rebecca has managed to make friends with some of the villagers, in particular local school mistress Marie Bishop. Rebecca studied Library Science while in college and Marie has recently given her a collection of old documents pertaining to the Dunwich McCutcheon family to sift through and organize.

John Courage is convinced that Hilbredge is excavating on sacred Indian land and has sworn to put a stop to the sacrilege at any cost. John Courage is half-Indian, half-white. Tall and straight, he wears his long, dark hair in a single braid down his back. His eyes are light-colored, almost golden.

Courage carries in his blood an ancient Hyperborean gene strain, reawakened by various crises he has faced in his life. It is this ancestral memory that drives him to stop Hilbredge who, unbeknownst, has uncovered not a Viking crypt, but an ancient Hyperborean laboratory. Courage is summoning grisly helpers from a hidden dimension to thwart the archaeologist's efforts. If left unchecked he eventually attempts to use the innocent Rebecca as a gateway through which to summon even more terrible creatures.

Investigators' Information

It is assumed that one or more of the investigators knows Rebecca Hilbredge (formerly Whitney) from college days. The group is drawn into the adventure when one of them receives a letter from Rebecca requesting their aid. Rebecca is now the wife of Orem Hilbredge, an aspiring archaeologist and also a fellow-student the investigator remembers vaguely. She writes that she and her husband are temporarily living in an old house in Dunwich Township where her husband is excavating and studying ancient artifacts. Rebecca is spending her time organizing the papers of an old Dunwich family.

Rebecca's letter sounds fearful. She claims to have seen someone watching the house during the day when her husband is gone. She catches only glimpses of this person and knows only that he is a tall man with long dark hair. Her husband tells her not to worry but Rebecca cannot overcome her fear. Could the investigators please come to Dunwich?

Dunwich lies approximately forty miles west-northwest of Arkham, a few miles off the Aylesbury Pike. Rebecca says that if she knows when the investigators intend to arrive she will see to it that Orem meets them at the Dunwich fork and shows them the way to the house.

The investigator contacted by Rebecca remembers that Orem Hilbredge was pursuing a general degree and at the time seemed to express no particular interest in archaeology. There is a lingering impression that Orem was nowhere near as sharp as Rebecca.

Keeper's Information

As noted, the site being excavated by Hilbredge is not Viking but, in fact, far older. Formerly a Hyperborean laboratory, it was converted to a 'life-crypt' in which a Hyperborean scientist and his followers placed themselves in a state of suspended animation. Opened centuries later by Indians, the Hyperboreans revived and, joining the tribe, intermingled their bloodline with those who had rescued them. It is this bloodline that has somehow reawakened in John Courage.

The man Rebecca has seen lurking about the area is, of course, John Courage, keeping an eye on the home of his enemy. Courage has long suffered from identity problems. A half-breed who tried to adapt to a white man's world, he found himself unaccepted by white society while at the same time felt estranged from his Indian heritage. He suffers also from intense claustrophobia, possibly as a result of the long entombment his Hyperborean ancestors suffered. This fear of enclosed places is so great that Courage is unable to enter even the largest and most spacious of buildings. This puts him at a disadvantage; he is unable to enter the crypt that Hilbredge is

excavating and must therefore work his deeds through creatures summoned from another dimension, the desh.

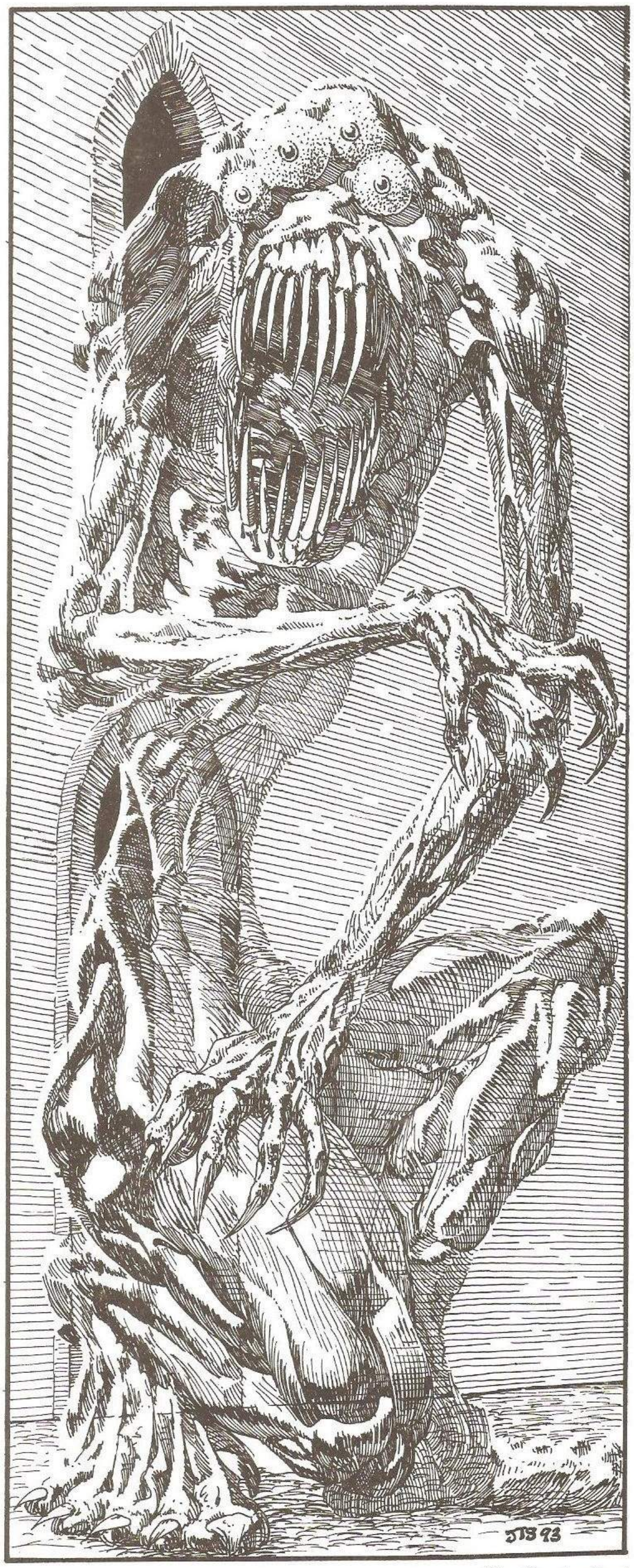
About the time the investigators arrive in Dunwich, Courage attempts to summon a greater desh, an extra-dimensional creature, intending to use Orem Hilbredge as the 'host gate' for the calling. Unfortunately for Courage, Hilbredge was gone from the site, on his way to meet the investigators at the Dunwich fork. Assuming Hilbredge inside the excavation Courage's spell settled instead on the innocent Sam Johnson working inside. The summoning was a success, bringing forth one of the greater desh, but leaving Sam Johnson dead with a hole blown out of his skull. Courage blames this accidental death on Hilbredge.

THE HYPERBOREANS

Thousands of years ago ancient Hyperboreans came from across the sea to establish a colony on this continent. Drawn here by emanations from the ground suggesting the presence of a great power or deity, the colonists built a city in what is now Dunwich Valley, worshiping an Outer God they called Abhoth that dwelled beneath the surface of the land. Encouraged by their prayers and sacrifices Abhoth slowly extended his being further into this world, growing in size and partially filling the caves and tunnels riddling the valley floor. From the god the Hyperboreans drew vast amounts of raw energy to run their machinery and power their sciences. But some feared the rapid growth of the god, despite the reassurances of the chief scientist-priest of the colony, Att'k Uthuul. Uthuul argued that his machines could safely channel and control the power of the god and in an effort to prove the value of the power Att'k devised a dramatic plan. He and several assistants, using the mysterious Abhoth power, would place themselves in a state of suspended animation. The people of the colony were to awaken them at the end of ten years, Att'k sure that when they saw what could be accomplished that they would agree with the wisdom of his ways.

With the aid of his assistants Uthuul converted his private workshop into a life-preserving crypt that shunted Abhoth's energy into the room. Here he and his followers entombed themselves. Pictographs detailing the terms of Uthuul's plan were carved upon the door.

But while Uthuul and his followers slept, a disaster destroyed most of the colony. Forgotten, Uthuul and his followers slept for thousands of



The Greater Desh

years, their preserved bodies bathed in the glow of Abhoth's unhealthy energy.

When the crypt was finally unsealed by curious Indians Att'k and his followers awoke and revived, but had been warped and changed by the strange energies of Abhoth. Although weak and misshapen, the Hyperboreans soon dominated the Indians, using their knowledge of science to cow and frighten them. They interbred with the tribe, and for a time were it's leaders.

The true Hyperboreans soon died out but their bloodline still occasionally emerges dominant in rare individuals. Tell-tale signs are pale, almost golden eyes and prominent upper canines. Most Hyperborean throwbacks possess a fierce intelligence, often manifesting itself in adult years as a contempt for human society. Many suffer from flashes of long-buried ancestral memories, usually seen in dreams but occasionally experienced during waking moments.

Dunwich

THE INVESTIGATORS should have no trouble finding the Dunwich fork off Aylesbury Pike just past Dean's Corners. Although the sign pointing the way has been purposely taken down, Orem Hilbredge is waiting for them at the intersection. A fastidiously dressed man in a bowler hat, Hilbredge sits in a buckboard wagon drawn by a mismatched team of pony and mule.

Perfunctory introductions are made then Hilbredge explains that the road leading to Dunwich village is in a bad state and presently impassable to automobiles. Only the wagon can clear the mud and potholes. He suggests the investigators make arrangements to leave their automobile in Dean's Corners, introducing them to Ethel Meacham, the owner of Dean's General Store. She agrees to house the car in the old carriage house out back for a nominal fee.

While speaking with Mrs. Meacham the investigators might hear about "rumors of strange doin's at the Postal Station in Dunwich." Mrs. Meacham knows few details, only that someone broke into Osborn's General Store and that a large quantity of mail was either stolen, lost, or destroyed. Investigators wanting to know more are told to inquire in the village.

THE RIDE TO DUNWICH

Once the investigators' bags have been loaded on the wagon Hilbredge turns the rig around and begins the nearly hour-long ride through glens and over ridges to the village.

Orem proves talkative, waxing enthusiastic about his find, convinced that he has found proof of Viking explorers in early America. Orem describes what he believes is a burial vault of unusual design, but undoubtedly of Viking origin. Investigators making either Psychology or Archaeology rolls get the feeling that Hilbredge is full of hot air. His knowledge of archaeology and local history seems scanty at best. He seems far more interested in publicity and fame than in accurately identifying the site he's discovered.

He offers no news of Rebecca. If asked about her he responds simply: "Oh, she's fine, you'll get to talk to her soon enough," then continues with whatever he was saying.

If the investigators ask about recent events at Osborn's General Store Orem tells them that one night last week all the mail in the station was somehow destroyed. Orem did not bother looking into it but mentions that the investigators were lucky that Rebecca had gone into town that day and picked up their letter—otherwise the couple might not have known the investigators were on the way. Unfortunately, he says, some of the research materials he had sent for *were* destroyed, leaving him temporarily unable to research some of his discoveries.

Orem complains offhandedly about his hired help, a local Indian named Sam Johnson. Orem does not seem to have much faith in Sam.

Finally reaching the long covered bridge over the Miskatonic River Orem drives the team across and into the village on the other side. They pass Osborn's General Store, housed in the old broken-steeple Congregational Church, and the scraggly village Common. Turning up Mill Road Orem heads out of the village, finally stopping in front of a rundown two-story house. He helps unload the bags then climbs back up on the wagon, explaining that he needs to return it to the owner. Meanwhile, Rebecca appears on the front porch. Smiling, she waves to the investigators.

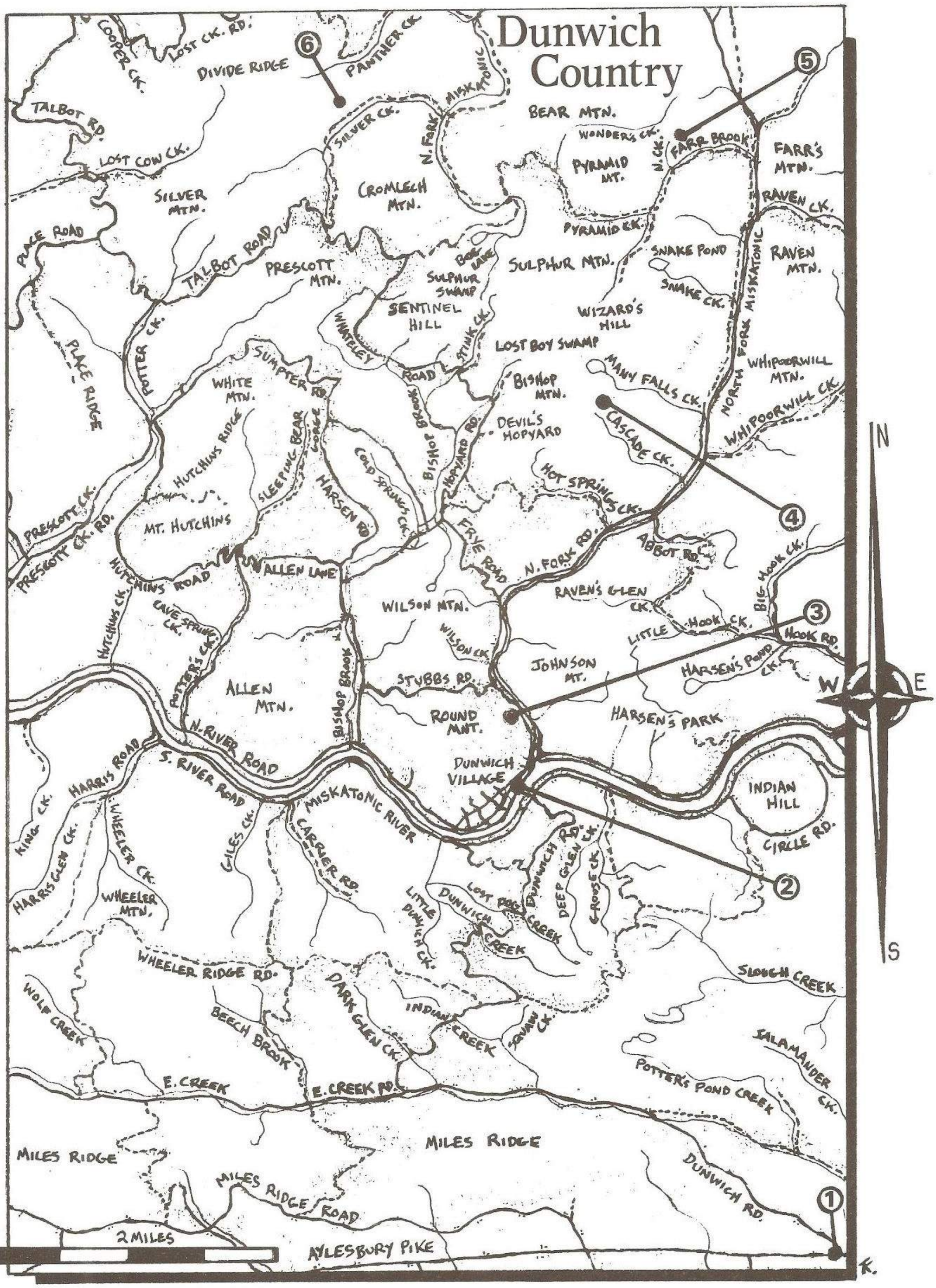
REBECCA HILBREDGE

Rebecca greets the investigators warmly, a tall, attractive woman in her late twenties. A yellow pencil is tucked behind her right ear, partially covered by a few stray locks of her otherwise carefully arranged auburn hair.

Inside the house, after pleasantries are exchanged, Rebecca tells them of the man she has seen lingering around outside the house. She admits that she has not

Key to Dunwich Country Map

1 The Dunwich Fork
2 Osborn's General Store
3 The Hillbredge House
4 The Dig Site
5 Henry Saddlemaker's Shack
6 John Courage's Tree House


Dunwich Country
COOPER CK.
LOST CK. RD.
DIVIDE RIDGE
PANTHER CK.
MISKATONIC
TALBOT RD.
LOST COW CK.
SILVER CK.
N. FORK
BEAR MTN.
WONDER'S CK.
FARR BROOK
FARR'S MTN.
PYRAMID MT.
N. CK.
SILVER MTN.
CROMLECH MTN.
RAVEN CK.
PYRAMID CK.
PLACE ROAD
TALBOT ROAD
PRESCOTT MTN.
BOG LAKE
SULPHUR SWAMP
SULPHUR MTN.
SNAKE POND
RAVEN MTN.
SENTINEL HILL
WIZARD'S HILL
SNAKE CK.
WHATELEY ROAD
STINK CK.
LOST BOY SWAMP
MANY FALLS CK.
NORTH FORK
WHIPPORWILL MTN.
BISHOP MTN.
PLACE RIDGE
POTTER CK.
SUMPTER RD.
WHITE MTN.
DEVIL'S HOPYARD
CASCADE CK.
WHIPPORWILL CK.
HUTCHINS RIDGE
SLEEPING BEAR GORGE
COLD SPRINGS CK.
BISHOP BROOK
HOPYARD RD.
HOT SPRINGS CK.
PRESCOTT CK.
PRESCOTT CK. RD.
MT. HUTCHINS
HARSEN RD.
FRYE ROAD
N. FORK RD.
ABBOT RD.
BIG HOOK CK.
HUTCHINS ROAD
ALLEN LANE
WILSON MTN.
RAVEN'S GLEN CK.
HUTCHINS CK.
CAVE SPRING CK.
POTTER'S CK.
WILSON CK.
LITTLE HOOK CK.
HOOK RD.
JOHNSON MT.
HARSEN'S POND CK.
STUBBS RD.
ALLEN MTN.
BISHOP BROOK
ROUND MNT.
HARSEN'S PARK
N. RIVER ROAD
S. RIVER ROAD
HARRIS ROAD
DUNWICH VILLAGE
INDIAN HILL
KING CK.
MISKATONIC RIVER
CIRCLE RD.
HARRIS GLEN CK.
WHEELER CK.
GILES CK.
CARPER RD.
DEEP GLEN CK.
GROUSE CK.
LITTLE DUNWICH CK.
LOST POG CREEK
DUNWICH CREEK
WHEELER MTN.
WHEELER RIDGE RD.
SLOUGH CREEK
DARK GLEN CK.
WOLF CREEK
BEECH BROOK
INDIAN CREEK
SQUAW CK.
SALAMANDER CK.
POTTER'S POND CREEK
E. CREEK
E. CREEK RD.
MILES RIDGE
MILES RIDGE
DUNWICH RD.
MILES RIDGE ROAD
2 MILES
AYLESBURY PIKE
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6

seen him in the last week, although for some reason she's sure he hasn't left the area. She can offer no explanation for her seemingly irrational fear. If the investigators ask about recent events at Osborn's store she professes to know nothing other than what she has heard—that someone broke in and destroyed all the mail.

When Orem finally returns to the house, he is angry, complaining that Johnson hasn't yet returned the excavation's work mule to the stable. "That damned Indian. I don't know why I keep him on." Rebecca makes no comment.

She also pointedly refrains from talking about her fears while Orem is around. Taking one of the investigators aside she explains that Orem doesn't take her seriously, claiming that she's just seeing things. She assures the investigator this is not true.

Throughout the evening Orem continues to discuss his find and invites the investigators to come out for a visit the next morning. If the investigators express concern about leaving Rebecca after coming here to investigate her troubles, Orem shoots a sharp glance at his wife. Rebecca hurriedly suggests that it is all right for the group to go with Orem. Her problem is not that pressing.

"And I'm sure there's really nothing to it," he adds.

The Hilbredge House

Rebecca and Orem rent this house from Squire Whateley. The house had not been occupied for at least five years before the Hilbredges moved in and seems to have been only minimally maintained. In need of some caulking around doors and windows, drafts blow through the house day and night. There is no telephone or electricity, and water is drawn from an outside well. Cooking is performed on a wood-burning stove in the kitchen.

A dozen or so large stones are piled in a corner of the front room, their surfaces carved with badly-worn glyphs. "You see," Orem says, pointing to them proudly, "Viking runes! The Norse were here before anyone!" Anyone making an Archaeology or Anthropology roll notes that the carvings only superficially resemble Scandinavian runes. A Cthulhu Mythos roll suggests that they may be Hyperborean, although they are too badly worn to positively identify.

A room in the back of the house contains Orem's study. Several art nouveau prints hang on the walls while a small bookcase holds a selection of popular novels. Only a few books on archaeology can be found, all of them written for undergrads. Orem's desk is cluttered with pages of typed manuscript, sketches of the dig, and a fairly new Remington portable typewriter.

Any investigator looking over the desk and making a Spot Hidden roll notices a crudely lettered note half-concealed by manuscripts. It is written in pencil on lined paper apparently torn from a bound notebook. It reads:

"Do not disturb the rooting place of my ancestors. IF YOU DO NOT LEAVE YOU WILL DIE!"

It is not signed.

If asked about the note Orem says he found it hanging on a stick outside the excavation this morning. He tries to make light of the matter, crumpling the note up and throwing it away—but his distress is obvious. He has not told Rebecca about it and asks the investigators to keep it quiet. "Rebecca already worries too much," he explains.

UPSTAIRS

Upstairs are the master bedroom, two spare rooms the investigators may use for lodging, and a small room that Rebecca has set up as an office. Here, spread upon a broad wooden table, are the family papers of the McCutcheons of Dunwich. Given to Rebecca by Dunwich schoolmistress Marie Bishop, she is attempting to decipher and collate the collection.

The documents are the residue of the late Enos McCutcheon of Connecticut. Upon Enos's death they were shipped to Dunwich intended for his cousin, Jubal. Unknown to McCutcheon his cousin Jubal was already dead and the shipment of otherwise undeliverable documents eventually found its way to the schoolhouse. Marie Bishop has decided that her new friend, Rebecca, is the one to organize the records, which contain some of the recent history of Dunwich.

The papers cover a 35-year period beginning around 1890 and tell the story of a certain branch of the McCutcheon family: their early years in Dunwich, and their later move to Connecticut. In a small diary once belonging to Enos's daughter, Charlene, are references to a boy named John Courage. Separate English rolls are required to decipher both of the two important entries. If the investigators fail to find and read this book Rebecca discovers and conveys the pertinent information to them at a time and place chosen by the keeper (see The Woods Papers #1 and #2).

The Next Day

ALTHOUGH OREM has invited the investigators to visit the dig he sleeps in late. If the investigators rise early they have some time on their hands—time that might be spent walking into the village to inquire at Osborn's General Store about the lost mail.

Osborn's General Store

Osborn's is Dunwich's only commercial outlet, a meagerly stocked store housed in the faded and abandoned Congregational Church. Joe Osborn, owner and proprietor, is one of the friendlier people in Dunwich, but tight-lipped about village secrets. Several of the local 'loungers' sit near the potbelly stove, playing checkers and arguing.

Entries in a Diary

THE WOODS PAPERS #1
—early entry in Charlene McCutcheon's diary

Dear Diary,

Today I went up into the hills with Billy. He said he wanted to show me something about Johnny Courage because I'm always telling him that Johnny's not such a bad person, no matter what the other boys say about him. They took me through the woods until we could see a little shack leaning against a hill. Johnny was there, lying on the ground wearing nothing but a short pair of pants. There was an old Indian standing by, walking around Johnny and singing some sort of song I couldn't hear very good. Once Johnny opened his eyes and turned his head to look up but the old man hit him with a willow switch and John looked away again and closed his eyes. We all got scared then and ran away through the trees. John is so smart he can do all the problems teacher writes on the chalkboard. He figures them faster than her sometimes. Why would he let an old man hit him like that?"

THE WOODS PAPERS #2—a later entry in Charlene's diary

Dear Diary,

I couldn't stand it any longer so I finally asked John about the old man up in the woods. I figured he'd talk to me about it seeing that I'm the only one he ever talks to around the school anyways, but as soon as I started talking about it he ran out of the school yard. He yelled something like "white eyes and spies" but he was gone quicker than a wink and he hasn't talked to me since. He doesn't talk to anyone anymore. Just the teacher and then only about lessons and such. I guess he doesn't need any friends anymore.

If the investigators openly ask about the destroyed mail the store suddenly turns quiet as everyone turns to look at the outsiders. Joe studies the investigators a moment then answers in a noncommittal way. It takes a successful Persuade roll to convince Joe that the investigators aren't looking to cause trouble.

He can tell them that the night before the incident occurred he locked up as usual. When he returned the next morning all the mail he'd sorted the night before was destroyed—torn into tiny pieces none larger than a quarter-inch across. Nothing else in the store was disturbed and the front door was still locked. There were no signs of forced entry.

An investigator who examines the various windows and doors finds, with a Spot Hidden roll, a tiny shred of translucent membrane adhering to a window frame. If pulled from the wooden frame it momentarily sparkles dully, then unravels into an oily white mist, dissolving in the investigator's hand. It is a tiny piece of the desh Courage sent to destroy Orem's research material which had arrived by mail.

The Dig Site

Orem, after finally getting out of bed, has a quick breakfast then announces he is ready to take his visitors out to the site. The investigators follow him on foot into the village where he intends to pick up the wagon and mismatched team to carry them out to the dig. Ed Mayhew, the man renting the equipment to Hilbredge meets them on the front porch of his house.

"You seen Sam?" Mayhew asks. "He never showed up last night. I ain't seen my mule." Orem expresses displeasure, and apologizes. He tells Mayhew that Sam is probably holed up somewhere drunk and promises to pay Mayhew extra for his worry.

The wagon is hitched to the mule and pony team and the investigators are invited to climb up and find a comfortable spot.

THE JOURNEY UPSTREAM

Orem heads the wagon north out of the village eventually turning onto North Fork Road. The investigators see the oddly-domed hills of Dunwich, nearby Wilson's Mountain and Wizard's Hill crowned by rings of standing stone. Asked about these, Orem replies that he believes they were erected by Indians, and of no real significance or interest. His attitude is that if they were of any real academic value then someone would have studied them by now. He is far more interested in his 'Viking tomb.' If pressed on the subject, and asked to compare the standing stones of Dunwich to similar sites in Britain and Normandy, Orem simply shrugs his shoulders. He says he never really gave it much thought. He seems unimpressed by their theory.

ARRIVING AT THE SITE

After thirty minutes the party finally reaches the site of the excavation. On a steep hillside along North Creek an opening can be seen about 25 feet above the creek and the narrow road running alongside it. A large pile of refuse—excavated rock and soil—is piled up below the road, partially blocking the natural bed of the creek. With a system of ropes and pulleys Orem uses a rented mule walking along the road to drag sledge-loads of rubble from inside the excavation to the opening where it is dumped down the hillside and into the creek.

As the party approaches they see the missing mule lying below them in the rocky stream bed. Its throat is torn open, its eyes wide and staring. The animal is dead.

Natural History rolls show that whatever killed the mule was no known local predator. A thorough search of the area (and Spot Hidden) turns up a few odd tracks in the mud: slim, long-toed footprints, none of them closer together than ten or fifteen yards. A successful Cthulhu Mythos roll identifies these as possibly the spoor of a desh, an extra-dimensional race of creatures known to the Hyperboreans and hinted at in some Mythos tomes.

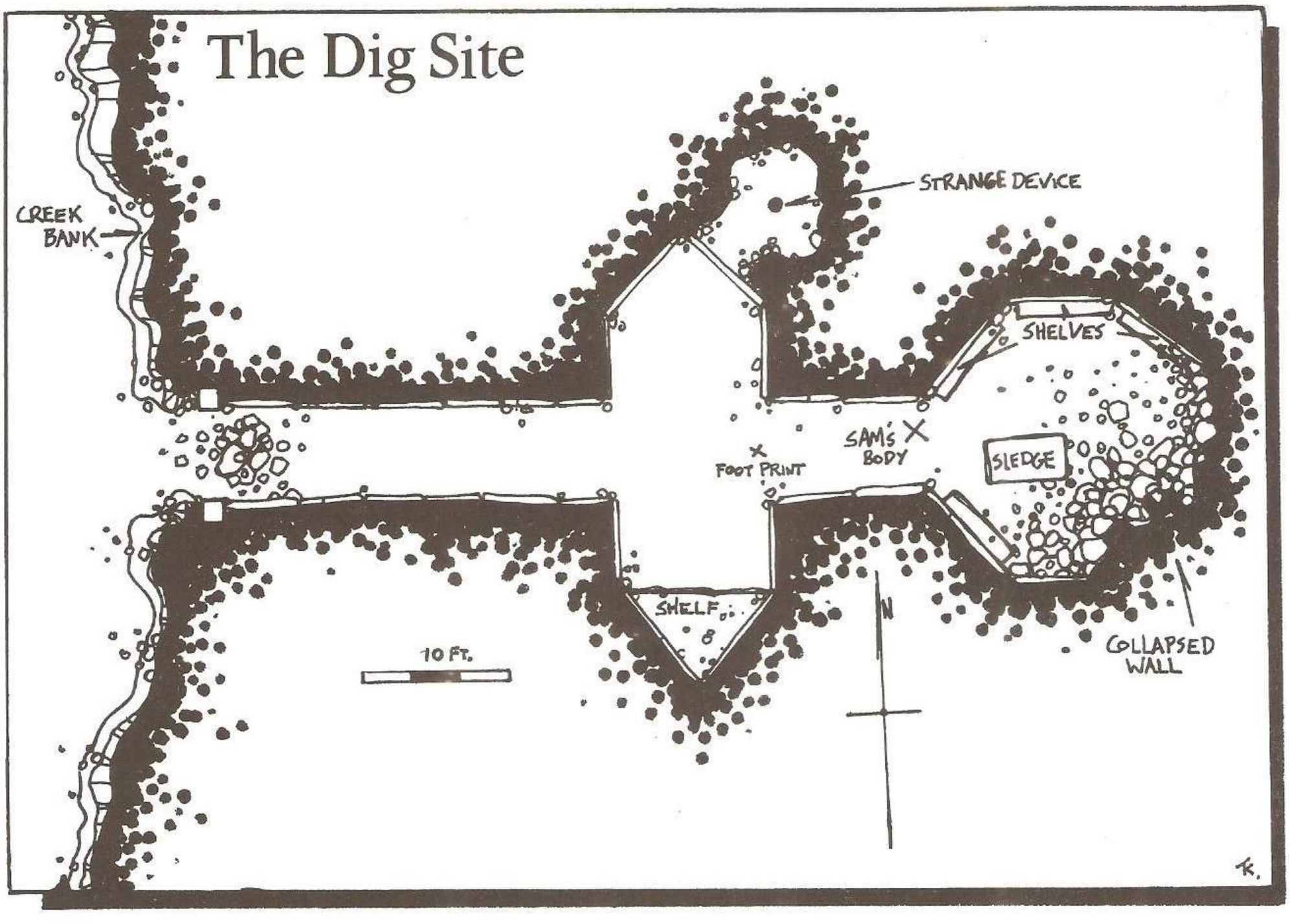
OTHER DISCOVERIES

Although Hilbredge and the investigators may choose to immediately enter the crypt seeking to find out what happened to Sam Johnson there are a couple other items around the site that warrant description.

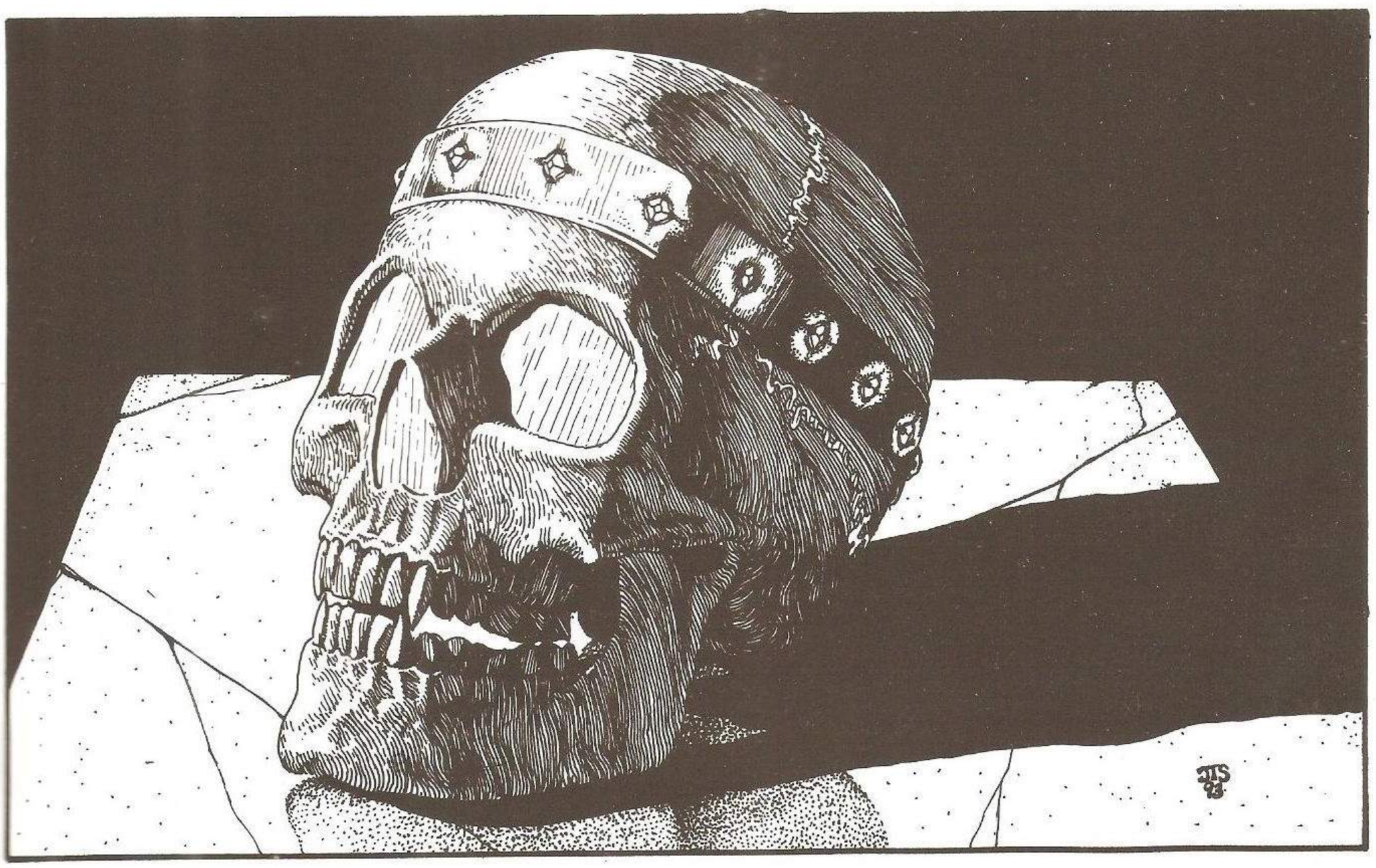
Lying in the water directly below the hillside opening, partly covered by the mound of rubble, are several large slabs of carved stone. Orem can explain that these are the remains of a huge door, some eight by ten feet, that sealed the crypt. Unfortunately, while attempting to remove it, it slipped and fell down the bank, breaking into four main pieces before plunging into the stream. It lies where it fell, partially protruding from the water. Orem says it was decorated with Viking runes similar to those found elsewhere on the site.

Examining the shattered door requires hauling the pieces up out of the stream bed and piecing them together. The four main chunks are SIZ 17, 18, 19, and 21, each requiring a STR vs. SIZ struggle to recover. Up to three investigators can attempt to move each slab. Cthulhu Mythos identifies the writing as Hyperborean. If someone can possibly decipher it they learn of the plan of Att'k Uthuul, his suspended animation, and the pact he'd made with the city to wake him.

A careful examination of the ground coupled with either an Archaeology or a halved Spot Hidden roll discovers an irregularity in the bank next to the opening. A small depression in the earth marks the location of an ancient wooden post that once protruded above the surface. Excavation requires 2D10 hours and turns up the remains of a carved wooden post surmounted by some sort of bird of prey. An Archaeology or Anthropology roll identifies this as a 'charnel post' of Indian manufacture.



The Dust Machine



THIS DEVICE is made from a human skull fitted with jewels and metal. The lower jaw is bolted in place with tiny, brassy nuts. Ringing the cranium, mounted in metal sockets affixed to the bone are sixteen translucent gems, eight red and eight green. The eye sockets, nose openings, and other orifices are sealed with a porous foam spun from the by-now familiar brassy metal. The fissures of the skull's cranium are similarly sealed. Attached to the rear are two shiny metal plates, each hinged down the middle. Pressing the hinges causes the plates to fold inward, revealing two electrical sockets of alien configuration. Each is marked with a symbol identifying the positive and negative connections. This machine can be used to open a doorway into another dimension.

The hinged plates on the back give access to the machine's power inputs. Correct polarity must be observed during connection or the device will not function. The machine requires at least 35-40 Volts DC, available by wiring together six or seven 6-volt car batteries in series. The batteries will power the machine for approximately five minutes before draining themselves dead.

OPERATION

The device operates in three modes. The first is the default mode to which the machine automatically sets itself. In this mode a 'window' is opened between our dimension and that of the desh. Nothing can pass through the window but investigators can clearly see this other world. Alien life forms crowd against the flat plane of the viewing window, pressing their hideously pliant features against the unyielding barrier. Seeing the lesser desh in these circumstances costs 1/1D4 Sanity points.

The other two modes may be selected by pressing either all the green gems, or all the red. There are eight gems of each color on each side of the skull. Depressing all sixteen gemrequires at least two people.

If the green gems are depressed the machine creates a reverse vortex, a ragged tear in the time/space fabric that sucks into it any desh within 50 yards.

Setting the red gems causes the machine to act as a summoning device. All humans within twenty feet of the machine become potential gateways for the desh. There is a 90% chance that these characters suffer only the emergence of lesser desh; otherwise a greater desh springs through. Characters can resist the effects with a roll of POW x3 or less, thus avoiding becoming a gateway.

Activated, the machine vibrates and blurs for about five seconds then the crown of the skull folds open along the brassy cranial fissures. Segmented arms telescope upward from inside, weaving about while streams of bluish plasma crackle between them. Seeing the machine in operation for the first time costs 0/1 Sanity points.

If the machine is set for 'window' the investigators may view the other dimension; if set for 'reverse' it sucks back desh as described above. If set for 'gateway' people are in danger. Anyone failing the POW x3 roll becomes vulnerable, the synapses of their brain offering an entrance to our world to any desh that wishes to take advantage of it. A character rolling 90% or less suffers 2D4 lesser desh emerging through the synapses of their brain to appear hovering about their head. This causes great pain and permanently lowers a character's INT one point for every three desh that emerged (dropping all fractions).

Greater desh plow through the characters' heads, snatching up nerve fiber as the raw material of their existence, bursting from the skull through a six-armed, star-shaped hole and killing their gate host.

After five minutes of operation the machine has exhausted the batteries. They are too hot to touch for the next fifteen to twenty minutes. Having suffered a deep discharge they are left chemically inert and cannot be recharged.

Probably less than 150 years old, these kinds of posts were sometimes used to warn the living away from those places thought sacred to the dead. This one was apparently buried by a hill slide.

Inside the Crypt

Clambering up the steep hill to the opening of the crypt they find the inside completely dark, cold and damp. Deep scuff marks on the stone floor mark the repeated passage of the heavily-laden refuse sledge. Archaeology rolls note that much important evidence may have been destroyed by the method Hilbredge has chosen to employ. Large pictographs adorn the stone walls of the ten-foot wide corridor. This passage extends for 60 feet into the hillside before reaching the first chamber of the crypt.

THE FIRST CHAMBER

The corridor leads to a small stone chamber decorated on one side by three large carved hieroglyphs and equipped with a small triangular shelf, or bench, mounted slightly below waist level on the other. The shelf fits snugly into grooves carved into the chamber walls. The corridor continues beyond this chamber.

The surface of the shelf is marked by irregular, discolored spots. A Chemistry or halved Idea roll suggests these may be acid stains. Laboratory testing of a sample reveals traces of an acid impregnated with various heavy metals, including lead—a mixture resembling common battery acid.

The hieroglyphs on the opposite wall are carved into the stone, the grooves then filled with a brass-like metal that occasionally glints in the investigators' lights. This unfamiliar metal is extremely hard, almost impervious to tools.

Each of the three glyphs is imbued with the POW of a sacrificed victim and guards the secret chamber behind this wall. A magic called the *Spell of Opening* is known to a local Indian shaman, Henry Saddlemaker, and found in a book he has compiled. Cast correctly, the spell causes the wall section to slide silently downward to reveal the hidden chamber, circular and fifteen feet across. Inside, atop a stone pedestal, rests a human skull fitted with metal attachments—an invention Att'k Uthuul called his "Dust Machine."

Any investigator tampering with one of the pictographs receives an unpleasant surprise. The POW stored within the glyph is suddenly released in a twisting vortex of force five feet long and five feet wide at the base. It strikes the investigator for 1D6 points of electrical damage, the unfortunate victim suffering another 1D4 points of damage when he is thrown violently to the stone floor.

THE SECOND CORRIDOR

About twenty feet down the second corridor the investigators discover the body of Sam Johnson lying face down



Sam Johnson's body

on the floor. There is a six-armed, star-shaped hole in the top of his head. Fragments of blood and bone make it apparent that something exploded outward from inside the man's skull. Witnesses lose 1/1D4 Sanity points.

There are no signs of a struggle. A Spot Hidden roll turns up one of the strange, long-toed tracks in the dirt on the floor.

THE SECOND CHAMBER

This roughly circular chamber is twenty feet wide. Part of the wall has collapsed and is shored up with rough-hewn logs. Dirt is piled here and there, a couple shovelsful are on the wooden sledge in the center of the area. Orem says that he believes he will find a full burial chamber buried deeper in the hillside.

Any investigator making an Archaeology roll realizes that Orem and Sam have been digging into virgin soil. Hilbredge has penetrated a layer of gravel the Hyperboreans used as a construction base and is now excavating consolidated soil. There is no reason to believe that anything further will be discovered.

Investigators who spend time digging through the debris in this chamber find a number of hollow tubes made from the same brass-like metal found elsewhere. Laced round these tubes are fine, spiraling wires—also hollow—decorated with intricate vanes. A Physics or halved Idea roll suggests that these are some kind of energy exchange device. Orem says he had not noticed these yet.

If analyzed the parts are found to be composed of a wholly unfamiliar alloy. They are, in fact, shattered remnants of Uthuul's Abhoth-powered machinery, now useless.

THE WOODS PAPERS #3—a note from Jared Harris

Dear City Folk,
After I talked with you I got to thinking about old John. I was wondering what he was up to so I waited for him at the same spot I seen him last week.
He came down and stared at the schoolhouse just like before and I waited till he was done looking and then I followed him up into the hills. I don't think he heard me because he just kept going and didn't look around once. We walked for a long time but I didn't lose him. After a while he climbed into a big tree on Bishop's Mountain. I didn't stick around.
Since I might leave town before I see you again I'm leaving this note with a friend. Maybe I'll see you in Boston.

Jared Harris

Subsequent Events

AFTER THE DISCOVERY of the death of Sam Johnson subsequent events depend upon the actions of the investigators, and the responses of the non-player characters. A number of possibilities are described below, to be introduced by the keeper at appropriate, dramatic times. The keeper may wish to introduce other clues and events of his own devising.

Back to Osborn's

A visit to Osborn's General Store results in an encounter with Jared Harris, one of the store's more regular loungers. Harris, who knew John Courage when they were schoolboys, has recently seen the man in the area. He may approach the investigators with this information or wait for them to ask, depending on the progress of the investigation. He tells the following story:

"Why, now that you mention it, I did see John a week or so back. He was standing on the edge of town looking at the old schoolhouse. His face was sad, but somehow he didn't look quite normal. As soon as he spotted me he turned on his heel and headed straight north. Must be living up in the woods or somethin'. Plenty of empty shacks and houses in these hills. He could be holin' up anywheres. If you're lookin' for him he won't be easy to find, I can bet ya that."

A day or two after talking with Jared, Joe Osborn or some other townsperson approaches the investigators and hands them an envelope, saying it is from Jared Harris. Inside is a note (see The Woods Papers #3.

Rebecca's Illness

At some point Rebecca inexplicably lapses into semi-consciousness. Medicine or First Aid rolls have no effect but a close examination of her scalp reveals an irritated patch of skin in the shape of a six-armed star.

Courage, attempting to summon a greater desh, cast a spell at the Hilbredge house intended for Orem that instead struck Rebecca. Fortunately the summoning failed, leaving Rebecca semi-comatose, but alive. A side-effect of her current state is that she is now mentally linked to John Courage and, at infrequent intervals, lapses into a rambling monologue, describing whatever Courage is looking at or thinking about at the moment.

This latter phenomenon should be used sparingly, supplying the investigators with clues or information essential to solving the problem. Any such clue should be only semi-coherent, a sliver of information regarding the whereabouts and activities of John Courage. One important clue, typical of the type of information that may be gained this way, is offered below. It concerns Courage's feelings of guilt over accidentally killing Sam Johnson instead of Orem Hilbredge. Rebecca remains trapped in her coma until John Courage is dead.

"It should have been him, the desecrator, the one who must die, but instead it was one of my own dying in the dark with the ground pressing in from all sides dying in the dark the worm squeezing from his skull the lovely worm the worm will make him pay I will send the worm to make him pay..."

Orem's Murder

On the third or fourth evening after the investigators' arrival Courage makes his boldest move, sending a greater desh to crash through a second-floor window and attack Orem in his bed. It seizes Hilbredge by the throat and Orem, paralyzed with fear, is unable to defend himself. Whether the investigators can reach Orem's bedroom in time to save him depends on the situation. Unless an investigator is awake and on guard, it is quite likely that the desh slays Hilbredge before the investigators even reach the bedroom. If allowed enough time, the desh chews Orem's head from his body before fleeing the house. Sanity loss is 1/1D4, or more.

Henry Saddlemaker

NEARLY NINETY years old, Henry Saddlemaker does not look his age. His face is gaunt and hawk-like, his golden eyes sharp and appraising. Saddlemaker was born in Connecticut, where he grew up with the same intense feelings of isolation known to John Courage. Passing through adolescence Saddlemaker's Hyperborean gene strain asserted itself, images of the Upper Miskatonic Valley appearing to the Indian unbidden. Still in his mid-twenties, Saddlemaker wandered through New England until he finally located the valley of his visions. Squatting in the Dunwich area, he began a study of the hills and of the ancient artifacts that turn up now and then around Dunwich. Saddlemaker keeps to himself and even after all these years few of the locals know much about him, though most consider him harmless.

The investigators may learn of Henry Saddlemaker either through Charlene McCutcheon's diary, or by speaking with Jared Harris, Joe Osborn, or even possibly Marie Bishop.

Saddlemaker lives in an old shack in an uninhabited part of the township about three miles north of the village proper. Built against a low, stony ridge the rude hut is made of scrap wood with a tin roof. The door, patched and ragged at the bottom, stands slightly ajar.

Approaching investigators hear the sound of someone puttering about inside, mumbling to himself. If they knock, the door opens and an old man with shoulder-length white hair pokes his head out to look over the investigators warily.

"What do you want?" he asks. "If you've come for your tax money, forget it. I have nothing to give you." With that, he slams the door, latching it with a loop of rope over a bent ten-penny nail.

Speaking with Saddlemaker requires either a Persuade roll or some sort of proof the investigators are not with the U.S. Internal Revenue Service. Saddlemaker is immune to Fast Talk.

If the investigators fail to convince Saddlemaker they must either force their way in or come back later when Saddlemaker is gone. The man plans to leave for nearby Aylesbury soon where he hopes to earn enough money to buy car batteries to power the Dust Machine. He knows what Courage is up to and hopes to rectify the damage the young man has done. He intends to be gone for two or three days.

If the investigators attempt to force their way in, Saddlemaker swings on them with his cane, not thinking twice about hitting a bothersome white man squarely between the eyes. Saddlemaker then slips out the back of the shack and heads for the woods. Attempting to track the old Indian soon proves impossible.

If Saddlemaker agrees to talk with them, he invites them in, but warily. He counters their questions with his own: "Why do you want to know about John Courage? What is your connection with Orem Hilbredge?" etc. Depending on the investigators' explanations, Saddlemaker provides some, none, or all of the following information.

ABOUT JOHN COURAGE

Saddlemaker tells the investigators that Courage's father, an Indian, died while John was still a boy. Courage's mother, a white woman of diminishing energy and ill health, knew little of the boy's Indian heritage and even-

tually John sought out Henry Saddlemaker. Saddlemaker agreed to teach the boy all he knew about the old ways but soon realized that Courage carried the blood of the 'elder people'—the same as that which coursed through his own veins. Saddlemaker tried to warn John about what might eventually happen to him but even then Saddlemaker knew that Courage was not really listening.

"When I told him about the terrible power of the elder gods that his ancestors once worshipped—the formless ones from the outer void, and how his blood was tainted like mine—I could see that he thirsted after the knowledge. I taught him nothing more about the subject, once I saw the lust in his eyes."

ABOUT THE HYPERBOREANS

Saddlemaker elaborates on his Hyperborean heritage and those other-world creatures called desh only if the investigators can make additional Persuade rolls. Although he believes that Courage is dangerous, he prefers to take care of the problem himself. He sees little reason to trust white people, and is reluctant to share with them the knowledge he's spent a lifetime accumulating.

Saddlemaker knows there is something mysterious and strange in the blood of some of the Indians of the Miskatonic valley.

"I do not understand it. It is like a dream of unnatural clarity. Sometime it comes to me in the time between the worlds—at dusk or dawn—memories that do not belong to me. Memories of a sun shining in the morning of the world, when men were more than men, and also less."

Saddlemaker refuses to be more specific but his thoughts and theories are written down in his book, kept under the bed. If the investigators sneak a peek at the book they can learn more.

ABOUT THE DESH

If the investigators provide proof of alien creatures lurking in the area (footprints, etc.) Saddlemaker reveals the following:

"They have been with us for many years. My father's fathers knew them, and how to call them from the invisible spaces around us. I also know how, but

The Desh

DESH IS THE NAME given by the Hyperboreans to those creatures living in a near, but alternate dimension. Existing in many different forms, these creatures float through the invisible spaces around us, as unaware of our presence as we are of theirs. Although the varieties of desh may be unlimited, only two forms appear in this scenario termed, for simplicity's sake, lesser and greater desh.

Although of solid matter, desh are semi-transparent, continually fading in and out of view. Lingering images—chemical memories from the nerve fiber of the brain used as a gateway—flash intermittently through the creatures' pale skins. A greater desh summoned through an acquaintance or loved one sometimes provides glimpses of this person's life, possibly causing Sanity losses of as much as 1D4 points.

Desh are buoyant, able to make long graceful leaps through the air. Although they appear to be slow-moving they are actually very fast, capable of covering hundreds of feet in a few seconds. An investigator glimpsing a desh at a distance of 60 yards finds that on the next round the thing has attacked, sinking its dagger-like fangs into head and neck.

Desh are most easily brought into this dimension using a sentient brain as a neural gateway. The summoning of lesser desh through such a gateway is painful to the subject, resulting a gradual loss of INT if summonings are repeated (lose one point of INT for every three lesser desh summoned). Lesser desh appear as large silvery tadpoles with limp, toothless mouths, and with a row of dark, bead-like eyes across their narrow heads. Their long limbs are tough and springy. Not very dangerous, these creatures rarely survive in our world for more than 1D3 days before unraveling and disappearing, occasionally leaving traces of themselves like the fragment found in Osborn's store.

Greater desh are far more powerful. Summoning one through a human brain always results in the death of the subject—the skull burst open leaving a star-shaped hole in the crown. Greater desh have slim, fish-like bodies with four long limbs knotted with cords of stringy muscle. Wide mouths bristle with curved, six-inch teeth. The top of the sleek head is crowned with a bundle of 2D4 lidless, plate-shaped eyes arranged in a crescent.

Although lesser desh suffer damage normally, greater desh do not. Whenever an investigator makes a successful hit against a greater desh damage is rolled normally then multiplied by five. The result is the percentage chance that the creature is destroyed outright. Roll D100 and if the result is less than the calculated number the desh disappears in a bright star-shaped wink of light. If the roll is higher then the number calculated the attack has no effect.

LESSER DESH

STR 2D6+1	CON 1D6	SIZ 1D6	INT 1D4
POW 1D3	DEX 3D6+1	Move 6	

Armor: None.
Weapons: Grab and Trip 35%, DEX x3 to stay upright
Sanity Loss: 0/1D3

GREATER DESH

STR 4D6+3	CON 3D6	SIZ 2D6	INT 2D6
POW 3D6+2	DEX 6D6+1	Move 30	

Armor: None.
Weapons: Grab and Hold 45%; Bite 55%, 1D10.
Sanity Loss: 1/1D4+1

will not do it. I have prayed that none of us—those with the blood—should ever do so."

"Do not look upon them. To look into their bodies is to see the dreams of people from whom they have stolen the spark of life. To see these dreams is to go mad."

THE HYPERBOREAN SCROLL

Saddlemaker has heard rumors of an ancient document kept in the library of Miskatonic University in Arkham. He has never seen the item but nonetheless believes it to be an artifact of those strange elder people whose blood courses through his veins. The scroll is said to be an animal skin and is kept in the rare books collection of the library. No one has ever been able to decipher it but Saddlemaker says he knows how.

The scroll contains portions of the story of Att'k Uthuul, the Hyperborean scientist whose experiment in suspended animation went awry. Gaining access to this scroll requires successful Persuade and Credit Rating rolls—unless the investigators have developed a relationship with Dr. Armitage or some other member of the staff. Investigators are told that the origin of the hide is a bit murky, but most believe it was found in Iceland during a geological field study conducted before the turn of the century. It's actual age is disputed.

The hide looks quite old but is surprisingly supple. A Cthulhu Mythos roll recognizes the skin as that of a creature known as a Gnoph-keh, a realization costing 0/1 Sanity points.

The glyphs are lettered in a deep red ink that resists removal even by restorer's acid. Written in Hyperborean, the scroll can only be read by someone familiar with that eons-dead language. A successful Cthulhu Mythos roll allows an investigator to identify the language but not to effect a translation.

If the scroll is somehow read, anyone reading or listening to the information suffers a loss of 1D4 Sanity points while adding three points to their Cthulhu Mythos score. The text contains no spells (see The Woods Papers #4).

An Ancient Hyperborean Scroll

THE WOODS PAPERS #4—a translation of the scroll

THE LAST TESTAMENT
OF ZACCOSH UTAHN OF
THE SEVENTH COLONY

This is the only warning that will ever come from our accursed valley in the land beyond the sea. Heed it well, for only I survive.

Unwisely, our colony awoke the power of a Great One in the maze of caverns we discovered beneath our valley floor; we were foolish enough to tap that power. One among us, Att'k Uthuul, our greatest scientist, believed he could control the power, but he was wrong. Shun the valley taken by the Seventh Colony in the westerlands—Uthuul sleeps there still, in the double embrace of his machines and the Great One. I would tell you more but my strength is gone. My days are over. In death I will commit my spirit to this hide so that it may last the ages and remain, perhaps to be found one day and save others from our fate.

SADDLEMAKER'S BOOK

This book is an oversized ledger jammed with many odd-sized papers. It is found hidden under the floorboards of the shack with a Spot Hidden roll. The pages are unbound and loose, and could probably be 'borrowed' for a short time without being missed by their owner. The book is written in English but some of the pages are old and watermarked, and Saddlemaker's handwriting is difficult to read. An English roll is required to understand the work.

Saddlemaker has been accumulating notes for about sixty years. Most of what he knows is fragmentary, gleaned from flashes of racial memory or from the long study of the hyperborean stones in the hills. Most significantly he has taught himself the *Spell of Opening*, along with learning a few details about Hyperborean technology and Uthuul's fabled Dust Machine. Although convinced this important machine lies somewhere within Hilbredge's dig, Saddlemaker does not want to retrieve this potentially dangerous device until all his preparations are complete. In the meantime he has trusted that Courage's intense claustrophobia will keep the young man from venturing into the crypt to steal it himself.

ABOUT THE DUST MACHINE

If the investigators mention the Hyperborean workshop, Saddlemaker mutters something about "dust" being there—but they are unsure of what he said unless they make a Listen roll. Only if the investigators penetrate Saddlemaker's stubborn reticence does he tell them very much about the Dust Machine. In any event his understanding is fragmentary and imperfect.

John Courage

THE DUST MACHINE appears to John Courage in his dreams: a totem radiating power, he is obsessed with it. The keeper must decide exactly how Courage learns of the machine's location and what attempt, if any, he makes to obtain it.

If the investigators have the machine Courage sends an appropriate number of lesser desh to steal it away—two or three per investigator. Attempting to entangle their foes, the lesser desh attack en masse while one or more of their number try to snatch the machine. Meanwhile, Courage stands nearby, out of sight, ready to back up the desh with his baseball bat.

If the investigators have proven especially troublesome Courage sends one of the greater desh. Possibly he even attempts to summon one through the brain of a chosen investigator, blowing open the victim's skull. The desh springs from the investigator's brain with a searing wink of light, seizes the Dust Machine, and bounds away.

Courage's Tree House

On the eastern slope of Bishop Mountain stands a grove of huge maple trees, some over 100 feet tall. One especially high tree is many-limbed and thick-boled. High in the branches, 60 feet above the ground, is a broad wooden platform—the secret home of John Courage. A Spot Hidden roll is required to see it. Saddlemaker can probably locate this spot if some of Courage's tracks can be found; Saddlemaker is an excellent tracker. Investigators trying to follow Courage must make 1D4 Track rolls at half their normal skill.

A search of the area, coupled with a Spot Hidden roll, turns up the body of Jared Harris. The top of his head is blasted open in the by-now familiar six-armed star pattern.

Courage's platform can be reached with two successful Climb rolls. Failure indicates a fall: 1D6 points of damage suffered if the first Climb is failed, and 2D6 if the second is blown.

The platform is about twelve by twenty feet and is accessed by a hinged trap door. A metal brazier serves as a cook stove and a bedroll, held down with a large rock, occupies a far corner of the platform. A notebook tucked inside the bedroll is filled with scribbled papers.

New Spell—Spell Of Opening

SADDLEMAKER DISCOVERED this limited use spell inscribed on a fragment of Hyperborean plinth he found in the hills of Dunwich. The spell costs no sanity but requires that one magic point be invested in each of the three glyphs adorning the wall in the chamber of the excavated crypt. The spell causes the wall section to slide downward revealing the chamber containing the Dust Machine. Saddlemaker does not know how to raise the door.

COURAGE'S NOTEBOOK

The notes are in English but the most recent entries are confusing and difficult to understand. Psychoanalysis or Psychology warns investigators that they are dealing with a dangerously insane man. Reading through these pages requires a successful English roll and 2D4 hours of study time. Success adds three points to Cthulhu Mythos and costs 1D4 Sanity points. The three spells described, *Summon Lesser Desh, Summon Greater Desh,* and *Life Sense* can each be learned with separate rolls of INT x2 or less.

There is little of interest in the latter pages but earlier portions prove more interesting. These date from several years ago and describe Courage's graduation from high school and his enrollment at Hyde Park Community College in Boston. While a student he was contacted by a group calling themselves The Guardians of the Outer Light. Professing interest in Courage because of his Indian lineage, the narrator tells of feeling a sense of belonging for the first time in his life. Courage recounts his initiation into the cult and later his learning of many interesting and forbidden things, including magic that allowed him to summon creatures from the spaces "that surround us always."

After discovering that the knowledge shared with him by the Guardians of the Outer Light was slowly destroying his mind—and that they were only using him because they recognized the mysterious bloodline he carried—Courage used greater desh to wreak a bloody revenge on them before fleeing back to Dunwich to nurture his madness—and his resentment toward the world.

Scrawled across several pages is a series of incantations and spells, rituals used to summon both the greater and lesser desh. It takes two weeks study time to attempt to learn each spell. The mind-crippling side effects of summoning lesser desh are not mentioned. Only with a Luck roll does an investigator happen to find a later entry wherein Courage speculates that summoning lesser desh may be affecting his intelligence.

Three New Spells

SUMMON LESSER DESH

This spell summons 2D6 lesser desh using the brain of the caster as a gateway. The spell costs six magic points and 1D6 Sanity points. The desh emerge from the forehead of the caster as pale images, turning solid as they drop to the ground. For every three desh summoned (drop all fractions) the caster permanently loses of one point of INT.

SUMMON GREATER DESH

This spell summons a greater desh using the brain of a selected target. Summoning cost is six magic points and 1D8 Sanity points. This spell may be cast at any human target within sight of the caster, or one detected at long-range using the *Sense Life* spell. The caster must overcome the POW of his intended target with his own POW. If successful, the greater desh gates through the brain of the target, a star-shaped opening blowing out as the desh emerges in a glow of blue-white witch-fire. This kills the target and costs anyone witnessing the event 1D6 Sanity points.

If the target resists the spell, the summoning fails, but the target must make a Luck roll or slip into a semi-coma forming a mental link between caster and target that lasts until one or the other is dead. Until then the target experiences, in dreamlike and fragmentary fashion, things the caster experiences and thinks about.

SENSE LIFE

This spell allows the caster to detect the presence and general nature of a life form in a targeted area. Casting this spell costs one magic point and one Sanity point.

The area that can be scanned for life is equivalent to an average sized house and must be within sight of the caster. The spell allows the caster to differentiate between species (like dogs and people), but cannot identify a specific individual.

IF COURAGE IS AT HOME

When Courage is home he keeps the hinged trap door secure with a simple sliding bar. The latched door has a STR of 11 which must be overcome by an investigator who can only safely apply half his normal STR due to his position in the tree. Additional STR can be applied though the investigator runs a cumulative 10% chance of falling for every point above half-normal he uses. A roll of DEX x2 or less allows a falling investigator to save himself by grabbing hold of a branch. Failing this he falls for 4D6 points of damage, the impact lessened by the loamy soil beneath the tree.

A Listen roll alerts the sleeping Courage to the investigators' presence in the area. He automatically wakes up if they begin climbing the tree. Courage grabs his baseball bat and takes up position to club the first character coming up through the opening. Any investigators hit must roll DEX x4 or less to keep from falling.

Investigators aware of Courage waiting to attack may fire up through the floor, hitting their target on any impaling roll, but doing only normal damage. On the offensive, Courage opens the trapdoor and hurls his cook stove down—glowing coals and all—on top of the invaders. He has a 60% chance of hitting the top investigator for 1D4 points of damage, causing this character to fall if he fails to make a roll of DEX x3. Unless met by a hail of gunfire, Courage follows up with a rock (60% to hit, 1D3+1 damage, DEX x3 or fall).

If the investigators manage to mount the platform Courage drops over the side, abandoning his notebooks and anything else—even the Dust Machine. If Courage fails his Climb roll (90%) while scrambling down the tree he falls and suffers 1D6 points of damage, twisting his ankle, and slowing him down for the remainder of the scenario.

If there are any investigators waiting below, Courage drops on top of the weakest looking male, attempting to stun him, then tries to make his escape. He has a 70% chance of successfully dropping on someone, reduced by half if the character is actively trying to avoid him. If hit, the target suffers 1D6 points of damage and is knocked flat to the ground and stunned for 1D3 rounds.

Conclusion

To successfully resolve this scenario the investigators must put a stop to the activities of John Courage. The investigators receive an award of 2D6 Sanity points for solving the problem. If they are unable to stop Courage and his foul creatures are allowed to continue their killing, the investigators lose 1D4 points for each death they hear of.

Statistics

REBECCA HILBREDGE, 27, prematurely retired librarian

STR 9	CON 10	SIZ 8	INT 14	POW 12
DEX 16	APP 13	EDU 15	SAN 60	HP 9

Skills: Bargain 45%, First Aid 55%, Library Use 89%, Natural History 60%, Perform Thankless Domestic Task 80%, Spot Hidden 75%.

OREM HILBREDGE, 28, aspiring archaeologist

STR 12	CON 10	SIZ 12	INT 10	POW 12
DEX 12	APP 11	EDU 14	SAN 35	HP 13

Damage Bonus: +1D4

Weapons: Hatchet 40%, 1D6+1+db; Rifle 30%, 1D6+2.

Skills: Accounting 10%, Anthropology 35%, Archaeology 40%, History 30%, Law 55%, Library Use 30%, Mechanical Repair 45%, Spot Hidden 30%.

JOHN COURAGE, 26, deluded villain

STR 11	CON 11	SIZ 14	INT 9	POW 16
DEX 14	APP 15	EDU 16	SAN 0	HP 12

Damage Bonus: +1D4

Weapons: Baseball Bat 80%, 1D8+db; Knife 60%, 1D6+db.

Skills: Anthropology 48%, Archaeology 15%, Astronomy 9%, Camouflage 80%, Climb 90%, Cthulhu Mythos 15%, Fast Talk 30%, First Aid 50%, Geology 10%, Hide 90%, History 48%, Listen 45%, Psychology 35%;, Hyperborean Language 50%, Sneak 70%, Spot Hidden 80%, Throw 59%, Track 65%.

Spells: Summon Lesser Desh, Summon Greater Desh, Sense Life.

HENRY SADDLEMAKER, 90, Indian shaman

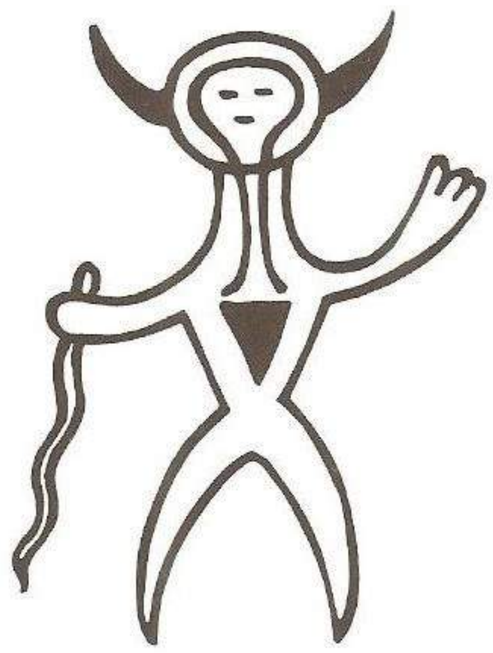
STR 15	CON 8	SIZ 10	INT 16	POW 17
DEX 7	APP 9	EDU 19	SAN 67	HP 9

Damage Bonus: +1D4

Weapons: Cane 55%, 1D6+db.

Skills: Anthropology 45%, Archaeology 70%, Bargain 60%, Botany 40%, Climb 45%, Cthulhu Mythos 10%, English 95%, First Aid 65%, Hide 90%, History 45%, HYperborean Pictographs 70%, Library Use 35%, Listen 55%, Mechanical Repair 70%, Occult 70%, Operate Heavy Machinery 72%, Persuade 76%, Psychology 68%, Ride 80%, Sneak 55%, Spot Hidden 55%, Swim 60%, Track 65%.

Spells: Spell of Opening ■



With Malice Aforethought

WRONA BORS is a sorcerer from the Dreamlands, an inhabitant of the booming port city of Dylath-Leen. Devoted to the Great Old Ones, he serves his masters in a manner that pleases them, seeking from them gifts and forbidden knowledge in exchange for his devotion and his sacrifices. Finding his ambition frustrated at home, however, he has traveled by magical means to the waking world, a dimension bursting with suitable sacrifice victims: human beings lively, stupid, and helpless. He plans to open for his lords a gate to the waking world, offering them as much of humanity as they care to take, reap from them the rewards of his faithfulness, then return to enjoy his power in his home dimension.

He is drawn to Arkham, Massachusetts, attracted by a mysterious but unmistakable source of power. Here he has located a group of human beings whom he can persuade to unwittingly participate in his gate-opening ritual: mental patients. He knows he'll find no one more tractable, and no one with a mind-set more ideally suited to the work.

With the help of a powerful amulet, he put on the disguise of a human being, English psychiatrist Dr. John Ronayne. One bright spring morning, using brilliantly faked credentials, he established himself as a temporary staff psychiatrist at Arkham Sanitarium.

And that's where the trouble began.

Running This Adventure

THIS ADVENTURE is in three parts. In part one the investigators discover the murders committed at Arkham Sanitarium and come face to face with the dark and evil Wrona Bors. In the second part the investigators stand trial, wrongfully accused of the mass murders committed in the asylum. Part three introduces them to two of Bors' 'demons,' supernatural creatures from the Dreamlands who stalk the investigators' every footstep.

Player Characters

The structure of this scenario is unique in that players may take the parts of more than one character, depending upon the outcomes of certain parts of the story, and the keeper's wishes. As originally conceived this adventure calls for investigators unknown to one another to arrive at Arkham Sanitarium late at night in answer to a mysterious summons. Each of these investigators needs to have a 'loved one' registered at the institution. Additionally, the scenario as written calls for events to take place on Halloween night. This latter condition is not strictly necessary, although the keeper will have to adjust some of the dates mentioned in the text.

Certain of these conditions may not suit every keeper's campaign. If beginning a new campaign with fresh investigators it should not prove difficult. The keeper merely has to create some loved ones for the investigators to save. Longer running campaigns may already have accumulated a number of investigators that have 'retired' due to sanity losses. These may have been housed in Arkham Sanitarium, or the keeper may make arrangements to have these patients transferred here in time for the scenario to begin. Keepers running the scenario for veteran investigators may have to devise their own method for opening the scenario, based on his players' past experiences.

Players and keepers alike should be prepared to introduce back-up characters into the scenario. Besides the usual dangers of death and insanity, most or all of the investigators will be charged with the mass murders committed at Arkham Sanitarium, and consequently end Part One in jail. Even those who are able to post bond and go free face the prospect of a lengthy prison term if found guilty. Players whose characters are jailed for a lengthy time should have the option of playing another character, possibly one of the now-sane loved ones that was rescued from the sanitarium, or possibly the attorneys the investigators hire to defend them. Possibly outside private eyes are hired and these can be run by the players.



Arkham Sanitorium

Police officers, newspaper reporters, or nearly anyone else might be considered as potential player-characters. Whether or not a player should be allowed to run more than one active character at a time is up to the keeper.

Keeper's Information

The sorcerer Wrona Bors has been drawn to Arkham by a source of power even the inhuman magician fails to comprehend. This power source is the result of a ancient construct left behind by the nearly forgotten Misqat Indians who once dwelled in this valley. The construct consists of thirteen clay figurines buried around the Arkham area in a pattern both complex and simple. Each of these figurines enshrines the immortal spirit of a warrior priest of the Misqat.

The construct is a focusing point for strange energies and may be partly responsible for the unusual amount of occult activity that has taken place in this area over the centuries. Although the details and purpose of the construct are unknown to him, Bors intends to use it to gain audience with the Great Old Ones.

Bors, in the guise of English psychiatrist Dr. Ronayne, has infiltrated the sanitarium in preparation for the upcoming ritual. Hired to attend to the patients he has used magic to blind the staff to his true purpose, his sessions of indoctrination, brainwashing, and spell casting seeming like experimental psychiatric therapy to Dr. Bradley Harcourt, the sanitarium's acting director and Ronayne's employer. Ronayne has taught the patients the verses they are to supposed to chant during his performance of an insane gate-opening ritual he plans to perform tonight—on Halloween.

But at the last moment his plans were accidentally uncovered by Dr. Harcourt. A day or so ago, while searching across Ronayne's desk for a pen, Harcourt accidentally came across an old book and, innocently, skimmed through it. What he found within terrified him and, shaking off the delusions he had been living under for months, realized that Dr. John Ronayne was not all he seemed to be.

Not truly understanding Ronayne's true nature or purpose, Harcourt determined to find out what he was up to. Stealing the book he began to study Ronayne's activities with newly opened eyes.

It was the second to last mistake he ever made. His last mistake occurred this evening when he decided to contact local relatives concerning the mental patients under Ronayne's care. ■

Part One: The Crime

THE ADVENTURE BEGINS with the investigators being unwittingly lured to Arkham Sanitarium on the night the evil Wrona Bors attempts to stage his frightening ritual. It is important that the investigators do not immediately suspect the situation, which may call for subtlety on the part of the keeper and good role-playing on the part of the players.

Once at the sanitarium it is desirable that the investigators explore the upstairs first and discover the dying Dr. Harcourt before visiting the basement. Moans heard coming from above, and the urgings of the madman Clive can be used to lure the investigators in this direction.

Once the carnage is discovered some investigators may be tempted to call police. Although the phones in the sanitarium are out, nearby neighbors' phones are available. But it is not desirable that the police arrive too soon. The investigators should leave the sanitarium heading for the Baxter farm and the site of Wrona Bors ritual before the police arrive on the scene. In either event the investigators will be charged with the murders committed at the sanitarium, but if police arrive too soon the investigators may be detained and miss the climactic events at Baxter farm. If the dying Dr. Harcourt does not impress upon the investigators the need for haste in tracking down Wrona Bors and saving their loved ones, the enigmatic Clive can be called upon to show up and somehow encourage them.

THE PHONE CALL

Investigators who have insane relatives in Arkham Sanitarium each receive a telephone call from Dr. Bradley Harcourt in the early evening of October 31. A staff physician, Harcourt is probably known to them—there's an 85% chance they've met him at least once. If the investigator makes frequent visits to the sanitarium he's probably spoken to Harcourt on any number of occasions. He's a pleasant but serious man who inspires confidence with his ability and integrity. He is presently in charge of the sanitarium while senior director Dr. Hardstrom visits Europe. Harcourt apologizes for inconveniencing the investigator but requests that if it is at all possible he would like the investigator to take his loved one home for a couple days. Apparently there's been some sort of problem with the drain system and although plumbers are already on the job, the resulting backup has rendered the sanitarium in need of cleaning, disinfecting, and painting. He explains that they will be short a few beds for a few days but if he can place the few patients with local relatives the sanitarium will gain enough room to make do. He requests that the investigator pick up his loved one at 9 PM. Harcourt says it will take him that long to get all the patients packed and ready. He promises that once repairs and cleaning are finished the patient can be brought back to the institution.

Harcourt's manner and reputation should be sufficient to satisfy any hesitation investigators feel. Psychology rolls might indicate that Harcourt is tense, perhaps concealing something, but basically there seems no cause for alarm.

Arkham Sanitarium

THIS GRAND BUILDING, a three-story Georgian double mansion, was originally owned by the Pickering brothers, Tom and Paul. In the early 1800s it was converted to a hospice for aging veterans of the Revolutionary War but over the years its focus changed until now it treats only the mentally ill: both private, paying patients, and indigents, kept housed in the basement ward. Over the last fifteen years, under the leadership of Dr. Eric Hardstrom, the sanitarium has become a fairly reputable institution with a decent cure rate. Financing comes from paying patients, some public funds, and a foundation established by the Pickering estate. The facility houses both men and women in relative comfort, and employs the most modern psychiatric techniques. Although 45% of the sanitarium's paying patients are eventually cured, an extensive study of the institution's history reveals that a good many patients have tended to become more insane, not less, despite what seems to be at least adequate treatment (due to the influence of the Misqat figurine buried beneath the building).

Any investigator who ever visited the institution remembers a clean, well-lit hospital equipped with modern features throughout. Well-kept, though modest grounds grace the front and back of the mansion, en-

closed by a seven-foot high iron fence. A large garage attaches to the house, connected to the street by a gravel driveway.

A DARKENED BUILDING

Approaching the sanitarium the investigators notice that the building is in darkness; no lights show in the windows and the front gate is wide open. The place appears deserted.

The front doors are locked but the garage doors gape open. There are no vehicles inside though oil stains give evidence that they are kept here. Various tools, maintenance equipment, and a push lawn mower are lined against the walls. Switching the lights does nothing; the power seems out.

A door in the west wall of the garage leads into the mansion proper. In the darkness, a flashlight or matches and a successful Spot Hidden reveals a faint set of bloody footprints leading from the door of the house to the center of the garage where they suddenly end. Following the footprints backwards (Track roll) they lead through the kitchen to the basement door.

The Ground Floor

Regardless of where they enter the building all investigators hear the sound of someone at a piano, plunking away tunelessly at the keys. The keeper should use the piano-playing to draw attention away from the basement and the creature lurking there.

RECEPTION AREA

Any investigator who's visited before remembers this room as clean and pleasant, but the dim light reveals bloody footprints on the carpet, papers and office supplies strewn everywhere, and broken furniture. Paintings have been torn off the walls and ripped apart

PARLOR

Moonlight streaming through the shredded remains of the curtains reveals a lone figure standing at an upright piano. He plunks away at three unrelated notes in a wholly unmelodic way. He wears a hospital-type gown and his hair is cut very short. His clothes and feet are stained with blood. A successful Spot Hidden roll reveals that there is also blood on the piano keyboard.

The man does not respond to investigators but if Dr. Harcourt's name is mentioned he stops plunking long enough to point knowingly toward the ceiling. He says nothing. During the brief lull in the piano playing any investigator making a successful Listen roll hears the faint sound of moaning coming from somewhere upstairs. The man then resumes his playing, ignoring any further questioning, refusing any invitations to help search the house.

Clive has been an inmate of Arkham Sanitarium since Christmas of 1922 when he was found wandering the streets of Kingsport in an amnesiac daze (see H.P. Lovecraft's "The Festival"). No one knows his true identity: Clive is the name given to him by the sanitarium staff. He remembers nothing of his past life or of what he might have been doing in Kingsport. He is a very quiet man, apparently in his early thirties, who never makes a hostile gesture and never raises his voice.

DINING ROOM

Also ransacked, the many small dining tables have been tossed to and fro. Papers litter the floor, along with broken vases and trampled flowers. An investigator with a reasonable light source can examine some of the papers and realize they are pages from patients' files. A successful Spot Hidden roll reveals bloody footprints from more than one pair of men's shoes on the floor.

KITCHEN

Spacious and institutional, the kitchen would be quite pleasant if it hadn't been ransacked. The moonlight filtering through the single window above the sink reveals pots and pans thrown around the room and chairs overturned. Broken glass and china litters the floor, posing a danger to any clumsy investigator who slips on blood or spilled garbage (DEX x5 or less, 1D2 points of damage). A successful Spot Hidden roll reveals a fuse box on the wall. Bashed in with a heavy chair, its condition explains the lack of electricity in the house. The door to the stairs leading to the basement is partially hidden behind an overturned table and is only noticed with a Spot Hidden roll.

PANTRY

This small, dark room is lined with shelves loaded with jars and cans of food. Exploring this room might require DEX x5 rolls to avoid stumbling over jars and cans scattered on the floor.

HARDSTROM'S OFFICE

In the absence of Dr. Hardstrom, Dr. Harcourt has been using this office, allowing Ronayne to make use of Harcourt's usual office on the third floor. This room looks like a cyclone hit it. There is a palpable malice in the way the files are strewn, the personal items destroyed, furniture smashed, and diplomas torn from their frames. The glass in the door is shattered but a few of the larger shards can be quickly pieced together to see spell Hardstrom's name. A careful hour's search of the room—with adequate light—uncovers Dr. Harcourt's personal note pad, on which is written in a nervous hand "Daemonigraphia: Daemon in Disguise." Under the present circumstances no investigator is likely to find this clue.

The Second Floor

The second floor is given over to the full paying patients. Individual rooms are provided for these inmates. At the top of the stairs investigators find nothing but a chair tossed sideways onto the floor. A successful Listen roll reveals the soft moaning comes from somewhere on the floor above.

DR. DUNBAR'S OFFICE, NURSES' STATIONS, PRIVATE ROOMS

Like the rest of the house these rooms have been turned upside down. Scary shadows promise a discovery at every turn but there is never anything there. Dunbar's name is painted on the unbroken glass in his office door. Investigators may find unattached prosthetic limbs lying here and there among the debris, and, more disturbingly, occasional personal possessions which are recognized as the belongings of their loved ones. There are almost no bloody footprints here, though it takes both Spot Hidden and Idea rolls for anyone to make this deduction.

STAIRS TO THIRD FLOOR

The third floor contains less well-to-do patients who are housed in two large wards. Odd turns and walls added during remodeling create confusing acoustics. At certain points during the climb investigators may think they hear the moaning coming from below them, at other times from above. The steps are littered with junk; call for DEX x4 rolls to navigate them without tripping.

The Third Floor

The pale moonlight reveals one door on each side of the corridor. The faint sound of moaning is now plainly audible coming from one or the other—although from the top of the stairs it is hard to tell which.

NURSES' STATION, WOMEN'S WARD

Ransacked like the rest of the house. The moaning is not coming from this direction.

HARCOURT'S OFFICE

Ronayne has been using this office, and he took his things with him when he left. Harcourt's name is painted on the glass of the door. Although the furniture in this room is tossed carelessly about, and most of the papers and other objects scattered, a successful Idea roll reveals that some areas of the room have been scrupulously cleaned out. The desk sits off center, its chair shoved forcefully underneath. A second chair is knocked over on the floor. The drawers of the filing cabinets gape open and empty. Several shelves on the bookcase are conspicuously bare. The desk drawers are empty and there are no papers or books on top.

The sound of moaning drifts plaintively and unmistakably from the ward beyond Harcourt's office.

THE MEN'S WARD

A large open room with simple beds lining the walls. Mattresses and blankets are strewn everywhere, as are trays, clipboards, papers, and medical paraphernalia. Lying on the floor with head and shoulders propped against one wall, the lower half of his body resting in a shaft of moonlight pouring through a window, is Dr. Harcourt. He moans weakly.

Closer examination finds that he is trussed into a strait jacket. Blood pours from a wound in his chest and foams around his mouth. Lose 0/1D3 Sanity points.

A Dying Doctor

Remembered by the investigators as a hale and vigorous man with a keen intellect, the man before them now is racked with agony and dread. Pale, trembling, and barely able to speak, the investigator making a successful Idea roll realizes that the doctor has nearly bled to death. A successful First Aid roll identifies the wound in Harcourt's chest as a gunshot entry; a successful Medicine roll indicates massive internal bleeding. Any attempt to move or assist the limp Harcourt causes him to scream in pain.

With his dying breaths Harcourt whispers to the investigators: so softly they must draw close enough that they are certain to get some of Harcourt's blood on their hands and clothing.

Harcourt tells them that Ronayne is planning to kill everyone, and that he's kidnaped all the patients and used the sanitarium bus to take them to an abandoned farm north of town—the old Baxter place. (A successful Know roll allows an investigator to be certain that he has heard of the Baxter farm and could find it without too much trouble. Harcourt can give simple directions otherwise.) Harcourt mumbles that Ronayne is a "demon in disguise" and that "he must be stopped!"

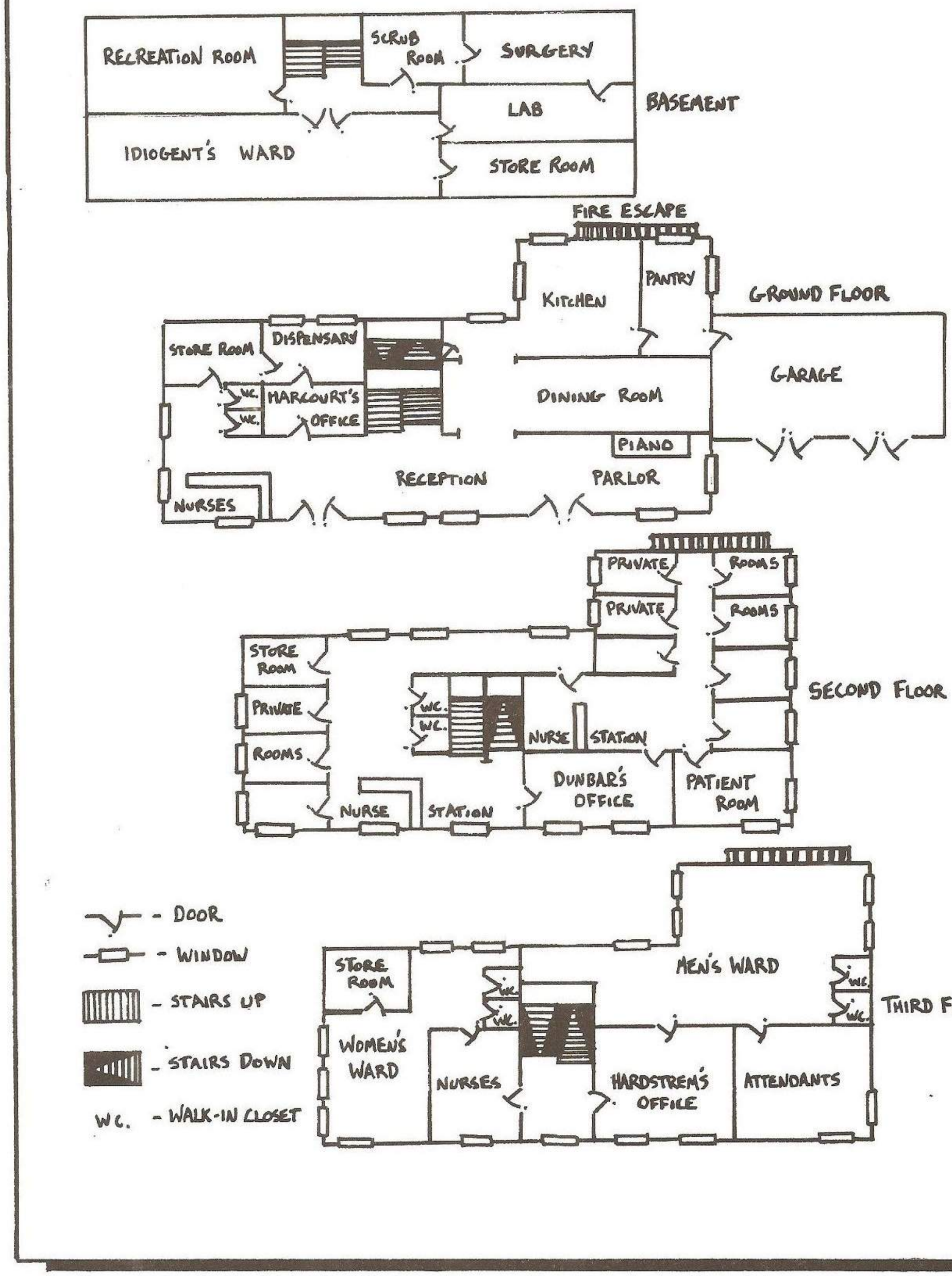
A MYSTERIOUS TOME

Harcourt urges the investigators to take "the book," pointing feebly across the room towards the small toilet on the right. Harcourt tells the investigators they must use "the magical spell" marked inside to defeat Ronayne. As he speaks, blood bubbles from his mouth bringing about a fit of coughing that spatters the nearest investigators.

Harcourt tries valiantly to answer questions but is weak and fading fast. He suggests they take his keys clipped to his belt buckle underneath the strait jacket. Doing so insures this investigator has blood on him. The dying doctor says that Ronayne put him in the strait jacket and then shot him. He informs the investigators that there is another mysterious book which he thinks Ronayne took with him.

If the investigators look in the toilet they find the book hidden atop the high-mounted water tank above. If shown to Harcourt he nods, indicating it is the right one.

Arkham Sanitarium





Clive faces 'Dutch'

Clive Arrives

Meanwhile Clive, the piano-playing patient from downstairs, stealthily creeps up the stairs. His presence is not revealed until a sudden flash of lightning silhouettes his gaunt, haggard form standing in the doorway. He says, simply: "Dutch is coming," and Harcourt, losing his mind completely, begins to scream. Something comes dragging heavily up the stairs, following closely on Clive's heels. Clive says that the only protection against Dutch is to hold up one's fingers in the shape of a cross. He demonstrates, insisting that everyone mimic him.

The only way out of the room that doesn't lead directly to the ravenous monster is the fire escape. This window is barred with a hinged, locking iron grille bolted to the frame with a STR of 19. Opening it requires successful operation of the lock either using a Locksmith roll or Dr. Harcourt's keys (there are ten keys on the ring, a successful Luck roll finds the right one; add 5% to the Luck roll for each subsequent key attempted).

Investigators short of time and full of adrenalin can choose to break the grille out of the frame with a successful STR vs. STR roll. Two or more people can combine STRs for this purpose. The window itself opens with a simple latch. Scrambling down the dark fire escape without tripping requires DEX x5 or less. Anyone tempted to rescue Dr. Harcourt realizes that man won't survive the effort.

"Dutch is Coming!"

The monster making its way up the stairs is 'Dutch,' a ravening mindless anthropoid creature left behind by Wrona Bors. Called Dutch by Clive, he has no idea why he gave it that name. The thing is a walking nightmare, a bizarre creation of Dreamlands magic that resembles a decaying human corpse with rags of clothes hanging from its glistening, flaccid tissues; white bony patches peek through the disintegrating flesh of its face. A foul wave of stench precedes it and lingers evilly about it, the smell of the open grave. Fresh blood drips from the thing's mouth, hands, and clothing. The mere sight and smell of it moving towards the investigators costs 1D2/1D6+2 Sanity points.

DUTCH ATTACKS

Needless to say, holding up one's fingers in the shape of a cross does nothing to slow Dutch down. It lumbers into the room seeking fresh food. It is only when Dutch attacks that its true nature is revealed. The monster is hunger itself. It opens its mouth issuing a strangled cry. Other mouths then open up all over its body. Where there should be eyes appear two small mouths, and as Dutch reaches out mouths open in the palms of its hands, tiny blood-stained teeth gnashing desperately for food. Through the tatters of Dutch's clothing one can see still more mouths: on its belly, its back, its legs. Most horribly, through the stark white bones of his exposed rib cage, mouths strain at ropy masses of tissue, clamoring to be

free of their skeletal prison. From each of the mouths comes a cry of desperate hunger, a chilling chorus both pitiful and terrifying.

Dutch attacks the nearest thing it sees with abnormal strength and all its many mouths. Gunfire and impaling weapons have no effect other than to make Dutch more ugly and irritated. The only way to stop it is to hack and beat it to death. If the investigators step back leaving Harcourt unguarded Dutch swoops down on the hapless doctor and finishes him off, lifting the body up off the floor and then smashing it down again and again until the doctor's head cracks on the floorboards and he stops screaming. Dutch then lowers its head and bites into the doctor's flesh, wolfing down huge mouthfuls while its other mouths reach out and feed. Mouths not engaged in feeding wail in hunger until serviced. It takes only a few moments for Dutch to consume his horrible meal, but long enough for investigators to make good their escape. However, seeing Dutch feed cost an additional 1/1D4 Sanity points.

AFTER THE ESCAPE

Clive should escape with the investigators. Although he doesn't remember too many details of the evening past he seems fully aware of the danger to the kidnaped patients. Clive does his best to convince the investigators to make for the Baxter farm as fast as possible. If pressed to remember what happened at the sanitarium Clive becomes confused and lapses into an autistic silence, perhaps unconsciously moving his fingers as though playing a piano.

THE BASEMENT

If the investigators visit the basement they find the stairway steep, dark, and foreboding. Fresh blood is tracked all over the stairs and investigators must roll DEX x5 or less to avoid slipping. Falling down the stairs causes 1D4 damage and covers the investigator with blood.

THE HALLWAY

Blood seeps from underneath the closed door to the right. An unpleasant odor—dampness, formaldehyde, and something foul but unidentifiable—lingers in the air. A few overturned chairs and a folded up ping-pong table are pushed against one wall, making passage difficult.

RECREATION ROOM

Any investigator seeing the carnage in this room loses 1/1D6 Sanity points. Portions of dismembered bodies are piled about, all stained with blood and gore, some still bearing the tatters of white uniforms. This is all that remains of the sanitarium staff that was on duty this evening.

A successful First Aid or Medicine roll reveals multiple stab and hack wounds while an investigator skilled in forensics can theorize that the murder weapon was a large knife or small sword. Due to their condition it is difficult to estimate the number of dead (actually, there should be as many dead bodies in this room as there are insane loved ones, a 'coincidence' important later in the scenario).

There are also a number of ragged wounds resembling bite marks. Dutch has been snacking on these corpses and further investigation reveals that in many instances hands and feet have been gnawed off. Discovering this evidence of cannibalism costs investigators 1/1D3 Sanity points. None of the bodies can be positively identified and there may be some suspicion that loved ones are among the dead. There is no clue as to why these people were killed.

Examining the corpses is bound to leave traces of blood on skin and clothing. Anyone entering the room leaves some bloody footprints behind, since the floor of the room is nearly a pool of blood.

SCRUB ROOM

This is a small room with sink and a line of coat hooks.

SURGERY

A medium-sized, moderately equipped operating room containing a table, lights, instrument trays, etc. Tucked away in a corner is some electrical apparatus that an Idea roll identifies as electroshock equipment.

INDIGENT WARD

This large, open room contains numerous iron beds, their paint chipped and peeling. Both male and female indigents are housed in this communal room, privacy provided by faded curtains drawn between the beds. A small toilet area is likewise screened by curtains. A desk in the corner serves as an attendant's station and contains some basic hospital equipment—thermometers and the like.

STOREROOM

This large room holds all kinds of miscellaneous junk including cots, towels, medical supplies, janitorial gear, institution-sized cans of food, strait jackets, etc. It has not been ransacked as thoroughly as the rest of the house but it looks as though people have gone through it. Clive hid in this room while Ronayne took the other patients away.

New Spell—Unmask Daemon

THIS SPELL DESTROYS any magical disguise used by the target. It requires the participation of a group of at least three people who chant clearly and rhythmically while their leader breaks a raw egg—or some suitable substitute—on which has been drawn an image of the target. To succeed, the casters must overcome the target's POW with their own combined magic points. Each participant may contribute as many as half his magic points to the cause. Sanity loss is determined by the nature of the target's true form when revealed.

LABORATORY

This is the sanitarium's clinical lab, featuring microscopes, incubators, an autoclave, and other analytical medical equipment as well as shelves of reference books. Shattered test tubes, beakers, and other glassware litter the floor.

If the investigators enter this room before going upstairs they encounter Dutch, chewing with several mouths on the leg of one of the bodies from the recreation room, costing 1D2/1D6+2 Sanity points. Dutch does not appreciate being interrupted and attacks the nearest investigator immediately. If the investigators flee they en-

The Daemonigraphia

THE BOOK the investigators get from Harcourt is a small antique volume in decaying leather covers. Stamped onto the spine is the title *Daemonigraphia*. The book is in archaic English and the pages brittle. A successful reading requires an English roll.

The first page is in largish type and reproduced as a player handout (see Malice Papers #1).

A modern bookmark (Harcourt's) marks another page deeper in the book (see the Malice Papers #2). This marked page also contains the spell Unmask Daemon, the one referred to by Harcourt. This spell can be learned in a few minutes with a roll of INT x5 or less. Casting the spell requires some sort of breakable object (ideally a raw egg) upon which must be drawn a rough image of the target. After some harmonious chanting the leader then breaks the object into pieces, completing the spell.

Reading the entire *Daemonigraphia* from cover to cover requires three weeks' time. The book adds one point to the investigator's Cthulhu Mythos score and decreases his Sanity by 1D2 points.

THE MALICE PAPERS #1—first excerpt from the Daemonigraphia

THE WORLD IS HOME TO DAEMONS and evil spirites of many and divers kindes, but by the Grace of God the faithful are seldom given to see any daemon in its true aspect. Daemons walk among men, it is true, only by the cunning practise of disguise, at which they are most adept, appearring in sundrie false faces, passing undetected in the village and the country, in the citie, the university, the hospital, &c.; even in the towne square, even at court, even at times in the pulpit do such creatures masquerade, deceiving the unwary by mimicking the habits of authority, else surely theire hideous mien would stir the wrath of God and men. ✠

Onlie by deception can the daemon work his powere over men; in his true forme he is weak; a spirit of pettie evil and chaos, easily moved. The face of evil is unmistakable when seen, and the faithfulle are quick to banish it from themselves, but when conseeled it moves freelie among men and workes its evil without fear of just reproache. ✠

To recognise a daemon in disguise can be most difficulte, for powerful indeed is the evil magick that creates and meinteynes the false face of virtue. But to spy out the impostors among men is the perpetual duty of the faithful, and it is to this right and necessary end that this volume most humbly tends, making pleyn, it is hoped, by the Grace of God, the pleasing shapes in which daemons hide theyr true natures, by what charmes, and amulets, and words, and deeds, and tokens, and &c. they susteyn their illusions, and the ways in which the faithful may unmask them. ✠

THE MALICE PAPERS #2—second excerpt from the Daemonigraphia

HOW TO FORCE A DAEMON TO REVEAL ITS TRUE FORM

MIGHTY DAEMONS THERE ARE whose powere is great even in theyre true shapes, for whom the use of a disguise is of no benefit; devils such as these seldom straye from their infernal homes, and when they appeare to men they have no feare of being seen for what they are. The weaker daemon who preys upon the soules of men must go as a man, and relies on the power of his disguise to ensure his saftie, being undetected, unassailable; when his false face is discovered and his true shape made plein, the lesser daemon has no power over the faythful, who rise up to drive him out and banish him from theyre sight to his dark home, to which plase the daemon most willingly goes when his evil intents are made an end. ✠

The witche, the warlocke, and the person conversant with the practises of magick, by his kinship with daemons can frequentlie detect the disguise that fools the virtuous, and by his black arts can reveal the creature its true shape without the assistence of his neighbors. The faithful unschooled in such devilish practises may suspect the daemon by the outwarde signs, by the charms he recites, the amulets he wears, his secretive nature and effects, and all other signs personal and public, and tending as we have seen to his discoverie; and to unmask the daemon he may succeed, but he may not acte alone. The faithful assemble in a group, as many as can be brought together in one place, but of a single mind and will, to discover the daemon, assisting each the other, and in this way combining theyre strength and grace to best achieve their ende. Here followes the rite to compel a daemon to unmask, to be performed in the night air at St. John's Eve, Lammastide, the Eve of All Souls, &c., by a congregation as large as can be consecrated to the task. The daemon discovered is most discomfyted, and the ronyon will fight what it cannot flee; the faithful need not fear it for the creature exposed can be cast out and destroyed, succumbing not only in spirit but in flesh to the righteous attacks of the virtuous. ✠

counter Clive on their way upstairs, slowing them down and increasing Dutch's chances of catching up with them. Clive flees with the investigators, possibly informing them of the wounded Dr. Harcourt on the third floor. Dutch does not pursue outside the sanitarium. Investigators can reach the third floor via the outside fire escape.

The Baxter Farm

THE OLD abandoned Baxter farm lies about a mile north of Arkham in sparsely populated rural countryside. No one has lived here for years; the few outbuildings are falling down, home only to bats and small wild animals.

A large bus, the sanitarium vehicle, is pulled up on the front lawn of the old farmhouse where a few people can be seen milling about, all of them patients from the sanitarium and at least one of them an investigator's 'loved one.' These patients stagger about, not entirely aware of what's going on. A Psychology roll suggests they are under some form of hypnosis but not even a successful Psychoanalysis roll can snap them out of it. Loved ones recognize their investigator kin but aren't able to communicate much information. A few other patients are described below.

PHELYSCHIA MOON

This woman is diagnosed as suffering from Gates Syndrome, a condition that renders her unable to maintain a coherent line of thought long enough to complete a sentence. She knows where Ronayne is and is willing to answer questions, but talking to her is an exercise in frustration (see nearby boxed text for an example).

HOWIE COOPER

Howie rushes about madly, clutching a book in his hand. If the investigators pin him down they find the book is an ancient volume titled *Synarchobiblaron*. An aura of unease and vague anxiety lingers about this odd book which infects anyone handling it. Reading the book is difficult under the best of conditions and impossible in the current situation. Investigators will have to examine it at some future date, at their leisure.

BRUCE WARD

Bruce wears a homemade mask of twisted visage. He is timid but could be helpful if gently coaxed. He has a habit of saying disconcerting and irrelevant things from time to time such as: "One of *them* is hiding in the bushes over there."

A Sample Conversation with Phelyschia Moon

AN INVESTIGATOR approaches from the road. Phelyschia is staggering around the asylum bus, her hair and night dress spattered with blood.

Investigator: Oh my God, Miss? Madame? Are you all right?

Moon: What? Oh... ump... well... you were... oh.

Inv: Are you okay?

Moon: Actually that's... very... hmmm.

Inv: Have you seen my mother? Mrs. Gurten?

Moon: Mother? Oh, yes... he's...actually...hmmm.

Inv: No, Mrs. Gurten. *My* mother. Have you seen her?

Moon: Many times. Very... yes.

Inv: Do you know where she is now?

Moon: Curtains are very... extremely...

Inv: No, not curtains. My mother. Mrs. Gurten. She was a patient at the asylum.

Moon: Oh... well, isn't that... you don't... hmmmm.

Inv: Do you know where Doctor Ronayne is?

Moon: Oh... hmmmm... he's very... mm ump.

Inv: Where is he? Doctor Ronayne? Is he here somewhere?

Moon: I'm sure he's... a curtain... or... a very... hmmm.

Inv: No, Mrs. Gurten is my mother. Do you know where she... Oh forget it.

The investigator leaves.

Moon: Right over there... hmmm.

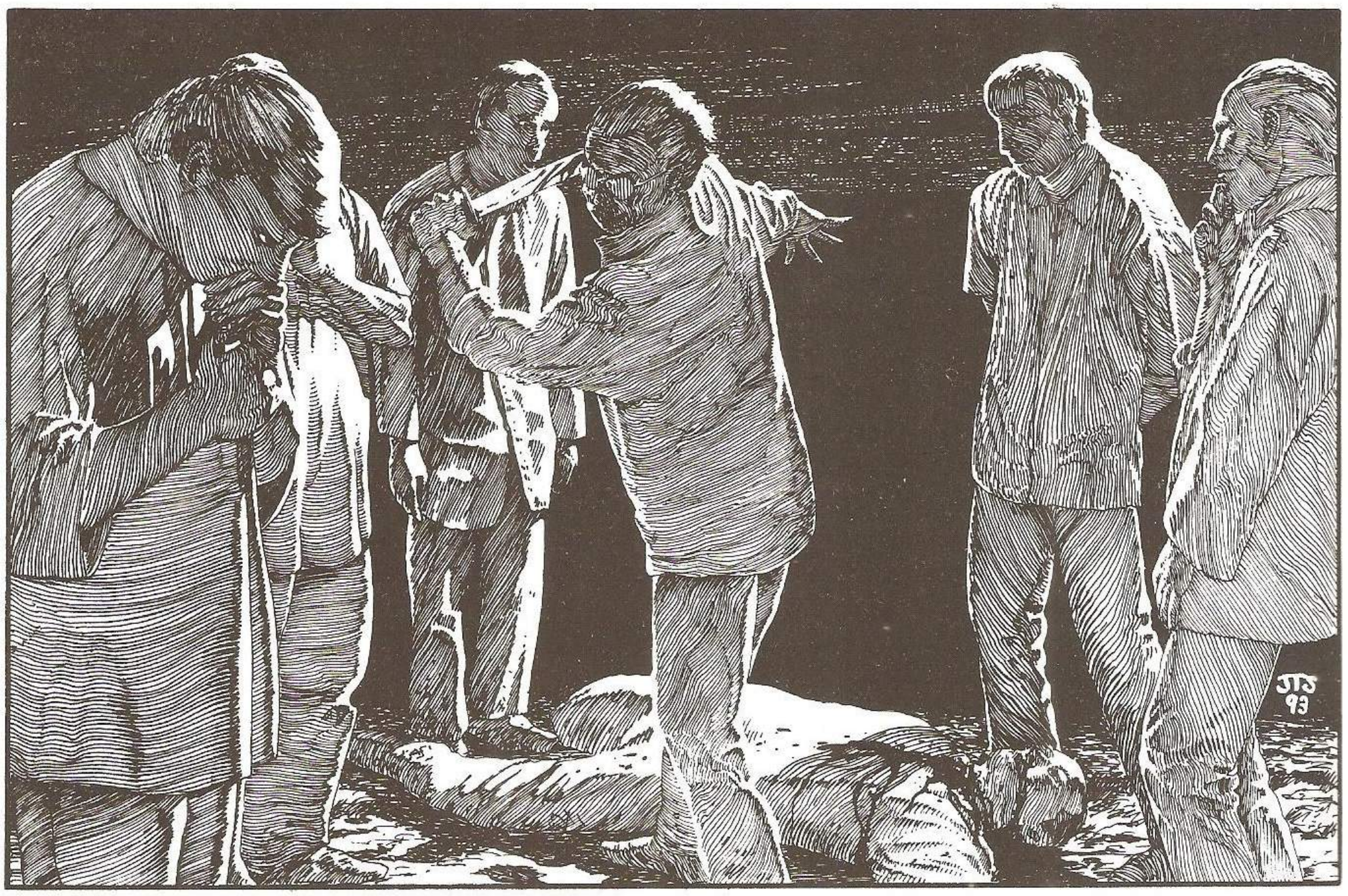
BOB HIBDIN

Hibdin is an elderly man who walks with the aid of a cane. He lives under the delusion that he is a large dog entrusted with winning the Great War single-handed. He barks or mutters incoherently and has no useful information.

MOTHER

This man's real name is Franklin Aldenbark. A big, strapping, hirsute man dressed in matronly women's clothing, he strides boldly up to the investigators and starts scolding them for being out at night without proper jackets, for staying out late and worrying her, for not eating enough good food, etc., etc. Hibdin plays the part of everyone's 'mother' and once he gets going he never lets up.

Mother knows where Ronayne is and, if asked, points towards the large, open field several hundred yards beyond the farmhouse. Mother says that Ronayne and most of the others are up to "mischief" and that no one should be playing with such naughty people. The investigators can see nothing in the dark but Listen rolls detect the faint sound of chanting coming from that direction.



The Terrible Ritual

The Terrible Ritual

Wrona Bors, still in the guise of John Ronayne, stands in the center of the dark, muddy field surrounded by the kidnaped sanitarium patients. Two hundred yards separate the investigators from the ritual and deep mud makes walking difficult. Anyone attempting to drive a vehicle soon becomes hopelessly mired.

The hypnotized patients mindlessly chant their practiced verses while Ronayne performs magical gestures with an enormous blood-stained knife. Around his neck he wears a strange metal amulet suspended from an intricately knotted leather thong. A Spot Hidden roll notices this detail as the investigators draw nearer. This amulet is the source of Ronayne's disguise; should it be removed he reverts to his true form. Note that in his true form Bors is far more vulnerable than when disguised. Investigators sufferingly badly at the hands of an angry Bors may be aided by Clive or another inmate who grapples with the sorcerer and accidentally pulls the amulet free, setting off the transformation.

The hypnotized patients serve Ronayne with fanatic devotion. They trust him implicitly, willingly cooperating in his scheme. Only his transformation into demonic form will shake their belief. Their single-mindedness makes them blind to the arrival of the investigators and deaf to any pleas for aid or offers of help.

Ronayne and the patients are surrounded by a magical protective circle fifteen feet in diameter with a magical STR of 25. Anyone approaching the protective circle becomes nauseous, a feeling which painfully intensifies as one draws nearer. These feelings can be overcome by anyone successfully matching his POW against the circle's STR. Although Ronayne is aware of the presence of the investigators he continues his ritual—which must be completed unbroken—relying on his magical circle and mindless slaves to protect him.

If the investigators breach the circle Bors commands the patients to attack. If actually attacked and his ritual destroyed, Bors retaliates with his huge, blood-stained knife or casts spells, at the keeper's option. Note that while in disguise Ronayne is extremely resistant to physical attacks.

UNMASKING A DEMON

Investigators attempting the *Unmask Daemon* spell may want to enlist the aid of Clive or some of the other mental patients not under Bors' control. The spell can force Bors to assume his true form, leaving him vulnerable to normal

attacks. If successful, noxious vapors start pouring from Ronayne's body, roiling skyward as Ronayne's flesh blackens, then becomes iridescent, reforming itself into a huge dog-like monstrosity that costs 1/1D4+1 Sanity points to see. The metal amulet worn by Ronayne drops to the ground (noticed only with a successful Spot Hidden) and the power of the *Circle of Nausea* is instantly broken, as is Ronayne's hold over the mental patients. The ritual, if uncompleted, is destroyed. Dropping the knife the hideous being leaps for the nearest investigator with long sharp claws and dripping fangs.

In his true form Wrona Bors is more vulnerable, and if the investigators don't try to defend themselves physically, Mother or Bob Hibdin might try to bash Bors with a crutch or some other weapon, giving the investigators the idea. The big knife lies on the ground ready to be picked up and wielded against the magician.

SUCCESS?

The investigators have to kill the transformed Wrona Bors. If they flee he pursues and corners them, attacking them until they defend themselves. Note that while in his rightful form Bors is far more vulnerable than when in disguise.

Slain, Bors falls to the ground where the corpse begins to smolder, then vanishes in a cloud of smoke. The strange metal amulet lies where it fell. If none of the investigators notice it, Clive retrieves it and puts it in his pocket.

For destroying the 'demon' investigators and patients alike receive Sanity awards of 1D8+2 points each. Many of the patients, including any investigator loved ones, find their sanity restored, although the events of the past evening are hazy.

New Spell—Circle of Nausea

THIS SPELL creates a powerful protective circle around the caster that causes nausea and pain in anyone approaching it. The caster must inscribe a circle on the ground then fortify it with four enchanted stones prepared in advance—one placed at each of the four cardinal compass points. Enchanting these stones requires a separate spell. Creating the circle costs four magic points, two points of Sanity, and takes five minutes.

Breaching the circle requires a successful resistance struggle matching the character's POW against the magical STR of the circle (equal to the POW of the caster). Anyone who touches the circle but fails the POW struggle vomits uncontrollably for the next five minutes, or until he retreats at least 100 yards away. If anyone successfully breaches the circle the spell collapses.

FAILURE?

If the investigators fail to stop Bors he climaxes that gate-opening ritual by systematically slitting the throats of the enslaved patients. Witnessing the ritual murder of a loved one could cost an investigator as much as 1D2/1D6+1 Sanity points, less if the victims are all strangers.

The ceremony complete, Ronayne slowly transforms to his true self while a deep thrumming sound begins to fill the night air. A vast rent opens in the sky above from which pours a sickly violet light. The transformed Bors seems to communicate with something beyond the opening, then, slowly, he leaves the ground, levitating upward toward the gaping hole and sickly light.

But then something goes wrong. The light from the rent in the sky changes hue, Bors screams aloud, then a bolt of raw energy streaks downward blasting the sorcerer to pieces. The blast knocks investigators and patients alike to the ground. Those failing a DEX x5 roll suffer 1D2 points of damage. The rent then closes up and the sky heals itself.

There is no Sanity award if the investigators fail to stop Ronayne. Although they may believe the extra-dimensional sorcerer to have been destroyed, Bors is merely forestalled, and already plots revenge.

The Authorities Arrive

An investigator not too distracted by the final mayhem of the climax may notice a flare arching through the sky, fired from in the direction of the farm house. Within minutes a host of Arkham's finest arrive on the scene, weapons drawn, moving in on the investigators and surviving patients. Although there may be some relief at the sight of the police, investigators soon realize their predicament. The nervous police bark commands to remain still and the investigators are ordered to put their hands up. The murders at the sanitarium have been discovered and the police think they may have discovered the prime suspects.

Chief of Detectives Luther Harden moves through the field with a flashlight, quickly and expertly assessing the situation. A dozen uniformed officers and a couple more plainclothesmen move in. While some of the wounded or befuddled patients are tended to the investigators are searched for weapons, handcuffed, and separated from one another. Detectives begin to question them.

Chief of Detectives Luther Harden: A hard-boiled professional married to his job, coolly detached and unemotional. The investigators are unlikely to get much sympathy from him unless they know him personally, and even that might not be enough.

Detective Mickey Harrigan: Deeply upset by the murders, Harrigan's usually charming personality is subdued by shock and moral outrage.

Lt. J.T. Caulfield: The Essex County Deputy for Arkham. He has a desk at the Arkham police station and works closely with the local force. He was summoned as a matter of course.

Patrolman J.C. Eckhardt: Racist and misogynistic, Eckhardt is an unpleasant sort likely to take advantage of the investigators' plight. With a considerable record of juvenile offenses, he's the type of person who becomes a cop in order to indulge his mean-hearted impulses.

Patrolman Russell Crawford: Young and idealistic, Crawford tries to be courteous even under these very trying circumstances. A veteran of the U.S. Army, his military-inspired discipline is sometimes overdone.

Patrolman Carl Swithins: An incredibly stupid oaf fond of making unamusing jokes. Decorated with a purple heart during the World War, Swithins brags constantly about his past military service. His arrogance is made unbearable by the fact that he's completely mediocre in every way.

Patrolman Al Brimley: An unkempt boor, he takes regular payoffs from local crime boss and rum-runner Danny O'Bannion. Brimley is highly paranoid, convinced he is vastly superior to the rest of his comrades on the force. He refers to Chief Nichols, in private, as a doddering old fool.

Patrolman Barney Nichols: Nichols is the chief's nephew, probably the only reason he hasn't been fired from the force. Generally an incompetent, forgetful officer, he is fascinated by Arkham's occult history. He's convinced he once saw a ghost while driving past the old Arkham Graveyard.

ESCAPE ATTEMPTS

If the investigators attempt flight the keeper might want to consider making a clump of trees or collapsing barn available as a hiding place. The barn is filled with bats who might suddenly screech; the trees conceal a crumbling old well that might cave in or otherwise trip up a would-be fugitive. Investigators or patients attempting escape should have to make several Hide or Sneak rolls to succeed. Even those who are successful are likely to be arrested in the following days, identified by now-sane patients or even by other investigators who didn't manage to escape.

Those arrested on the scene are loaded into police cars and taken to the station. Those who resist are treated roughly. No rights are read to them, no charges made, and little explanation given other then they are "under suspicion." A successful Persuade roll gets one patrolman to reveal that the entire staff of the sanitarium has been brutally murdered, but little else. Events taking place at the police station are described in *Part Two: The Trial*, immediately following.

Statistics

CLIVE, certified lunatic

STR 10	CON 10	SIZ 11	INT 14	POW 12
DEX 15	APP 8	EDU 13	SAN 24	HP 11

Skills: Forget Trauma 92%, Hide 45%, Play Piano 15%, Sneak 80%.

DR. BRADLEY HARCOURT, dying informer

STR 3	CON 2	SIZ 15	INT 16	POW 17
DEX 5	APP 10	EDU 21	SAN 78	HP 2

Skills: Elicit Sympathy 65%.

DUTCH, hungry monster

STR 20	CON 17	SIZ 13	POW 1
DEX 7	HP 15	Move 4	

Armor: none, but physical weapons do half damage, and impaling weapons do only one point.

Weapons: Bite 85%, 1D4+1+1D4; Bite with Hands 95%, 1D4+1+1D4; Maul 65%, 1D4+1D4.

Skills: Hide 82%, Sense Misqat Totem 75%, Stalk 50%.

Sanity Loss: 1D2/1D6+2

JOHN RONAYNE, magician in disguise

STR 18	CON 21	SIZ 15	INT 18	POW 25
DEX 15	APP 12	EDU 17	SAN 0	HP 20

Damage Bonus: +1D6

Armor: As long as Ronayne wears his amulet all attacks do half damage.

Weapons: Huge Knife 65%, 1D6+db.

Skills: Be Charming 85%, Command Lunatics 80%, Cthulhu Mythos 44%, Hide 45%, Occult 90%, Sneak 60%.

Spells: Dominate, Cloud Memory, Body Warping of Gorgoroth, Create Gate, Create Door, Death, Shriveling, Voorish Sign, Circle of Nausea.

Possession: Amulet with personal sigil, aids in maintaining disguise.

WRONA BORS, dreamlands demon

STR 8	CON 10	SIZ 11
POW 11	DEX 9	HP 10

Weapons: Bite 40%, 1D4; Claw 45%, 1D6.

LUTHER HARDEN, Chief of Detectives

STR 14	CON 14	SIZ 14	INT 15	POW 16
DEX 12	APP 10	EDU 14	SAN 60	HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 75%, 1D3+db; Kick 35%, 1D6+db; Grapple 55%; .45 Revolver 65%, 1D10+2.

Skills: Credit Rating 35%, Dodge 65%, Drive Automobile 50%, Fast Talk 65%, First Aid 55%, Hide 70%, Law 35%, Library Use 25%, Listen 65%, Persuade 20%, Psychology 65%, Sneak 45%, Spot Hidden 55%.

MICKEY HARRIGAN, compassionate cop

STR 16	CON 17	SIZ 17	INT 14	POW 14
DEX 14	APP 13	EDU 11	SAN 65	HP 17

Damage Bonus: +1D6

Weapons: Fist/Punch 60%, 1D3+db; Kick 45%, 1D6+db; Grapple 60%; Nightstick 65%, 1D6+db; .45 Revolver 65%, 1D10+2.

Skills: Bargain 55%, Climb 50%, Credit Rating 40%, Dodge 55%, Drive Automobile 55%, First Aid 35%, Handcuff Suspect 55%, Hide 15%, Jump 55%, Law 30%, Library Use 25%, Listen 50%, Maul-Rock-Scrum 78%, Persuade 25%, Sneak 15%, Spot Hidden 55%, Track 20%.

J.T. CAULFIELD, Essex County deputy

STR 16	CON 17	SIZ 13	INT 15	POW 13
DEX 12	APP 12	EDU 14	SAN 54	HP 17

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, 1D3+db; Head Butt 40%, 1D4+db; Kick 45%, 1D6+db; Grapple 45%; .45 Revolver 65%, 1D10+2.

Skills: Credit Rating 40%, Dodge 40%, Drive Automobile 65%, First Aid 45%, Hide 45%, Law 30%, Listen 45%, Persuade 30%, Psychology 35%, Sneak 35%, Spot Hidden 53%.

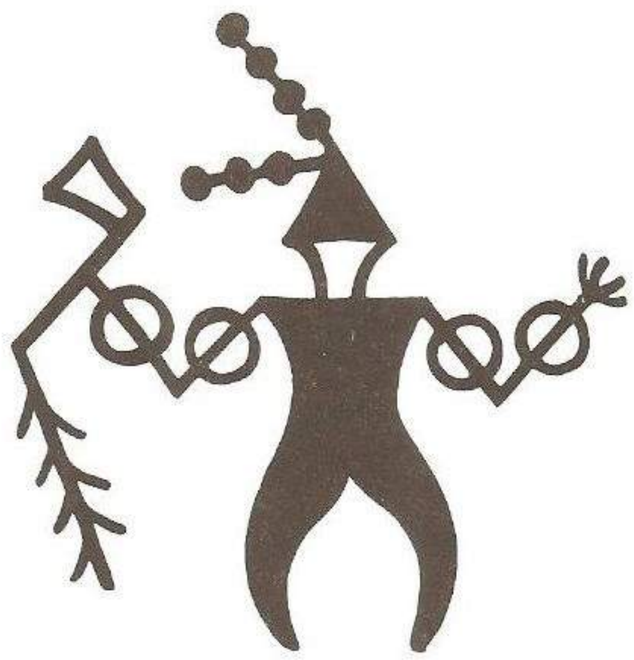
AVERAGE PATROLMAN

STR 15	CON 15	SIZ 15	INT 11	POW 13
DEX 10	APP 11	EDU 10	SAN 60	HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, 1D3+db; Head Butt 40%, 1D4+db; Kick 35%, 1D6+db; Grapple 45%; Nightstick 55%, 1D6+db; .45 Revolver 45%, 1D10+2.

Skills: Credit Rating 15%, Dodge 29%, Drive Automobile 60%, First Aid 40%, Handcuff Suspect 50%, Law 15%, Listen 35%, Persuade 10%, Psychology 35%, Sneak 5%, Spot Hidden 30%. ■



Part Two: The Trial

THIS PART of the adventure begins at the Arkham police station in the late night or early morning hours directly following the events at Arkham Sanitarium and the Baxter farm. The investigators are before long charged with the murders of the staff, arraigned and indicted. While some might go free on bond, others remain behind bars until the trial date some ten weeks away. During this ten weeks the investigators will have an opportunity to build a defense by investigating the murders themselves, visiting the scenes of the different crimes, searching for clues, and possibly interviewing witnesses. Other events take place around Arkham during this time—events that seem to have but little to do with the investigators' plight but are capable of shedding some light on their situation. Part Two climaxes with the murder trial held in Salem, Massachusetts. Those investigators found guilty will face the electric chair.

Investigators freed on bond—as well as those not charged—can take full part in this section of the adventure. Players whose investigators remain in jail, unable to raise bond, can be allowed to assume the parts of their investigator's attorney, a recently-freed loved one, a private eye hired to solve the case, or any other character the keeper deems appropriate and enjoyable to play. This option could be extended to certain police officers involved with the case, or even newspaper reporters. The tenor of the keeper's campaign dictates which are appropriate.

If all the investigators remain incarcerated it might be interesting to allow each player to assume the role of an attorney hired to defend an investigator other than his own. Personal loyalties could be tested. An unethical attorney could send his client 'up the river' in order to exonerate another investigator (his own). Those investigators locked in jail may contemplate daring escapes, bribing their guards, or other desperate schemes. Keepers should be ready to entertain such plans.

This scenario allows a keeper to explore the investigators' personal lives in full. Being arrested for murder may threaten jobs, friendships, and family loyalties. Emotional pressures can bring characters to the end of their ropes, taxing them mentally, emotionally, and financially. Rewarding play time can be spent delving into these personal issues. A character's background, history, and the nature of his or her relationships all become very important under these conditions. Don't hesitate to adjust Credit Rating or Sanity as circumstances dictate.

Arkham Police Station

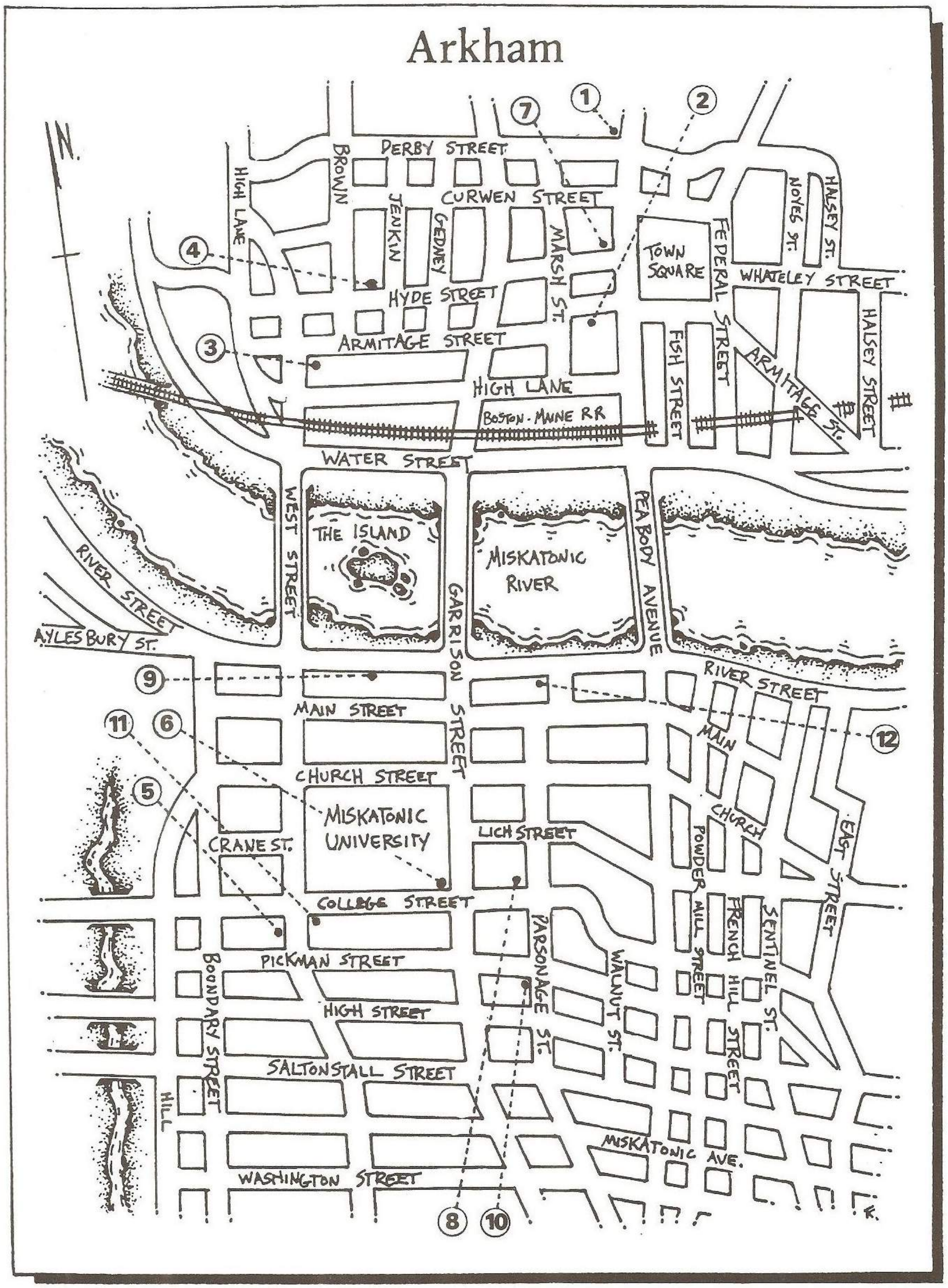
FEW OFFICERS, no matter how experienced, were prepared for what they found at Arkham Sanitarium after a neighbor reported hearing screams and seeing a group of people fleeing the scene some time between 9 and 10 PM. Officers Jerry Huebelmanns and Carl Swithins were first on the scene and found the place dark and deserted. After Luther Harden arrived and discovered the bloody corpses in the basement an all-out search was launched for the missing sanitarium bus. When officers Crawford and Eckhardt located the bus a short time later parked in front of the old Baxter farm they quickly fired off a flare alerting the rest of the searchers.

CHAOS REIGNS

Hustled into the station, the investigators find the place a scene of chaos. Frantic sergeants try to keep things organized as Arkham's entire police force is mobilized. Doctor Ephraim Sprague, Arkham's Medical Examiner, moves grimly through the halls, his face pale and tense. Other

Key to Arkham Map

1 Arkham Sanitorium
2 Arkham Police
3 Arkham Advertiser
4 Arkham Gazette
5 St. Mary's Hospital
6 Miskatonic Library
7 Arkham Courthouse
8 Lewiston House Hotel
9 Old Warehouse District
10 The Larkin Institute
11 Miskatonic Exhibit Museum
12 Dutch's Lair


Arkham
N.
PERBY STREET
BROWN
HIGH LANE
JENKIN
GEDNEY
CURWEN STREET
MARSH ST.
TOWN SQUARE
FEDERAL STREET
NOYES ST.
HALSEY ST.
WHATELEY STREET
HYDE STREET
ARMITAGE STREET
FISH STREET
ARMITAGE ST.
HALSEY STREET
HIGH LANE
BOSTON - MAINE RR
WATER STREET
WEST STREET
THE ISLAND
MISKATONIC RIVER
PEABODY AVENUE
RIVER STREET
AYLESBURY ST.
GARRISON STREET
MAIN STREET
CHURCH STREET
MISKATONIC UNIVERSITY
CRANE ST.
LICH STREET
MAIN
CHURCH
POWDER MILL STREET
EAST STREET
SENTINEL ST.
FRENCH HILL STREET
COLLEGE STREET
PICKMAN STREET
HIGH STREET
PARSONAGE ST.
WALNUT ST.
BOUNDARY STREET
SALTONSTALL STREET
HILL
MISKATONIC AVE.
WASHINGTON STREET
1
2
3
4
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11
12

Retaining an Attorney

ANY CHARACTER charged with a crime needs, and is entitled to, legal representation. If for any reason an investigator is unable to retain his own attorney, one will be provided by the court.

The keeper may wish to avoid playing the defense attorneys since it seriously compromises the trial's fairness. Ideally the parts of the defense attorneys would be taken by new players, people who have not yet actually played in the scenario, but if not possible the players can portray either their own investigator's attorney or the attorney of another player's investigator. Attorney characters can either be selected from the list offered below or generated anew by the player taking that attorney's role.

Court appointed attorneys can be chosen from the list or generated by the keeper. The performance of court appointed attorneys may vary. Some take the appointment very seriously, performing their service as well as they would for a paying client. Others, those with a less developed sense of ethics, take advantage of the quick fee paid by the county then provide their client with a less than adequate defense—but a minimum standard of competency must be displayed or the attorney will be removed from the case and replaced by new counsel.

The keeper must judge the individual attorney's reactions to being called to handle the case. Younger attorneys are likely to view a high-profile murder case as good for their careers and be anxious to take it on, even to the point of lowering their fees and deferring full payment if necessary. Others may view the association with such criminal types as potentially damaging to their careers. Persuade, Credit Rating, and available cash will all come into play. The investigators' reputations prior to arrest are also important. Previous criminal records count against the chances of obtaining a high quality attorney.

Each of the following attorney characters lists a Courtroom Skill score. This is used later, if the trial is simulated with dice, and explained below.

EDWIN CASSIDY

A brash young lawyer recently graduated from Harvard Law School with his own practice in Arkham. He does not get along well with Judge Randall, who responds by frequently appointing him to defend indigent prisoners. He is honorable and will mount a good defense for any client.

Skills: Law 60%, Persuade 68%.
Courtroom Skill: 12

E. E. SALTONSTALL

An extremely expensive but extremely prestigious Arkham attorney. He is not likely to consider this case unless he knows the client or the client's family personally. Representation by Saltonstall himself virtually guarantees a client preferential by the Arkham police and Judge Randall. Even in Salem he carries a considerable amount of weight in the courts. His clients can count on drastically lowered bonds, respectful treatment, and careful regard for their rights.

Although Saltonstall himself may refuse the case, he might refer an investigator with good credentials to a junior partner, James Allen White (see below).

Skills: Credit Rating 80%, Fast Talk 60%, Law 88%, Persuade 70%.
Courtroom Skill: 15, 19 in Arkham

BERTRAND CHAMBERS

Many of this man's dealings are with local gangster Danny O'Bannion and his Lucky Clover Cartage Co. Unless the client has some connection with O'Bannion Chambers is likely to overcharge while possibly paying less attention to the case than he should. Friends or employees of O'Bannion can count on a top-notch job.

Skills: Fast Talk 75%, Ignore Guilt 80%; Law 56%, Persuade 51%.
Courtroom Skill: 9, 13 if a friend of O'Bannion

JAMES ALLEN WHITE

A member of E. E. Saltonstall's firm, White is a secret member of Arkham's ancient, mysterious coven. Even if not directly involved in the case he takes an interest in unfolding events. He himself seeks to learn what went on at the sanitarium and at Baxter farm. The Misqat artifacts discovered later in the adventure also draw his attention. Keepers may wish to involve White as a possible wild card in the adventure, perhaps even letting him volunteer to handle a the case of an investigator—indigent or otherwise—using the opportunity to learn what the investigator knows then somehow bungling the case so the character is found guilty.

Skills: Credit Rating 64%, Cthulhu Mythos 33%, Law 67%, Occult 68%, Persuade 55%.
Courtroom Skill: 13

SAMUEL CARGILL

An ambitious young man with his own practice, he dreams of one day building a chain of low-priced legal clinics to handle wills, divorces, and other simple matters. Policeman Russell Crawford is his brother-in-law.

Skills: Chase Ambulance 89%, Law 45%, Persuade 63%.
Courtroom Skill: 12

MADELIENE CRAVER

A woman in a field completely dominated by men, she sometimes finds her chosen profession difficult. Smart, and a talented tactician, sometimes her sex works against her. Judge Randall barely listens to her, but may appoint her to take the case of an investigator who cannot afford an attorney.

Skills: Credit Rating 30%, Law 69%, Persuade 67%, Wear Severe Clothing 65%.
Courtroom Skill: 13

THE COURTROOM SKILL

TO DETERMINE the Courtroom Skill of an attorney find the average of the attorney's Credit Rating, Fast Talk, and Persuade skills. Divide this number by six, rounding off any fractions. This results in a number between 1 and 17. Add to this the attorney's INT and divide by two, again rounding off fractions. The attorney's Law skill provides a possible bonus: for Law skill of 70 to 89% add 1 point to Courtroom skill; for a Law skill 90% or more, add 2 points. Keepers may wish to include a bonus or penalty for APP: plus 1 point for APP of 16 or above; minus 1 point for APP of 6 or less.

Other modifications can be made to Courtroom Skill as seems reasonable. Note that some of attorney characters provided have Courtroom Skills adjusted for such circumstances.



The Arkham Bar Association

local physicians have been called in to help with the extraordinary work load and might also be seen at the station. Reporters from the *Arkham Advertiser* and *Arkham Gazette*, Roberta Henry and Willard Peck respectively, get in the way, asking questions and taking notes.

Suspects' rights fall by the wayside as handcuffed investigators are muscled around, finger printed, processed, and questioned. The police are tense and easy to annoy, and the huge number of suspects and witnesses waiting to be processed does nothing to cool their tempers. Alarmed citizens, hearing of the news, arrive at the front desk asking frantic questions of the harried officer. Female investigators may be the victims of sexual harassment while men risk physical abuse. How nasty things might get is, of course, up to the keeper, but keep in mind that this is the 1920s. Rubber hoses anyone?

INTERROGATION

The investigators are kept separated until questioned—at great length and detail—about their involvement in recent events. The separation makes it impossible for the investigators to collaborate on their story. Keepers may wish to interrogate their players separately for exactly the same reason. The police listen closely for contradictions in the investigators' stories. The suspects are made to understand that their testimony is being entered into the official record. Anyone wishing to make a statement—or a confession—is allowed to do so.

Although the suspects have the right to have an attorney present during any questioning, they are not told this. Police will try to get them to talk without an attorney present if possible. Keepers may require individual investigators to make Law or halved Know rolls to show they know their legal rights. Even if an attorney is demanded police may not necessarily honor the request immediately. Investigators will be promised their one phone call but excuses will be found to keep them from making it. The police may make further attempts at questioning, turning bright lights in the suspects' faces, refusing them cigarettes, water, or even a visit to the toilet. The exact treatment of course depends upon the character's status in the community, as partially reflected by Credit Rating. The son or daughter of a rich and influential citizen will be treated much better than described.

Questioning focuses on how the suspect came to be at the Baxter farm, what they were doing at the sanitarium that night—and why their clothes are stained with blood. The police have in their possession the *Daemonigraphia* and *The Synarchobiblaron*, and the large machete-like knife, already tentatively identified as the prime murder weapon. If any of the investigators have touched any of these objects their fingerprints have been found and matched. The police introduce these pieces of evidence at different times during the interrogation sessions, using them to jar the suspect, or prove that he is lying.

The investigators may tell the police what they like but the real truth is disbelieved. Stories of sorcerers and monsters carry no more weight with the Arkham police than any other police force in America. Suspects who insist on such tales may be thrown into one of the two cramped, cold holding pens in the police station basement and left there to think things over for awhile. Suspects in these days could be legally held for up to 72 hours without being charged with a crime.

During the hours spent in the station investigators who make Spot Hidden rolls may spy a panic-stricken woman being escorted through the station by a patrolman. This is Esmerelda Hobbs, the sanitarium neighbor who first alerted the police. She whispers something to a detective, surreptitiously pointing out one or more of the investigators.

When not being interrogated investigators are sitting handcuffed to uncomfortable wooden benches or kept locked in one of the two holding pens. Before long all the investigators have heard—or overheard—enough to figure out that they are the prime suspects in a mass murder.

The hours are filled with interrogation sessions, fingerprinting, paperwork and processing, and possibly even a police line-up with Esmeralda Hobbes standing in the shadows trying to identify the people she saw lurking around the sanitarium last night.

Eventually the suspects are allowed to make that one precious phone call. A reliable friend or family member

The Morning Headlines

BEFORE THE SCHEDULED ARRAIGNMENT one the cops on duty at the jail delivers to the investigators a copy of this morning's *Arkham Gazette*. "Look," he sneers. "You made the front page," (see the Malice Papers #3). In the time between now and the trial numerous stories appear about both the case and other unrelated events of importance to the adventure. They are reproduced in the handouts entitled "Events."

The keeper should distribute these articles as he sees fit, rearranging their order if he thinks it best.

THE MALICE PAPERS #3—a story from this morning's *Arkham Gazette*

MURDERS AT ARKHAM SANITARIUM!

ENTIRE STAFF SLAIN!
Police Take Dozens Into Custody!
Insane on the Loose?

ARKHAM—In a truly shocking and brutal outburst of criminal madness, the entire on-duty staff of Arkham Sanitarium was murdered last night. The inmates then went on a rampage that resulted in the theft of the institution's bus. Police eventually rounded up nearly thirty escaped patients at the abandoned Baxter farm north of town. Most of the sanitarium's records were destroyed during the riot and police are as yet unsure if all the escaped patients have been captured. Citizens are warned to be on the lookout for any escaped inmates, who will be extremely confused and probably dressed in hospital-issue pajamas and bathrobes.

A number of suspects are thought to have been taken into custody. Their identities are as yet unknown but it is rumored that they are not patients and may have gotten into the hospital posing as visitors.Police were first alerted to the crimes when they received a call from an unidentified citizen who claimed to have heard screaming coming from the nearby hospital facility. At first thinking it a Halloween prank the police arrived to find the building darkened. Inside were discovered the brutally slain bodies of the entire staff. Most of these bodies were found in the basement but inside sources say that at least one—the body of Dr. Bradley Harcourt, acting director of the facility—was discovered on the third floor. The furnishings of the old mansion were in complete disarray.

The exact nature of the slayings will not be made public until announced by Medical Examiner Dr. Ephraim Sprague, but this reporter's source has stated that the killings were "extremely gruesome."

Besides Dr. Harcourt, the dead include six members of the staff. The names of the victims are being withheld until families can be notified. Other staff members not on duty last night have been questioned by police and are presently asked to refrain from making any comment. Dr. Eric Hardstrom, the director of the sanitarium, abroad now for several months, has been notified by telegram and is making arrangements to return immediately.

Chief of Detectives Luther Harden, in charge of the case, describes it as "very complicated" and requiring "extensive investigation." The sanitarium's records were scattered and partially destroyed and it may take weeks to sort out all the details. But police officials are actively pursuing the case, and the many questions left in the wake of this brutal incident will be answered, they assure us.

Harden has stated that he was "90% sure" that some sort of criminal charges would be filed in the next few days. Other sources within the department have talked about "an open-and-shut case."

—Willard Peck

may be the best person to contact—someone on the outside who takes a sincere interest in your welfare. If the investigator knows a reliable attorney they might call them. Trying to line up a new attorney on the telephone at some ungodly hour of the morning can prove frustrating. Regardless of whether an attorney is immediately obtained or not the investigators remain incarcerated until arraignment when bond will be set. If a suspect appears for arraignment without an attorney an automatic plea of not guilty is entered and the suspect asked if he will be retaining counsel. If a suspect at this time states that he cannot afford an attorney the court will make arrangements to provide him with one. Bond cannot be set until a full arraignment is held.

Charged with Murder

Although details depend on the exact events of the night before, most or all of the investigators will be charged with first-degree murder in the deaths of sanitarium staff. There may or may not be additional charges, depending on whether any of the patients were slain at Baxter farm.

The police feel they have a clear case of probable cause and a lot of very damning circumstantial evidence, including an eyewitness identification. If the investigators are found with the murder weapon in their possession the evidence is even stronger. If any of the investigators managed to escape the initial arrest they are implicated by either their associates or some of the mental patients. Harden orders a manhunt and unless they have left town the suspects are quickly rounded up.

If there are any investigators the police have decided not to charge they are released, but sternly warned not to leave town. Those who are charged are eventually transferred to the jail in the basement of the courthouse around the corner, here to await their appearance before Judge Keezar Randall in the morning. Arkham's jail, with only six cells, might be a bit crowded. At the keeper's option there may already be prisoners in some of the cells, arrested for drunkenness or some other Halloween night charge. Investigators who have managed to obtain an attorney will be visited by them in the jail and allowed a private interview. Their attorneys advise their clients to cooperate with police, but to not answer any questions without the attorney present. They assure the client they will appear with them at the arraignment.

THE MALICE PAPERS #4—a bill of indictment

COMMONWEALTH OF MASSACHUSETTS

Bill of Indictment

On an information submitted to and endorsed by the Grand Jury of the Commonwealth of Massachusetts as a true bill on this 2nd day of November, this Bill of Indictment is hereby preferred against _____ on the charge of Murder in the First Degree (18 U.S.C. §7, 1111) to wit, that on the 31st day of October, 19__, the accused did willfully, with premeditation and malice aforethought, kill or assist in the killing of, with a large knife, the following persons: Dr. Calvin Dunbar, M.D., [and others] and, with a pistol or rifle, Dr. Bradley Harcourt, M.D., in violation of title 18, United States Code, Sections 7 and 1111.

Trial date: 15 January
Criminal Complaint Nº: S1378-2

ARRAIGNMENT

The investigator's are scheduled to be arraigned before Arkham judge Keezar Randall at 10 AM in the small courtroom on the floor above the Arkham jail. This is a brief session where formal charges are read and the defendant enters an initial plea of guilty or not guilty. Investigators are represented by their attorneys or, if without one, will be asked if they need one provided. Most of the suspects appear in court rumpled, unshaven, and in need of a bath.

At 10 AM the arrested investigators are handcuffed and escorted upstairs. Judge Keezar Randall is a crotch-

ety man in his mid-70s, old-fashioned, intolerant, bigoted—and the undisputed master of his courtroom. Judge Randall's whims are notoriously difficult to predict but he has a reputation for severity with all but the most contrite—or influential—of prisoners.

Although it is within Judge Randall's power to dismiss the charges he does not. After the formal charges are read the suspects are required to enter a plea. Assuming they have no wish to plead guilty to multiple counts of first-degree murder Judge Randall notes their not guilty pleas and, refusing to set bond for any but the most influential of suspects, orders them held for indictment and returned to their cells. It will be up to Essex County prosecutor Arthur Hinthorne to decide if any of the charges are dismissed before the indictment. The investigators will be spending at least a couple more days in jail.

THE MALICE PAPERS #5—note of dismissal of charges

COMMONWEALTH OF MASSACHUSETTS

Dismissal of Charges

The information submitted to the Grand Jury of the Commonwealth of Massachusetts as pertains to the accused's alleged activity on the 31st day of October has not been endorsed as a true bill. The charges contained in that information, to wit, that on the 31st day of October the accused did willfully, with premeditation and malice aforethought, kill or assist in the killing of, with a large knife, the following persons: Dr. Calvin Dunbar, M.D., [plus others] and, with a pistol or rifle, Dr. Bradley Harcourt, M.D., in violation of title 18, United States Code, Sections 7 and 1111, have been dismissed.

The Grand Jury of the Commonwealth of Massachusetts regrets any inconvenience you may have experienced.

THE INDICTMENT

After the Essex County Prosecutor's office examines the case, a decision is made and those to be tried for the murders are served with a formal bill of indictment by J.T. Caulfield, Essex County Deputy Sheriff. The investigators are then transferred to the jail in Salem and here held for a few hours before appearing in the county courts before Judge Harold T. Marsh (known to attorneys as "Judge Harsh").

The bill is a formal document charging the person named therein with a crime. The actual number of murder victims named in the indictment and their identities must be determined by the keeper depending on the circumstances of the adventure so far (see The Malice Papers #4).

Note that aside from Dr. Harcourt (who was not stabbed but shot) there should be one murder victim for each of the 'loved ones' the investigators rescued from the sanitarium that night. This 'coincidence' becomes a key element in the prosecution's case against the defendants.

The trial date shown on the play aid is only tentative. The keeper should feel free to arbitrarily change this date to suit his adventure if and when he feels like it. The wheels of justice turn at their own speed. But make sure the suspects get to do some investigating and are given the opportunity to finalize their defense before going to trial. Just like the prosecution, the defense can request to move up, or postpone the trial date.

Regardless of Judge Randall's actions, the Essex County authorities do not necessarily charge everyone arrested on Halloween night. It is up to the keeper to determine who, if anyone, gets off the hook. Those not indicted receive a note of dismissal (see The Malice Papers #5). These investigators are free from prosecution but are advised by police not to leave town. They may be called as witnesses to testify at the trial.

SETTING BOND

Judge Marsh reads the formal indictment and sets bail for the suspects. Given the heinous nature of the crime the bond is high, at least $25,000 apiece. If the investigators can somehow cover the bond then

they are free during the time they await trial. Those unable to make bail remain locked up in the Essex County jail in Salem.

The keeper should not hesitate to penalize the Credit Rating of anyone arrested and bound over for trial. A penalty of about one-quarter the investigator's current Credit Rating seems reasonable, although keepers shouldn't be afraid of being more severe if it is warranted by the situation.

Mounting a Defense

ONCE THE INDICTMENTS are handed down and it has been determined which, if any of the suspected investigators, goes free, the investigation portion of this part of the scenario begins. Players may now be playing the parts of freed or uncharged investigators, attorneys their incarcerated investigators have hired, cured and now sane loved ones, or other characters.

There are a number of leads that the investigators or their attorneys may wish to pursue. These are described below, under *Leads and Clues*. During this part of the scenario keepers should take special care to keep their players attuned to the passage of time. The trial date looms ever nearer and the defendants' lives and futures are at stake. The climax of Part Two should coincide with the conclusion of the trial.

During this time events independent of the investigators' actions occur in the city of Arkham. These are also described later, under *Other Events*. Most of them come to the attention of investigators by way of newspaper stories. The police know about most of these events in advance of the papers and an attorney or other character with good police connections may benefit from inside information.

CLIVE

Clive can be an important non-player character working either for or against the players, as the keeper sees fit. Released from Danvers hospital after testing and evaluation, he currently resides at the Lewiston House Hotel at 181 E. College Street. A material witness in an ongoing investigation, the county of Essex currently pays for his room. Although he has been ordered not to associate or communicate with any of the principles involved in the case it is likely that Clive does as he pleases. Investigators will, of course, need to have his trust if they expect his help.

Essex County Jail

THE COUNTY JAIL has 24 cells located in the basement of a fairly new building. The ground floor contains offices, a kitchen, a visiting room and other facilities. The cells are arranged in two long rows of twelve separated by a central corridor. Except at the very ends of each row, cells have bars on three sides, with a single wall of cinder blocks that contains one small high window. Cells can accommodate two persons each. Toilet facilities are separate from the cells: inmates who need to make use of them must summon a guard.

Each cell opens with a separate key, and the keys are kept on a master ring in the guard's station in the basement. A duplicate set sits in a safe in the jailer's office on the first floor.

Power to the building can be completely shut off at the terminal box in the back of the building by anyone who can make an Electrical Repair roll. The terminal box is locked and enclosed out of arm's reach in a cage of iron bars with a STR of 25. The door of the cage is locked with a heavy-duty padlock and chain.

Window bars have a STR of 50. Sawing through them takes 1D20+5 hours and a couple good hacksaws.

CALEB HARDMAN, Sheriff

Caleb Hardman, Essex County Sheriff, has a reputation for being relaxed and easy-going. He oversees the case from his office in Salem.

Skills: Administrate Department 43%, Delegate Authority 86%, Drive Automobile 60%, First Aid 65%, Handcuff Suspect 50%, Law 35%, Listen 55%, Psychology 35%, Spot Hidden 50%.

OTHER MENTAL PATIENTS

Although any number of patients seemed to have been 'cured' by the events of that evening, all suffer from amnesia regarding the specific events of the night and even John Ronayne himself, remembering him only as a good and friendly doctor who took good care of them. All have undergone examinations and many of them released from custody. The remaining patients are currently being housed in St. Mary's Hospital and in nearby Danvers at the State Hospital for the Insane. They can be of little help to the investigators but do take part in some of the Other Events.

THE PROSECUTOR

Of all the non-player characters that the keeper must portray county prosecutor Arthur Hinthorne is perhaps the most important. It is through Hinthorne that the keeper prosecutes the investigators and makes their lives miserable. Play him carefully and fairly. He has complete authority over the conduct of the case and controls much of the information the investigators need to make a de-

fense. Remember his behavior is strictly governed by state law. Although he is sympathetic to the police, and fairly convinced of the investigators' guilt, he would never knowingly send an innocent man to prison.

THE DEFENSE STRATEGY

Regardless of whether an investigator's attorney is a total slime-ball or Perry Mason himself, he at least interviews his client and begins developing some sort of defense strategy. Most attorneys are familiar with the local legal community and have some idea of how the state will pursue the case. For facts about the Halloween night murders the attorneys have to rely on what their clients can tell them and what they can discover through their own investigations.

Although the investigators are being tried as a group they are charged individually. Conceivably some could be found guilty and others innocent. Most attorneys will suggest a defense that best represents their client's interests, regardless of how detrimental it might be to another defendant's case.

The defense has the right to see any evidence that will be used against them and the right to take depositions

What Really Happened Halloween Night

BRADLEY HARCOURT, discovering Ronayne's true identity and intent from his reading of the *Daemonigraphia* kept his suspicions secret from the other staff members whom he had reason to distrust, but to no avail. After making hurried arrangements to get at least some of the patients out of the sanitarium it became apparent that Ronayne had found him out. Desperate to stop the demon disguised as a man, Harcourt confronted Ronayne with a .22 caliber revolver, much to the terror of other staff members. Ronayne laughed in his face and, to everyone's surprise, barked a command to the patients who quickly overpowered Harcourt, disarmed him, and beat him unconscious. After binding the helpless doctor in a strait jacket—a task some of the patients undertook with truly horrible glee—Ronayne, now armed with Harcourt's gun, ordered the rest of the staff downstairs to the basement recreation room. Tied up, they were then shown the big knife. Hysterical with fright, Ronayne drank of their fear. Then, to test the extent of his control over the patients, he handed the knife to Clive and ordered him to kill Dr. Dunbar. Clive coolly stabbed and chopped the doctor to death. Ronayne then handed the knife to another patient (probably one of the investigators' loved ones) and ordered another cruel murder. Ronayne and the patients continued in this way until all the staff members were butchered and dead. Ronayne did a brief spell with the blood of the victims, enchanting the knife for use in the gate opening ritual to be performed at the Baxter Farm, then led the patients back upstairs. Clive, utterly traumatized, remained in the basement, transfixed by the sight of the carnage he had taken part in.

At Ronayne's command the patients dragged the now conscious Harcourt into Hardstom's office where Ronayne evilly toyed with his emotions by destroying everything it contained, feasting on the panic and terror in Harcourt's eyes. The patients took the cue from their demonic master and, in a giddy rush of adrenalin, ran amok through the house, completely trashing it. Ronayne explained his plan to the helpless psychiatrist, and then conjured up the thing Clive calls Dutch, displaying the monster to his captive and horrified witness. Ronayne told Harcourt that he would leave Dutch there to roam the house, and that sooner or later, when Dutch grew hungry, he would find the doctor make a meal of him.

Ronayne ordered Harcourt dragged to the top floor of the house where the patients threw their former keeper against the wall. He sank, helpless and with several broken bones, to the floor of the men's ward, weeping in despair. Ronayne gloated over him then, just to make sure the doctor had no chance at all, shot him in the chest with his own pistol. Wishing the doctor "au revoir," and Dutch "bon appetit," Ronayne cleaned out his office, loaded all the patients into the sanitarium's bus (forgetting only Clive), then drove to the Baxter farm to conduct the ritual that would bring the Great Old Ones into this dimension. Along the way Ronayne threw the pistol from the bus. The keeper can determine whether or not this piece of evidence is ever found, and its possible bearing on the case.

Back at the sanitarium Dutch mindlessly roamed the house, eventually discovering the hacked corpses in the basement. Here was enough food to keep it occupied until the investigators arrived and started making noise upstairs. Clive was in the basement when Dutch wandered down, but managed to hide in the storeroom until Dutch was occupied chewing on a leg, then drifted up to the parlor. When the investigators arrived he was playing just loudly enough to drown out the dying moans of Dr. Harcourt upstairs, trying to drive the memory of what he had witnessed from his tortured mind.

Esmerelda Hobbs, the next door neighbor, had been hearing strange things all night but chalking them up to Halloween high jinx. But when she looked out the window and caught sight of the panicked investigators rushing out of the darkened building she decided to call the police. While she was on the phone, Dutch, unseen by her, came lumbering out of the house and stalked off into the night. After staring for a few moments into the darkness of the woods north of town, it headed towards the lights and sounds of Independence Square, where MU students and small children were busily celebrating Halloween. The creature was, in fact, seen by several people as it wandered through downtown towards the river, but Dutch was mistaken for a student in a remarkably elaborate masquerade costume. It soon disappeared into the sewers below Arkham.

from the state's witnesses. At no time before the trial are the defendants allowed to speak to a state witness (this includes Clive). This constitutes a violation of ethics and the rules of legal procedure, resulting in a possible mistrial and additional charges. The attorneys should warn their clients of this.

To examine evidence attorneys must go through Essex County Deputy J.T. Caulfield, in charge of property and evidence for the case. Caulfield is working closely with Chief Nichols and Luther Harden of the Arkham City Police Dept. and is in charge of security at the sanitarium murder site. A native of Salem he now lives in Arkham in an apartment at 314 W. Curwen Street shared with two large dogs. He is a competent police officer who devotes a great deal of energy trying to track down the mysterious John Ronayne. Attorneys or investigators may gain his trust but he works for Essex County and cannot risk directly aiding the defense. If prosecutor Hinthorne ever learned of such a thing Caulfield would be pulled form the case and quite probably fired from his job.

Prosecutor Arthur Hinthorne is known to most attorneys as an arrogant but tough, competent prosecutor. Most think that he will be looking for the death penalty in this case. Hinthorne has what is known as prosecutorial discretion. He alone decides who is charged with what crimes, and how the case is handled. If the investigators told lies to the police to explain their presence at the sanitarium that night their stories are probably inconsistent—a weakness Hinthorne exploits mercilessly. No one, of course, believes the truth (see *What Really Happened Halloween Night*, nearby).

Leads and Clues

Below are listed some of the primary leads that investigators might look into. Some are self-evident but others may have to have attention drawn to them. To this end the keeper may make use of player aids listed under *Other Events* or non-player characters who are involved with the case including loved ones and other ex-patients who might experience sudden flashes of memory, or those in official capacity such as J.T. Caulfield. Following *Other Events* is a listing of Secondary Leads based on later developments in the scenario.

ARKHAM SANITARIUM

For the first two or three weeks following the crimes this site is crawling with cops by day, locked up and guarded by a single officer at night. During daylight hours there is a 65% chance of encountering either Luther Harden or J. T. Caulfield, or both. By night the single officer on duty refuses any bribes, unless perhaps offered by a known newspaper reporter or local private detective. Most investigators find it impossible to get into the house as long as it is kept closed by court order.

Shortly after the police clear out, workers arrive and board up all the windows, posting signs announcing that the property has been purchased by Gryphon Realties, Inc. About a week later the building burns almost to the ground. It is only during this short week that the investigators stand a reasonable chance of getting inside.

Dutch occasionally visits the sanitarium, under cover of darkness and carefully avoiding being seen. Sharp-eyed investigators making Spot Hidden rolls might notice some of his bare footprints in the dirt around the grounds. The prints are vaguely human but the investigators quickly recognize the small, mouth-like impression in the ball of the foot.

After the house burns down there are almost no clues left at the site to help anyone. Dutch might still make the occasional visit, wandering through the ashes. A fragment of his clothing or even of his flesh may be left behind on the iron fence surrounding the property.

Shortly after the house burns down, construction workers take over the site by day, cleaning up the debris and tearing down what remains of the structure. The Happy Bee Construction Company, of 380 Fish Street in Arkham, is in charge of the project. Happy Bee is run by the decidedly grumpy Leo Kalosh.

SURVIVING SANITARIUM STAFF

In order to prove the existence of Dr. John Ronayne the defense may want to interview or call to the witness stand other staff members of Arkham Sanitarium. The only staff members not present that night and therefore still alive are the janitor, two kitchen helpers, and a part time maintenance man named Gerald Reid. They had little to do with the medical staff and know little of the man called Ronayne who, after all, had only worked there about a month. Only the janitor can actually claim to have seen him, and the prosecution can quickly prove this employee is a chronic drunk.

Dr. Eric Hardstrom, the director of the Sanitarium, was in the middle of a four-month visit to Vienna to study with Sigmund Freud when he was notified of the murders by telegram. Leaving immediately, he arrives in Arkham twelve days after the murders, profoundly upset. Hardstrom had left Harcourt, his senior staff physician, in charge and had empowered him to find a temporary replacement. It was Harcourt who found and hired Ronayne. Hardstrom had never met him and had only heard of him once, in a cable from Harcourt he received in Vienna three weeks before the tragedy.

THE SANITARIUM'S REPUTATION

Defense lawyers may seek information about the kinds of therapy in use at the Sanitarium. In general, there were several types of treatments used.

Electroshock: There is an electroshock machine in the basement capable of administering a current of up to 1000 volts to a patient. Records indicate that the highest setting typically used was around 250 volts, although

there are some instances when it went as high as 600. Bob Hibdin and Franklin Aldenbark ("Mother") had electro-shock treatment once or twice.

Drug Therapy: Psycho-reactive drugs are rather experimental but a great many anti-depressants are used, plus other concoctions apparently created by the sanitarium's staff. A dispensary on the premises was administered by Dr. Harcourt and stocked by local pharmacist Edgar Firth, whose name appears on many sanitarium records. Harcourt may have consulted with Firth about drug formulas. Most of the patients had drug therapy at one time or another, some constantly. Bruce Ward was a frequent recipient.

Surgery: That is, lobotomy, is also practiced. None of the investigator relatives had been given lobotomies, although a few of the other patients had.

Psychoanalysis: This is not a common treatment, although Dr. Hardstrom was trying to swing the sanitarium in that direction. Phelyschia Moon, in addition to her drug treatments, was in psychoanalysis.

Although paying patients did receive serious treatment, in general, the Sanitarium was a hospice-like environment, almost like a nursing home except that instead of being old, inmates were insane. No one really expected people to be cured, just kept safe and cared for.

THE AMULET

The amulet worn by Ronayne is currently in the possession of the police, confiscated from either one of the investigators or one of the patients who picked it up instead. It is locked in an evidence vault in Salem. It does not figure in the prosecution's case and the investigators might get possession of it if they claim it as personal property lost on the scene. However, if an investigator makes an issue of it, claiming vehemently that it is the only remaining trace of John Ronayne or something like that, the police refuse to release it, now considering it as potential evidence.

J.T. Caulfield, obsessed with learning more about the mysterious Ronayne, may sign this piece of evidence out, holding onto it personally while conducting his investigation. At some time he may leave it unguarded on his desk, or even in his apartment while at work.

The amulet is imbued with magical power, and prolonged physical contact with the thing makes a person feel strangely ill. (Caulfield has no doubt discovered this, and therefore may be more inclined than others to believe investigators who claim that Ronayne was not what he seemed.)

The amulet, three inches in diameter and a half-inch thick, is made of metal from the Dreamlands which no earthly science can precisely identify. Ronayne wore it about his neck, suspended by a strangely knotted leather thong. Both sides are covered with markings which, if studied, produce feelings of intense anxiety and dread.

The markings are the personal sigil—the magical signature—of Wrona Bors. If an investigator, despite the unpleasantness of the attempt, is successful in making a complete and accurate drawing of the amulet (resisting the amulet's POW of 18 with his own) it produces an apparition of the frightful Dreamlands magician, now banished to his home dimension. The apparition announces his plans to return to the waking world and exact his vengeance on those who interfered with his Halloween ritual at the Baxter farm.

Destroying the image terminates the apparition. Destroying the amulet itself proves impossible without knowledge of the correct magical procedure, which can be found only in *The Synarchobiblaron*, currently locked in the evidence vault in Salem.

It should be noted that later in the adventure the investigators should be given the opportunity to recover these objects and use the book to learn to destroy the amulet.

Ronayne's Residence

Ronayne is not listed in the city directory and it takes at least three hours of searching through the partially destroyed sanitarium records with both a successful Library Use and Spot Hidden roll to find his address. The police, of course, run this place down in the first day or so after the arrests.

Ronayne had an apartment in a run-down building at 717 S. French Hill Street. He never actually paid any rent, having magically influenced the landlord—a foul rat of a man—to leave him alone. He never spoke to neighbors, who in general are an unwholesome group of people.

Investigators may have to bribe the landlord to get free access to Ronayne's apartment, or they can attempt burglary. Inside are a few clothes and other traces of habitation including a few meager items of furniture, but almost no useful clues and nothing proving Ronayne's identity or existence. It makes little difference to the investigators if the police were here first or not.

Burned into the floor is the sigil of Wrona Bors, as seen on the amulet. The magical symbol is fully three feet across and very striking. Flecks of dried blood spot the floor around the sigil. The waxy remains of many spent candles are also in the room.

Investigating Other Events

As time wears on and the trial approaches other possibilities present themselves to the defense team. Some of these are more desperate than others.

GRYPHON REALTIES

A Boston real estate development company, the president is an aboveboard real estate developer named Martin Gosforth. Gosforth is not particularly cooperative and sees no reason to open his company's files to meddling outsiders. All transactions between Gryphon and the Pickering estate have been regular and unremarkable.

Gryphon is owned by a larger corporation in New York which, in turn, is owned by another corporation.

Unknown to Gosforth, and nearly impossible for the investigators to discover, is that this line traces back to a huge multinational corporation called New World Incorporated. New World Incorporated has some indistinct ties to the Mythos and exactly why they might be interested in the Arkham property is left undefined. Suffice it to say that the Misqat artifacts—and their powers—are of interest to this group. Gryphon Realties is just one tiny pseudopod of the corporation and no one in the Boston office has any idea that the parent firm in Chicago has occult designs.

THE CRANE ACCIDENT

This unfortunate accident occurred when the crane came too close to the Misqat figurine buried beneath the sanitarium. The magical power of the figurine caused a temporary failure of the machine resulting in the fatal accident. The figurine itself was partially unearthed in the process, but no construction worker saw it. It is discovered late that night by Dutch, who returns to the site, drawn there by the lure of the power of the Misqat and the memory of his former master. Investigators who watch the site on the night after the crane accident have a chance of catching a glimpse of Dutch.

Attempts to follow him should be frustrated; he slips away from them in the dark. Investigators who search immediately following the accident, before Dutch visits, have a 25% chance of finding the Misqat figurine themselves (the figurines are discussed in greater detail in *Part*

Other Events

WHILE THE INVESTIGATORS follow their leads other events occur around the city. These events introduce new characters, locations, and clues. The keeper should present them as he sees fit, preferably in numerical order. Event 1 should take place within a few days after the arrest. Event 2 should be followed not too long after by Event 3.

Other events as determined by the keeper can be added as desired. These play aids are labeled The Malice Papers #s 6-10.

EVENT 1—THE MALICE PAPERS #6

SANITARIUM INVESTIGATION UNDERWAY

Escaped Lunatics Back in Custody

Several to be Charged with Crime

ARKHAM—Utter chaos is the only phrase that describes the scene here in Arkham at the sanitarium and the police station. In the wake of the brutal Halloween slayings of the entire sanitarium staff local law enforcement officers are working overtime trying to get the situation under control. The jail in Arkham courthouse was filled as Judge Keezar Randall arraigned a large number of people in connection with the case, all of whom pleaded innocence.

Arkham Detective Luther Harden, directing police operations at the sanitarium, is sifting through the hospital's records attempting to identify all parties concerned. The damaged records are scattered throughout the ravaged building, however, and police attempts to make sense of everything have been frustrated. Police sources say that some of the people picked up yesterday were not in fact patients from the sanitarium. Their connection to events there is being closely scrutinized.

Public Prosecutor Takes Case

Arthur Hinthorne III, Essex County public prosecutor, is now involved in the case and is trying to move swiftly. Hinthorne could not be reached for comment but sources in the public prosecutor's office say the case will be difficult to pursue. The trial date will be set for early next year, after the state has had time to conduct mental competency hearings to determine if the insane former patients of the sanitarium will be able to take the witness stand.

Sheriff's Office to Head Inquiry

The Arkham police force is working in close cooperation with Essex County deputy sheriff J.T. Caulfield gathering information for the investigation. Police Chief Asa Nichols has said that Arkham's own Detective Luther Harden will remain closely involved with the case as it progresses.

Medical Examiner Ephraim Sprague is making extensive examinations of the bodies of the murder victims. Preliminary reports seem to indicate that most of the victims were stabbed to death with a very large knife, although at least one victim, apparently acting sanitarium head Dr. Harcourt, had been shot as well.

A large knife was among the objects recovered from the Baxter farm where the patients were found on Halloween night. It is not known at this time if any firearms have been found in connection with the case.

—by Roberta Henry

EVENT 2—THE MALICE PAPERS #7

ARKHAM SANITARIUM BURNS!

Evidence in Ongoing Murder Investigation Safe
Arson Not Ruled Out

Fire Won't Affect Sale

ARKHAM—Arkham Sanitarium, site of last month's grisly Halloween murders and closed for weeks as a result of ongoing police investigations into that brutal crime, mysteriously caught fire and burned last night. Arkham fire fighters responded to the alarm at 12:17 this morning, arriving to find a blaze engulfing the lower stories of the old mansion. Fire Chief Benijah Adams says his men detected the smell of gas as they neared the building and feared an explosion which would have endangered nearby homes. They proceeded with great caution and the eight men on duty of Arkham's fire department managed to douse the flames with two hose engines and the department's new chemical engine.

Damage Extensive

The flames originated in the basement, Chief Adams said, and may have started when a gas valve, which Adams believes had been shut off, began to release gas into the downstairs rooms. "Those gas valves down there were shut off when the building was closed. I don't know how gas could have leaked," Adams said. The inexplicable opening of a previously closed gas valve has led to whispers of arson among certain official circles in Arkham.

The first floor and much of the second floor of the old house, which stands at 225 East Derby Street at the north edge of town, were gutted by the fire, portions of the third floor and attic collapsing in on the burned structure beneath. The ancient building, which dates from 1763, collapsed further under the water pressure from the hoses, leaving behind only a sloppy, smoldering skeleton.

Arson?

There are several who could stand to gain from the destruction of the sanitarium, in particular the suspects now awaiting trial for the brutal Halloween murders that occurred there last month. All of those accused had relatives institutionalized at the sanitarium and were discovered with the patients after the rampage Halloween night. Essex County prosecutor Arthur Hinthorne filed charges against them immediately, and has been pursuing the case quite vigorously since. Hinthorne assured this reporter that all evidence concerning the case had been removed from the sanitarium long before the fire safely locked away in the Essex County evidence vault in Salem. Essex County Superior Court Judge Harold T. Marsh, presiding over the case, has been scheduling mental competency hearings in preparation for the upcoming murder trial in Salem. Since all of the potential eyewitnesses to the crime were legally insane at the time it was committed the court is proceeding slowly and carefully.

A spokesman for Gryphon Realties, Inc., a Boston firm negotiating to buy the sanitarium building expressed concern at hearing the news of the fire but was quick to explain that the firm had planned to demolish the old mansion in any event, preparatory to new construction. Despite the unexpected turn of events presented by this fire, Gryphon plans to continue its negotiations.

Rumormongers in Arkham, however, imply that Gryphon might also stand to gain from the burning of the old mansion, possibly seeking to lower the price, or profiting from some insurance policy on the building. They suggest that agents of the company might have set the fire on purpose. The Gryphon spokesman was quick to deny these allegations.

The old mansion was boarded up early this month, and any evidence of breaking and entering, or arson, was destroyed in the blaze.

Arkham Landmark Gone

The Arkham Sanitarium occupied a singular place in the town's history. The mansion has been used as a hospital since the early 19th century.

The house was originally the home of the Pickering brothers Paul and Thomas Jr., both sea captains and successful traders. The brothers built the house together, Paul and his family occupying the western half of the mansion, Thomas's family the eastern portion. Upon the death the last brother, Paul Pickering, in 1809 the house was converted to a convalescent home for veterans of the Revolutionary War and other conflicts, a role it fulfilled up until the time of the American Civil War when it was converted to an active hospital in 1861. Many veterans suffering from battle fatigue and mental trauma found their way to the house and it became an unofficial asylum catering to such patients shortly thereafter. The cure rate during its early years was not particularly impressive; the first real physician was hired by the trustees of the estate in 1887. Under the recent leadership of Dr. Eric Hardstrom, the sanitarium had grown in prestige until last October and the murders. Dr. Hardstrom expressed deep sadness that the old mansion had burned down, but expressed confidence that a new sanitarium would be built.

The last of the Arkham Pickerings died off in 1809 but Paul's will established a trust fund and the sanitarium has been managed by the Pickering estate ever since. Additional support comes from local churches and the community.

—by Willard Peck

Three: The Sentence). If Dutch finds the figurine, he takes it to his lair in the sewers.

Inquiries into the accident lead to Happy Bee Construction where they are not welcomed by owner Leo Kalosh. Kalosh claims it was just a freak occurrence and that neither he nor his workers were at fault.

A HYPNOTIST AND OTHERS

In an attempt to jog the faulty memories of former patients at the sanitarium, defendants or their lawyers may contemplate seeking the help of a hypnotist. There is one in Arkham, a French Canadian named Alain Couzon, who lives in Smith's Boarding House at 288 Lich Street. Although Couzon's practice focuses on behavior modification he can, for a fee, hypnotize former patients in an attempt to restore their memory. If successful the keeper should decide exactly what piece of information is discovered (see *What Really Happened Halloween Night* for details). Jogging a character's memory this way calls for a loss of 1/1D6 Sanity points. It should be noted that statements made under hypnosis, which was hardly a respected science in the 1920s, are hearsay and not acceptable as evidence in a court of law.

It may be that Alain Couzon, intrigued by the case, approaches the defense team and offers his services for free. Others around the city might also be introduced this way. There are at least one or two legitimate psychics in town as well as any number of cranks. Miskatonic professors studying criminal psychology may try to get involved with the case as well as novelists looking for a story. Such developments, of course, are totally up to the keeper.

THE STRANGE MAN

Dutch is still alive and roaming Arkham by night. He has made a lair for himself in the sewers below the city where he eats his meals and keeps the Misqat figurine he found. He is the "strange man" reported in the warehouse district in Event 4, and is responsible for the disappearance of little Elijah Lavergne described in Event 3. He is also the one who accidentally set fire to the sanitarium in Event 2. In his master's absence, he has wandered aimlessly, surviving to the best of his ability, eating small children and inadvertently opening gas valves. His power is dwindling as time passes, and if he's never found by the investigators he eventually becomes helpless and dies, crumbling to dust.

Although it would be possible to devote a lot of play time to looking for Dutch at this point, the keeper may wish to postpone success in that effort until after the trial. Finding Dutch brings with it a number of useful clues that are most effectively dealt with after the headaches of the trial have been dispensed with. For now, it might be best if investigators just didn't have any luck looking for the monster. See the Section "Dutch's Lair" in Part Three.

The Trial

EVENTUALLY THE DATE for the trial arrives. Hopefully the defense team is ready; they may possibly ask for a delay which may or may not be granted. All involved meet at the courthouse in Salem to begin the trial at 10 AM.

Two methods are offered for playing out the trial. The first offers unique play opportunities but requires the

EVENT 3—THE MALICE PAPERS #8

CHILD, 7, STILL MISSING AFTER TWO DAYS

Worried Parents Ask for Help

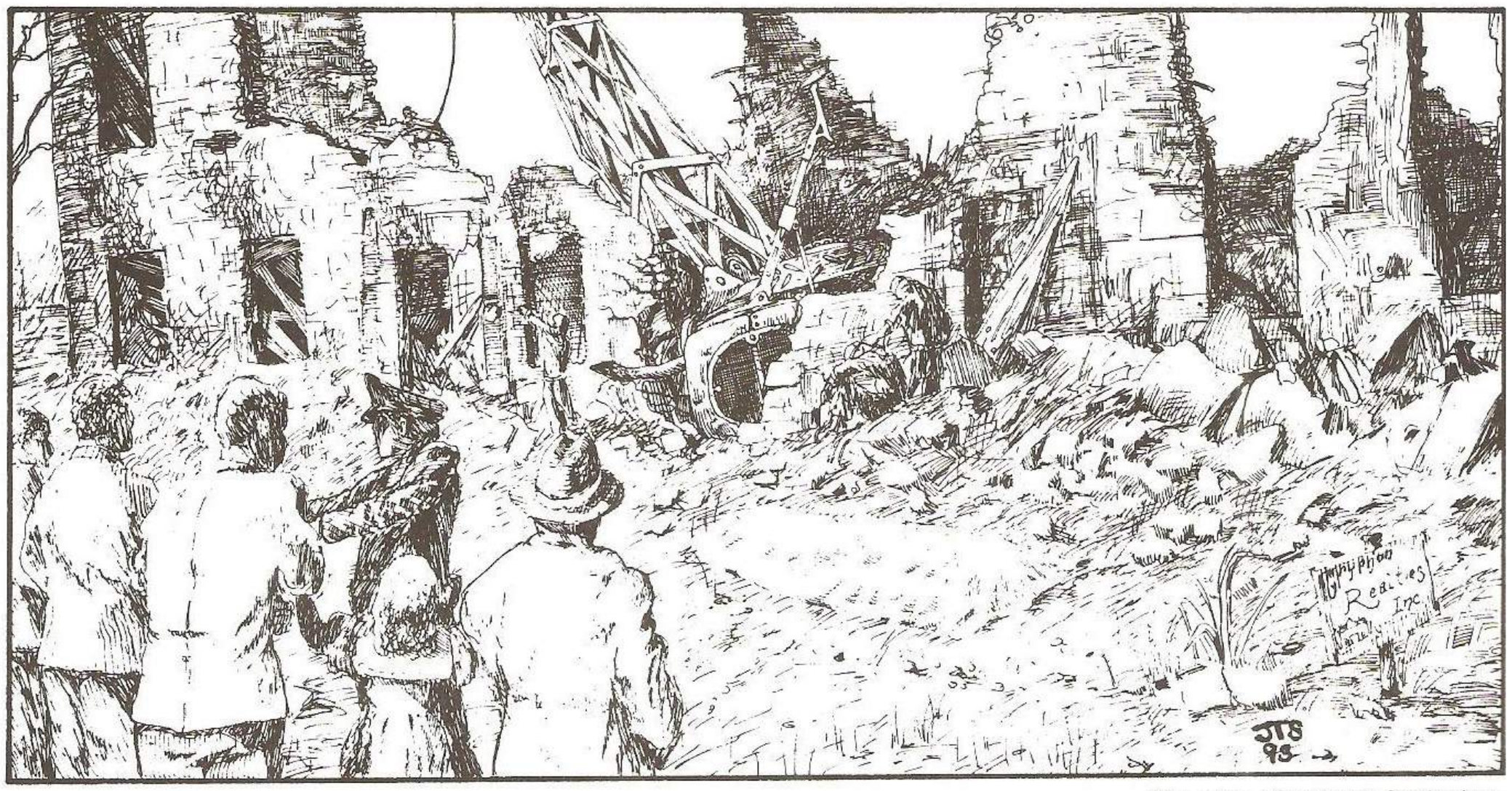
ARKHAM—Mr. and Mrs. Philip Lavergne of 620 W. Pickman Street in Arkham are growing frantic in their efforts to find their missing seven-year-old son, Elijah, who disappeared two days ago after leaving home to play. Arkham police detective Mickey Harrigan has been able to turn up no leads in the heartbreaking case, even after interviewing dozens of the boy's friends and schoolmates.

No Trace at Playground

Little Elijah Lavergne was last seen by his mother, Judy Lavergne, at about 4:00 PM on Sunday. Mrs. Lavergne was cooking the family supper at the time and didn't think twice when the boy told her he was going to walk to the Daniel Shay public school playground to meet friends for an hour of games. "He often played with his friends there," Mrs. Lavergne lamented later, explaining why she was not worried when her son did not appear for dinner. "I never thought to tell him he couldn't go. I thought it would be fun."

But the boy's friends say he never arrived at the playground and assumed he had not been allowed to come play. Detective Harrigan questioned six of the boy's friends, all between the ages of seven and ten, trying to learn something of the boy's haunts and habits, hoping that police investigators might be able to retrace his steps. A comprehensive search of the Shay school playground has revealed no trace of Elijah Lavergne. Detective Harrigan had hoped to discover from the boy's playmates if they had any secret 'forts,' 'hideouts,' or other such places but so far his inquiry has been fruitless.

—by Roberta Henry



The ruins of Arkham Sanitarium

most organization and planning. Alternative methods using dice and tables are offered.

ROLE PLAYING THE TRIAL

This requires inviting a guest or two with no knowledge of the adventure to sit in on the play session and act as the jury. The investigators run their own defense, while the keeper runs the prosecution and plays most of the witnesses. Dice are never, or almost never, used. A third party to play the role of Judge Marsh is also recommended. An independent judge takes some stress off the keeper and provides a fairer trial for the defendants.

USING DICE

Using dice is a quicker way to resolve the trial, if more arbitrary. As each witnesses and evidence is presented running scores for both the defense and prosecution are kept. Precise methods are described later and a chart is offered to aid in the calculations. The keeper is advised to prepare in advance any additional entries on the chart to reflect characters unique to his or her particular adventure.

EVENT 4—THE MALICE PAPERS #9

STRANGE MAN SEEN HAUNTING WAREHOUSE DISTRICT

ARKHAM—Several independent reports indicate that a strange man has been lurking in the warehouse district for the last few weeks. Police are urging Arkham citizens to be careful when in that neighborhood.

Mr. Sean Wakefield, a milkman, saw a strange figure shuffling into an alley on North Parsonage Street while on the way to his route in Rivertown. Police officers Carl Swithins and Jerry Huebelmanns also observed this bizarre man while walking their beat at the corner of Peabody and Main. They pursued him but he disappeared. A vagrant who lives in the neighborhood claims to have seen the strange man on a number of occasions.

—Willard Peek

The Salem Courthouse

A host of courtroom personnel and spectators are present at the trial. Here follows a brief description of the most important ones.

HAROLD T. MARSH, TOUGH JUDGE

Judge Marsh is anticipating a lot of headaches and confusion in this complicated case. He may easily live up to his reputation for being cantankerous.

ARTHUR HINTHORNE, RIGHTEOUS PROSECUTOR

Prosecutor Hinthorne is chomping at the bit to convict the base criminals who perpetrated these hideous crimes. He hates and fears the occult, and believes the defendants are practicing witches.

RUSTY, THE BAILIFF

Rusty, over six feet tall, suffered a wound in the Great War that left him with a metal plate in his skull. Although at heart a very gentle man, he takes his job very seriously.

JOSHUA FREEBORN, STENOGRAPHER

Freeborn is a model of Puritan efficiency, swearing in witnesses taking the stand and shuffling papers for Judge Marsh.

MILLIE DRAPER, COURT REPORTER

Millie sits at her small black steno type machine, dutifully recording every word. Unfortunately, Millie is slightly hard of hearing.

THE MAN IN BLACK

Among the many spectators are reporters from Boston and even New York, sketch artists, and the families of the murder victims. A successful Spot Hidden roll reveals one person in particular: a impressive looking man, strangely attractive, somewhat pale and dressed completely in black clothes oddly old-fashioned. His unusually long hair is kept tied back behind his head. This man fixes the defendants with a penetrating, unsettling gaze.

He is, in fact, not a human being, but a 'demon' in disguise, sent by Wrona Bors to spy on the investigators. He sits calmly towards the back of the gallery, never moving or speaking to anyone, simply watching dispassionately. If approached, the man does not speak. If fol-

EVENT 5—THE MALICE PAPERS #10

ONE DEAD, THREE HURT IN CRANE ACCIDENT

Arkham Sanitarium Site of New Tragedy
Demolition Delayed Indefinitely

ARKHAM—Earlier this morning, at about 9:20, an unfortunate accident struck down a construction worker at 225 East Derby Street and seriously injured three others. Names of the workers have not yet been released and an investigation is under way by officials of Happy Bee Construction to ascertain the cause of this tragedy.

Apparently the workers were in the process of ripping out the foundation of the ancient structure there, formerly the Arkham Sanitarium, in one of the last stages of the destruction process. The large machine was being used to pick up debris and remove it to a truck while other workers were breaking up the stone basement of the Sanitarium with picks and hammers. For some unknown reason the crane became caught on something. According to the driver of the crane, who escaped with nothing more than a broken right collarbone, "That thing just got stuck for no reason I could tell and then, well it just got un-stuck."

When the crane arm suddenly pulled free it lashed backwards into a nearby worker, killing the man instantly. Two others were injured by flying debris from the crane's half-closed bucket in addition to the injuries suffered by the crane operator.

A spokesman for Gryphon Realties, Inc., the Boston firm which bought the property from the Pickering estate last month, said demolition will continue once the accident investigation is complete. Plans originally called for the sanitarium's completed demolition by the end of this week.

—by Roberta Henry

The Reporters

ROBERTA HENRY and Willard Peck may, at the keeper's option, know more about the case than is contained in the stories they publish in the Arkham Advertiser. Whether or not either of them is willing to help the investigators is up to the keeper and the roll of the dice. As reporters, they have a vested interest in keeping the scandal fresh but an exclusive interview with the alleged Halloween butchers might also perk up their bylines.

WILLARD PECK, *Gazette* reporter

STR 11	CON 12	SIZ 13	INT 14	POW 13
DEX 11	APP 14	EDU 14	SAN 60	HP 13

Weapons: Fist/Punch 65%, 1D3; Head Butt 40%, 1D4+db.

Skills: Bargain 65%, Cast Trout Fly 40%, Credit Rating 65%, Debate 55%, Drive Automobile 45%, English 75%, Fast Talk 15%, Library Use 45%, Persuade 65%, Photography 15%, Psychology 55%, Spot Hidden 65%, Wear Tweeds 47%.

ROBERTA HENRY, *Advertiser* reporter

STR 10	CON 14	SIZ 10	INT 16	POW 15
DEX 15	APP 15	EDU 13	SAN 61	HP 12

Weapons: all at base chances.

Skills: Bargain 35%, Climb 55%, Credit Rating 25%, Dodge 45%, Dress Appropriately 55%, Drive Automobile 60%, Fast Talk 60%, Flatter Dowager 75%, Flirt 70%, Library Use 35%, Listen 40%, Persuade 60%, Photography 15%, Psychology 25%, Spot Hidden 45%, Type 25%.

lowed from the courthouse he walks away, disappearing around a corner. (For more information and statistics about the Man in Black, see the section "The Hunters" in Part Three.)

Trial Procedure

The first step is jury selection. Potential jurors are interviewed briefly by the judge who is interested primarily in their ability to be fair and impartial. This examination is called "voir dire." Then the defense and prosecution are allowed to question each potential juror. Attorneys naturally try to eliminate any jurors they can show to be biased against the defendants. Attorneys are allowed three "peremptory challenges," allowing them to disqualify jurors without showing reason. When these are exhausted the lawyer must show to the satisfaction of the judge that a prospective juror is unqualified. There will be twelve on the jury, with two alternates.

THE PROSECUTION

With the jury in place the trial gets underway. The prosecution makes opening remarks and states the case against the defendants. The defense is offered a similar opportunity. The prosecution then presents its evidence and witnesses whom are questioned in "direct examination." The defense may "cross-examine" these witnesses if it chooses, attempting to pick apart the testimony. The prosecution may then redirect, again questioning the witness but only about testimony brought forth by the cross-examination. The defense is allowed an opportunity to recross-examine. Note that the prosecution may not call defendants to the stand. The law does not obligate them to testify.

After the prosecution has presented its evidence the defense will make a *pro forma* motion to dismiss. This is always done, no matter how strong the case is. The prosecution is allowed the opportunity to reply and then the judge rules whether or not the prosecution's case is adequate. Usually the judge rules in favor of the prosecution.

THE DEFENSE

By law the defense is presumed innocent until proven guilty and not obliged to provide a case. If the defense chooses to make a case for itself it now presents its own evidence and witnesses. The prosecution may cross-examine followed by redirect and recross. The defense may or may not put the defendants on the stand. It is their decision.

RULES OF EVIDENCE AND OBJECTIONS

Objections may be made whenever an attorney believes that testimony or exhibits presented in court violate the rules of evidence. It is within the power of the judge to sustain or overrule such objections. Rules of evidence are complex but originate in plain common sense.

Mental Competency

THE LENGTHY DELAY bringing the accused to trial stems partially from the mental competency hearings that must be held beforehand. It is unfortunate that all of the potential eyewitnesses to the crime were legally insane at the time. A keeper can use occasional competency hearings to remind players of the passage of time and to keep the impending trial uppermost in their minds. It is up to the keeper whether or not to devote any actual play time to these hearings, but if not a summary should be made listing who is and who is not mentally competent—for use by the defense attorneys.

If the keeper opts to conduct hearings, there are a couple of possible procedures. Judge Marsh may conduct the hearings himself, summoning persons of questionable competency to appear before him in court. Marsh asks questions and decides if the individual is fit and capable. Otherwise, the judge may order that a court-appointed psychiatrist or physician conduct an interview and report the findings to the court. The keeper is free to use either approach, or both, as desired. A few local psychiatrists are listed below.

DR. ERIC HARDSTROM

Director of the now-defunct Arkham Sanitarium. Deeply shaken by the murders, he finds it difficult to conduct hearings. However, since he knows all of the former patients personally and is very familiar with their histories, he is the most qualified man in town to render an opinion.

Skills: Credit Rating 45%, Persuade 51%, Psychoanalysis 70%, Spot Hidden 35%.

DR. PARKER LARKIN

Head of Arkham's Larkin Institute, a small, private and very effective psychiatric hospital. Larkin is an excellent psychiatrist who has gathered some knowledge of the Cthulhu Mythos through a patient he once treated. Larkin may be asked by prosecutor Hinthorne to interview some of the state's witnesses, including the defendants, to determine their sanity. These interviews are independent of Judge Marsh's mental competency hearings.

Skills: Cthulhu Mythos 15%, Psychoanalysis 82%.

DR. HEINRICH T. MUELHIG

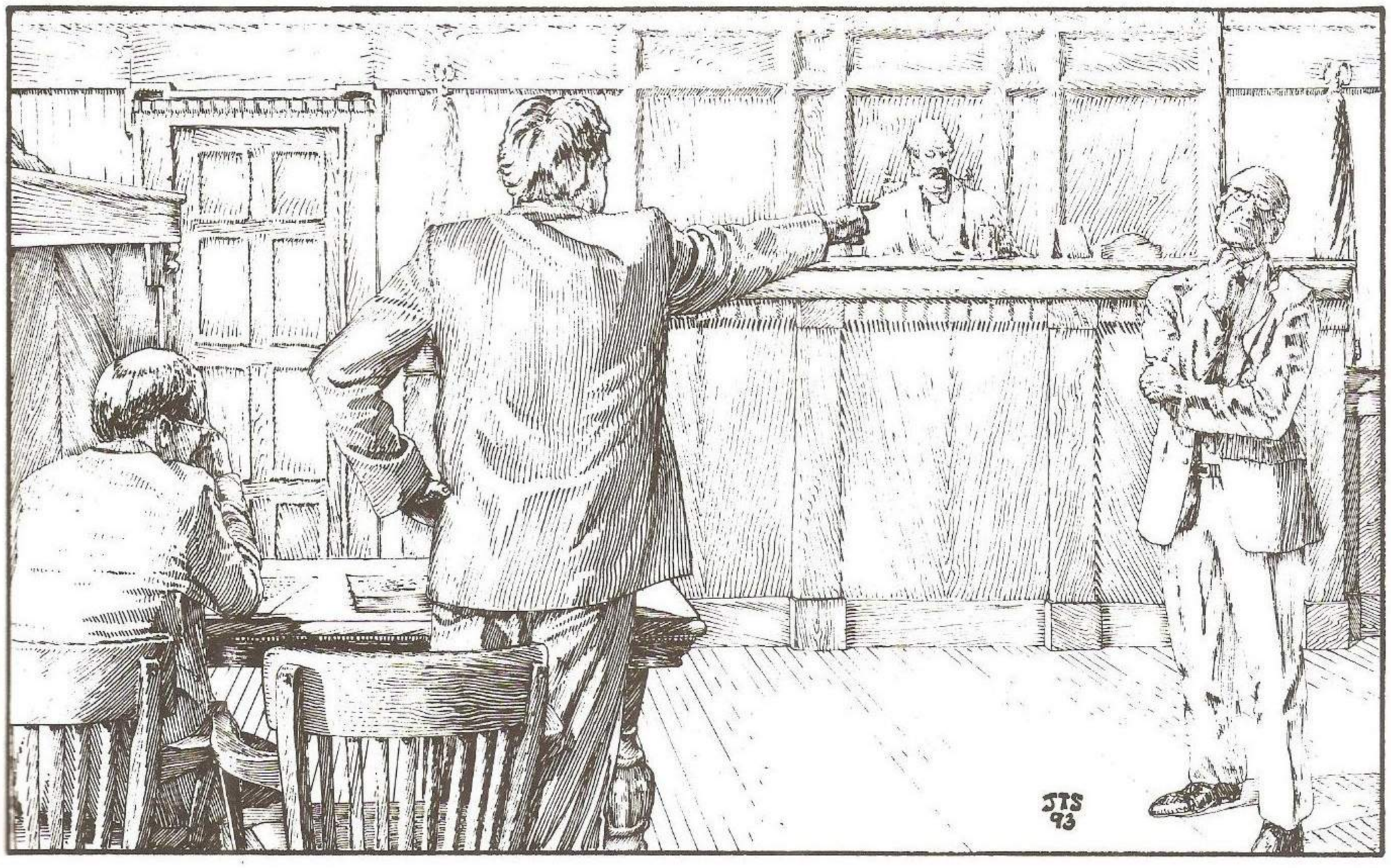
A psychoanalyst in private practice. A German, shadowed by the memory of the World War, his credibility might be questioned on the witness stand.

Skills: Credit Rating 20%, Extol Virtues of Wagner 90%, German 85%, Psychoanalysis 70%.

DR. ALLEN TURNER

A semi-retired former physician whose official hobby is psychoanalysis. He is not particularly skilled.

Skills: First Aid 80%, Medicine 70%, Psychoanalysis 35%.



The trial begins

- Evidence must be both relevant and material. Relevant evidence proves or disproves the issue under discussion: it's something that pertains directly to the matter at hand. Material evidence is relevant evidence that is directly tied to the case being tried.
- Evidence must be considered competent: reliable and based on some kind of direct knowledge or objective demonstration. The "best evidence rule" states that the law must always seek the most reliable, competent evidence possible. Under this rule hearsay—second-hand information—is generally inadmissible. A person may testify, for example, that Dr. Harcourt called him on the telephone, and that fact alone is valid evidence. But anything Dr. Harcourt may have told him over the phone is hearsay.
- Evidence in a federal case must comply with the "exclusionary rule" established in 1914 with the Weeks case. This rule prohibits the use of any evidence obtained in violation of the constitutional rights of the accused. Any evidence obtained as part of an unauthorized search, seizure, or arrest is inadmissible. Unfortunately, this ruling applies only to federal cases and individual states are not bound by this ruling until after 1961.

CLOSING STATEMENTS

Closing statements are now made. No additional evidence may be introduced at this time and therefore no objections are allowed. The prosecution goes first, followed by the defense, and then again by the prosecution, if it wishes.

REACHING A VERDICT

The judge then reads the instructions of law to the jury, making sure they understand exactly what the legal issues are, and the jury begins private deliberations.

Reaching a verdict may take minutes or days, the jury kept sequestered the entire time. The verdict must be a unanimous guilty or not guilty; anything less is considered a hung jury and is cause for a new trial. If the verdict is guilty the judge passes sentence. In this case there are numerous defendants being tried simultaneously. It is within the jury's discretion to find some guilty and some not guilty.

The jury may not consider evidence ruled inadmissible by the judge. The jury has the right to examine the exhibits presented at the trial, and may ask questions of the judge. These are submitted in writing via the bailiff, the judge responding in kind. Upon reaching a verdict, the jury foreman must write it down to be delivered to the judge by the bailiff; the foreman of the jury will then be required to read the verdict to the accused.

Those found guilty suffer a loss of 1D4 Sanity points. Those found not guilty gain 1D6 Sanity points, minus one point for each close friend who suffered conviction.

SENTENCING

If found not guilty the defendants are free to go. If found guilty they are taken into custody until sentencing one week from today. The sentencing is done by Judge Marsh

who must make a choice. The death penalty is an option and, given the heinous nature of the crimes, might well be applied. Otherwise life imprisonment is the sentence.

A sentence of life imprisonment results in no Sanity loss, as this is the best that could be hoped for. Receiving the death sentence results in an automatic loss of 1D6 points.

After sentencing the prisoner is taken to the Essex County Jail where he will wait to be transferred to the Massachusetts State Penitentiary where he will serve out the rest of his sentence.

The Prosecution's Case

Hinthorne theorizes that the defendants are all practicing occultists who, in an attempt to restore the sanity of certain patients at Arkham Sanitarium, at approximately 8:30-9:00 pm on Halloween night performed a human sacrifice ritual found in a book, *The Synarchobiblaron*, resulting in the deaths of the victims found in the basement. One victim was ritually sacrificed for each person the defendants were trying to cure. (This is why the number of victims, not counting Harcourt, must correspond to the number of insane relatives.)

Harcourt was bound in a strait jacket and subsequently shot because he attempted to interfere with the ritual. John Ronayne was an impersonator in league with the evil conspiracy and the few records of Ronayne found in the Sanitarium were planted there by the defendants. 'Dutch,' if he existed at all, was one of the poor unfortunate victims from the basement who managed to wander briefly through the house before dying.

After performing their evil ritual, the defendants put the patients—the only witnesses to the crimes—on the bus and had one of the patients (an investigator loved one) drive the bus north out of town while the defendants rounded up any stragglers still in the sanitarium. Esmerelda Hobbs heard the screaming of the last patient taken from the sanitarium, Clive, and saw the defendants leaving in their own automobile(s). The man known as Ronayne, having done his duty, left on his own, perhaps taking the missing gun with him. The defendants followed the bus north out of town, planning, no doubt, to kill the helpless witnesses, but the driver of the bus lost control of the vehicle at the Baxter farm. The defendants pulled over in their car(s) behind the bus and were trying to round up their loved ones and the other former patients when they were apprehended by police.

It is important to note that although Hinthorne is claiming that the defendants are practicing occultists he does not himself believe in the occult. But he recognizes that other people's belief in such things can motivate them to commit unspeakable crimes. In this way Hinthorne can ridicule their belief in the occult and still hold it against them.

Presenting the Case

Hinthorne will call a number of people to the stand to support his case. The keeper should feel free to augment this list with any other witnesses or evidence produced during play of this adventure. Adjustments to testimony may be necessary to take into account the way the scenario has developed. Keepers should feel free to modify the theory itself if game details make it necessary.

The following witnesses are presented in the order in which Hinthorne intends to call them to the stand. Hinthorne also exhibits physical evidence—weapons, books, etc.—as they are mentioned in the testimony.

DETECTIVE LUTHER HARDEN

Harden tells the story of the crime, testifying about the discovery of the bodies in the sanitarium, and the arrest of the defendants at Baxter farm. He says (possibly) that they were in possession of a large machete and a number of books about the occult, including one called *The Synarchobiblaron*. He says that no trace of any such person called Ronayne was found at either Baxter farm or the sanitarium. If the defense raises the subject of Dutch, Harden speculates that this was one of the murder victims, not quite dead yet, desperately seeking help.

OTHER ARKHAM POLICE OFFICERS

Hinthorne calls other Arkham police detectives and uniformed officers to testify about events that night, including stories told by the defendants.

DEPUTY SHERIFF J.T. CAULFIELD

Caulfield corroborates the testimony of Detective Harden, further testifying that all records of John Ronayne's existence have proven to be forgeries. The documents found among the wreckage of the sanitarium, including a number of prescriptions signed by him and couple dozen psychoanalysis session reports with his name on them, could easily have been faked. Other records found among books and papers at the Baxter farm were more ambitious, but apparently hoaxes as well. There is no official record of the man to be found anywhere. The British government and the British registry of physicians include no John Ronayne on their lists of licensed physicians. No British school of medicine has a record of him.

A comprehensive search of the farm on Halloween night makes it highly unlikely that Ronayne could have escaped undetected. Caulfield speculates that Ronayne, if he existed at all, was a complete fraud, in league with the defendants' unspeakable occult conspiracy, and was certainly never present at the Baxter farm on Halloween night. If asked, he can state that the search for Ronayne continues and that if he exists he will be brought to justice.

MEDICAL EXAMINER DR. EPHRAIM SPRAGUE

Sprague testifies to the gruesome condition in which the victims were found: multiple stab wounds, missing hands and feet, horrible human bite marks on all parts of the bodies, and broken bones. He says that Dr. Harcourt was shot in the chest with a .22 caliber bullet and bled to death. He conclusively establishes the machete found at the Baxter farm as the weapon used to murder the victims in the basement. He fixes the time of death between 8:30 and 9:30 PM. The bite marks on the victims were made by multiple sets of human teeth, although he cannot conclusively link the marks to any particular person(s). (Sprague has made extensive and accurate records of the bite marks, including photographs.)

ESMERALDA HOBBS

A 60-year-old widow with a half-dozen cats, Mrs. Hobbs of 217 E. Derby Street testifies that she heard screaming at around 9:30 on Halloween night. She looked out her window in time to see the defendants running from the sanitarium. She is prepared to make a positive identification in court.

DR. PARKER LARKIN

Larkin has been hired as a psychiatric consultant to the Essex County Public Prosecutor and testifies to the sanity of witnesses and defendants. He says that most of the former patients of the asylum seem to be suffering from amnesia regarding what happened that night, but that many of them seem at least partially cured of the illnesses they were institutionalized for.

If the defendants use temporary insanity as a defense, Hinthorne uses testimony from Larkin to shoot them down. The doctor carefully explains the nature of 'insanity' and 'temporary insanity.'

OTHER WITNESSES

Hinthorne may also call Clive, Phelyschia Moon, Bruce Ward, Franklin 'Mother' Aldenbark, or other former patients to the stand. All suffer from partial amnesia but what they remember—or think they remember—is up to the keeper. One of them may, in a shocking moment, testify that the defendants killed John Ronayne in the field—although they are at a loss to explain what became of the body. Their testimony can be as damaging or helpful as the keeper wishes.

Hinthorne may call Dr. Hardstrom, pharmacist Edgar Firth or other independent professionals to testify about John Ronayne. All deny having ever actually met the man (Edgar Firth will be important later in the game, and this may be a convenient opportunity for the keeper to introduce the character and plant a seed that bears fruit later.)

The few surviving staff members of the sanitarium may be called to the stand to testify that they never actually saw the man called John Ronayne. This includes, among others, part-time maintenance man Gerald Reid.

PHYSICAL EVIDENCE

Hinthorne exhibits the machete and the two books found at the scene of the crime, any written statements made by the defendants while at the police station, plus records of their finger prints found at various places in the asylum and possibly on the murder weapon itself.

Perhaps the most damning piece of physical evidence is *The Synarchobiblaron*. Hinthorne may choose to save this piece of evidence for the end of his presentation, providing a dramatic finish that makes the investigators look guilty. The book, of course, belonged to John Ronayne, but Hinthorne alleges that it belongs to the defendants. He reads from the book, quoting the page containing the spell *Mind Dance*, attempting evoke feelings of revulsion and contempt among the jurors.

Of course the existence of this spell is completely coincidental and has nothing to do with what transpired on Halloween night—but it does look bad for the defendants. *The Synarchobiblaron* and all other evidence is currently locked in the evidence vault in the Essex County courthouse in Salem.

Simulating the Trial with Dice

IF THE KEEPER chooses not to play the trial out he may, using a combination of dice rolls, judgement calls, character statistics, and simple math, arrive at a final verdict. Some of the formulae are a bit complicated but yield a fair and realistic result.

Trial Factors

Several factors contribute to the outcome of this case including the attorneys' Courtroom Skills, the quality of evidence, the defendants' demeanors, the bias of the jury, and plain dumb luck. The various factors affecting the trial's outcome are described below in order of their occurrence, along with ways to calculate them.

COURTROOM SKILL

This is a measure of an attorney's basic intelligence, knowledge of the law, and ability to communicate. Attorney characters provided in this scenario have Courtroom Skills predetermined. Any attorneys generated by players or keeper will have to have their Skill computed according to the formula supplied earlier.

The Mind Dance Ritual

(as quoted from *The Synarchobiblaron* by Arthur Hinthorne)

THIS RITUAL restores the mind of one who has gone mad. It requires the participation of the mad person, a sacrifice victim who is not himself insane and has willingly agreed to help the mad person recover his sanity, and assistants.

The assistants prepare a ceremonial place by cleaning a circular area of order and sanity. This area should be at least eight feet wide and be completely clear of objects and debris. It must be completely clean. The sacrifice victim, wearing white garments and carrying a large sacrificial knife, then takes his place at the center of the circle and lies down. After the victim has taken his place no one can enter the circle. Once the victim is in place, he closes his eyes and contemplates peaceful images while very quietly chanting the Psalm of Kush.

Meanwhile, the assistants begin to chant the Verses of Al Gh'ethi Ras, allowing their volume to slowly build to a roar and their excitement to build to a fever pitch.

While the assistants chant, the mad person performs the dance of madness. As the chant of the assistants builds, the mad person allows his dance to grow more and more wild. The mad person allows the chanting to bring out all his insanity, and he flails and whirls about the room quite frantically. At no time should the assistants or the mad person violate the peaceful space of the circle of order, nor molest the sacrifice victim, until the chanting and the dance of madness have reached their peak. When the madness is at its pinnacle, the assistants rush the mad person into the circle of order, and, with the sacrificial knife, they kill the victim. The mad person bathes in the blood of the victim, soaking up the victim's personal spiritual power, allowing the madness to drain away. As the victim dies, the mad person's sanity is restored. For maximum effectiveness, or if the insanity of the mad person is particularly acute, it is good for the mad person to eat a mouthful of the flesh of the victim, ideally the brain.

QUALITY OF EVIDENCE

Determining the quality of the evidence calls for the keeper who abhors math to simply make fair but arbitrary rulings, or determine a score with a simple roll of 3D6. Otherwise there are two separate kinds of evidence to consider: testimony and exhibits.

Testimony: To assess the effectiveness of a witness's testimony calculate a score in the following manner: Average together Credit Rating and Persuade skills noting this number in Column 3 on the Trial Chart, "Stage Fright %." Divide this same number by six and round off to the nearest whole number to arrive at the Base Score, entered on Column 1 of the Trial Chart. Add bonus points to this score as follows: Eyewitness to a crime, +3; Acknowledged expert witness, +2; Character witness, +1; other bonuses at the keeper's discretion. Add a +2 sensationalism bonus or more if the witness reveals something shocking (bonuses are listed in Column 2 of the Trial Chart). If a defendant takes the stand calculate a testimony score as for any other witness, using the +2 bonus for being an expert.

Then factor in the stage fright that comes with being on the witness stand. To avoid Stage Fright the non-player character must roll his Stage Fright % or less on the percentile dice. Failure results in a stage fright penalty, listed in Column 4 of the Trial Chart. Stage fright can be controlled in part by POW: subtract actual stage fright penalties as follows: POW 3-5, -4; POW 6-8, -3; POW 9-11, -2; POW 12-14, -1; POW 15+, no penalty. Average this score with the Courtroom Skill score of any friendly attorney (listed in Column 5 of the Trial Chart) then subtract the difference between this number and the highest courtroom skill score of any hostile attorney (to compensate for cross-examination; see the Cross Examination Factor, Column 6 of the Trial Chart). Do not assess a cross examination penalty against any score that is higher than the Courtroom Skill of the hostile attorney.

Keepers who are playing out the trial without a guest jury are advised to roll and calculate the testimony score for each witness as he or she leaves the stand, filling in the appropriate squares on the Trial Chart. This way the keeper and the defendants can keep a running tab on how the trial is going, and lawyers for the defense or prosecution can try harder if they seem to be losing the case. It also spares the keeper from having to do a lot of math at the end.

Exhibits: Calculate an exhibit score by adding bonuses ranging from -4 to +4 points to the courtroom score of the lawyer who presents the evidence. In general, the more sensational and shocking the evidence is, the higher the bonus should be. If the evidence seems irrelevant or is boring, subtract points. The Trial Chart includes space for recording exhibit scores.

Final Score: Determining the total quality of all the evidence presented is simply the average of all the testimony and exhibit scores. Only those witnesses and exhibits presented by the prosecution count for the prosecution's score, and only those presented by the defense count for the defense.

If the keeper maintains a running tab on total quality of evidence throughout the trial, it increases tension for all players and saves work at the end.

DEFENDANT'S DEMEANOR

Two demeanor scores need to be calculated: one for the defense and one for the prosecution.

Defense: Observing the defendant's attitude and behavior in the courtroom, the keeper might simply assign a

TRIAL CHART

Some entries have already been made; many more can be made by the keeper before the trial begins. Filling in the remaining items as you play the trial can greatly help the flow of the game.

LAWYER COURTROOM SKILLS

Stoutnoggin 15
Cassidy 12
Saltonstall 15
Chambers 10
White 11
Cargill 12
Craver 13

Investigator Lawyer .....
Investigator Lawyer .....
Investigator Lawyer .....
Investigator Lawyer .....
Investigator Lawyer .....

PROSECUTION EVIDENCE

Prosecution Witnesses

Name	Base Score	Bonuses	Stage Fright %	Stage Fright Penalty	Friendly Lawyer Factor	Cross Exam Factor	Total
Luther Harden	4	+2+2	25%	0	15		
J. T. Caulfield	5	+2+2	32%	-1	15		
Mickey Harrigan	4	+2+2	27%	-1	15		
Typical Patrolman	2	+2+2	10%	-1	15		
Ephraim Sprague	7	+2+4	41%	-1	15		
Esmerelda Hobbs	2	+3	13%	-3	15		
Parker Larkin	8	+2	49%	-1	15		
Clive Baneswell	5		27%	-1	15		
"Mother" Aldenbark	3		31%	-2	15		
Phelyschia Moon	5		45%	-1	15		
Bruce Ward	4		13%	-2	15		
Howie Gluge	3		20%	0	15		
Edgar Firth	6	+2+	37%	-1	15		
Typical Home Staff Member	3		19%	-1	15		

Prosecution Exhibits

Exhibit	Base Score	Bonuses	Total
Machete	15	+3	18
Daemonigraphia	15		
Synarchobiblaron	15	+2	17
Police reports, including fingerprints	15	-1	14

TOTAL QUALITY OF EVIDENCE: PROSECUTION =
(Average of all numbers in the "Total" Column)

DEFENSE EVIDENCE

Defense Witnesses

Name	Base Score	Bonuses	Stage Fright %	Stage Fright Penalty	Friendly Lawyer Factor	Cross Exam Factor	Total

Defense Exhibits

Exhibit	Base Score	Bonuses	Total

TOTAL QUALITY OF EVIDENCE: DEFENSE =
(Average of all numbers in the "Total" Column)

	DEFENDANT 1	DEFENDANT 2	DEFENDANT 3	DEFENDANT 4	DEFENDANT 5
Prosecution Demeanor Score					
Prosecutor's Skill Score	15	15	15	15	15
Total Quality of Evidence: Prosecution					
Preliminary Trial Score (Avg. above numbers)					
Jury Bias Factor					
Final Trial Score: Prosecution					
Defense Demeanor Score					
Defense Lawyer's Skill Score					
Total Quality of Evidence: Defense					
Preliminary Trial Score (Avg. above numbers)					
Jury Bias Factor					
FinalTrial Score: Defense					

Photocopy chart as needed for additional evidence or defendants.

score between 1 and 18. A score of 1 implies a defiant, smug, or otherwise abrasive attitude; a score of 18 an extremely honest, upright, and reputable person behaving respectfully and with dignity. Someone who seems shifty or guilty or afraid, or who is excessively polite or obsequious, gets a lower score. Someone who whispers to his lawyer too much should be penalized. Silent weeping at the defense table may yield a bonus or a penalty, depending on how sincere it seems.

Otherwise a defense demeanor score can be calculated by dividing the defendant's Credit Rating by six then averaging this number with the defendant's APP and POW. The result, rounded off to the nearest whole number, is the defense demeanor score.

Prosecution: The prosecution demeanor score is 18 minus the defense demeanor score.

CALCULATING PRELIMINARY TRIAL SCORES

The bottom section of the Trial Chart provides spaces for the following calculations. For each defendant, average together the prosecution demeanor score, Hinthorne's Courtroom Skill score of 15, and the quality of evidence score for the prosecution. The result, rounded off, is the preliminary trial score for the prosecution.

Then, for each defendant, average together the defense demeanor score, his defense attorney's Courtroom Skill score, and the quality of evidence for the defense. The result, rounded to the nearest whole number, is the preliminary trial score for the defense.

For example: Harvey Walters' prosecution demeanor score of 9, averaged with Hinthorne's courtroom skill of 15 and the prosecution evidence score of 11 yields a preliminary prosecution trial score of 12. His defense demeanor of 9 averaged with his lawyer's courtroom skill score of 14 and the quality of evidence for the defense, which, after much calculation, ended up being 15, yields a preliminary defense trial score of 13.

THE JURY BIAS FACTOR

This is merely a bonus added to the preliminary trial scores. Although the jury is probably fundamentally impartial, there is little doubt that some members are biased one way or the other.

To calculate jury bias roll percentile dice for each juror, adding bonuses to each side's preliminary trial score as follows:

0-85: Impartial juror: add nothing to trial score.

85-95: Juror biased in favor of prosecution: add one point to prosecution's score, up to three additional points maximum.

95-100: Juror biased in favor of defense: add one point to defense's score, up to three extra points maximum.

If the keeper has played out or already used dice in the jury selection process and therefore knows the characters on the jury, he or she may wish to adjust the above percentile ranges to reflect the actual jury makeup.

The preliminary trial score for each defendant, adjusted by the addition of the jury bias factor, is the final trial score used to determine the outcome of the trial.

ROLLING A VERDICT

This is where the element of luck comes into play. Pit each defendant's total trial score against the prosecution's total trial score on the resistance table. If the defendant successfully resists, he or she is found not guilty of the charges. If the defendant fails the roll, he or she is found guilty.

Statistics

EPHRAIM SPRAGUE, medical examiner

STR 11	CON 14	SIZ 12	INT 16	POW 13
DEX 10	APP 13	EDU 21	SAN 48	HP 12

Weapons: All at base chances.

Skills: Credit Rating 48%, First Aid 85%, Medicine 72%, Persuade 31%, Spot Hidden 76%, Talk Calmly About Disgusting Things 87%.

ESMERELDA HOBBS, neighborhood snoop

STR 8	CON 11	SIZ 10	INT 11	POW 8
DEX 10	APP 11	EDU 10	SAN 50	HP 10

Weapons: All at base chances.

Skills: Credit Rating 22%, Name Cats 67%, Spot Hidden 45%.

PARKER LARKIN, respected physician

STR 10	CON 13	SIZ 15	INT 16	POW 14
DEX 13	APP 11	EDU 21	SAN 50	HP 14

Damage Bonus: +1D4

Weapons: All at base chances.

Skills: Credit Rating 57%, Cthulhu Mythos 15%, Persuade 45%, Spot Hidden 35%, Psychoanalysis 82%.

JUDGE MARSH, aged jurist

STR 14	CON 14	SIZ 12	INT 18	POW 15
DEX 12	APP 9	EDU 20	SAN 68	HP 13

Damage Bonus: +1D4

Weapons: Gavel 35%, 1D3+db; Fist/Punch 50%, 1D3+db.

Skills: Credit Rating 78%, Fast Talk 45%, Intimidate Counsel 75%, Law 92%, Persuade 64%, Spot Hidden 40%.

ARTHUR HINTHORNE, dedicated public servant

STR 15	CON 16	SIZ 13	INT 16	POW 16
DEX 12	APP 13	EDU 21	SAN 75	HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, 1D3+db; Kick 35%, 1D6+db, Grapple 55%.

Skills: Credit Rating 71%, Fast Talk 42%, Law 88%, Persuade 75%, Sneer 41%, Spot Hidden 55%.

Courtroom Skill: 15

RUSTY THE BAILIFF, the bailiff

STR 16	CON 16	SIZ 14	INT 12	POW 11
DEX 14	APP 12	EDU 11	SAN 55	HP 15

Damage Bonus: +1D4

Weapons: .45 Revolver 57%, 1D10+2; Fist/Punch 75%, 1D3+db; Kick 45%, 1D6+db; Nightstick 45%, 1D6+db; Grapple 55%.

Skills: Law 28%, Spot Hidden 65%, Handcuff Troublemaker 56%, Wave Affably 70%.

JOSHUA FREEBORN, court secretary

STR 11	CON 13	SIZ 9	INT 14	POW 12
DEX 13	APP 15	EDU 17	SAN 59	HP 11

Weapons: All at base chances.

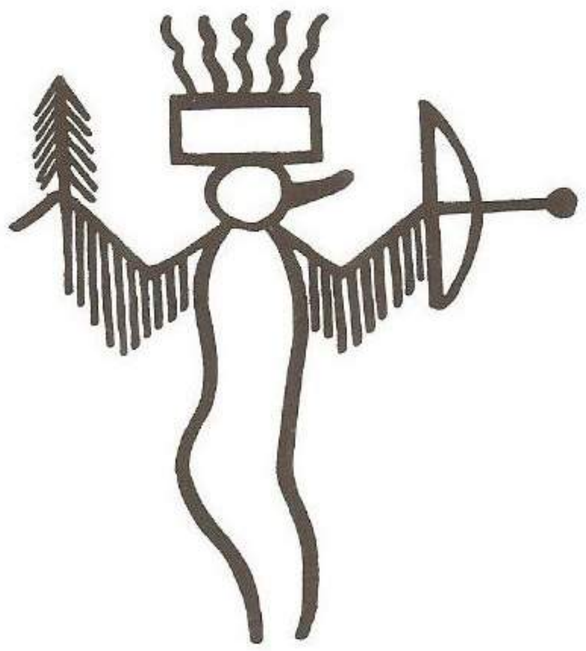
Skills: Alphabetize 98%, Credit Rating 55%, Fast Talk 25%, Law 68%, Persuade 42%, Sneer 65%, Spot Hidden 55%.

MILLIE DRAPER, court reporter

STR 12	CON 14	SIZ 9	INT 12	POW 15
DEX 13	APP 16	EDU 15	SAN 75	HP 12

Weapons: All at base chances.

Skills: Credit Rating 35%, Fast Talk 25%, Law 50%, Persuade 20%, Spot Hidden 45%, Take Dictation 75%, Type 85%. ■



Part: Three: The Sentence

IN THIS FINAL SECTION of the adventure the investigators suffer the wrath of Wrona Bors. Temporarily exiled to his home dimension by the interference of the investigators, he sends a pair of agents to the waking world to exact vengeance on investigators and ex-patients alike. These agents are inhuman creatures like Bors himself: one—the Man in Black—wears human guise; the other retains its natural form. The pair begin their deadly activities on the very evening that sees the trial's conclusion.

The intended victims are all those who were present at the Baxter farm the night Wrona Bors' ritual was undone. The pair strikes each night, brutally murdering one victim at a time, and from each of them removing a single body part. They attempt to kill one victim per day until either stopped or all potential victims—including the investigators—have been murdered. If they succeed in killing all the victims the harvested body parts are used by Wrona Bors to cast a ritual that returns him to waking world where he once again attempts the gate-opening spell the investigators interrupted on Halloween night.

Stopping the demons is no mean feat and may require the assistance of He Who Cries with the Dogs, the spirit of a Misqat warrior priest enshrined in the figurine unearthed from the basement of Arkham Sanitarium. This ancient wise man can reveal much to the investigators, if they succeed in summoning him.

Gaining sufficient understanding to defeat the plans of Wrona Bors requires several difficult things: another confrontation with Dutch to retrieve the figurine; use of a centuries-old ritual to summon the spirit of a Misqat warrior-priest; obtaining the strange metal amulet once worn by John Ronayne; and stealing and reading the accursed *Synarchobiblaron*.

Lawyers and other people involved with the trial should be made to feel that they too are potential victims, at least until it becomes clear that all the murder victims are from the farm, and not from the courtroom.

INVESTIGATORS IN JAIL

As before, some investigators may spend all or part of this portion of the adventure incarcerated. These players should be allowed to assume the roles of attorneys, loved ones, or whomever else the keeper deems fit.

Those investigators found guilty of murder are being held in the Salem jail until arrangements can be made to transfer them to the state penitentiary. In the meantime, if they have the finances to pay for it, their attorneys are filing the usual appeals. However, none stand a chance of being freed on appeal and will have to remain incarcerated unless investigators on the outside can somehow prove their innocence. How long they remain in Salem before transfer to prison is up to the keeper. In the meantime they are easy pray for Bors' two demons. If a murder takes place in the jail prisoners may be hurriedly split up and transferred out.

On the other hand the jailed investigators' conspiring loved ones may help them attempt an escape, most likely during the transfer from Salem jail to the state prison. Successful escapees become fugitives who find a life on the lam only slightly better than prison. Finding a safe refuge may prove difficult. A secure but disgusting hideout is Dutch's underground lair, described later, which might be utilized after the monster is vanquished.

Another possibility lies with attorney James White, a member of E.E. Saltonstall's prestigious firm and a secret member of Arkham's dark cult. He has an interest in the occult aspects of the investigators' case and, for nefarious reasons of his own, might choose to assist them. He may even use magic—a gate spell—that enables them to leave the prison at will, either permanently or temporarily. This spell might also be used to retrieve needed items from the evidence vault in Salem.

James White and his coven are thoroughly evil and no doubt expect something in return for their assistance. White followed the trial closely and recognizes the potential power of *The Synarchobiblaron*. He may bargain with investigators, offering them help escaping from jail in exchange for knowledge or access to this mysterious book. The coven members are very interested in learning more about the Misqat construct they now suspect lies beneath the city.

THE DEMONS

These creatures, sent by Wrona Bors to eliminate those who undid his plans, are denizens of a dimension beyond the Dreamlands. The one whom investigators encounter as the Man in Black is Caal Eszru Iluieth'th, a cunning

and ruthless being bound to the will of his master, Bors. His true form is unguessable but he always appears in the guise of a well-dressed, dark-haired man. Caal is the intelligence of the murderous pair.

The other creature is called Tsg Cx Aerth Iluieth, but is also known as the Frenzy. It is not even remotely human and makes no attempt at disguise. It is a mindless killing machine, an insane conglomeration of chitinous limbs, savage, raptorial claws, and multiple sets of needle-like teeth. Although it can extend limbs and modify its shape at will, it retains the basic silhouette of a giant devil fish, with a barbed tail strong enough to puncture a brick wall like tissue paper. It glides soundlessly over the ground masked in a shroud of darkness, engulfing its victim in blackness and freezing cold. The Frenzy, for all its incredible power, cannot bear strong light and never appears during the day. Small light sources—candles, flashlights, lamps—are extinguished by its approach. Extremely bright light could possibly deter the Frenzy, although it has no effect on the Man in Black. An investigator who has personally witnessed a couple of demon murders and noticed how the Frenzy is always accompanied by utter darkness might realize this with a successful Idea roll. To determine if a light is bright enough to affect the Frenzy pit the STR of the light against the Frenzy's POW of 18 on the resistance table. For purposes of this situation a 500-watt bulb has a STR of 1, a large bonfire a STR of 12, and a powerful searchlight a STR of 20.

Operating at his own discretion within the parameters set down by Wrona Bors, the Man in Black selects one victim each night from among those who were present at the Baxter farm. After nightfall he commands the Frenzy to materialize and murder the victim. As the Frenzy leaves, the Man in Black appears and with surgical precision removes one organ or body part from the corpse. The Man in Black then carves or burns the sigil of Wrona Bors (the same as on the amulet) into what remains of the flesh of the victim: a warning for victims yet to come.

BORS' AMULET

The amulet gives its bearer limited power over the two demons. Commands, within certain limits, must be obeyed. Although the Man in Black cannot be ordered to abandon his mission, he can be forced to hesitate or retreat, made to seek a new approach. Using the amulet to command a demon costs one magic point per command.

Investigator Information

On the night after the verdicts are returned one of the witnesses, ex-patient Franklin 'Mother' Aldenbark, dies in an unfortunate auto accident. The crash is reported in the next day's newspapers (see The Malice Papers #11).

The same paper contains another interesting item: a new sighting of Dutch (see The Malice Papers #12). Only investigators who specifically say they read the paper all the way through, or who make a successful Spot Hidden, discover the second article.

The First Murder

As Reid and Aldenbark were driving home the Frenzy materialized around the car and immediately began dis-



Frenzy and the Man in Black

THE MALICE PAPERS #10—a front page story

MURDER CASE WITNESS KILLED IN AUTOMOBILE ACCIDENT

Second Witness Injured in Deadly Smash-Up

ARKHAM—A former staff member of Arkham Sanitarium was injured and an ex-patient killed in an automobile accident last night as the pair was driving from Salem to Arkham.

They were returning home after attending the final day of the trial of those suspected in the Arkham Sanitarium murders last fall. Both had served as witnesses in the trial. The dead man has been identified as Franklin Aldenbark of Newburyport. Mr. Aldenbark was a patient at the time of last year's brutalslayings. The other man, Gerald Reid, was a maintenance man who worked part time at the sanitarium.

Mr. Reid is recuperating at St. Mary's Hospital. Police efforts to question the man have proved frustrating. His head injuries have apparently left him unable to speak.

As near as the police can determine Mr. Reid was driving the car and fell asleep at the wheel. The car careened off the road and ran into a thick tree at about 35 miles an hour. Mr. Aldenbark, also asleep, was hurled through the windscreen and into the still-moving parts of the engine left exposed by the crash, accounting for the grievous wounds suffered by Mr. Aldenbark. A report by the Medical Examiner will be issued later this week.

Police hope Mr. Reid will be able to answer their questions about the incident in the very near future.

membering the unfortunate former patient. Reid lost control of the vehicle and was thrown clear when it crashed into a tree. Dazed, he was witness to the Frenzy's mad attack. After the Frenzy left Aldenbark's remains smoldering on the hot engine the Man in Black stepped out from behind the tree and deftly removed the man's liver. After cutting the sigil of Wrona Bors into Aldenbark's forehead he smiled at Reid, and disappeared.

Reid has been in a stupor ever since, unable to answer police questions. Getting in to see him needn't necessarily be difficult: he is permitted visitors on a regular basis. Showing him the amulet triggers subconscious memories, possibly inducing hysteria, but he will not consciously recognize the object. He mutters something about "the darkness killed him," or describes the Man in Black, but his incoherent ramblings make little sense to anyone who doesn't realize what they imply.

Ephraim Sprague has examined the body of Aldenbark and has discovered that the man is missing his liver. He has kept this secret from the press; he has no way of explaining it. He has also come to the conclusion that the wounds on Aldenbark's forehead were deliberately made and not a result of the accident. He is terrified by the case and is simultaneously eager to question Reid and afraid of what he might find out. If shown the amulet Sprague may or may not admit to ever having seen the symbols on it before. He does not allow anyone to view Aldenbark's body without a court order or similar authority.

After a week's time, Reid shows little progress and is transferred to a hospital in his home state of New York.

Subsequent Murders

Further murders occur at the keeper's discretion, one attempt each night until the demons are stopped or all the potential victims—including investigators—are dead. The demons can strike at any time after dark and in any place: they can travel instantly at will. They have no particular qualms about being seen by witnesses: most witnesses are left unconscious, blood-smeared, and semi-catatonic. The Man in Black chooses a different organ or body part each night, suggesting that he's collecting enough to make a whole new body piece by piece. There is no real defense against them.

Attacked by the demons, a victim first notices the numbing cold that precedes the Frenzy, appearing a moment later as a mass of impenetrable darkness. A horrifying glimpse of claws or teeth or limbs may lash out as the victim screams his life away. Bystanders may be struck by the lashing barbed tail, freezing cold. After the Frenzy finishes, the Man in Black steps out of hiding and calmly removes the body part he desires. He is capable of incapacitating anyone who tries to interfere with his work. Witnesses to a demon attack suffer losses of 1/1D6 Sanity points.

Further Murders

Here follows a few locations appropriate for murder scenes. The keeper is free to alter them as needed or desired.

IN JAIL

Investigators locked in Essex County jail are spending another boring night in confinement when all the lights go out. A moment later a wave of cold sweeps through the jail and a prisoner begins to scream. Prisoners trapped in nearby cells are spattered with warm blood and bits of flesh.

When the noise goes away, the terrified survivors hear calm footsteps walking down the corridor between the cells. They hear a cell door opening, vague rustling and sickening cutting sounds, the closing of the door, the sound of keys dropping to the floor, and then the footsteps departing.

When guards finally make it into the cell block and restore the lights, they find a dead guard with a broken neck at his duty station and all the cell doors securely locked. One of the investigators is ripped to shreds in his cell. Call for a Sanity loss of 1/1D6 for witnessing this attack, and 1/1D4 for being trapped while it was happening.

AT HOME

An investigator comes home in the evening and meets the Man in Blackon the street, walking away from his or her house. The Man in Black smiles cordially, and the investigator notices he is carrying something in his hand.

Inside the investigator finds his or her loved one, a former patient, horribly murdered in the bathtub, the sigil burned into the face. Witnesses lose 1/1D4+1 Sanity points.

AT A FRIEND'S

At a meeting of investigators discussing the case, someone notices that the Man in Black is hanging around outside the house. When people go to investigate the Man disappears. Once the party is split up, however, the Frenzy materializes and murders an investigator.

OUT OF TOWN

News comes from Deputy Caulfield to the investigators in Arkham that a former patient of the Sanitarium who was at Baxter Farm on Halloween night, and has since moved in with relatives in another city, has been killed.

OUT OF STATE

A newspaper article announces the death of another former patient as far away as Illinois.

Looking for Dutch

IF THE INVESTIGATORS go looking for the mysterious 'spook' mentioned in the news stories the problem can be approached a number of different ways.

DAYTIME SEARCH

Investigators who search the warehouse neighborhood by day and make Spot Hidden rolls find any number of clues giving the impression that Dutch is nearby. A fragment of Dutch's clothing snagged on a garbage can, or even some of the clothes of little Elijah Lavergne carelessly tossed in

THE MALICE PAPERS #11
—a page three story

WAREHOUSE 'SPOOK' RETURNS

ARKHAM—The mysterious figure seen moving by night in the warehouse district has apparently returned. According to reports by workers at the Lucky Clover Cartage Company a strange man was seen twice in the last week ambling through the old warehouse district on Main Street. The mysterious figure disappeared when pursued. The men, who were on their way home from work two nights ago, followed the man's footprints in the snow but lost the trail amid tire tracks and melting slush.

Although the mysterious figure has been spotted several times within the last few months no one has yet gotten a good look at him. Police officers have altered their routes in order to check the neighborhood more frequently but patrolmen have not reported seeing the man since last November. The only person to claim a direct encounter with the mystery man is a vagrant who frequents the warehouse neighborhood. This individual claims that the warehouse spook is very skittish, wears tattered clothes and smells very bad.

Although the warehouse spook seems to be doing no one any particular harm, Chief Asa Nichols warns Arkham residents to use extra caution when in the neighborhood at night. The man has been spotted in an area bounded by Main Street and the river between West Street and French Hill. The police ask any citizen who sees the spook to report his whereabouts at once.

A Suggested Sequence of Murders

THIS SEQUENCE covers the next two weeks, but need not be followed exactly. The keeper should feel free to vary it as he sees fit.

1. Franklin 'Mother' Aldenbark: killed in car, liver removed.

2. An investigator's loved one: killed in bathtub, small intestine removed.

3. Phelyschia Moon: killed in her family's home in Springfield, Mass., left index finger removed. (Investigators may not hear of her death for a day or two, which might make the pattern of killing harder to see.)

4. An investigator: killed in jail, right ear removed.

5. Bruce Ward: killed in his parents' living room at 97 E Washington Street in Arkham, right eye removed. (The parents may have witnessed the attack and might provide information about it, at the keeper's option.)

6. An investigator: killed in his home, right lung removed.

7. An investigator: killed in the presence of other investigators, heart removed.

8. An investigator: killed in his home, left lung removed.

9. Bob Hibdin: killed in a convalescent home in Boston, his tongue removed. (Investigators are notified of the death by J.T. Caulfield.)

10. Howie Cooper: killed in a mental hospital in his home state of Illinois, left foot removed. (Investigators may not hear of this death until two or three days later.)

11. Clive: killed in his room at the Lewiston House Hotel, his genitals removed. (If Clive was in possession of Ronayne's magical amulet either police or investigators should recover it when the murder is discovered.)

12. An investigator: killed in jail, larynx removed.

13. An investigator: killed in a friend's apartment, lower left arm removed.

14. An investigator: killed on the Miskatonic University campus, spine removed.

By the time the second or third murder occurs police probably realize that something inexplicable is happening to the people who were at the Baxter farm. They may choose to warn investigators, giving them access to privileged information or even reconsidering the convictions from the trial. On the other hand, they may decide that for their own protection everyone should be locked up.

a gutter in some forgotten alley between warehouses may do the trick.

O'Bannion's men do not take kindly to anyone poking around their neighborhood and may forcefully bring offenders to answer to O'Bannion himself. If investigators are having no luck in the search for Dutch, keepers may want to call for a Spot Hidden roll to notice an old manhole along Main Street. A successful Idea Roll suggests that the monster has taken refuge in the sewers; a Track roll leading to the very manhole cover that conceals the entrance to Dutch's underground lair.

NIGHTTIME STAKEOUT

If the investigators stake out the warehouse district at night there is a base 20% chance of spotting the monster, +10% for each consecutive night they've kept watch. There is also a 40% chance per night that they will be harassed by security-conscious hoodlums from Lucky Clover.

THE VAGRANT WITNESS

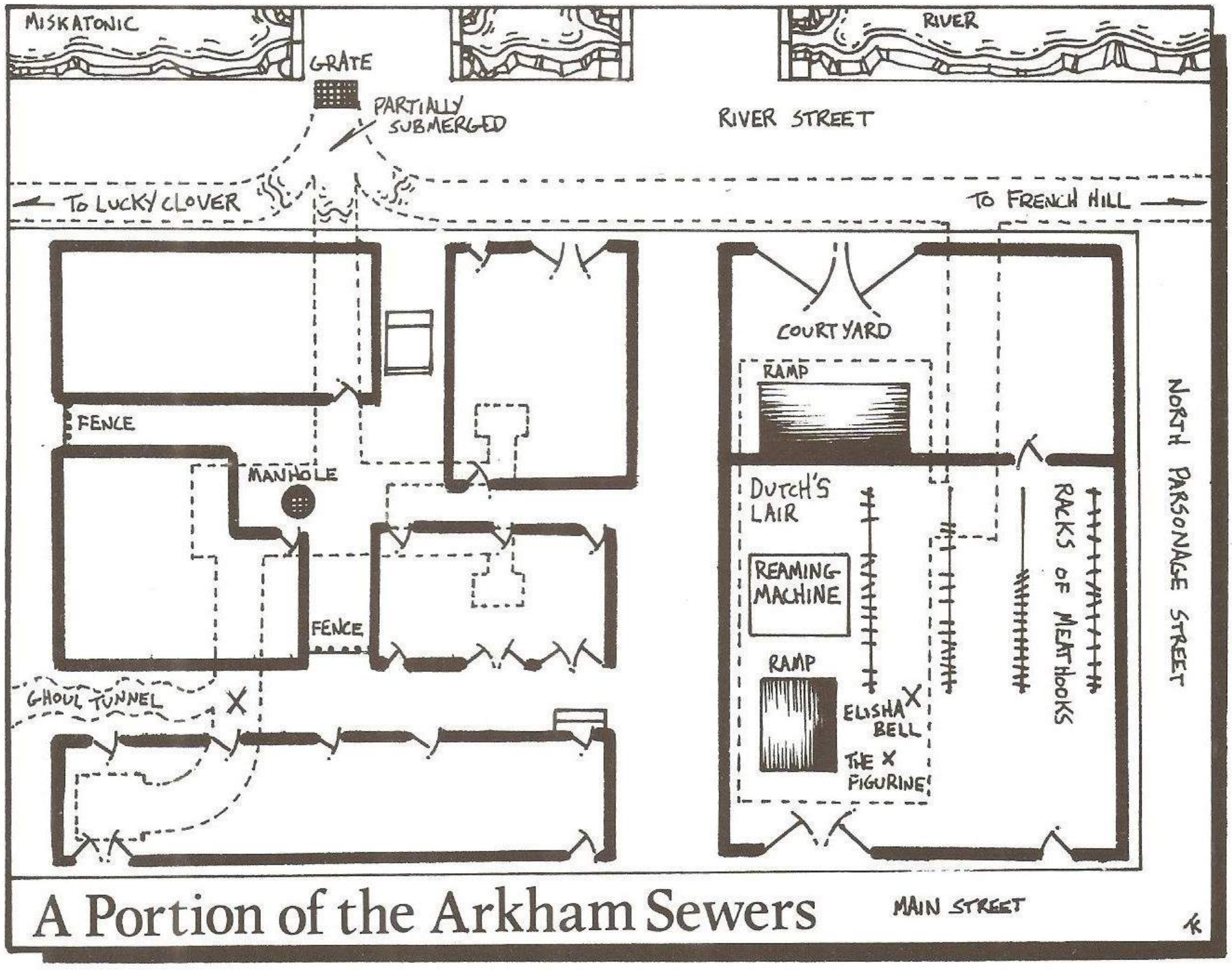
The vagrant mentioned in the newspaper articles about the warehouse 'spook' is a cranky, down-and-out bum named Archie. Approximately fifty years old, his world-weary face looks older. He makes his home in any of several places in the warehouse district, sleeping most of the time on an old bug-infested mattress hidden under some crates in an alley between West and Garrison Streets. Some weekends he spends panhandling in front of Gleason's or Woolworth's on Church Street. In happier times Archie was a professor of philosophy at an ivy league university. Those dimly-remembered days may come spilling out in a torrent of bitter reminiscence when his tongue is loosened by drink.

Archie is known to the beat cops patrolling the neighborhood, Jerry Huebelmanns and Carl Swithins, and also by some of the boys down at the Lucky Clover Cartage Company. If the investigators manage to find this elusive witness to Dutch's nocturnal wanderings, Archie proves uncommunicative until plied with cigarettes, liquor, or other such bribe. Archie can give a description of Dutch that includes the many mouths and his terrible smell, and can help the investigators find the creature.

If Archie lends his assistance to the investigators' stakeout it increases the investigators' chances of finding Dutch to 85% the first night, with 10% added each consecutive night. Archie can also smooth things over with the local thugs, possibly getting the investigators off the hook.

Going Underground

Access to Dutch's lair is best gained through the manhole at the intersection of two small alleys amidst the ware-



A Portion of the Arkham Sewers

houses on the south side of River Street between Garrison and Parsonage. These alleys are constricted with rubbish; the high, windowless brick walls of the ancient warehouses rise up prison-like on all sides. At night, almost no light from the streetlamps on River street penetrate to this forgotten byway. Dozens of huge rats, mangy pigeons, and the occasional stray cat roam through garbage piled everywhere.

The manhole itself is tucked away behind some overturned garbage cans in the southwest corner of a small cobblestoned courtyard bounded by the walls of four separate buildings. The courtyard is relatively clear, though pieces of smashed and discarded furniture, papers, and garbage lie rotting in piles here and there.

North from the courtyard an alley blocked by a deserted car leads to River Street and the Miskatonic beyond. To the west, a refuse-choked alley leads to a six-foot rusty iron fence topped with dull spikes. To the south an alley littered with broken bottles leads to a similar fence, beyond which is visible the back of another warehouse. To the east, the alley leads to a much larger alley, wide enough for trucks to pass, with open access to both River and Main Streets.

THE MANHOLE

The manhole cover is cast iron and very heavy, SIZ 14. Close inspection reveals some slimy residue left behind by Dutch's rotting fingers. Opening it releases a foul stench that wells up from the blackness to take one's breath away. This stench never dissipates. An investigator who attempts to sound the hole with a stick or by dropping some object in can estimate that it is about eleven feet deep, with a few inches of standing water at the bottom. The manhole is fairly wide and anyone SIZ 15 or smaller can squeeze through. Rusty iron rungs set into the wall stop four feet above the floor.

The Arkham Drain System

The city drain system was redesigned and refurbished in the late 19th century and consists of a large network of pipes and brick-lined tunnels that criss-cross beneath the city. Access to the system is gained through manholes in dozens of locations around the city. The larger tunnels, shaped like inverted eggs, are designed for workers to be able to walk through, although they are by no means roomy. There is no form of illumination.

The brickwork is decaying in many spots, and in several places along the river where the ground is soft, collapses threaten. In the warehouse district the tunnels are infrequently inspected and haven't been visited by an engineer in the last dozen years.

The masonry is crumbling, hundreds of rats waddle greasily through the muck, and large spider webs occasionally block the tunnels. Voices echo strangely and hollowly and the acoustics can often play tricks on one's ears. Most investigators get used to the smell but it permanently contaminates clothing, lingering about the investigators for hours after they leave the sewer system.

The manhole gives direct access to a cramped brick room through which the sewer runs. The room opens onto one large tunnel leading north and another leading south—plus two smaller tunnels running parallel to each other going east. There is some graffiti on the walls, most of it impossible to read, although one inscription says "Wally was here." Investigators hear various dripping sounds and the faint noise of the river coming from the pitch blackness of the north tunnel.

The South Tunnel

The tunnel leading south goes straight for about 20 yards, and then curves gently to the right. There is a constant dripping noise from some unidentifiable source. The brickwork in this tunnel is in extreme disrepair and investigators who fail a Spot Hidden trip over loose bricks that have fallen from the walls.

Inspection with a candle or flashlight reveals an ominously sagging ceiling near the beginning of the curve, and ten yards farther down large chunks of brickwork have fallen away from the walls. The floor is fairly dry and inspection reveals a small number of old, dry bones and scraps of rotting fabric. A successful Biology roll, or a physician-investigator's Know roll concludes the bones are human; an Idea roll by any investigator suggests that the scraps of fabric are torn pieces of clothing.

Continuing around the curve for another fifty yards the tunnel terminates in a very small room. Dozens of rats squeak and scurry nastily around the floor, possibly nipping investigators who cannot Dodge them. The brickwork in this room is very decayed and any heavy impact, or even loud noise brings a section of wall or ceiling caving in inflicting 2D6 points of damage on anyone in the room, 1D6 if the investigator makes a successful Dodge roll. After the dust clears, uninjured investigators see that they are beneath the former bathroom of an abandoned warehouse.

Climbing up into the warehouse itself reveals a huge empty space, with a few windows in one wall. The windows open out onto Main Street, right across from Markwil's Theatrical Supply House.

A GHOUL TUNNEL

Returning from the small room along the tunnel any investigator with good light and a Spot Hidden roll discovers a narrow tunnel branching off the sewer, concealed from the other direction by the main tunnel's curve. About two feet wide and four to five feet high, this tunnel has been excavated from the earth and lacks any visible supports.

The tunnel is cool, moist, completely dark and completely silent. It descends into the earth at a 35 degree angle before leveling off at a depth of about twenty feet below the surface. A strange smell lingers here, but not the festering stench of standing sewage. It is something altogether different.

This tunnel is a ghoul passageway which after thirty yards links up with a larger ghoul tunnel. The larger tunnel leads southeast for seventy yards to the Old Arkham Graveyard, and west all the way to the Old Wooded Graveyard on the outskirts of town. There are many branch passages and without a very reliable system of trailblazing foolhardy investigators will almost certainly get lost.

Anyone lost in this subterranean domain, the Arkham under Arkham, has a 75% chance of encountering 2D6 roaming ghouls. Surprised by human interlopers they attack in typical ghoulish fashion. Investigators who explore for more than thirty minutes unmolested stumble upon a ghoul warren filled with 3D6 sleeping ghouls. Sound of any kind has a 90% chance of awakening the ghouls, who then attack.

The East Tunnels

These two tunnels are nearly identical, and very small. Only characters of SIZ 9 or smaller can comfortably navigate them. These utility tunnels are lined with pipes of various sizes, held to the wall by rusty metal brackets that snag investigator clothing and pierce investigator flesh. Both tunnels head east for about twelve feet then turn 90 degrees, one bending left to the north, the other right toward the south. Each continues for another ten feet or so before terminating in a small, smelly, rat-infested brick room: the cess pit below a warehouse. The rooms are dry now but the residue of ancient waste products marks the walls and floor. The running pipes turn up and go through the ceiling—the plumbing for the building overhead. Dutch has never made use of these tunnels, and they bear no useful clues.

BLOCKED IN

Getting out proves more difficult than getting in. Without room to run around, the investigator has to back out of the tunnel. Shifted or crumbling masonry may partially block passage, temporarily imprisoning the luckless investigator. Breaking through into the building overhead is

cramped and hazardous work requiring several hours of painful labor.

The North Tunnel

This tunnel leads straight under River Street ending fifty yards later at a rusty cast iron grate. Beyond the grate flow the waters of the Miskatonic. The tunnel descends as it approaches the river, so that the last four yards of the tunnel are partially submerged by the river's present high water level. Dark water laps at the slime-coated brickwork, junk and garbage bobbing on its surface. Although there is a locked gate, the bars of the grate are bent apart, spread as though to allow the passage of something the size of a human.

Two tunnels lead off at right angles to the main tunnel, in opposite directions. Nearly as large as the main tunnel, entering either of them requires wading through the knee-deep water for twelve feet before the floor rises above the surface. Investigators are liable to slip on the slimy cobblestones below the surface, falling if they fail to roll DEX x5 or less.

THE SECONDARY TUNNELS

These two tunnels carry a number of old pipes which drip incessantly. The floor of each rises very gradually away from the main tunnel. Although twelve feet down the tunnel the floors rise above the water level, there are still puddles of standing water everywhere.

The tunnel to the left goes under River Street towards the west linking up with the rest of the sewer system and a manhole in the warehouse block near the corner of River and West Streets. A branch tunnel from here follows Garrison Street beneath the warehouse of the Lucky Clover Cartage Company. Here gangster Danny O'Bannion keeps a secret vault full of stolen merchandise. An unused industrial iron door provides passage between the vault and the tunnels. Investigators who make a successful Listen roll hear Bobby Sills through a crack in the door giving orders to a gang of hoodlums about the planned murder of a local moonshiner. About fifty yards past Lucky Clover the tunnels are collapsed, preventing further exploration.

The tunnel to the right goes east under River Street towards French Hill. Successful Spot Hidden rolls reveal traces of Dutch's presence and a Track roll allows investigators to follow his slimy trail down the tunnel for about forty yards. At this point an unexpected cross breeze wafts over the investigators from the right, blowing out any candles the investigators might be using. The breeze carries the unmistakable stench of Dutch. Any investigator who has encountered the monster before loses 1/1D4 Sanity points from the memories and fear conjured by the odor.

The breeze comes from a branch tunnel in the south wall. Entering this branch requires crawling beneath a rack of pipes running overhead. These pipes are marked by Dutch's slimy residue and his foul stench is everywhere. Attempts to listen for him yield only the sound of dripping water and the muffled squeaking of innumerable rats.

Into Dutch's Lair

The branch tunnel is narrower than the main tunnel but passable to anyone SIZ 15 or less. The masonry is crumbling, hastened by the regular passage of Dutch. The tunnel is littered with the detritus of the monster's meals.

After 25 feet the narrow tunnel terminates in a large room subdivided into smaller cubicles by crumbling brick walls with wide doorways. The ceiling of the room is wood, and holes rotted away in places permit some moonlight to filter through. The rotting vestiges of a former ramp lead up through a large square hole in the ceiling and through this the windows of the building above can be glimpsed.

The cubicles are actually holding pens once used by the long-abandoned Fleming meat packing plant. The stains of decades-old blood still linger darkly in the corners. It is in this room, and the old slaughterhouse above, that Dutch has made his home.

In one of the cubicles, among the many other carcasses found half-eaten and tossed about, is the body of the missing boy, Elijah Lavergne. Still partially clothed, the boy's belt with his name on it conclusively identifies the body. Already decaying, part of his face is badly burned and much of the hair singed off, revealing a blistered scalp. Finding Elijah's body costs 1/1D4+1 Sanity points.

Near the little boy's body, placed almost carefully against a wall in an area conspicuously devoid of garbage and debris, is a primitive red clay figurine about ten inches high, stained with mud and Dutch's slime. The figurine depicts a creature vaguely anthropoid, but with the head of a wolf or large dog. A large row of stylized teeth dominate the face and the almost human hands clutch a small bone. The object is extremely old and deeply imbued with magical power. Sensitive investigators may feel a strange tingling in its presence. Handling the figurine for an extended period induces feelings of serenity and control.

But any such feelings are banished when the investigators hear the sound of something moving on the wooden planks above them. A patch of moonlight is suddenly blotted out by the passing shadow of a lumbering shape that drags by overhead. It is Dutch.

It descends from the upper level by way of the rotting wooden ramp. Old and weak, it barely supports the weight of Dutch and may snap under any load of SIZ 18 or more. Dutch, now substantially more vulnerable than on Halloween night, nevertheless fights to prevent the investigators from removing the Misqat figurine from its lair. A

large number of its many mouths are now quiet and seem dead, but the ones that remain active howl with fearsome desperation.

BATTLING DUTCH

If the fighting extends into the narrow tunnel leading to the rest of the sewer system there is a risk of a cave-in of the fragile brickwork. The walls can take only four points of damage before beginning to crumble and once bricks start to fall there is a 75% chance of a complete cave-in, causing 1D10+6 points of damage, halved if a successful Dodge roll is made.

If fighting goes up the ramp and into the slaughterhouse the remains of various pieces of industrial butchering machinery may prove useful weapons. A number of rusty old meat hooks dangle at a height of about six feet from a track extending almost the entire length of the huge room. The hooks slide along the track, although layers of rust currently hold them in position. More meat hooks lie on the floor amidst lengths of broken chain. On a long table nearby is a dull hand axe (damage 1D6) and a broken bone saw (damage 1D4) caked in years-old blood. An industrial scraping and reaming machine can be set in motion by anyone making a successful Mechanical Repair roll. Shackles lying in a heap of chain on the floor about thirty feet from the ramp can be locked around a victim's leg. When a huge lever (STR 7) on a machine only five feet away from the shackles is thrown, a falling counterweight hoists the shackled victim up into the air and he is conveyed by his own weight down a track and into the blades of the scraping and reaming apparatus. There is a 15% chance that rust will prevent the victim from descending all the way into the blades. If the victim does slide all the way down the force of the impact and the number of blades encountered depend on the victim's SIZ. Calculate 1D4 points of damage for each full five points of SIZ then add one point to the total. Any victim caught up in the machine is immobilized and helpless. Finally, there is always a 10% chance that the rotting wood of the slaughterhouse floor suddenly gives way, or a misstep plunges an investigator's leg through a hole, breaking an ankle.

All the doors of the slaughterhouse are locked and chained on the outside, and all the windows at street level are barred. The main door on the south side of the building leads to Main Street, the large doors on the north giving access to an empty, fenced courtyard with iron gates facing on River Street. A ramp descends from the courtyard into the basement but it is closed by a locked door. The courtyard gates are also chained shut and the weed-strangled rusty iron fence is ten feet high.

Vanquishing Dutch earns weary investigators 1D6+1 Sanity points. Returning the body of Elijah Lavergne to authorities, thereby solving an open case, adds as much as 5% to an investigator's Credit Rating. If investigators show the body of Dutch to authorities they might be able to win a new trial for investigators convicted of the Halloween murders. Ephraim Sprague made comprehensive records of the bite marks found on the victims and Dutch's teeth will match.

THE FIGURINE

The clay figurine is but one of thirteen similar magical totems created by a Yithian-possessed shaman of the extinct Misqat tribe. Each of the thirteen figurines represents a different clan animal, and each enshrines the immortal soul of a sacrificed Misqat warrior-priest.

This figure, found under the basement of Arkham Sanitarium, is the third to be discovered in the Arkham area. The first, unearthed by a grave digger in Old Arkham Graveyard in 1844, depicted an anthropomorphic hawk grasping a small bone in its talons. The second was a deer with bones as antlers, found by a farmer sinking a well. Both figurines are currently on display at the Miskatonic Exhibit Museum, the centerpiece of the only Misqat Indian exhibit in the world.

This figurine is the only one of the three that is undamaged. A physician investigator can identify the bone in the figure's grip as the leg bone of a human child. Washing off the mud and slime, investigators discover a florid inscription on the back of the figurine composed of swirls and curving lines. This is the name of He Who Cries With the Dogs rendered in Misqat writing.

Secrets of the Misqat

ATTEMPTS TO LEARN about the origin and nature of the clay figurine bring the investigators in contact with the lost culture of the Misqat tribe. This mysterious tribe of people were unremarkable Massachusetts hunter-gatherers until a fateful day in the mid-1450s when their shaman was possessed by a Yithian. The Yithian, as part of a rather unorthodox experiment, led a small group of Massachusetts people north to a nameless river valley where they settled and became known as the Misqat. The Yithian had a profound impact on the cultural life of these people, giving them a religion steeped in Mythos elements and magic, and a system of writing based on Yithian that has never been deciphered. The Yithian departed from the shaman's body after five years but not before leading a group of specially trained warrior-priests in a sacrifice ceremony that culminated in the creation of the thirteen figurines and the magical construct that lies beneath Arkham. Over the centuries this same Yithian returned to possess subsequent Misqat



Dutch

THE MALICE PAPERS #13—synopsis and quotes from *The Misqat* monograph

This paper identifies the Misqat as an Eastern Algonquian tribe closely related to the Massachusetts, Abenaki, Mohican, Pennacook, Narragansett, Pequot, Delaware, and others.

An outline of Misqat history tells of three great "schisms." The first, occurring in approximately 1430, was the initial separation of the Massachusetts hunting band who formed the Misqat tribe. A Massachusetts medicine man called He Who Dreams the Great Dream led thirteen clans northward into the Miskatonic river valley, where they became completely isolated from their Massachusetts kin.

The second occurred in 1650, when the missionary John Eliot founded the town of Natick near Boston for the express purpose of converting the Massachusetts indians to Christianity. When the proselytized Massachusetts attempted to introduce elements of Christianity to their estranged brothers in the north, they were quite forcefully, sometimes violently, turned away. Unlike almost all other native American groups, who travelled freely and changed their places of residence with regularity, the Misqat remained entrenched in their chosen homeland, even when European colonists moved into the area.

The third schism occurred forty years later, in 1690. The Misqat, weakened by years of continual conflict with the Massachusetts and with the Iroquois Confederacy, were unable to stem the growing tide of white settlers moving into the area and some Misqat wished to leave the valley. A warrior-priest chief of the Misqat convinced a majority of the tribe to follow him west into the wilderness, where they disappeared, becoming a legendary "lost tribe." The few Misqat who remained maintained their isolation from white settlers, moving away from the expanding town of Arkham but remaining ever nearby, even enduring the outbreaks of smallpox in 1781 and 1837 that decimated other local indian tribes.

The decline of the Misqat began in the late 1700s when the last shaman, He Walks With the Cat, died without leaving behind an apprentice to take his place. The tribe was left without spiritual or political leadership, and without the extensive knowledge of medicinal lore that had contributed so much to their survival. The Misqat culture, stripped of its central guiding force, rapidly fell. The last known full-blooded Misqat indian was taken on a tour of Europe and displayed as a curiosity to anthropological societies in the mid-1880s. He died in London. The book also provides many details of daily life among the Misqat, discussing food gathering strategies, farming practices, social life, military habits, and religio-political institutions. Two particularly interesting excerpts are quoted below.

MISQAT ART

Almost no Misqat art survives. We know that the Misqat practiced sand painting and carved petroglyphs on stone, but no undamaged examples exist. From extant pieces in the possession of surviving Misqat tribesmen it appears that Misqat art was much more decorative and ornamental than that of neighboring tribes. The petroglyphs are covered with many ornamental designs of swooping curves, spirals, and long, graceful lines."

MISQAT GOVERNMENT AND RELIGION

There were two chiefs of the Misqat. One, elected by the tribe, served as the political, or civil, chieftain. The other chief was chosen by the shaman in consultation with the warrior-priests and acted as the war chief and leader of the warrior-priest class.

The Misqat were the only tribe to retain a warrior-priest class beyond the 16th century. The warrior-priests were a dynamic force in the Misqat society. Legend has it that at the tribe's founding in the early 1400s one brave member of the warrior-priest class from each clan of the Misqat gave his life in a ritual sacrifice conducted by the shaman He Who Dreams the Great Dream. Although no other classes existed in any other local indian cultures, other tribes did maintain several select "societies," many of them secret, which served to further trade and the exchange of knowledge.

One of the most important distinctions within the tribe was the clan. The thirteen clans of the Misqat were: the Bear, the Moose, the Beaver, the Raccoon, the Hawk, the Wolf, the Deer, the Cat, the Eagle, the Owl, the Fox, the Crow, and the Serpent. These animals served their clans as totems. A totem, from the Algonquian word for "brother," was a personal deity, and each clan devoted special reverence to its totem animal. Periodically the members of a clan would come together to worship their totem animal by dressing as the animal and calling down its spirit to themselves. The ritual would include fires and dancing as well. The Misqat, like other Indian tribes, believed firmly in the supernatural. They believed in an all-encompassing, all-embracing force, "Manitou," which surrounded them and everything in their lives. They also differentiated between good, or "white," magic, and bad, or "black," magic. Certain tribesmen were considered sorcerers, and were not in favor. According to Algonquian belief a sorcerer casting a spell needed some personal item belonging to the intended target of the spell. The only defense against a sorcerer was to identify him and kill him as quickly as possible. The Misqat periodically killed off nonconformists for such reasons, under the direction of the warrior-priests. Like most Indians, the Misqat were unafraid of death and faced it fatalistically. The Misqat practiced cremation and burned their dead on piers which they built of wood.

Fire was highly regarded by the Misqat for use in rituals. Most Misqat religious ceremonies involved fire in some form. The Misqat also made frequent use of drugs in their religious rituals. They were devotees of the seeds of the Jimson-weed or Jamestown weed plant, which they consumed for its euphoric effects. They attempted to communicate with the "spirit world" on regular occasions, frequently in dreams, or through the use of Jimson-weed.

One ritual combining fire and drug use was a ceremony using the clan totem to contact someone in the spirit world. While under the influence of Jimson-weed Misqat tribesmen would concentrate on totem animal's idol. Thirteen flames were lit and kept burning throughout the ceremony, one for each of the clans of the Misqat. The thirteenth flame, representing the clan from whose totem the aid was being sought, was kep from the other twelve, which were built in an arrowhead pattern. The idol of the totem animal being contacted would be placed near this single fire. A tribesman would beat a drum as they all contemplated the idol, and under the influence of the Jimson-weed, the tribesmen would commune with the spirits.

Dreams were also of great importance to the Misqat. They regularly held a dream festival, and had several dream societies for the purpose of relating dreams to each other and finding meaning in them. The Misqat found ways to increase their capacity to dream, often involving drug use."

shamans, monitoring the progress of his project. The experiment was abandoned in approximately 1770 and the Misqat soon after died out. Perhaps only one or two humans have discovered some of the secrets of the Misqat; to anthropologists they are a cultural puzzle yet to be solved.

The MU Exhibit Museum

The bespectacled curator of the museum, Marshall Soames, is a small, mousy man with a passion for New England Indian artifacts. He is one of the few people in the world with any extensive knowledge of the obscure Misqat tribe. He is a conventional scholar, however, and understands nothing of the Yithian involvement.

The museum stands at 687 W. College Street and is open from 10 AM till 6 PM Tuesday through Saturday. Soames will be quite eager to see a new Misqat figurine, willing to make a special appointment to see any investigator who possesses one. His small office on the second floor of the museum is filled with books of all kinds along with artifacts from various times and cultures: an imposing copy of the head of Michelangelo's David glares intently at visitors from the top of a bookshelf behind Soames' desk.

Soames has no secretary and unless the investigators have made an appointment they will probably not find him in his office. He is usually roaming the halls of the museum, straightening signs and dusting display cases, or restoring some artifact in the museum's small conservation lab in the basement.

Soames can conclusively identify the figurine as Misqat, and with great excitement announces that it is one of only three ever found, and unlike the other two, undamaged. He questions the investigators at length to determine exactly where they found it, stating that the two previous figures were found carefully buried about six or seven feet below the original surface of the ground. If the investigators have not already concluded that the figurine was buried below the sanitarium Soames' observation gives them a chance at an Idea roll. Soames makes every effort to persuade the investigators to donate the piece to the museum.

If questioned about the Misqat, he provides much of the information found in the monograph and the journal article presented nearby (The Malice Papers #13 and #14). Alternatively he directs the investigators to the University library where they can read the articles for themselves.

Soames knows well that no native North American tribe had any form of written communication and greets with barely disguised amusement any suggestion that the "decorative swirls" on the backs of the figurines could be writing, perhaps launching into a spontaneous lecture about Mayan glyphs.

THE OTHER FIGURINES

The two other Misqat figurines are displayed in a four-foot oak and glass cabinet also containing Misqat wampum and pieces of jewelry. Placards describe the Misqat. The figurines are visible from all sides, and both feature similar, though not identical, decorative swirls on the back. The hawk figurine has been severely chipped along the left front side. A Spot Hidden roll reveals that the deer totem is actually in two pieces, the head separate from the rest of the body. Both figurines are marked with inconspicuous identification numbers painted on them. There is no alarm or security system guarding the case, although the building itself is checked regularly by patrolling campus police.

Miskatonic Library

Two pieces of information can be found in the library. An 1881 monograph, *The Misqat* by Boston College professor of American History, Horton Shelby, is tucked away in the anthropology shelves on the third floor. Investigators searching on their own must spend two hours and make a successful Library Use roll to find it. With Soames' referral it takes less than an hour and requires no roll. The book is nearly seventy pages and bound in soft cover. It is reproduced as a synopsis with quotes (see The Malice Papers #13).

The other is in a copy of a journal entitled *Man* published by The International Society for Anthropological Research. Volume 1, copyright 1901, contains a brief article and illustration. Finding it requires four hours and a successful Library Use roll (see The Malice Papers #14).

Preparing for the Ritual

The Misqat ritual described in the monograph can be used to communicate with the spirit of a Misqat warrior-priest bound into the undamaged figurine. The ritual requires the use of Jimson weed, the seeds of which contain a psycho-reactive substance. A Natural History or Occult roll, or consultation with a plant expert, reveals that the plant grows wild in Billington's woods northwest of town. To find and identify the Jimson weed requires a successful Botany roll or a ready reference book. A failed Botany roll of 95-00 indicates that the investigator has mistakenly harvested poison oak, resulting in a nasty rash. Once discovered it takes most of a day to gather enough Jimson for the ritual.

A Pharmacy roll or two hours' research and a Library Use roll reveals that the technical name for the active ingredient in Jimson weed is Datura. It is not a drug with any common medical application and cannot be purchased through standard medical supply houses. There is, however, one man in Arkham with a supply of Datura sufficient for the ritual: pharmacist Edgar Firth.

FIRTH THE PHARMACIST

Firth's pharmacy at 154 E Hyde Street is frequently advertised in the Arkham papers and features a popular soda fountain as well as a full line of health and beauty products. Any investigator making a successful Idea roll thinks of asking a pharmacist about the drug and remembers Firth's ads.

Firth's interest in drugs is not limited to the kind he sells. A frequent user of opium, cocaine, and several other illicit substances, Firth's bathroom medicine cabinet is filled with mind-altering potions of every description, some custom-mixed by the mad pharmacist himself. Although to the general public Firth is known as a responsible and sober citizen, his drug use is not a complete secret. Danny O'Bannion and his men, who keep Firth well supplied with alcohol, know about his predilections, and doctors around town have heard rumors about Firth's habits and his stash of illicit drugs. It is commonly said in some circles that Firth likes to "kick the gong around." Some rumors say that Firth poisoned his wife and daughter, and not without some basis in fact.

If asked for Datura Firth says that it is an obscure and toxic substance and that he has none and does not know where any can be obtained. Actually, Firth keeps a supply of Datura in a labelled bottle on a shelf in his bathroom medicine cabinet among dozens of other bottles.

Firth lives alone on the third floor of an apartment building at 625 Gedney Street, around the corner from the speakeasy where he is a regular customer. Access to his apartment can be gained either via the front door and the central stairs, or by way of the fire escape on the side of the building. Breaking into Firth's apartment is risky: the fire escape is rickety and the neighbors nosy. Any time after 6 PM there is a 70% chance of encountering a drug-crazed Firth in the throes of an hallucinatory experience.

DWIGHT ARCHER

High school student Dwight Archer works for Firth as soda jerk after school each weekday and all day Saturday. The teenage boy has seen his employer under the influence of drugs and has certain suspicions and evidence he could be persuaded to share.

Performing the Ritual

Performance of the Misqat ritual requires each participant to contribute one magic point. Keepers should temper the success of the ritual according to how closely the

THE MALICE PAPERS #14—an article from the journal *Man*

Of notice quite recently in Massachusetts are a pair of important discoveries. They are what appear to be the only known religious artifacts of the Misqat Indian tribe. The two pieces, which date from about 1430 A.D., were unearthed here recently in a happy accident.

Mr. Hamilton Spalding, a farmer living just north of the town of Arkham, Massachusetts, unearthed a clay figurine of a deer while sinking a well on his property here just months ago. He turned the object over to the Miskatonic University which proudly trumpeted news of the discovery.

Weeks later a Mr. Jeremiah Brown came forth with a similar bird figurine. He turned the object over to the university in Arkham as well, revealing that it had been discovered years earlier by an ancestor of his while digging a grave in Arkham's old graveyard. It had been kept as a family souvenir by the Browns, who did not realize its possible significance. When Brown read of the discovery of the other figurine, he decided to show his piece to university anthropologists.

The Miskatonic staff is in a state of high excitement over the finds since authentic relics of ancient Misqat culture are almost completely unknown. The discoveries confirm some of the oral tradition passed down by Misqat, the last of whom died out over ten years ago. The figurines have been firmly dated to 1430, the date of the "first schism" of the Misqat culture, as described by Horton Shelby in his pioneering work on the Misqat. The exact purpose of the figurines is not known, though anthropologists in Arkham believe them to be religious totems, representing clan totem animals. The backs of the figurines feature swirling decorations in classic Misqat style.

The figurines are of clay, approximately eight inches high, weighing a few pounds each. The sculpting is crude, but the forms are simple and clear. The hawk figurine clutches a human bone, taken from the forearm of a child. The deer's antlers are made of human rib bones, also from a child. The children were probably taken from neighboring tribes in one of the standard, if grisly, practices of ancient native New Englanders.

The discovery of these figurines leads to the tantalizing speculation that other such statuettes exist buried beneath the town of Arkham, which was reputedly built upon Misqat holy ground. The two figurines were discovered at approximately the same depth within two miles of each other. There is, of course, no way of knowing whether other figurines might be found, but perhaps another happy accident in the future will bring more to light.

investigators follow the description given in Shelby's monograph and the amount of Datura they consume.

Natural Datura is found in the foul-tasting seeds; Firth's Datura comes in only slightly less flavorful pills. The correct dosage for each investigator is determined by his or her SIZ. For Jimson weed, the dosage is SIZ x2 plus 1D6 seeds. For Datura pills the dosage is SIZ divided by eight, or 1D4 pills, at the keeper's option. Investigators will have to guess the dosages unless they make a Pharmacy roll or can consult with Edgar Firth.

The drug has many effects including euphoria, decreased inhibition, slurred speech, slowed reflexes, and loss of motor control. The higher the dosage, the more severe the effects. Too much of the drug may result in a coma if investigators exceed one pill or eight seeds over their correct dosage. Any overdose has a POT of 2D6+2, against which one must pit his CON on the resistance table or lapse into a coma lasting 1D4+2 days. An insufficient dosage, while causing effects, leaves an investigator unable to communicate with the Misqat spirits.

Using the figurine found in Dutch's lair, the spirit of He Who Cries With the Dogs visibly manifests, coalescing from vapors that begin to swirl around the totem. His appearance is preceded by the whispering of wind, which slowly resolves itself into multiple human voices speaking in a completely unfamiliar tongue. After the warrior priest becomes visible he speaks to the investigators in the Misqat language which, by slow stages, the drugged investigators begin to understand. His voice is disembodied and ethereal.

He Who Cries With the Dogs appears handsome and charismatic. Dressed in an impressive robe of animal skins adorned with feathers, shells, beads, and flowers, his face is painted in dramatic black and white, his piercing eyes glowing brightly. His manner is dynamic, but serene. He radiates self-confidence.

He Who Cries With the Dogs understands the nature of Wrona Bors, and has some idea of the sorcerer's plans. He is aware of the demons that Bors has sent and can explain their intentions to the investigators.

The warrior priest knows that the strange metal amulet Bors used to maintain his disguise still exists, and hints that this amulet, used in conjunction with a spell from the *Synarchobiblaron*, can defeat Bors and put an end to the murderous predations of the two demons.

Although He Who Cries With the Dogs knows all these things and explains them if politely questioned, his primary personal concern is for the restoration of the ancient Misqat construct of which his personal totem is a very displaced part. He and his brothers exist in agony as long as the pattern is disrupted. Until the three unearthed figurines are returned to their original locations, he explains, the warped magical power of the damaged construct will continue to attract the likes of Wrona Bors. The spirit exhorts the investigators to return all three figurines to their rightful places.



He Who Cries With the Dogs

In addition the spirit can, if questioned, reveal the secret of Misqat writing and give some insight into the tribe's true history, although he himself is not fully aware of the Yithian connection.

AFTER THE RITUAL

As the drug wears off the investigators lose their ability to understand what the warrior-priest is saying. He remains visible for a while but soon his image dissolves back into the vapors from which it emerged. The howling of wolves is heard in the distance. The euphoric effects of the drug take 2D4 hours to wear off leaving a ravenous hunger and a migraine headache that lasts for 1D10 hours. Successful completion of the ritual adds two points to an investigators' Cthulhu Mythos skill.

If the investigators attempt to use one of the other, damaged figurines in the ritual the results are somewhat different. Both these spirits are handicapped by the broken figurines. He Who Flies With the Hawks, enshrined in the badly chipped bird totem, has all of the understanding indicated above but he is never intelligible to the investigators, regardless of how much drug they take. When he becomes visible, his image is scarred and ugly, with never-bleeding gashes on his face and chest.

He Who Runs With the Deer, likewise enshrined in a broken figurine, is insane as a result of the damage to his totem. He can do nothing but scream hideously, his physical image never fully materializing. Investigators who contact him through the ritual have no choice but to listen to him scream and watch his melting and reforming shape writhe in agony until the drug wears off, costing each of them 1/1D4+1 Sanity points.

AFTEREFFECTS

Any former patient of the sanitarium who experiences the ritual may remember some or all of what happened on Halloween night. Keepers wishing to explore these memories may find this a convenient opportunity to allow formerly insane characters to recall the awful truth about their roles in the murders.

Since a person's emotions are near the surface while the drug is in their systems these characters are especially vulnerable to any Sanity losses, as much as 2/2D8 points. If Clive participates in the drug ritual he may at long last remember his real identity and the unspeakable horror he witnessed beneath Kingsport at Yuletide in 1922.

New Spell—The Banishment of Yde' Etad

LEARNING THIS SPELL requires twelve hours' time and a roll of INT x4 or less; Sanity cost is 1D3 points. This banishment is effective against most trans-dimensional human or human-like intelligences operating under their own volition, such as Wrona Bors. It is not effective against servitors, hirelings, thralls, or any creature commanded by another intelligence. When correctly performed, the banishment is irrevocable.

This spell must be performed by at least three people. Additional casters add to the effectiveness but the number must be evenly divisible by three. Each participant donates 1D4+3 magic points and loses 1D4 Sanity points.

This banishment works by the destroying with ritual flames the sigil of the intended target. The target's personal sigil is most effective but a substitute can be prepared according to a formula described with the spell.

The spell must be performed in the open air in the middle of the night, ideally in a place of power associated with the subject. The subject's known haunts, its last known location, or its point of entry into this dimension are all suitable sites.The group of spell casters must divide into even thirds. One third remain outside a protective circle while the other two-thirds stand within. Once the circle is inscribed none of the casters may change locations. There can be no traffic crossing the boundaries of the symbols during the lengthy ritual.

Using a mixture of ground silicon dioxide, lime, or magnesium silicate, combined with dried and ground henbane or garlic, the larger group of spell casters inscribes the circle on the ground around them, large enough to accommodate the group as well as leaving room for a fire in the center. As the circle is inscribed, the casters must recite a complicated verse. Then more of the compound is used to inscribe a series of complicated symbols, accompanied at all times by the chanting of various verses.

The spell casters outside the circle then describe a second, larger circle surrounding all. The casters in the central circle then place their personal sigils (which can be simply written signatures) at evenly spaced intervals around the inside perimeter of the inner circle. As each personal sigil is placed that participant must speak his or her name aloud to the heavens. These personal sigils must remain in place until the ritual is completed.The protective circles complete, the casters in the inner circle build a ritual fire upon a grate suspended at least two, but no more than six inches above the ground. The fire must be of moderate size, with a plainly visible, open flame. As the ritual fire is lit, all casters repeat yet another complicated verse. The fire must burn steadily from this time until the sigil is utterly consumed. If the fire flags or dies the banishment fails.

Once the fire is burning steadily the casters within the inner circle throws locks of their own hair and finger or toenail clippings into the flames, accompanied by more chanting. As the smoke from the hair and nail clippings rises, the casters within the inner circle place the sigil of the intended target on the fire. The sigil must be placed carefully so that it is clearly visible to all the spell casters, and it must remain visible until utterly consumed. As it burns the casters within the circle repeat one more complicated verse then remain silent and until the fire dies, an additional 2D10 minutes. The casters may then destroy the circles and are free to move about.

The Synarcho–biblaron

THIS MAGICAL BOOK is locked away on a shelf in the Essex County evidence vault in the basement of the courthouse in Salem. The vault is a large, poorly lit room filled with shelves, secured by a heavily locked steel door. Evidence from all pending cases in the county is kept here, organized by case number and cross-indexed by the name of the judge. Going down the stairs of the courthouse, one sees the vault at the other end of a hallway, a few doors away from license and title offices, a staff lounge, and a janitorial supply room.

Only Essex County officials are permitted to enter the vault after filing paperwork with the county attorney's office and obtaining Sheriff Caleb Hardman's signature. Anyone seeking to remove evidence must present three copies of two separate forms to the guard at the door. The vault is guarded twenty-four hours each weekday by one of three Essex County deputies. From 8 AM till 4 PM Kendall Jameson, 58 years old and very cranky, sits on a stool behind the door eating doughnuts. Jameson always insists on complete paperwork and is completely uncooperative with anyone attempting to get around the rules. From 4 PM till midnight Nick Mannerhoff is in charge. With none of his colleague's fastidiousness, Mannerhoff, 39, sometimes snoozes on the job or steps down to the lounge for a cup of coffee, usually leaving the unattended vault locked, but sometimes merely closed. Somewhat dull-witted, Mannerhoff is easily confused. From midnight till 8 AM young and inexperienced deputy Joseph Wayne mans the door. An officer in training, the 24-year-old Wayne is not yet entirely familiar with the paperwork requirements or the organization of the shelves. He is very afraid of making a mistake. On weekends the vault is unattended but double-locked. The door has a STR of 35. The keys are on a ring in Sheriff Hardman's office.

The *Synarchobiblaron*—along with reams of papers, the butcher knife, and other objects from the sanitarium murders—is stashed away on a high shelf in a far corner of the room. If it was not returned to Clive or the investigators the metal amulet is also here. Finding the items will take anyone unfamiliar with the vault 2D20 minutes and a successful Spot Hidden; there are dozens of similar objects on the shelves which might call for inspection.

Anyone making an official application or polite request to see evidence from the sanitarium murders is told by the guard that the evidence is completely off limits—confiscated by the Federal Government for use in an ongoing investigation. U.S. Marshals, under the command of Lieutenant Edward Brookstone are coming to pick it up. No matter when the investigators learn this, the Marshals are scheduled to show up the next afternoon at 4 PM.

THE FEDERAL GOVERNMENT

Lieutenant Brookstone is in charge of a small subsection of U.S. Naval Intelligence known as P Division. Informally organized during the War to look into certain bizarre occurrences in central Europe, the division is currently investigating bizarre and paranormal phenomena. The details of the Halloween trial attracted the attention of the division and the evidence has been seized as part of an ongoing inquiry into cultist activity.

Brookstone, with his cold piercing eyes, is an intimidating figure and the Marshals that accompany him are well trained. All the paperwork has been done in advance and they arrive in a Navy gray canvas-covered truck with open back. Leaving, Brookstone and the driver occupy the cab while the other three Marshals ride in back with the evidence. They drive south to Boston and here board a military plane bound for Washington.

If the investigators chase after the truck the Marshals are reluctant to fire unless they themselves are fired upon or overtaken. More than likely they stop to question the investigators. Although he is unlikely to admit it, Brookstone has reasons to believe in the possibility of the Mythos. He might be persuaded to help the investigators.

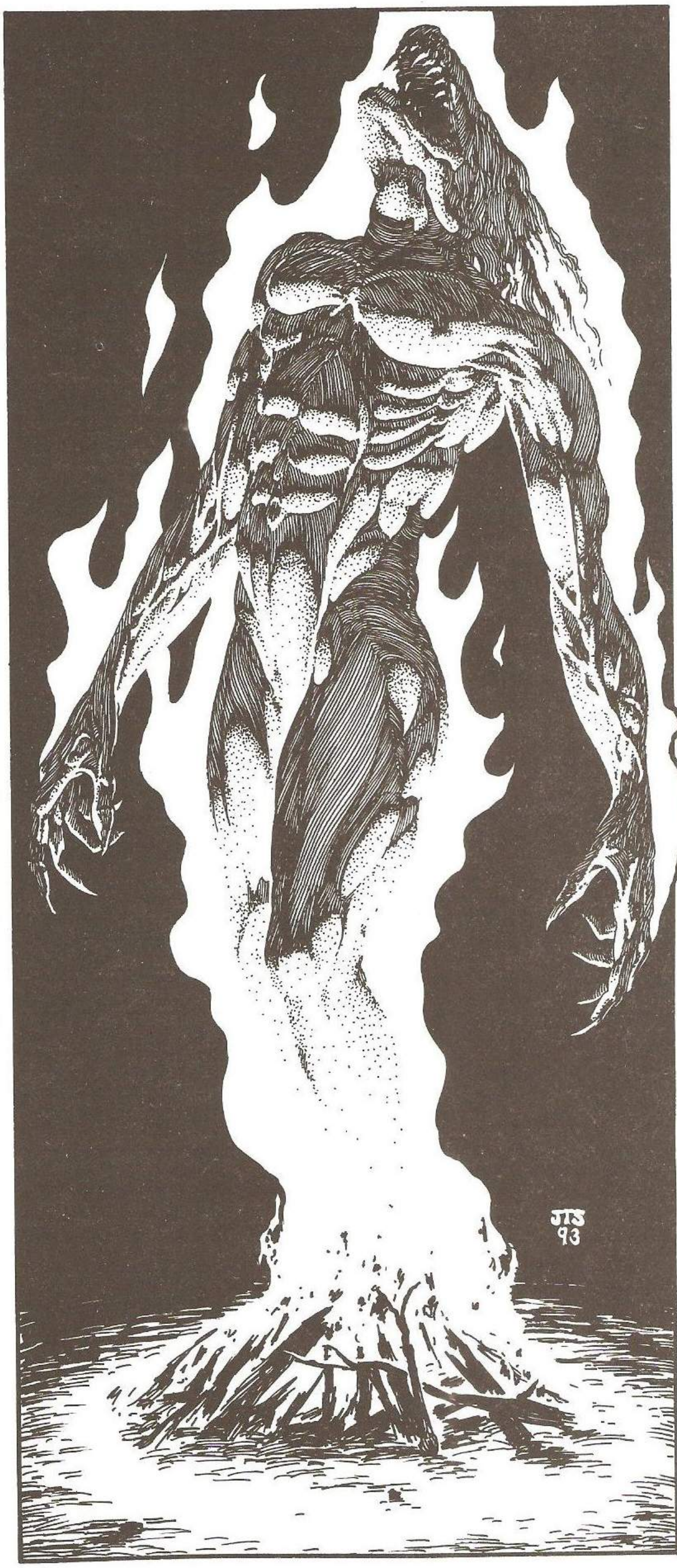
If the investigators manage to enter the vault and steal the evidence they're looking for, the keeper may have some fun by having Lieutenant Brookstone and his men appear just as the investigators are leaving, regardless of what time it is. A car chase with the Navy truck pursuing the investigators can be quite exciting. The truck has a

The Synarchobiblaron

AT FIRST GLANCE this book appears to be an ordinary old leather-bound volume, but it comes from the Dreamlands and is not printed or bound in any conventional sense. It is a magical construct, its material reality a self-maintaining illusion. It is not written in any human language, although anyone who reads it perceives it as being written in his or her own native tongue. The exact nature of its contents differ depending upon who reads it and it assuredly contains far more information than is visible to the untrained eye.

Reading the entire book is very difficult; many of the words have the disconcerting habit of changing form and meaning even as they are read. This tendency is more marked in readers with high POW. Two weeks of diligent study gets a reader through the text, provided he makes four successful rolls in whatever language the book appears to be written in. Once a roll is missed the investigator can read no further. Each successful roll adds two points to a character's Cthulhu Mythos score while diminishing Sanity by 1D3 points.

The fourth and final portion of the book contains the spell *Banishment of Yde' Etad*.



The Destruction of Wrona Bors

maximum speed of 5, 80 hit points, -6 handling, and a 1X acceleration/deceleration.

The Climax

IF THE INVESTIGATORS attempt the *Banishment of Yde' Etad* the Man in Black and the Frenzy appear and attempt to stop them, showing up just as the inscription of the protective circles nears completion. Anyone not standing within the protective circles is vulnerable to attack, the Frenzy striking at will. Meanwhile, The Man in Black begins a spell of his own intended to neutralize the protective circles.

Time is a big factor and if the keeper can devise a way to mark its passage—an hourglass, or a ticking clock—it adds to the tension. The spell cast by the Man in Black is silent but complicated, taking 2D10 minutes to complete. He moves around the outer protective circle inscribing an anti-circle of his own. When complete the circle bursts into flame and the Man in Black walks through the wall of fire towards the inner circle. The Frenzy meanwhile hovers ominously just outside the flames, ready to attack the soon defenseless investigators inside the outer circle as soon as the fire burns out, 3D20 seconds from now. As the Frenzy attacks, the Man in Black casts his spell a second time, attempting to destroy the inner circle. After 1D20+5 minutes his second anti-circle is complete, bursts into flame, and the Man in Black walks through the fire to attack the remaining investigators.

Although persons in possession of the amulet have limited control over the Man in Black, this power is lost once the amulet goes on the fire. The only hope the investigators have is that the sigil of Wrona Bors is consumed by their ritual fire before the Man in Black completes his second spell. Even if the first protective circle is penetrated the investigators in the central circle are still safe, and their banishment still potentially effective, as long as they don't try to run away. If they cross the boundary of their own circle, they are vulnerable to attack and their spell automatically fails.

If the sigil of Wrona Bors is completely consumed before the Man in Black completes his second spell, then the flames of

the investigators' ritual fire leap to a height of twelve feet, scorching investigators in the inner circle for 1D4 points of damage. Out of this column of flame materializes the form of Wrona Bors, an ever shifting vaguely human shape that looks first like the psychiatrist John Ronayne, then like the evil canine monstrosity that was unmasked on Halloween night. From its ragged open mouth issues a roar of agony and despair, and its eyes glint in the roaring firelight. The shape leaps from the flaming column, rushes past the investigators and, consumed in a ball of fire, sails up into the gloom. As the last traces of the sigil turn to smoke the distant light of the burning Wrona Bors is snuffed out amidst the blackness of the night sky.

At the same time, the Frenzy bursts into flames and flies screaming away, leaving a trail of smoking residue.

The Man in Black, however, remains standing, unharmed, at a distance of about twelve feet from the ritual fire of the investigators. He stares expressionless at any survivors for a long moment, then raises his left hand, touches his forehead in a simple salute, and turns and walks away. As he walks away into the night, he slowly becomes transparent, until he can no longer be seen at all.

Rewards

Investigators who survive the onslaught of Wrona Bors and succeed in banishing him earn 1D20+5 Sanity points. It should be noted that while he can never again visit this world, or send demons to do his bidding, Wrona Bors may still haunt investigators in their dreams. And when they do die, he may be waiting for them on the other side, nursing a vengeance that only grows with time.

If investigators succeed in reburying the three Misqat figurines and restoring the ancient magical construct beneath Arkham, award another 1D10 Sanity points each. It won't be easy: finding the exact locations of the original burial sites involves tedious research and expert surveying. It may also bring the investigators into conflict with New World Incorporated, which now owns the land where the sanitarium used to sit.

Investigators who learn the secret of Misqat writing add four points to their Cthulhu Mythos skill, although they will probably be laughed at by linguists and anthropologists alike.

If new evidence regarding the sanitarium murders is produced, such as the teeth of Dutch matched to bite marks on the victims, it may be possible to win a new trial for those convicted of the crimes. Former patients remembering the truth may wish to step forward and set the record straight. At the keeper's option, existing sentences might simply be commuted or, after the helpful intercession of Lieutenant Brookstone, for example, pardons granted by the governor of Massachusetts. If Brookstone can be persuaded to help he does so quietly and the events will not be reported in the papers. Although freed investigators may regain some Sanity, they are unlikely to recover their Credit Ratings right away.

Epilogue

As it's all ending, distribute among the p;ayers, or just read out loud the following handout, The Malice Papers #15, a final article from the *Arkham Advertiser*.

THE MALICE PAPERS #15—story from today's *Advertiser*

NEW SANITARIUM TO BE CONSTRUCTED

Dr. Hardstrom to Head New Facility

ARKHAM—After being debated for three consecutive weeks at Town Council meetings, a new Arkham Sanitarium will be constructed beginning early this summer. The news was announced by E.E. Saltonstall, trustee of the Pickering Foundation which will administer the new facility, and Dr. Eric Hardstrom, who will act as medical director.

The announcement marks the end of much discussion amongst townspeople. Although few have argued the importance of the new facility, memories of last Halloween's terrible tragedies at the old Arkham Sanitarium have made more than a few residents nervous that the new hospital would be located near their homes. Frightened citizens fought vigorously at Council meetings trying to block first one, then another of the Pickering Foundation's proposed building sites—despite Dr. Hardstrom's eloquent appeals on behalf of the sanitarium and the patients it is intended to serve. Through the assistance of Mr. Joel Manton and councilman Willard Potter of Easttown, a compromise site has been secured and generally agreed to.

The new Sanitarium will stand on the east side of Halsey Street between Derby and Whateley Streets. Four adjoining lots have been purchased by the Pickering Foundation for the new construction. Although Mr. Saltonstall has not released details of the financing it is understood that proceeds from the sale of the former sanitarium property on E. Derby Street have been surrendered as part of the purchase price of the land. Construction of the new facility is scheduled to commence in late May.

In his letter Dr. Hardstrom stated that the new facility will have room for 75 patients in a modern environment, and will feature the latest medical designs and technology. It will be the largest institution of its kind in the area.

—by Roberta Henry

Statistics

CAAL ESZRU ILUIETH'TH, the man in black

STR 22	CON 20	SIZ 15	INT 18 P	OW 25
DEX 15	APP 11	EDU 18	HP 25	Move 10

Damage Bonus: +1D6

Weapons: Claw 80%, special (long fingernails used like scalpels in the removal of body parts).

Skills: Sneak 55%, Track 60%.

Spells: Contact/Bind Demon, Shriveling, Death Spell, Create Gate, Voorish Sign, Counter Protection, Implant Fear.

TSG CX AERTH ILUIETH, the Frenzy

STR 54	CON 40	SIZ 25	INT 0
POW 18	DEX 15	HP 45	Move 16

Armor: 20 points of chitin and utter darkness.

Weapons: Claw 95%, 1D10+4D6; Bite 90%, 1D10+5+4D6; Tail Gore 80%, 1D10+4D6; Freeze damage bonus +1D4.

Note: The Frenzy attacks twice per combat round.

Spells: Extinguish Light, Implant Fear, Create Gate

Special Note: The Frenzy is vulnerable to extremely bright light. Pit the STR of the light against the Frenzy's POW on the resistance table. A 500-watt bulb has STR 1. A searchlight has STR 20. Success indicates that the Frenzy is driven away as long as the light is still present.

ARCHIE, local derelict

STR 9	CON 10	SIZ 10	INT 12	POW 8
DEX 12	APP 10	EDU 21	SAN 27	HP 10

Weapons: Fist/Punch 65%, 1D3; Head Butt 25%, 1D4; Kick 30%, 1D6; Baseball Bat 45%, 1D8.

Skills: Bum Cigarette 80%, Credit Rating 15%, Debate 35%, Neglect Personal Hygiene 90%, Persuade 45%, Philosophy 73%, Spot Hidden 65%.

DUTCH, much subdued

STR 10	CON 6	SIZ 13	POW 1
DEX 4	HP 9	Move 4	

Armor: Physical weapons still do only half damage, and impaling weapons do one point of damage to CON

Weapons: Bite 65%, 1D4+1; Maul 45%, 1D4; Hand Axe 20%, 1D6.

MARSHALL SOAMES, museum curator

STR 12	CON 14	SIZ 11	INT 16	POW 15
DEX 13	APP 10	EDU 21	SAN 60	HP 12

Weapons: All at base chance.

Skills: Anthropology 70%, Archaeology 35%, Credit Rating 40%, Misqat Lore 40%, Persuade 25%, Restore Artifact 65% Spot Hidden 35%.

EDGAR FIRTH, drug abuser

STR 15	CON 14	SIZ 15	INT 16	POW 12
DEX 10	APP 12	EDU 18	SAN 39	HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 55%, 1D3+db; Kick 35%, 1D6+db, Grapple 55%; Syringe 66%, special*.

Skills: Botany 40%, Get High 85%, Medicine 55%, Pharmacy 78%.

*Syringes on a tray in the bathroom or elsewhere in the house may be used as weapons. 50% of the syringes contain only air; 50% contain some toxic or mind-altering substance. Each syringe holds 1D20+2 CCs. Anyone injected with 20 or more CCs of air dies horribly within two minutes from an air embolism. Less than 20 CCs of air leads to excruciating pain as the bubbles cut off the blood supply to a vital organ or extremity of the keeper's choice. The pain does not go away until hospital care can be secured for the sufferer. Toxic substances may be up to the keeper's discretion, but figure damage equal to half the number of CCs of the injection. If the combatant wielding a syringe fails his syringe skill roll, no injection takes place, but a roll of DEX x6 or less indicates he was successful at stabbing with the needle. If the fighting gets rough, needles may easily break off under the skin.

DWIGHT ARCHER, soda jerk

STR 16	CON 15	SIZ 16	INT 12	POW 14
DEX 13	APP 16	EDU 12	SAN 68	HP 15

Damage Bonus: +1D4

Skills: Make Great Phosphate 70%, Psychology 35%.

LIEUTENANT EDWARD BROOKSTONE, P division

STR 15	CON 16	SIZ 14	INT 16	POW 17
DEX 12	APP 14	EDU 17	SAN 60	HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 78%, 1D3+db; Head Butt 50%, 1D4+db; Kick 45%, 1D6+db; Grapple 45%; .45 Automatic 75%, 1D10+2.

Skills: Credit Rating 65%, Cthulhu Mythos 15%, Dodge 40%, Drive Automobile 60%, First Aid 50%, Geography 68%, History 50%, Law 35%, Listen 55%, Military Tactics 70%, Psychology 35%, Occult 46%, Sneak 45%, Spot Hidden 57%.

FOUR U.S. MARSHALS

STR 15	CON 15	SIZ 15	INT 12	POW 13
DEX 12	APP 11	EDU 14	SAN 65	HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 75%, 1D3+db; Head Butt 40%, 1D4+db; Kick 35%, 1D6+db; Grapple 45%; .45 Automatic 65%, 1D10+2.

Skills: Credit Rating 45%, Drive Automobile 70%, First Aid 40%, Follow Orders Blindly 65%, Sneak 45%, Spot Hidden 40%.

KENDALL JAMESON, attentive guard

STR 12	CON 13	SIZ 15	INT 11	POW 9
DEX 10	APP 11	EDU 10	SAN 45	HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, 1D3+db; Head Butt 40%, 1D4+db; Kick 35%, 1D6+db; Grapple 45%; Nightstick 55%, 1D6+db; .45 Revolver 45%, 1D10+2.

Skills: Anal Retention 75%, Credit Rating 15%, First Aid 40%, Listen 35%, Persuade 10%, Sneak 5%, Spot Hidden 30%.

NICK MANNERHOFF, inattentive guard

STR 15	CON 12	SIZ 16	INT 10	POW 10
DEX 9	APP 8	EDU 10	SAN 50	HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 75%, 1D3+db; Head Butt 40%, 1D4+db; Kick 35%, 1D6+db, Grapple 50%; Nightstick 65%, 1D6+db; .45 Revolver 55%, 1D10+2.

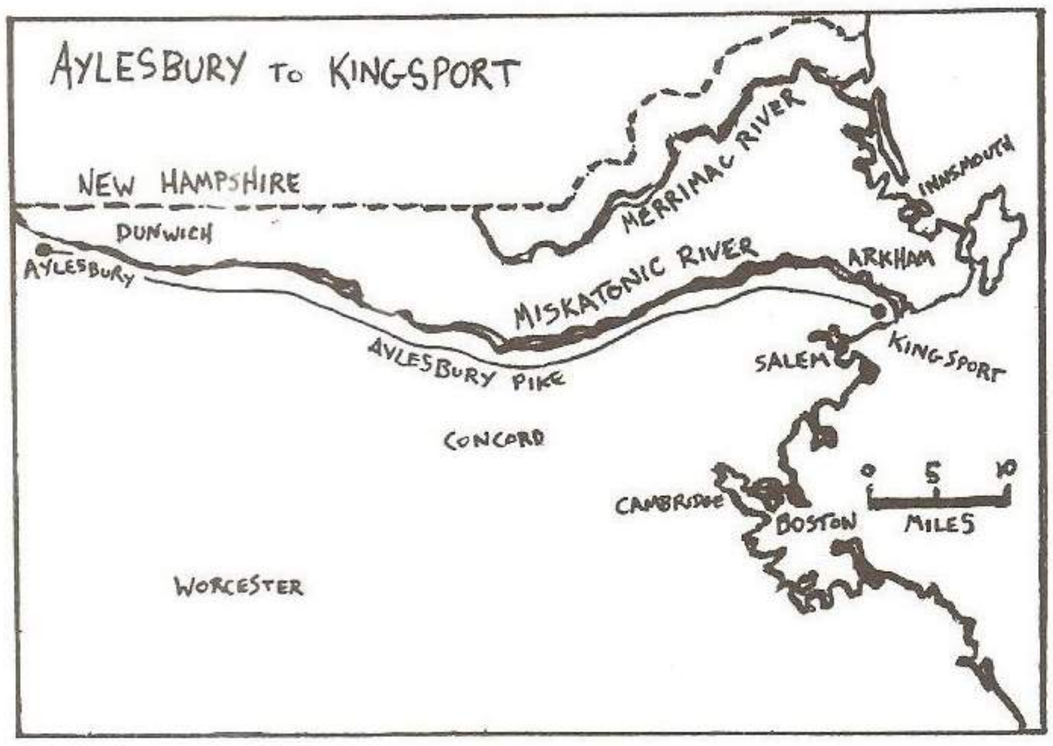
Skills: Daydream 65%, Ignore Correct Procedure 45%.

JOSEPH WAYNE, rookie guard

STR 12	CON 11	SIZ 9	INT 13	POW 11
DEX 14	APP 12	EDU 10	SAN 55	HP 10

Weapons: Fist/Punch 55%, 1D3; Kick 35%, 1D6; Grapple 45%; Nightstick 45%, 1D6; .45 Revolver 45%, 1D10+2.

Skills: File Paperwork 56%, Suck Up to Superiors 60%. ■


AYLESBURY TO KINGSPORT
NEW HAMPSHIRE
MERRIMAC RIVER
INNSMOUTH
DUNWICH
AYLESBURY
MISKATONIC RIVER
ARKHAM
AYLESBURY PIKE
SALEM
KINGSPORT
CONCORD
CAMBRIDGE
BOSTON
0 5 10
MILES
WORCESTER

NEWBURYPORT
PLUM ISLAND
ROWLEY
ATLANTIC OCEAN
INNSMOUTH
FALCON POINT
IPSWICH
ANNISQUAM
ROCKPORT
BOLTON
ESSEX
GLOUCESTER
ESSEX FALLS
CLARKS CORNERS
ARKHAM
BEVERLY
MANCHESTER
MARTIN'S BEACH
KINGSPORT
SALEM
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W
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S
Lovecraft Country
MASSACHUSETTS
0 1 2 3 4 5
MILES
- ROAD
- RIVER
- RAILROAD

Chaosium Inc.
Your Personal Game Company

FICTION

Chaosium is pleased to announce our entry into the realm of fiction. This is a goal which we have long sought. We have released two books of very different natures: *King of Sartar* and *Castle of Eyes*, described below. Look for more titles later in 1993.

CASTLE OF EYES
#6000 **$14.95**

CASTLE OF EYES is fantasy fiction in the tradition of Michael Moorcock, Mervyn Peake, and H.P. Lovecraft. The novel tells the story of Allilole, who wakes from pain-filled dreams to find herself incarcerated in the Castle of Eyes. A shadowy and interminable edifice, its inheritors squabble amidst ruins of decayed grandeur.

Later in 1993 we will release a role-playing supplement based on CASTLE OF EYES.

KING OF SARTAR
#4500 **$14.95**

KING OF SARTAR provides a fantasy-history for a portion of the world of Glorantha, a place of grand scope immense magics. Six Gloranthan scholars reveal their perspectives on the facts, history, and secrets of Prince Argrath's heroic struggle against the invading Lunar Empire. Gloranthan mysteries are revealed here that have never appeared in print before!

KING OF SARTAR builds upon details and background originally published in our memorable **RuneQuest** supplements, while providing a tremendous amount of detail and depth for one of the most popular fantasy settings around.

ELRIC!

ELRIC! is a new heroic, swords & sorcery roleplaying game based on the fantasy novels of noted British author Michael Moorcock. The ELRIC! game will replace our previous STORMBRINGER game. While featuring a similar play-system, ELRIC! is more easily learned and focuses on the heroic mood and dark atmosphere of Moorcock's classic adventures.

The name "Elric" refers to the hero of the stories, the doomed emperor of a jaded people, who rules the Young Kingdoms for more than 10,000 years. During the course of the novels, Elric discovers his place in the world, and constantly strives to thwart the designs which the Lords of Chaos have for the world.



ELRIC!
#2900 **$16.95**

This is the most important book of this game line. It contains everything that you need to play including rules, character-creation instructions, hints, tips, and adventures. You will need to supply dice, pencils, and imagination.

MELNIBONÉ
#2901 **$21.95**

Home of Elric, hero of Michael Moorcock's novels, the Melnibonéans are Dragon Lords and mighty sorcerers with ancient pacts with the Lords of Chaos. Includes background, new magic, and adventures for use with the ELRIC! roleplaying game.

ELRIC!-COMPATIBLE ADVENTURES

The following books were originally created for our STORMBRINGER roleplaying game, now out of print. This catalog announces ELRIC!, our new game based on the novels of Michael Moorcock. You can use these adventures with the ELRIC! game with only minor modification.

ROGUE MISTRESS
#2111 **$18.95**

A high-powered, dangerous campaign aboard a dimension-traveling ship of unknown origin. ROGUE MISTRESS features eight chapters comprehensive listings of new weapons, additional races, illustrations, plans, and diagrams.

SORCERERS OF PAN TANG
#2112 **$18.95**

Evil bad-guys and chief rivals of the Melnibonéans. Includes background, the Pan Tangian variant of demon magic, map and descriptions of the mad city of Hwamgaarl, and adventures.

PERILS OF THE YOUNG KINGDOMS
#2113 **$18.95**

Five individual adventures exploring marvelous, mysterious, and treacherous locales in the world of the Young Kingdoms.

SEA KINGS OF THE PURPLE TOWNS
#2114 **$18.95**

The Isle of the Purple Towns is the mercantile center of the Young Kingdoms and a haven for adventurers. Background, scenarios, and elemental magic expansions.

CALL OF CTHULHU

CALL OF CTHULHU is a horror roleplaying game set in the world of the Cthulhu Mythos, as described by the father of modern horror, H. P. Lovecraft.

CALL OF CTHULHU
#2336 **$21.95**

This book contains a roleplaying system based on the horror stories of author H.P. Lovecraft. It contains everything that you need to play, except dice.

1920S ADVENTURES

The following titles are all set in the era of the roaring twenties, the time when most of HPL's stories were written.

THE GREAT OLD ONES
#2321 **$17.95**

Following the trail of the Great Old Ones, independent adventures take the investigators to New Mexico, Mississippi, New England, and old England. Six different looks at particular Great Old Ones or their influences.

MANSIONS OF MADNESS
#2327 **$17.95**

Five frightening adventures: an aged widower with a frightful secret living in his basement; two brothers struggling for power on a decaying plantation; a sanatorium full of deranged inmates and a murdered staff; a Boston gangster with a terrible secret; and a nearly-empty house with an unwanted basement tenant.

FATAL EXPERIMENTS
#2328 **$18.95**

Three adventures take the investigators to a lavish ball in New York for an encounter with the King in Yellow; to Fantari island in the Mediterranean where evil is afoot; then back to New York where a centuries-old breeding program is being conducted in the sewers beneath the city. Includes information and statistics for unusual weapons of the past and present.

HORROR ON THE ORIENT EXPRESS
#2331 **$39.95**

Our largest adventure pack ever, 12 complete episodes linked to form a relentless campaign set on and along the route of the Orient Express. Includes source information, train car plans, poster, luggage stickers, and over a hundred hours of mystery and horror. Weighs in at 2.3 pounds! Travel in luxury from England across Europe to ancient Constantinople aboard the world's most famous train.

TERROR AUSTRALIS
#2319 **$17.95**

A source book for the Land Down Under. Includes background information, histories, Aboriginal Dreamtime. The three complete adventures include "City Beneath the Sands" which can be merged with MASKS OF NYARLATHOTEP, a large campaign book which is currently out of print. A four-color map of the continent is also bound into the book.

FEARFUL PASSAGES
#2335 **$18.95**

CALL OF CTHULHU investigators are constantly on the move. FEARFUL PASSAGES is a collection of adventures focusing on transportation in the 1920s. Some are designed to whenever the investigators undertake what would be a routine journey, while others are complete adventures in themselves. Background information on passenger planes, motorcycles, automobiles, airships, and more.

THE THING AT THE THRESHOLD

#2339 **$16.95**

A campaign from Arkham to England to the Dead Sea, following the trail of the Thing That Should Not Be. Produced entirely out of house and published by Chaosium.

REPRINTS, 1920S

Classic adventures reprinted from earlier Chaosium publications now out of print. All editions include color plates.

CTHULHU CASEBOOK

#3305 **$19.95**

Nine terrifying adventures. Also includes the Ten Commandments of Cthulhu Hunting, Death Reports, Insta-Plots, and the infamous Sinister Seeds.

CURSE OF CTHULHU

#3306 **$19.95**

Includes the FUNGI FROM YUGGOTH campaign as well as two introductory scenarios never before in print. Visit Egypt, Transylvania, the moon, and the alien library at Celaeno. The "Haunted House" from TRAIL OF TSATHOGGHUA rounds out this package.

H.P.L.'S DREAMLANDS

#3308 **$16.95**

This sourcebook explores the lands beyond the wall of sleep. Lovecraft's cities and villages are explored, and many new monsters are described. Includes a gazeteer of places, four dream-based adventures written for this book, a map of the Dreamlands, and a map of a portion of the Underworld.

LOVECRAFT COUNTRY, 1920S

These books explore the Massachusetts north shore as described by H.P. Lovecraft and include the cities, people, and creatures described in his New England stories.

RETURN TO DUNWICH

#2330 **$18.95**

Explore HPL's accursed backwoods town, the village of Dunwich. Included are descriptions of dozens of characters including the most infamous of the Bishop and Whateley clans. Statistics for Wilbur Whateley and his hideous twin brother are included. A large fold-out map shows the whole of Dunwich Township.

KINGSPORT

#2333 **$18.95**

This book describes Lovecraft's ancient seaside town and its strange relationship to the world of dreams. Visit the Terrible Old Man and the Strange High House in the Mist, or brave the tunnels that riddle ancient Central Hill. Three scenarios introduce investigators to Kingsport and the effect it has on the sensitive, the artistic, and the insane. A large map depicts the town in its entirety.

TALES OF THE MISKATONIC VALLEY

#2334 **$18.95**

Six adventures in settings along the Miskatonic River. Follow a carnival from Arkham to Bolton to Aylesbury; relive the Civil War with a deranged Arkham veteran; join an archaeological team excavating an Indian mound; stalk a serial killer through the misty streets of Kingsport. Includes a large map showing Lovecraft's North Shore and the upper reaches of the Miskatonic River.

ESCAPE FROM INNSMOUTH

#2338 **$20.95**

A complete description of shadowy Innsmouth, the decaying seacoast town whose inhabitants have long bred with creatures from the sea. Save the innocent grocery boy from the clutches of the town's degenerate inhabitants then take part in the gigantic federal government raid staged against the town in the late 1920s. Includes a large map of the town.



ADVENTURES IN ARKHAM COUNTRY

#2342 **$18.95**

This book builds upon the background material presented in the other Lovecraft Country books, providing adventures which take place in or around Arkham, Dunwich, Innsmouth, and Kingsport. These adventures include: "A Happy Family," "The Whore of Baharna," "Bless the Beasts and Children," "The Dark Wood," and "With Malice Aforethought."

1890S VICTORIAN ADVENTURES

CTHULHU BY GASLIGHT

#3303 **$18.95**

A complete source book for Victorian England. Includes a large scenario, "The Yorkshire Horrors."

DARK DESIGNS

#2332 **$18.95**

Explore the occult in 1890s England. Particularly thorough background notes and unusual plots help keep the investigators on their toes. Streamlined investigator creation for the era: owning GASLIGHT is not necessary to use this book.

1990S MODERN ADVENTURES

CTHULHU NOW

#3307 **$16.95**

A source book for the 1990s, this new, revised edition includes information on computers, helicopters, and surveillance equipment. Four scenarios designed for this book allow investigators to explore a dream-research laboratory, a crashed space shuttle, a rock band, and a research submarine.

AT YOUR DOOR

#2326 **$17.95**

A full-length campaign on the west coast of America with a brief visit to Toronto, Canada. Uncover the secret agenda of the Full Wilderness environmental organization and its shadowy links to outrageous biological research projects.

THE STARS ARE RIGHT!

#2337 **$18.95**

Separate, unlinked adventures set in the modern era. A radio telescope detects the presence of an alien body; the murder of a prostitute leads to an encounter with a Great Old One; a trail of mysterious fires uncovers a secret firemen's cult; plus others.

OTHER HORROR TITLES

BLOOD BROTHERS

#2329 **$18.95**

13 one-night scenarios, all based on familiar themes typical of the kind found in B-movies. Explore the land that time ignored, escape from a town infested with the living dead, spend the weekend in a haunted house, fight the mummy, meet an animated scarecrow, track down a vengeful villain, and tangle with nazi shamans. A light-hearted break from the grim world of the Cthulhu Mythos.

BLOOD BROTHERS II

#2340 **$18.95**

They're B-movies, they're bad, and they're back. 13 more scenarios which have more to do with bad horror films than with H.P. Lovecraft. Microwave the popcorn, get your tickets, take your seats, and enjoy such cinematic classics as "The Dead, the Mad, and the Grisly," "Carnival Knowledge," "Chateau of Blood," and many more. Lights! Camera! Sanity rolls!

FIELD GUIDE TO CTHULHU MONSTERS

#5105 **$15.95**

A reference guide to 27 of the most horrible monsters found in the Cthulhu Mythos. Full-color plates by Tom Sullivan.

FIELD GUIDE TO CREATURES OF THE DREAMLANDS

#5107 **$15.95**

27 frightening creatures from beyond the wall of sleep. Features striking full-color plates by artist Tom Ferrari.

KEEPER'S KIT—4TH

[FOR 4th EDITION CTHULHU]

#5108 **$14.95**

The edition number of your CALL OF CTHULHU game appears on a red slash in the upper-right corner of the front cover. This item was designed for use with the 4th edition of these rules.

This KEEPER'S KIT contains a gamemaster screen with many useful charts, a full-color poster, book jacket, sticker, note pad, and scenario.

KEEPER'S KIT—5TH

[FOR 5th EDITION CTHULHU]

#5110 **$14.95**

The edition number of your CALL OF CTHULHU game appears on a red slash in the upper-right corner of the

front cover. This item was designed for use with the 4th edition of these rules.

This KEEPER'S KIT contains a gamemaster screen, weapons summary, Lovecraft Country adventure, Keeper's Bookmark, Selected Beasts and Monsters summary, automobile chase rules, Human hit locations, half-page character sheets, supporting character sheets, and a scale model of the Strange High House in the Mist. Provides instant access to important spot-rules, tables, and reminders from the Call of Cthulhu game.

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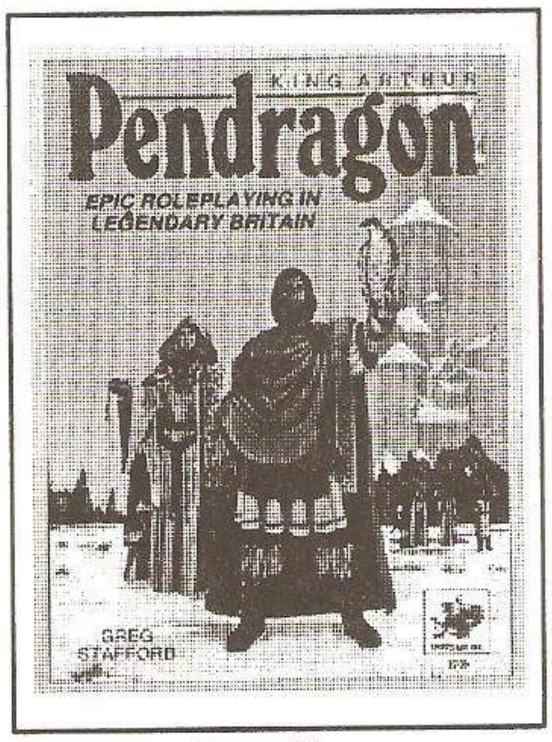
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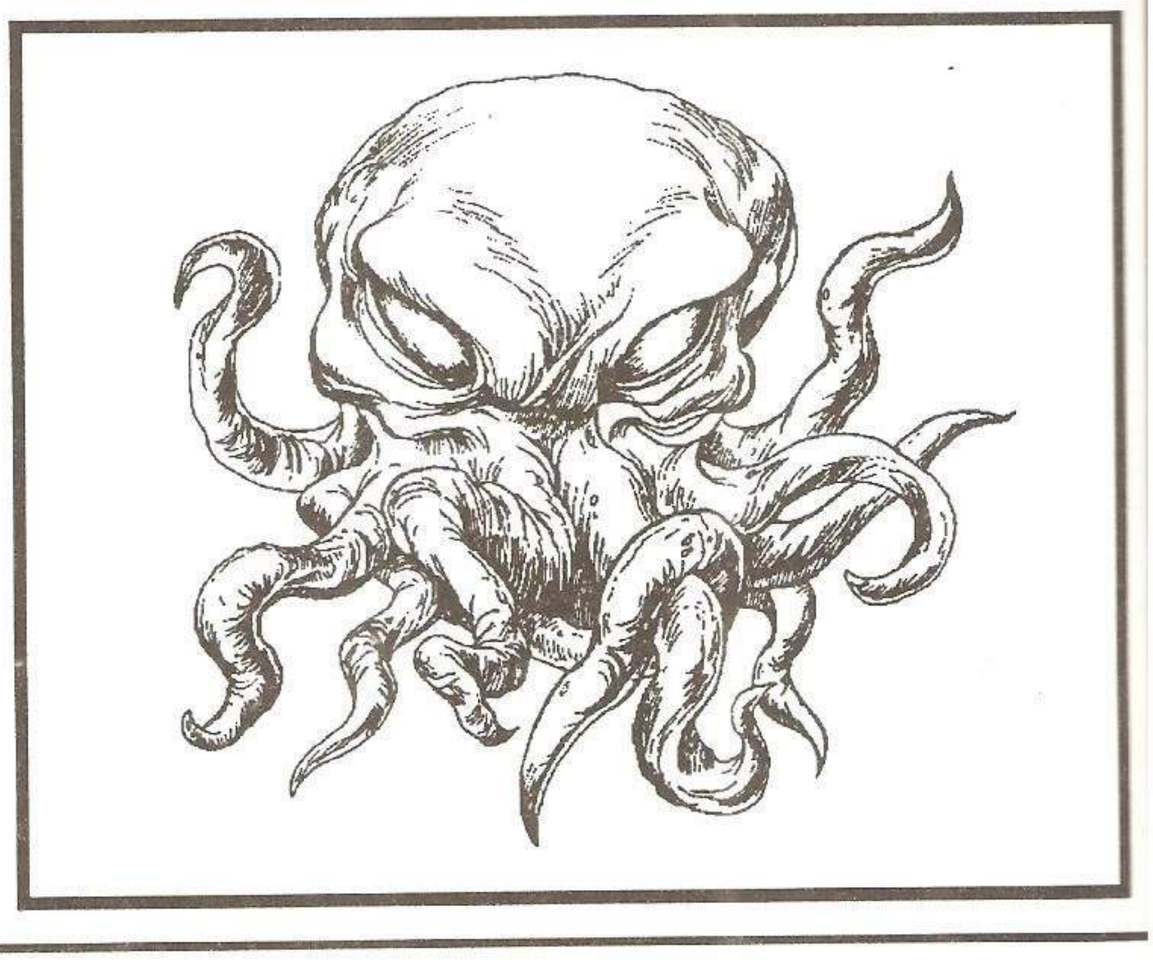
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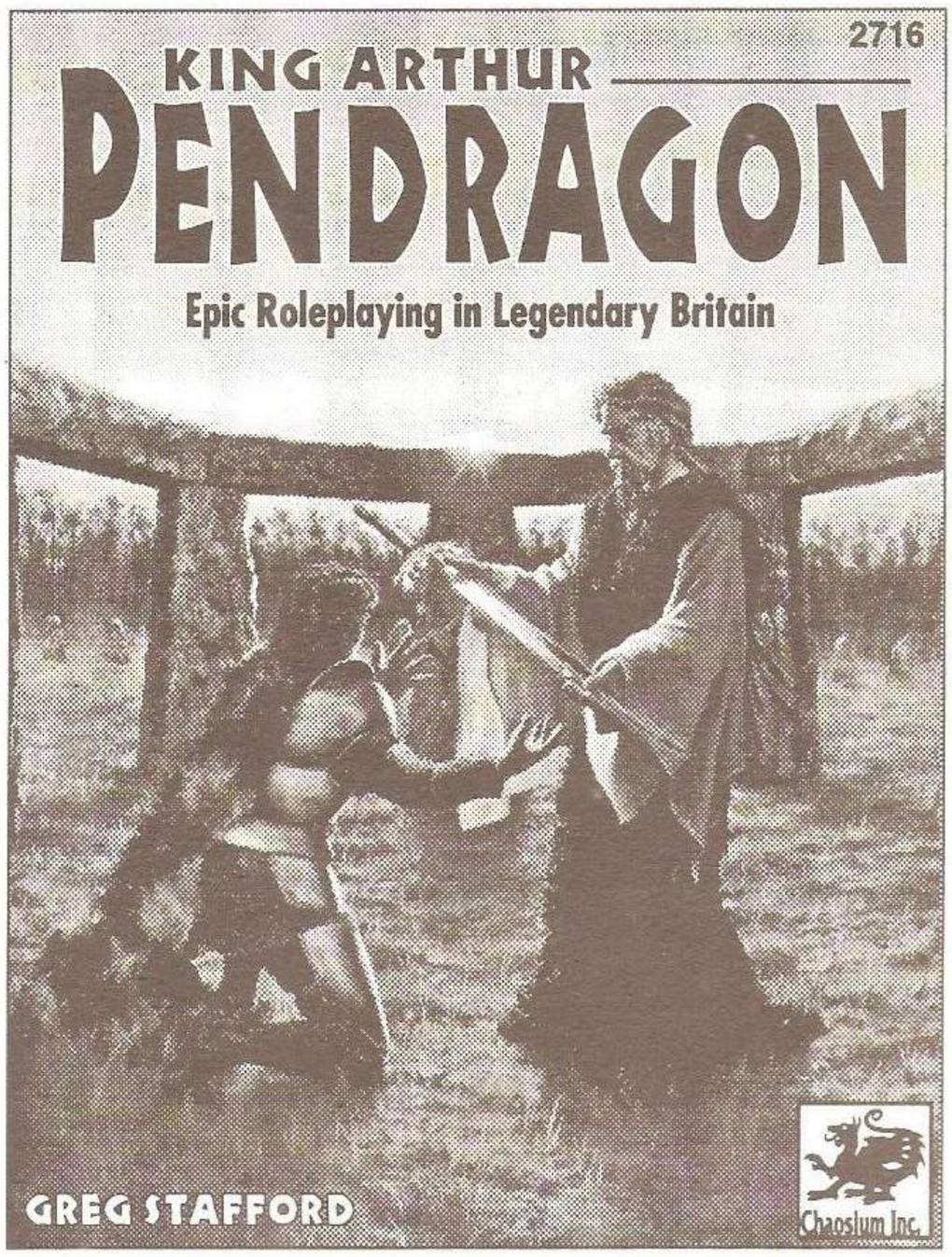
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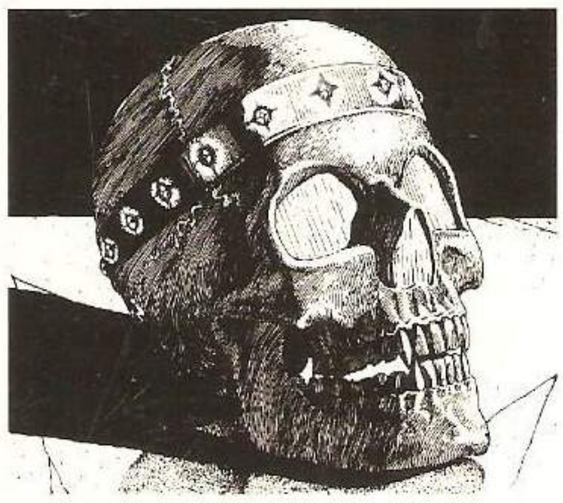
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-- excerpt from the *Daemonigraphia*

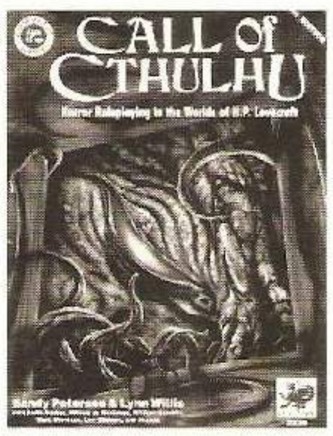
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