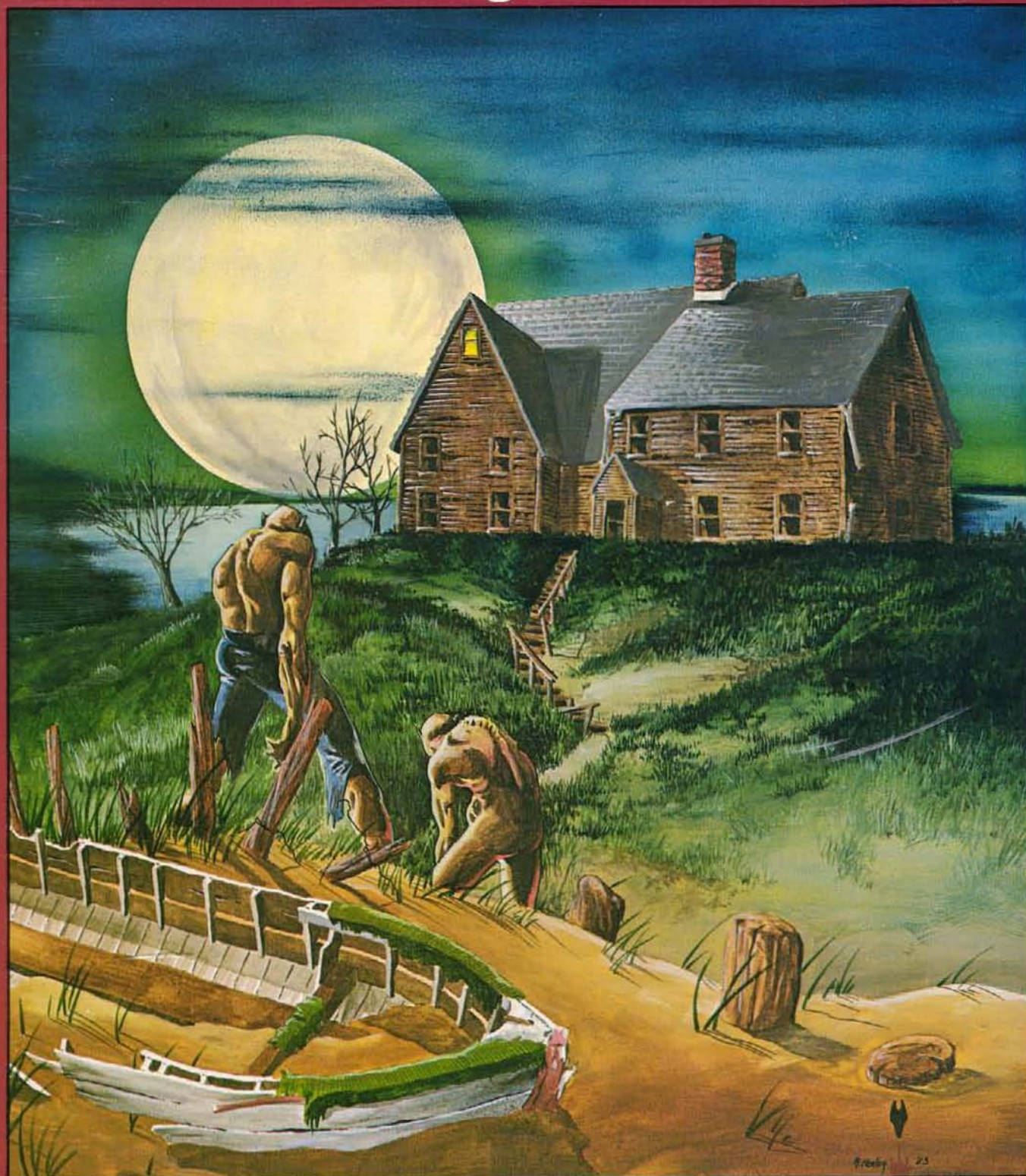


The Horrible Secret of Monhegan Island



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The Horrible Secret of Monhegan Island

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Any resemblance of the names of persons within this adventure Module to persons either living or dead is purely coincidental.

Any rules changes, additions or suggestions contained herein are not to be considered official addenda to the **Call of Cthulhu**® game system. They are optional rules that may be used at the whim of the individual Keeper, or, if essential to correct play of a scenario, may be restricted to that scenario only, at the Keeper's pleasure.

KEEPER'S INFORMATION

Monhegan island is a small island off of the coast of Maine. It was settled by the English in 1692, but remained aloof from mainland affairs throughout the American Revolution and into the nineteenth century. This lack of contact with the outside world has left these people with unusual, disquieting appearances as a result of continual inbreeding. Even today, there is little or no contact with the mainland.

The people who first settled the island were led there by Roger Martinson. The reason given for their departure from England was religious persecution. This can only be found by the players in a book on religious intolerance in seventeenth century England located in the Maine University library. The book doesn't specify the reason for their persecution, but it does refer to their leader as a fellow named "Dark Roger".

Roger Martinson was a worshiper of Father Dagon and Mother Hydra, the two rulers of the deep ones. Martinson was a ship's captain who lost his ship, crew, and sanity in a powerful storm off the coast of Ireland. He was eventually washed up on a beach and was raving and drooling about sea serpents to the people who found him. When he recovered from his two week "illness", he was convinced that he had been saved for a reason. It was his belief that he was to convert as many people as possible to the worship of Father Dagon and Mother Hydra in order to extend the domain of these dieties from the sea to the surface world. He was able to attract a large number of simple and superstitious "fisher-folk" to his twisted beliefs, and it wasn't long before this group attracted the attention of church and governmental authorities in England.

Martinson, at that time, used his considerable personal wealth to gather together his "people" and sail to the new world before the authorities could imprison him. He and his followers landed on Monhegan island on June 15th, 1692. On that date and each year thereafter, at least two human beings (preferably one male, and one female) are given to the deep ones to take to Father Dagon and Mother Hydra.

The actual ceremony begins with two people being entangled in a fishing net and tied to a stone slab. The sacrificial victims are held there while deep ones come ashore and tear them apart. The remains of the bodies are then carried back into the sea by the deep ones, presumably to be given to Father Dagon and Mother Hydra. Over the years, this ceremony would supposedly insure the fisherman a bountiful harvest from the sea.

The Martinson family, year after year, continued to faithfully execute the annual ceremony. Less than 100 years after it began, it was slowly destroying what few young males and females there were on the island. Deeply concerned by the declining population, Richard Martinson (Roger's grandson) decided in 1778 to begin using people from the mainland or "outsiders" as they were referred to by the island's inhabitants. These unsuspecting victims were lured onto the island and then used in the ceremonies. Since mostly loners and outcasts were brought to the island, no one from the mainland noticed their disappearance. This not only preserved the lives of the islanders, but also reinforced their fear and hatred of outsiders. Even today, the approximately two hundred people on the island will refer to the mainlanders as "outsiders" and "meddlers".

The players can find out about this hatred of outsiders by consulting the newspaper morgue in either Bangor, New York City, or Boston. There are several newspaper articles from 1865 and 1918 concerning draft induction riots on the island. Apparently, the islanders hatred of outsiders and refusal to be inducted into the army during the Civil War and World War I, resulted in law enforcement and army units being sent to the island to forcibly take the reluctant draftees. The resulting riots caused casualties on both sides. (See the Library information on page C6 for the availability and time required for obtaining and reading the newspapers).

There is currently, in 1924, only one Martinson left on Monhegan island. His name is Roger (he is the last living descendant of the first Roger Martinson) and he had, until two years ago, never conducted the ceremony. His grandfather Alan, was previously the last of the Martinson's to conduct the yearly ritual. He died before he could pass the proper information on to his son (Roger's father). The book, in which the proper words were written, was in a strange language (Latin), and Alan Martinson was

not even certain which part of the text contained the ceremony.

The loss of the ceremony caused a great deal of fear amongst the fishermen of the island. They feared that their catch would continually decrease without it. However, when one year after another passed without incident, and with substantial **increases** in their catch, the ceremony and their fears were cast aside.

Four years ago, that all changed. In 1920, the catch of fish proved very disappointing. It became much worse in 1921, and several of the residents of the island demanded that Roger (the current Martinson and therefore the caretaker of the ceremony) start it once again. Confronted by the possibility of an angry mob tearing his house down, he hastily agreed.

Roger knew which book his grandfather used (it was kept in a safe place in the bedroom adjoining the master bedroom), but like his father, Roger could not read it. He had to get it translated and took it to the University of Maine to have this done. The professor who agreed to do the translation, Dr. Lawrence Mitchell, had heard of but had never seen a text as strange as this before. He offered Martinson \$500 for the book on the spot, but his substantial offer was rebuffed. Martinson returned to the island with both book and translation two weeks later (twice a year for the last two years Dr. Mitchell has written a letter to Martinson offering to buy the book, but the players won't know that).

There was however, one minor difficulty with the translation. Even though it was correct, there was more of the ceremony in it than was actually needed. While the ceremony was changed to allow the sacrificing of "outsiders" in 1778, it was also altered to delete the need for a young girl from the island to act as a "Nereid" or Sea Nymph in the ceremony. In the original ceremony, a girl from the village was given a drink made from a mixture of herbs which caused her to fall into a trance like state. While in this state she would assist in calling the deep ones out of the sea.

Unfortunately, the trance doesn't wear off. In two or three years, the girls would sicken and die. It was the unfortunate deaths of the young girls acting as Sea Nymphs, that caused Richard Martinson to

exclude their part in the ceremony a century and a half ago. Roger Martinson has now unwittingly reinstated the young girls back into the ceremony. The people on the island either don't remember the old ceremony or don't care. Most are so terrified by the sudden decline in their fish harvests that they will accept anything.

For the last two years, the ceremony has been successful. The two girls who acted as Sea Nymphs were both chosen by Martinson and are now both living in his house (a perquisite of the ceremony). They are quite content to follow him wherever he goes and, due to the effects of the drink, both have a great deal of difficulty engaging in any form of conversation.

The year in which the players get involved in this situation is 1924. In order to acquire the necessary "outsider" victims, the authorities on the mainland were notified on June 2nd of a missing girl. Sara Goodwin (this year's Sea Nymph) was actually hidden in the woods by the islanders. The state of Maine sent a police inspector who, upon finding some pieces of clothing on a beach, concluded that the child had drowned. Even though no body had been found, there was no follow-up investigation. The mainland authorities were as loathe to deal with the islanders, as the islanders were to deal with "outsiders".

As part of the plan, Roger Martinson has contacted mainland private investigators and journalists with the clever ruse that the state police need help to investigate a possible murder. This is an excellent means by which to "hook" a group of players. It also insures the full cooperation of Martinson and a supposedly safe place to reside while conducting the player-characters' investigation.

PLAYERS INTRODUCTION: (Keeper's Use Only)

The player-characters have been hired by Roger Martinson to conduct a murder investigation on Monhegan island. Inspector E. Samuel Hawkins of the Maine State Police determined that the death of Sara Goodwin, on or about June 1st, 1924, was caused by accidental drowning. Martinson is convinced it was murder. He will pay the investigators thirty dollars a day, plus expenses for their investigative talents. He will also provide lodging, since

only his house is suitable for the accommodation of guests.

This agreement is best conducted by Martinson's chauffeur and butler Alan Krebs (the only "outsider" living on the island). He has the use of Martinson's yacht and car, and is thereby able to transport the players to the island.

He will pick them up and take them to the island at twelve noon on June 14th. It is recommended that the players be given at least one day to check out library material about Monhegan island, the Martinson family or whatever. They should also have the day to equip themselves with any other materials that they feel are necessary. Krebs will, as per Mr. Martinson's orders, suggest that the player-characters equip themselves with fishing gear in order to provide a cover for their presence on the island.

Some of the obvious things the players may look for are histories of Monhegan island, newspaper stories relating to the island and possibly anything on Martinson himself. Another angle from which to approach the problem is through the Maine State police. The player-characters may wish to look at the official report on the "incident" or interview Inspector Hawkins, the officer who handled the case. Players have always amazed me with their ability to approach a case from bizarre angles. Anything I have forgotten will have to be "winged" by the Keeper (you knew it was going to be a tough job when you took it). For the details on information obtainable from mainland sources see page C6 in the center pull-out section.

TIME LINE OF EVENTS:

June 15th, 1692 - Roger Martinson and his followers land on Monhegan island and set-up the community that will continue to exist into the 1920's. The first sacrifice to Father Dagon and Mother Hydra was conducted the night of the landing.

April 1st, 1865 - Newspaper article in the **Bangor Express, Boston Globe** and the **New York Time** concerning draft riots on Monhegan island. Casualties were suffered by both islanders and law enforcement authorities.

May 5th, 1894 - Alan Martinson dies suddenly at the age of 48. He does not pass on the secret of the ceremony to his son, Roger. The ceremony is forgotten, and the book which contains it remains closed in the Martinson house.

May 31, 1918 - Newspaper article in the **Bangor Express, Boston Globe** and the **New York Times** concerning draft riots (again) on Monhegan island. Casualties were again suffered by both sides.

1920 - The catch for the fisherman of Monhegan island falls off dramatically. Concern grows amongst the inhabitants of the island.

1921 - The fish catch is even worse than the year before. The people on the island tell Roger Martinson that he must resume the ceremony, or it will mean the death of everyone. Faced with the possibility of being sacrificed by the islanders, Martinson agrees to resume the ceremony.

June 15th, 1922 - The ceremony is successfully concluded. Angela Blackwood the girl from the island who takes the role of a sea nymph at the ceremony, is afterward found to have lost all of her will power and her "sense of self". This doesn't bother Martinson, and he takes the girl back to his home (as per the instructions in the ceremony).

June 15th, 1923 - The ceremony is once more successfully concluded. Once again, the girl who took the role of sea nymph (Brandy Collier) loses her will power and sense of self. The catch of fish from 1922 **increased** dramatically. The fishermen and people of the island are very happy. Everyone is looking forward to next year's ceremony.

June 1st, 1924 - No suitable outsiders have been found for this year's ceremony. In desperation, Martinson puts a plan into action in order to draw someone to the island. Sara Goodwin is sent off to hide in the woods on the island, and mainland authorities are notified that she is missing.

June 3rd, 1924 - Inspector E. Samuel Hawkins of the Maine State Police arrives to conduct the investigation. He finds the islanders to be odd, and very secretive. The piece of clothing belonging to the girl, which he finds on the beach, only heightens his suspicions. Without a body, all he can do is file the case as "missing and presumed drowned." He tells

Martinson of his findings, and Martinson suggests that some private investigators be hired from the mainland. Martinson will pay their expenses and put them up at his home. They can cover their reason for being on the island by claiming to be "old friends of the family here to do a bit of fishing". Martinson assures Hawkins that the islanders will never know the difference.

June 12th, 1924 - Hawkins returns to the mainland and contacts some suitable investigators (the player-characters). They are informed that they will meet Roger Martinson's "man servant", Alan Krebs, on June 13th (a suitable place for the meeting should be decided by the keeper).

June 13th, 1924 - Alan Krebs meets with the investigators (player-characters) at 10 o'clock in the morning and offers them thirty dollars a day, plus expenses, to investigate the disappearance (and possible murder) of Sara Goodwin. He instructs them to meet him at slip no. 2 of the Bristol Marina by 12 noon on June 14th.

June 14th, 1924 - Alan Krebs meets with the investigators and takes them to Monhegan island on Roger Martinson's yacht.

June 15th, 1924 - The ceremony begins at 11:50 p.m. that evening. The players have that day, and the previous day and evening to conduct their investigation of the island.

N.P.C.'s:

E. Samuel Hawkins State Police Inspector Age 45

STR 16 CON 12 SIZ 14 INT 13 POW 9
DEX 11 CHA 9 EDU 12 SAN 45 HP 13

Skills: All at basic % except - First Aid 60%, Law 85%, Library Use 35%, Listen 75%, Spot Hidden 55%, Track 35%, Drive Auto 35%, Move Quietly 45%, Fast Talk 80%.

Weapons: .38 revolver 70%, 1D8+2. Fist 70%, 1D3. Kick 45%, 1D6. Grapple 50% (subdue).

Damage Bonus/Penalty +1D6

E. Samuel Hawkins has been with the state police

for eighteen years. The last time he was on Mohegan island he was a Sergeant in the State Police, it was in 1918, during the draft riots. He didn't like the islanders then, and he doesn't like them now. He is an honest law enforcement official who tries to do his best. The investigation of the missing girl, Sara Goodwin, was difficult because no one on the island would talk to him. He felt sure that she had been murdered (and the body was probably dumped at sea), but he was unable to prove it. He appreciates Martinson's concern and has no suspicions as to his real motives.

Alan G. Krebs Butler/Chauffeur Age 27

STR 12 CON 13 SIZ 10 INT 11 POW 13

DEX 13 CHA 9 EDU 10 SAN 65 HP 13

Skills: All at basic % except - Speak Polish 75%, Listen 50%, Spot Hidden 45%, Drive Automobile 85%, Mechanical Repair 70%, Operate Power Boat 65%, Pilot Aircraft 30%, Pick Pocket 40%, Sing 35%.

Weapon: .38 Revolver 35%, 1D8+2. Switchblade 40%, 1D4.

Damage Bonus/Penalty —

Alan Krebs has bummed around the country working at odd jobs since he was 20 years old. He has never been convicted of a crime, although he has had a few scrapes with the law. He met Martinson several years back in Bangor. Martinson was having a book translated at the University, and Krebs was driving a cab. Krebs gave Martinson a couple of rides back and forth to the University. Martinson was so impressed (he had never been in a car before) that he bought a car and offered Krebs the job as his driver. It didn't matter to Martinson that the only road on the island was less than one mile long (or that it was mud during most of the spring and summer). Krebs accepted the job mainly because Martinson paid more than the cab company did and Martinson owned a powered yacht which he could use. Krebs thinks his boss is a bit of an "odd ball" and that the islanders are "weird". As long as he is paid well and doesn't have to deal with the island people, he is happy. He is **unaware** of what goes on at the ceremony on June 15th. As long as he is Roger Martinson's servant, the islanders will never consider using him as a victim in the sacrifice.



0 5 10 20 30 40 50 60 70
Rand-McNally's Concise Map of Maine.
Copyright by Rand-McNally & Co.

WELCOME TO MONHEGAN ISLAND!

For a map of the island, see pg C2

The players will arrive on the island at approximately 1:00 p.m., on the 14th of June. They will see the docks and wharf area and many fishing boats. Some men will be up on the docks clearing and repairing nets, while others will be working on the wharf with the catches of the day. Krebs will maneuver the boat into its slip and secure its lines. He will then escort the investigators up to the wharf, past the fishermen, and to Martinson's car (a 1921 Packard). The player-characters will notice that every one of the fishermen will stop what he is doing and stare at them malevolently. Krebs will take no notice of this and will continue to load the car with the player-characters' luggage.

As the players get into the car and Krebs begins to drive away, the players should get the chance for a History roll. If any of them make it, they should be told that the architecture and construction of the buildings and wharf are authentic early 18th century. That is to say, there are buildings which have been recently built (within the last twenty years) that appear to have not only the same architectural style, but the same construction techniques of those which are far older (no one on this island has learned or developed any new methods of construction in over 250 years!). If none of the players make a History roll, merely describe the architecture as colonial or "quaint". Let them puzzle out the reason why the buildings are that way on their own.

Some of the buildings, which they pass as they are driven through the village, are: a fish market, a pub (The Fish Tale), several small houses, and what appears to be a general store. They are all in moderately good condition. The people out on the street will look up from whatever they are doing and stare at the car as it drives by. They will then go on about their business. If any player has Anthropology or Biology as a skill, they should make a roll on that skill. If they make the roll, they should be told that some of the people look as though they could be the result of several generations of in-breeding. If no one makes the roll, or if no one has either of those skills, just mention that there is something odd about

the appearance of these people, but they can't put their finger on just what it is.

As the car leaves the village, the road, which was bumpy at best, now becomes rutted and pot marked. The bumps and holes put a severe strain on the suspension of the Packard (not to mention the hindquarters of its passengers). As Krebs fights to keep the car between the ruts, the players will notice a few single homes, on either side of the road, clustered in groups of threes and fours. Around the homes are farmfields. Because of the small size of these plots, it appears that they are only used to produce food for the family's basic needs. A few men and women can be seen working these fields.

At this point the Keeper can either have the characters make an Idea roll, or simply tell the players the following information. There does not seem to be any modern devices of any kind anywhere. The car they are riding in seems to be a rather strange and anachronistic item on this island. The only other means of transportation seems to be the horse and wagon. It looks as though life here has changed very little since colonial times.

As you continue along in the car, there appears to be very little change in the contour or elevation of the land in the fifteen minutes it takes to reach Roger Martinson's home. The reason the drive takes so long, is because of the poor condition of the road. The Martinson house is much larger than any of the others, but it is of the same colonial American style. It sits far away from the other smaller houses and is blocked off from their view by several groups of trees. It is also sitting slightly higher than any of the other homes.

Krebs stops the car and gets out to open a wooden gate which blocks the road leading up to the house. After he pulls the car in the drive and stops (getting out again to shut the gate), the players will be able to see the grounds. They are well cared for near the house and progressively more overgrown farther away from the residence. The house itself is a two story, stone structure in fair condition (the badly weathered wood trim looks as though it could use a coat of paint). It also has what appears to be a slate roof. After Krebs pulls the car up by the front door, he motions for you to follow him. He walks up to the front door, opens it, and says that Mr. Martinson is expecting you.

THE MARTINSON HOME:

Entrance Hall: The front door opens into the Entrance Hall. It is a large rectangular room with a very high ceiling. At the end opposite the front door is a flight of stairs leading up to a balcony and the second floor.

The room is sparsely furnished with a wooden bench on either wall and a very old sofa against the stair case. There are tables next to the benches and sofa and candle holders on each table. There are **no** paintings or decorative art in the room. Hanging from the ceiling (connected by ropes to the corners of the room) are two brass chandeliers. These can be lowered by ropes, their candles lit, and drawn back up to the ceiling. Each chandelier holds sixteen candles.

The Smoking Room: There is a door on the left wall of the Entrance Hall which leads into the Smoking room. This room contains more comfortable furniture than the Entrance Hall. There is a love seat, and two stuffed chairs in the room. There is also a wooden rocking chair directly across the room from the other two chairs. There are also several tables in the room, each one holding a two or three stick candelabra. Roger Martinson will often relax in this room after dinner.

The Reading Room: The opening in the south wall of the Smoking Room leads into the Reading Room. On the east wall is a massive bookcase running the length of the wall. Most of the volumes in it are very old and are on a wide variety of topics. The last person to add any books to the collection was Alan Martinson, Roger's grandfather. Roger and his father were never too keen on reading and so, the most recently printed book in this house was published in 1893.

The players will most likely wish to browse through the library and Martinson will encourage them to do so. He knows that the one book which could even remotely do them any good is safely locked away in the bedroom adjoining his bedroom. He will give them full run of the reading room for as long as they wish. What he doesn't realize is that there are a few Cthulhu Mythos books in the book case that are quite valuable.

The problem for the players is finding these valuable books. With close to 800 volumes packed into the bookcase, it could take a considerable time to locate anything of interest. I suggest rolling a character's Spot Hidden skill every hour the character spends pulling out books and opening them to the title page. A successful roll by the player means his character has found one such book. A fumble by the player means that he ignores one of the valuable books, and it is removed from the list of those yet to be found. (If there is more than one player looking, a "fumbled" text can't be found by either of them). Each book that is found has a reading time (see page C7 for details and times). The reading time is the amount of time the character must spend with the book to get anything useful from it. Of course, the character can only understand the book if he makes his language roll. Even if he fails his language roll, he still must continue to read the book for the allotted time (he just doesn't get much from it when he is finished). To keep players interested in reading the text, the language roll should be made **after** the allotted time for reading the book is completed. As per the rules, spells should only be gained after a full **week** of study. Cthulhu Mythos can be gained **immediately** after a successful reading.

There are six books which are of any significance to the characters (that is unless they like reading Homer or Tacitus). Three of the books (**De Vermis Mysteriis**, **Unausprechlichen Kulten**, and **Pnakotic Manuscripts**) are useful in the information they contain about the Cthulhu Mythos. The other three (**Mallus Malleficarum**, **Occultus Deus**, and **Druidic Culture in Albion**) will add a varying percentage to the character's Occult Knowledge skill. This increase in Occult Knowledge skill is gained as soon as the character completes a successful reading of the book. There is no sanity loss from the latter three books.

There are no secret panels or doors in this room and nothing is hidden behind the bookcase. The books are distributed randomly throughout the bookcase with no consideration for topic or author. The other contents of the room are: three stuffed chairs, three tables, two oil lamps and a three stick candelabra.

The Dining Room: The other opening (doorway) in the Entrance Hall leads to the Dining Room. This is a spacious room with a large table, eight chairs and a

walk in fireplace against the east wall. There is a serving table against the north wall and a china closet and silverware cabinet against the south wall. Another brass, sixteen stick chandelier is suspended from the center of the ceiling. The silverware and china are both very ornate. If there is an antiquarian amongst the investigators, he would be able to place them as being early colonial (circa 1690) diningware. There is a pair of sliding doors on the north wall that lead into the Kitchen.

The Kitchen: The Kitchen can be entered from the sliding doors that lead in from the dining room. The only other entrance to this room is from the outside. There is a door that leads from the outside, into the kitchen on the north wall of the house. The kitchen has a cast iron stove on the east wall as well as storage cabinets and a large storage closet. There is a table and two chairs against the west wall which has various and sundry cooking implements hanging above it. There is nothing hidden or unusual in the kitchen.

The Second Floor: The stairs on the north wall of the Entrance Hall lead up to a balcony on the second floor. There is a wooden railing which runs the length of it. The balcony overlooks the first floor Entrance Hall. There is a door at each end of the balcony.

Bedroom One: The door which opens toward the west wall of the house leads into Bedroom Number One. Directly across the room from the door is a wardrobe, which is empty when the players are shown into this room. There is a double bed against the east wall with night stands on each side of it. There is a three stick, pewter candle holder on top of each one. All of the drawers are empty. There is a fireplace on the west wall. To its left is an empty dressing table and chair. There is nothing hidden or unusual in Bedroom Number One.

Bedroom Two: The door on the south wall of Bedroom One opens into Bedroom Two. There are two single beds against the east wall with a night stand next to each one. There is a three stick pewter candle holder on each one. On the west wall, to the left of the window, is a triple dresser with a mirror. The dresser is empty, and there is nothing behind it or the mirror.

If the players should look under the bed nearest the window, they will find a newspaper **The Bangor Express** covered with "dust balls" and dated June 13th, 1923. It was left behind by one of last year's victims. He had dropped it on the floor before going to bed. In a rush to leave the room the next day, he kicked it under the dust ruffles of the bed. When the room was "cleaned up" after the ceremony, it was overlooked. To locate the paper, the players must specify that they are looking under the bed. The newspaper **cannot** be found with a Spot Hidden roll.

If the players look behind the triple dresser, they will find a lipstick. It is dried out and brittle and the container is discoloured. Once again, it was left behind by one of last year's victims and overlooked in the clean up afterwards. This too can be found by the players only if they specify that they are looking behind the dresser. It **cannot** be found with a Spot Hidden roll.

Master Bedroom: The door which opens at the east end of the balcony leads into the Master Bedroom. The players **cannot** normally get into this room as it is kept locked by Martinson. The Keeper is on his own as to how to handle P.I.'s with Lockpick skills or sets of skeleton keys (remember, these locks are 200 years old and are somewhat easier to "pick" than contemporary locks).

Directly across from the doorway on the east wall is a wardrobe. It is filled with very expensive and well tailored clothes. The labels indicate that they were bought from a shop in Bangor (Carson's Men's Wear). There is nothing else unusual in the wardrobe. There are two stuffed chairs in the room and a triple dresser against the south wall. The triple dresser contains two drawers of male clothing and haberdashery, as well as one drawer of women's clothing. These clothes are of the homespun variety with the exception of one fancy dress with a Montgomery-Ward label on it. This gown belongs to one of the two female occupants of the house (Brandy Collier). There is a nightstand at either side of a king size bed which is against the west wall. Each night stand has a six stick, pewter candle holder on it. There is also a very ornate oil lamp on the dresser. There is nothing else unusual in this room.

Bedroom Three: The door on the south wall of the Master Bedroom leads into Bedroom Three. This is the **only** entrance to this bedroom although the door is

never locked. This bedroom is normally occupied by Angela Blackwood. There is a wardrobe, which is filled with women's clothing, in the south-east corner of the room. These clothes also seem to be of the homespun variety with the exception of one dress which has a Montgomery-Ward label on it. There is a night stand next to the bed against the west wall. On the night stand is an oil lamp made of rose colored, cut glass and pewter. Above the bed is a landscape painting with a sconce and candle on either side. On the north wall is a dressing table and chair.

There is one unusual thing in this room; the landscape painting that hangs above the bed. It should seem unusual to the players simply because it is the only painting in the entire house. If the players catch on to this and remove it from its hook, a successful Spot Hidden roll will reveal a very fine seam in the wall within the area normally covered by the painting. This is a door to a secret compartment in the wall. There are only two ways to get into this chamber. One is by brute force; taking an axe and chopping through the wall area behind the painting. The other is by finesse. To open the wall up by finesse, the players must move the sconce on the wall to the left of the painting, in a clockwise direction. A successful Spot Hidden roll means that the character noticed the left sconce was off center of the painting. The weight of the painting (it has a heavy frame around it) will pull the opening in the wall downward revealing a secret compartment. If the painting has been removed before the sconce is rotated in a clockwise direction, the wall will not open (due to the lack of weight normally supplied by the painting). A successful Listen roll at the wall will reveal an audible click when the sconce is turned. The players may realize at that point that a latch has released more, and by pulling at the hook, the secret panel will open. A character with average strength can easily pull the panel down to reveal the wall compartment.

Within the compartment is a book with a nameless, black binding. It is written in Latin and has a red satin book mark inside it. The page marked with this satin strip contains the ceremony in its original text. Also found in the book are two folded and type written pages of the same ceremony translated into English. In a manila envelope beneath the book is a complete typewritten translation of the book.

The book itself is an unknown and untitled Mythos text, either found or written by the first Roger Martinson

over 230 years ago. It adds 12% to Cthulhu Mythos in the Latin version and 8% if the English translation is read. It has a X3 spell multiplier in the Latin version and a X2 spell multiplier in its English version. Both versions do 2D8 sanity damage. (For a brief excerpt from the ceremony, see page C7).

Third Floor Attic: In the ceiling of the balcony hallway, there is a panel that pulls down to reveal a set of stairs that lead to the Third Floor Attic. This is the room assigned to Alan Krebs. Since there were no servant's quarters in the house, Martinson had the attic cleared out and then added some furniture to make a room for Krebs. While it is not the most appealing room in the house, (and it only has a six foot ceiling) it is comfortable, and Krebs has no complaints about it. The access panel from the second floor hallway has no lock on it. There is a bed against the west wall with a night stand next to it. An oil lamp sits on the night stand. Against the east wall, across from the night stand is a four drawer dresser. The clothing inside is much more contemporary and bears labels from shops in Bangor, Boston and New York. There is also a wooden chair in the room near the east wall.

In the south-east corner of the room is a tarpulin covering what appears to be some boxes. They are empty sea chests that were brought by the deep ones to the various Martinsons living in the house over the past 230 years. The players can make out what appear to be names of sailing vessels in English, French, and Spanish. There is also an empty strong box removed from a German U-boat sunk off the coast of Maine in World War I. All the chests are empty and their locks have either been broken or removed. (Also see the description of the Root Cellar).

The Root Cellar: The outside cellar doors lead down four rotted steps into the Root Cellar. On first sight, there seems to be very little of interest. Broken pieces of furniture and wood litter the floor. A broken mirror leans against the east wall. If the players search along the west wall, they will see a broken sea chest from the eighteenth century with the name **H.M.S. Ranger** on it. The wood is rotted through and due to the cracks, players will see something shiny inside. The chest is filled with gold and silver, as are the other three chests (which have the names of Spanish and French ships on them) in this area of the Root Cellar. They were deposited here by the deep ones as a sort of "payment" to Martinson.

On the west wall is a hole in the floor approximately three feet in diameter. It slopes away from the house at about a 25 degree angle (if an investigator steps into by accident he won't fall very far). If a Listen roll is made, what sounds like water lapping on a shore can be heard. This "tube" leads out to the sea. If an

investigator is crazy enough to crawl through it, he will come to water after a crawl of about 500 feet. The investigator is also about 150 feet beneath the surface of the island and the surface of the ocean. There is nothing more of interest in the Root Cellar.



THE OCCUPANTS OF THE MARTINSON HOME

Alan Krebs — see page 6 for stats.

Roger Martinson Age 35

STR 16 CON 12 SIZ 14 INT 13 POW 9
DEX 11 CHA 9 EDU 12 SAN 45 HP 13

Skills: All at basic % except - Track 35%, Oratory 45%, Fast Talk 80%.

Weapon: Fist, Kick, Etc. at Basic % — Whip 95% 1D3. (see page C1)

Damage Bonus/Penalty _____

Roger Martinson is the leader of the people on Monhegan island. His distant ancestor of the same name started the worship of Father Dagon and Mother Hydra. While the first Martinson was zealous in his worship of these beings, his descendants became increasingly less so. The current Martinson, Roger, fulfills his obligations to the yearly ritual because he fears for his life. Should the simple and superstitious islanders become enraged at him due to a poor catch of fish, he could well be killed outright or used as the next year's victim.

The other reason he continues the ritual is the chests containing gold and silver which are deposited in his root cellar by the deep ones. He doesn't know why they do it, but suspects that it is part of a deal struck with the deep ones by his

ancestors many years ago. The chests were not appearing there when the sacrifices had ceased, but began reappearing when he reinstituted the ceremony. This also explains why his family has always had a great deal of money. Evidently, they lived for decades off of the wealth that sank with many ships to the bottom of the sea.

While Roger Martinson has little formal education, he is by no means an idiot. He is a shrewd judge of character and is quite capable of handling almost anyone with a bit of Fast Talk or Oratory. He acts like a carefree dilettante who is more interested in shooting clay pigeons or pheasants than in finding Sara Goodwin. If confronted by the player-characters about the ceremony, he will refer to it as a bit of fun for these simple fisherfolk to make their tedious lives "more interesting". He is also smart enough to realize that the most powerful force on the island is its populace if they should ever become enraged. If the player-characters get out of hand, he will turn these people loose on them. While guns may drive off some of the island inhabitants, many more fear the loss of the ceremony more than their lives. (**Keeper's Note:** In all the playtests, I only had to use the mob once against the players. Few things are more frightening to players than several hundred angry people with torches, clubs and axes chasing after them, especially when they know their way around the island and the players don't).

Angela Blackwood Age 18

STR 5 CON 6 SIZ 7 INT 10 POW 4
DEX 6 CHA 11 EDU 4 SAN 0 HP 5

Skills: All at basic %.

Weapons: Fist, kick, etc. at basic %.

Damage Bonus/Penalty _____

Angela was the first of the "Nerieds", or Sea Nymphs to be given the mixture of herbs that causes a trance like state which never wears off. She has lost all sense of purpose and free will. It has even become a chore for her to eat. She is in poor physical health and can be described to the players as having sallow and sunken features. She has green eyes and light brown hair, stands at 5'2" and weighs only 92 pounds.

Both Angela and Brandy Collier (described below) will follow Martinson wherever he goes throughout the house. If the player-characters should try to talk to either of them, they will slowly turn to face the player and look at him or her for several long seconds before attempting to speak. Martinson in most cases will answer for them, before they can respond. They can't really answer any questions because they simply can't remember anything that happened more than two or three days ago. They act as though they are in a daze, although their eyes are clear and their pupils are not dilated. Any player-character who has Diagnose Disease should roll that skill. Regardless of his success or failure, he should be told that the girls do not appear to be drugged. No lab equipment in the world could detect any toxins or narcotics in their systems. The herbal mix does its damage to the cortex of the brain, but leaves no identifiable traces.

If the player-characters try to leave the ceremony or the island with the girls, they will literally have to be dragged along. Even if Martinson is dead, they will show no initiative and will stand where they are until told by someone to move. They show equally little initiative when it comes to simple things like dressing or eating meals. The players will also see them eat very little at dinner the first night that they are in their homes. Martinson will constantly be saying to them, "Angela, eat your food, that's a good girl. Brandy, drink some of your ale, it's good for you . . . etc." They will be at best, passive spectators at the ceremony.

Brandy Collier Age 17

STR 6 CON 7 SIZ 6 INT 9 POW 5
DEX 7 CHA 14 EDU 3 SAN 0 HP 6

Skills: All at basic % except - Sing 95%.

Weapons: Fist, kick, etc. at basic %.

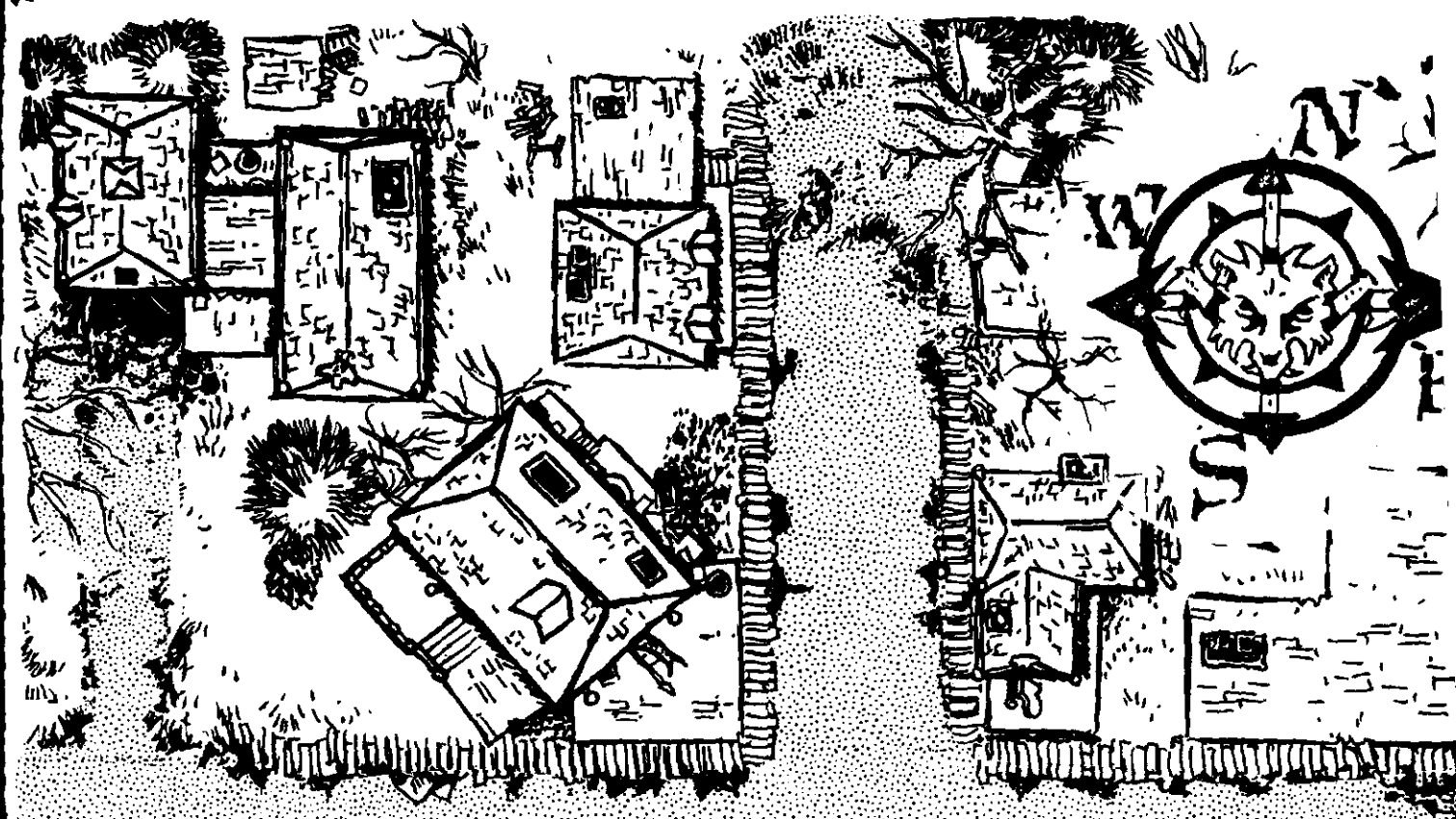
Damage Bonus/Penalty _____

Brandy has pretty much the same problem as Angela. She was last year's Sea Nymph and the herbal mix she drank has also caused her mind and body to deteriorate. She is not as "far gone" as Angela though, and her face and features look unhealthy rather than deathly ill. She still has the same difficulty with conversation, eating, moving etc., as Angela. She is 5'3" and about 100 pounds with blue eyes and raven black hair. All of the above explanations of Angela's behavior apply to Brandy's as well.

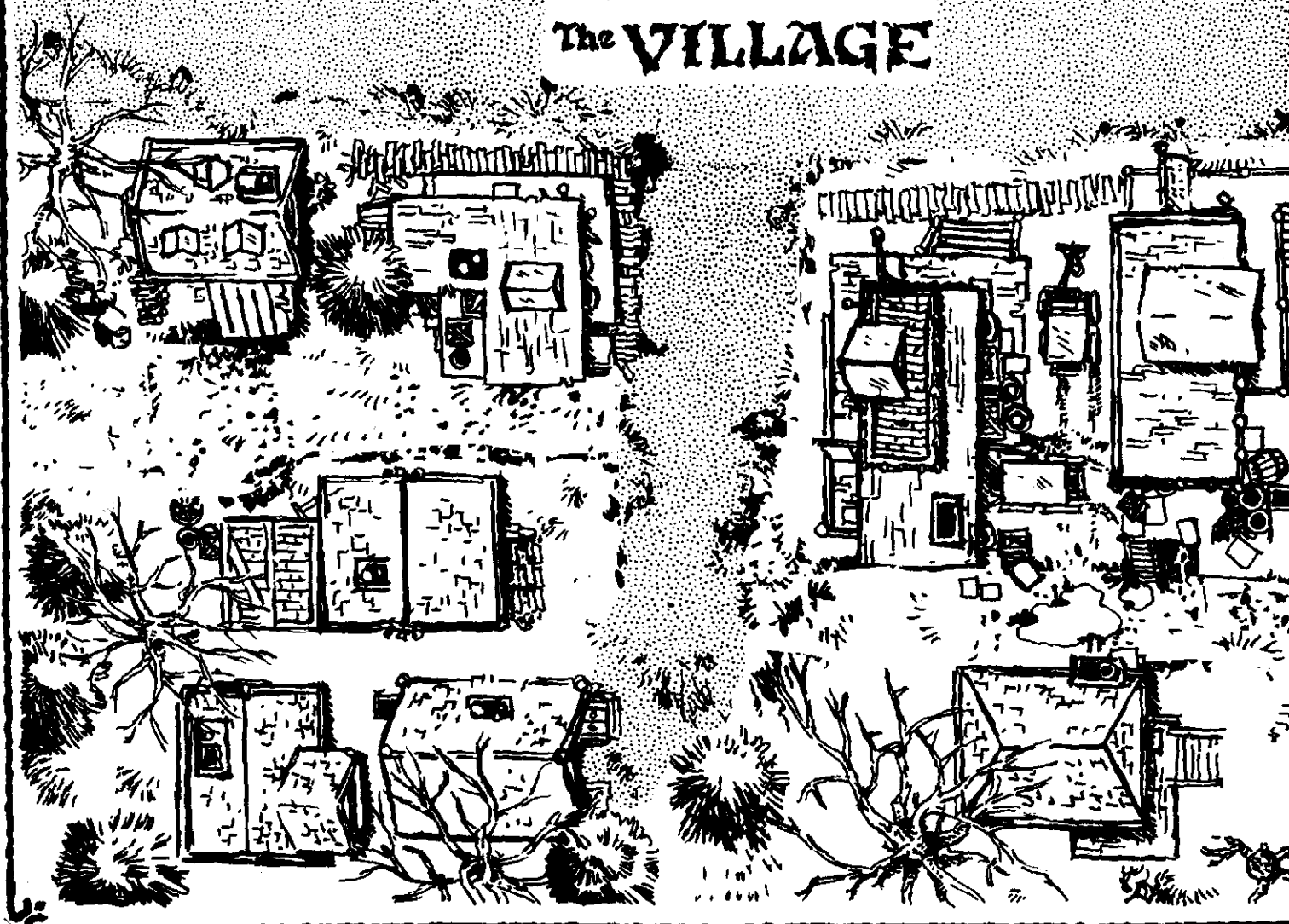
THE FIRST DAY AND EVENING

The player-characters will enter through the front door of the Martinson house. As they look around the Entrance Hall, a man and two young girls will appear at the top of the stairs. He will shout "hello" to the player-characters and walk the girls down the stairs to greet them. After the introductions are completed, Roger Martinson will invite the player-characters to have dinner with him. If the players should ask what is on the menu, he should reply, "You are of course! Ha, Ha, only kidding. I say that to all my guests." He will then tell them that Alan is quite good at preparing cod or pheasant. He will ask each character what he or she would like and relay the information to, Krebs with orders to prepare dinner for whatever number of people are present. He will order cod for himself and the two girls (Angela and Brandy), and inform the players that dinner will be at 7 p.m. He will then tell the players to look around the house, but will ask them to respect any locked doors since he does wish to retain some privacy. He will also suggest that they may wish to begin their investigation by questioning some of the people on the island. They should have four hours or so before dinner. He will then excuse himself, tell the girls to "come along", and walk back up the stairs. When he reaches the balcony, he will tell the player-characters that they shouldn't be late for dinner, and then disappear with the girls into a room upstairs.

Krebs will pick up as much luggage as he can carry and lead the player-characters up to their



The VILLAGE



room (see Floor Plan; Bedroom's One and Two). Krebs will say very little to the player-characters. If asked any questions he will be polite, but will give the shortest answer possible. After the luggage and gear has been delivered to the appropriate room, Krebs will depart.

The dinner will be rather uneventful. As written in a previous section, the girls will have a great deal of difficulty concentrating on eating, and Martinson will dominate the conversation. If the investigation concerning the missing girl is brought up, Martinson will merely say, "Oh yes, poor little thing. She never did turn up. I certainly hope you can find out what happened to her." He will then change the subject. If the player-characters continue to press for information, Martinson will become increasingly bored with the subject and more willing to talk about other things. If he is accused of not caring about her disappearance, he will insist that he is concerned, but that it is the investigator's job to find out what happened to her. Once again, his conversation will lapse into more mundane things.

After the completion of dinner, Martinson will invite the player-characters into the smoking room for a glass of wine and a cigar (the wine is local, the cigars are from Cuba, by way of the mainland). The talk will be amiable (again not concerned with the girl's disappearance). After a cigar and a glass of wine, Martinson will excuse himself as he is tired and wishes to retire for the evening. He will then offer the player-characters the use of his reading room if they should wish to take a book with them to bed.

Should the player-characters decide not to eat dinner at Martinson's home, either Krebs or Martinson (whoever is present when their decision is made) will recommend the Fish Tale Inn. If the player-characters balk at the suggestion, they will be told that there is no other place on the island that serves food to strangers. (If they chose to bring fishing gear with them, they could always catch and cook their own!)

If the player-characters go to the Fish Tale Inn, (see page C1, for owner and waitress N.P.C.'s) they will be treated with cold stares and the quick exit from the premises of at least half the people who are there. They will be given a meal but only after some grumbling on the part of the owner. He doesn't trust mainland currency and prefers to barter, instead. The only possession the player-characters have which he might be interested in is fishing tackle.

Anything else will have to be bargained for, which will require a successful Bargain skill roll on the part of Jon Stanhope (the owner of the Fish Tale Inn page C1). If they failed to bring any fishing gear, refer to page 20 of the **Call of Cthulhu** rules book, on the use of the Bargain skill. Let Stanhope offer them food in exchange for watches, fountain pens, or any other modern convenience that strikes his fancy. Refer to the **Source Book for the 1920's** to set a fair asking price for a player-character's possessions.

After their meal (assuming the player-characters get one) at the Fish Tale Inn, they should each roll CON X4 on a D100. This is to simulate the after effects of eating food that has been recooked and served to the player-characters only because the Inn-keeper's dog wouldn't eat it. If the player-character misses the roll, he will vomit up his dinner 1D20 minutes after leaving the Inn.

When the players return to the Martinson house, they will find Roger and the two girls sitting in the smoking room. He will be smoking a cigar and drinking a glass of local wine (dandelion actually), the two girls will be sitting on the sofa staring off into space. He will politely inquire about their meal (and get the appropriate response) and offer them cigars and wine. After a few polite comments, he will excuse himself and leave with the girls to retire for the evening. He will offer them the use of his reading room if they wish to take a book with them to bed.

THE ISLAND AND ITS INHABITANTS

Some of the player-characters will no doubt wish to explore the island in greater detail. The area in which the ceremony will be held is on the beach in the middle of the eastern side of the island, they can find it easily enough. If they have picked up the map in the book which was available in the Maine University library, they can simply indicate to the Keeper where they intend to go by pointing to a spot on the map. If they pass through woods, have the character that is leading roll either his Luck or Tracking (whichever is higher) to avoid getting lost on the way there. If the players have a compass, that Luck or skill roll can be avoided.

If the players do not have a map, the Keeper should only allow them to indicate general direction, i.e., north, west, east or south, and then, as they walk,

describe to them the terrain features. Even a character with limited intelligence should realize that it's hard to get lost on an island. No matter which direction you walk in, you will eventually find the beach. Following the beach will bring the character (eventually) back to the docks. If the player is dumber than his character (and sometimes they are), the Keeper should make an Idea roll for the character and tell him the aforementioned fact.

If the players find the site of the ceremony (see map on page C8), they will see two upright and one large square slab of stone 1 meter high by 2 meters square sitting forty feet back from the shoreline. Closer examination on the square "flat" slab shows it to be crudely cut stone that has been placed there (rather than being a natural formation). There is, what appears to be, a brownish stain on the slab. It seems to have seeped into the upper surface of it. Scrapings will tell the players nothing unless one of them has medical skills, like Pharmacy or Treat Disease, of 50% or more. If a character has either of those skills at that level or higher, and makes a skill roll on D100, he will recognize the substance as dried blood.

A successful Spot Hidden roll near the slab will reveal what appears to be a piece of twine in the sand next to the slab. If the "twine" is pulled, a piece of a fish net will be removed from its half buried location in the sand. This piece of net measures less than one half of a meter square, and it appears to have been ripped rather than neatly cut. If one of the players inspects it closely, he or she will see that sections of the twine that make up the net are also discolored and brown (from the blood of the victims entangled in the net). If any of the player-characters search the sand and make a successful Spot Hidden roll, they will find the remains of an oddly shaped claw. If the player-characters make a successful Zoology roll, they should be told that this claw does **not** resemble a claw which would belong to any known animal. A successful Cthulhu Mythos roll will indicate that the character remembers the claw to be associated with some sort of sea monster.

The only other oddity, which should not be revealed to any of the player-characters are on other areas of the beach before they find the slab (i.e., site of the ceremony), they should be allowed to make an Idea roll. If successful, they should then be told of the curious lack of footprints in the sand around the slab

(other than their own of course). In fact, it looks as though this area hasn't been disturbed for quite a while. Other than this, there is nothing more of significance at this site.

If the players really enjoy tramping through the woods let them do so. There is only one thing of any importance that they could find and that is the tumbled down shack of Matthew Falconer (see map on page C2). There is a 30% chance that Falconer will be there. If he is, he will tell the players to "git". If they don't, he will begin waving the pistol around that he stole from that "city-slicker", Alan Krebs. If the players still refuse to leave, he will shoot at their feet (**Keeper's note:** He is not a good shot, so a miss in this case could mean that he has hit one of the investigators). If a brawl develops, Falconer will fight to the death unless the player-characters state that they are attempting to subdue him. He knows nothing about the ceremony and is angry with these "strangers" because they are "obviously" trying to steal his things.

If Falconer isn't at his shack, the player-characters will have a chance to go through his "things". He has an assortment of trapping and fishing equipment as well as some crude hunting weapons. It should be obvious to the players that his lifestyle is even more crude than the rest of the islanders (who consider Falconer to be a misfit). There are no clues here that concern the ceremony.

The investigators are, after all, supposed to be looking for Sara Goodwin. She is so well hidden and knows the woods so well, that the player-characters have no real chance of finding her. They will, however, encounter a group of small children hiding in the woods and running away every time the player-characters get close to them. The children will literally exhaust the players, since they are able to scoot in and out of the underbrush like jackrabbits. Eventually they will tire of the game, and they will "allow" the player-characters to catch up to them.

When the children have tired of their little game, they will approach the player-characters and talk to them. They will be quite interested in the fact that the players are "outsiders". To the children they are strange exotic people. If asked questions about the "ceremony", the children will not understand the word. If told about the site on the beach, they will say

that it is the place of the yearly "gathering". Of course, the grownups don't allow them to go there. If they are asked what happens there every year, they will shrug their little shoulders and say that they don't know. Depending on the day that the player-characters speak to the children, (it should probably be the fifteenth) they will say that the gathering is tonight or tomorrow night. Any questions about the whereabouts of Sara will only bring knowing smiles and giggles to the children's faces. They will tell the investigators nothing about her.

When the player-characters start asking too many tedious or perhaps, obnoxious questions, the Keeper should have the children tire of it. They will resume their game and scatter into the woods. There is absolutely **no way** for a player-character to catch them! They know the woods too well, and they will run in as many different directions as there are children present.

AVERAGE CHILD Age (1D8+4)

STR 6 CON 7 SIZ 6 INT 10 POW 9
DEX 7 CHA 11 EDU 2 SAN 45 HP 6

Skills: Only stealth, agility, and listen, spot hidden and track skills at basic %. All others non-existent.

Weapons: Fist, kick, etc. at basic %.

Damage Bonus/Penalty -1D6

If the player-characters were not put off by their first visit to the docks and village (perhaps they had two visits if they declined Martinson's offer of dinner), they may wish to speak to some of the people in the village or fishermen on the docks. The results will usually be less than worthwhile since most of the people won't talk to them or will be very insulting if they do talk. The only exceptions are Jon Stanhope, the owner of the Fish Tale Inn; Mark Keller, a local fisherman; and, Diane Keller, the waitress at the Fish Tale Inn.

John Stanhope could be encountered early on if the players decide to eat at the Inn instead of Martinson's home. If they did so, he will be more inclined to talk to them. The lousy food he gave them and their physical reaction to it was a cruel joke and he loved every minute of it. If the player-

characters lost a valuable item while bargaining for food, Stanhope will be very pleased to see them (a "mainlander" born every minute!).

Stanhope is only capable of bragging about all the "surprises" in store for the player-characters. He will tell them that these island people aren't the oddballs that city folk think they are. He will keep his statements very cryptic and sly. Any questions about Sara, will only cause Stanhope to remark, "poor little child; what a shame". He will offer no clues on her disappearance to the players. No matter what the player-characters ask him, he will reveal no further information.

If the player-characters have never encountered Stanhope before, he will still make cryptic comments about the night of June 15th. In order to get him to do so, the player-characters will have to barrage him with Fast Talk rolls. In other words, he will have little to say unless two or more player-characters begin hitting him with a lot of fast talk. If they are successful, Stanhope will begin to think that the "outsiders" are trying to insult him. He will then begin to tell them about the "surprises" in store for the player-characters. If they fail their Fast Talk rolls, he will be unimpressed and will tell them nothing.

JOHN STANHOPE Age 38 Owner of the Fish Tale Inn

STR 17 CON 12 SIZ 16 INT 12 POW 10
DEX 11 CHA 6 EDU 5 SAN 25 HP 13

Skills: All at basic % except - Bargain 85%.

Weapons: Fist, kick, etc. at basic %.

Damage Bonus/Penalty +1D6

If the player-characters talk to Stanhope at the Fish Tale Inn during the day, there is a 30% chance that Diane Keller will be there too. She is the waitress there and will tell the player-characters nothing in Stanhope's presence. If she isn't there during the day, there is a 70% chance she will be encountered rushing to get there (roll one player's Luck to see if she literally bumps into the player-character). If this is the case, the player-characters can use a Fast Talk roll on her to get her to reveal information. She is nervous about participating in the ceremony for the first time (it is also the first time for her husband Mark)

and, if the Fast Talk roll is successful, she will tell the player-characters to leave the island anyway they can. She doesn't want to see them hurt. If the Fast Talk roll is unsuccessful, she will only act very nervous and run away from the player-characters as quickly as possible.

DIANE KELLER Age 28 Waitress at the Fish Tale Inn

STR 9 CON 9 SIZ 8 INT 13 POW 13
DEX 8 CHA 14 EDU 6 SAN 65 HP 9

Skills: All at basic % except - Mechanical Repair 30%.

Weapons: Fist, kick, etc. at basic %.

Damage Bonus/Penalty _____

For the players to encounter Mark Keller, they would literally have to walk up and down the docks during the day, talking to and being insulted by fishermen. The keeper should pick one of the characters' Luck and roll it. If the roll is successful, they have found Mark Keller (if unsuccessful, they cannot find him the rest of the day). There is only a 30% chance that there is no one within earshot of the player-characters and Keller. If there is anyone nearby, he will not wish to talk to them. If they have previously spoken to his wife and confront him with what she said, he will refer to her as a stupid woman who doesn't know what she is talking about.

If there is no one within earshot, and the player-characters make a successful Fast Talk, Keller will talk to them. He will tell them to stop looking for Sara and leave. If confronted by the statement made by his wife, under these conditions, he will beg the player-characters not to repeat her statements to anyone, not even to Mr. Martinson. He will then get very nervous and ask them to leave him alone. If the Fast Talk roll was unsuccessful, he will become very nervous and agitated. He will then walk away from the player-characters refusing to talk to them anymore.

If any of the islanders overhear what Diane Keller told the players (either by overhearing her or overhearing the player-characters tell her husband what she told them by having the fishermen make Listen rolls), the players will find her to be a victim

rather than a participant in the ceremony. This is, of course, the penalty for telling the "outsiders" to leave as fast as they can. This could lead to an interesting problem for the player-characters if they have to rescue Diane Keller. They will have to somehow get her husband off of the island too (one won't leave without the other). He doesn't want to see his wife sacrificed, but is too weak and cowardly to try and stop it. He is even afraid to go to the "outsiders" for help.

MARK KELLER Age 29 Fisherman

STR 10 CON 11 SIZ 10 INT 12 POW 8
DEX 9 CHA 15 EDU 7 SAN 40 HP 11

Skills: All at basic % except - Mechanical Repair 35%.

Weapons: Fist, kick, etc. at basic % - Boat Hook 50% 1D6+2 (Imp)

Damage Bonus/Penalty _____

One obvious N.P.C. couple to talk to would be Sara Goodwin's parents. They will be **totally** uncooperative with the investigators. They will wish to be left alone and will tell the investigators to leave their daughter "rest in peace". The only thing the players will come away from this encounter with is the feeling that Sara's parents are more angry than bereaved. The other major N.P.C.'s will either not be available for the player-characters to question or will be totally uncooperative. This is left up to the Keeper's discretion. Remember that no more information should be given to the players than what they get from the children and the three N.P.C.'s.

THE CEREMONY

If the players have been doing more than just lounging around the Martinson home, they should definitely be aware that something odd is happening on this island. They should also know that it has something to do with the missing girl and the three rocks on that one section of the beach (assuming they found the rocks).

Even if they have bungled the investigation and have little or no idea of what is going on, Martinson will help them out. He will leave clues behind on the night of June 15th which will force the player-characters to investigate just to see what he is up to

(thereby insuring they will be drawn to the ceremony).

Martinson will leave the house at 11 o'clock to go to the ceremony. If the player-characters are asleep (or he thinks that they're asleep), he will make as much noise as possible on the way out of the house.

If they are awake, he will tell them that he and the girls must go out for awhile. He will not reveal their destination, but will say that it is a meeting of some of the leading citizens on the island. Martinson will bid them good night, and tell them not to wait up.

If the player-characters watch where Martinson and the girls go, they will see them meet a group of five or six people, each carrying a burning torch, at the far edge of his lawn. They will all stand there for a few moments, Martinson will gesture back towards the house, and then they will depart and walk into the woods.

Should all of the player-characters stay in the house past 11:30 p.m., Martinson will send 1D6 + 6 fishermen to the house with nets and boat hooks to forcibly tie up the player-characters and bring them to the site. They will not try to kill the player-characters, only capture them. They will kill only in self-defense (you don't kill a sacrifice before he or she is slated to be sacrificed). If the fishermen fail or the player-characters escape, Martinson will bring the celebrants (and eventually the entire adult population of the island) after the players.

The player-characters will most likely take the bait and follow Martinson. As long as they maintain a discreet distance, there will be no problems. Should they move too close, Martinson and party will pick up the pace a bit. When the player-characters are one hundred yards or so from the beach, have them make a "secret" Spot Hidden roll (this means that they won't know if they made it or not). If any of them make it, alert them to the fact that someone is hiding in the bushes close by. If they don't make it, they become entangled in fishing nets thrown by those in hiding and must make a DEX X 4 roll to keep from being pulled down. The actual number of people should be equal to 1D6 + 6 fishermen as noted previously. Two fishermen can handle a net large enough to entangle two player-characters. The actions of the fishermen from that point on should be adjudicated at the Keeper's discretion.

If the players escape this trap and start to run away, they will hear a female voice scream out in pain a few seconds later (it will be Sara trying to draw the players back). If they choose to investigate, they will find Sara Goodwin wrapped in a fishing net and laying on top of the center stone slab. Just after she is set free, the player-characters will be set upon again with fishing nets (assuming any of the fishermen survived the first encounter with the players). The consequences are the same as previously stated. If the player-characters are trapped, you can do one of two things. You can sit back and laugh while the deep ones claw them to pieces, or perhaps find a way for them to escape such a death trap. (A pocket knife to cut the netting while everyone else is pre-occupied is always good). Use your judgment, but if they have bad dice rolls or show poor judgment, perhaps it is fitting that they do die.

A much more likely sequence of events will have the player-characters "staking out" the site for the ceremony (if they have found it). This will require a successful and secret Hide roll on the part of the player-characters. If they don't give their hiding places away, some of the N.P.C. participants in the ceremony may suspect that they are hiding (on a successful Idea roll) and begin a search of the area. They will have to make a Spot Hidden roll to find any characters who made a successful Hide roll. Those who missed their Hide rolls are automatically found.

If a few of the player-characters are trapped while others remain hidden, the ceremony will begin. Remember, if Diane Keller's warnings were betrayed by the player-characters, she will be one of the victims. The ceremony itself is fairly simple. The young girl, who acts as a Sea Nymph, is given the herbal mix by Alicia Berry (stats on page C1). The girl quickly goes into a trance and is instructed by Martinson to wade, waist deep, into the surf. She then begins splashing in the water while Martinson leads the participants in a chant (see page C7). It is shortly thereafter that the deep ones appear.

What the eleven participants (see N.P.C. stats on Page C1 for the island participants), as well as the player-characters, don't realize is that the deep ones will emerge from the sea at 12 midnight whether they are called or not. During the years that the ceremony was not performed they still emerged

from the sea looking for their usual victims, and they left when they found none nearby. There was no one from the island there to see them (if there had been, they would have been attacked!) As a result, no one realizes that the deep ones will appear whether the ceremony is performed or not. Even if the player-characters are successful in breaking up the ceremony, they may still have to contend with six deep ones if they hang around on the beach too long.

When the six deep ones stagger and hop out of the surf, they will ignore the girl splashing in the water and move directly towards the stones. This will call for a Sanity roll from everyone who sees them (player-characters too) except, the young girl and Martinson.

Action performed by N.P.C.'s who fail their SAN roll should be determined by the Keeper. Due to the number of deep ones appearing, the Keeper may also wish to set the SAN damage at 5 or 6 points rather than rolling 1D6.

If there are no victims wrapped up on the slabs, each deep one will attack the nearest person (Martinson included). After the attack they will carry the ripped up remains back into the sea. If there are victims on the slab, and no deep ones are being attacked, they will not go out of their way to attack a player-character (Father Dagon and Mother Hydra's worship and sacrificial victims come first). Further actions should be determined by the Keeper.



MAJOR NON-PLAYER CHARACTERS (N.P.C.'s)

Alicia Berry Age 46 Wife of Edward and resident of the island *

STR 9 CON 10 SIZ 7 INT 11 POW 12
DEX 11 CHA 9 EDU 5 SAN 30 HP 10

Skills: All at basic % except - Pharmacy (natural) 75% Diagnose Disease 80%, Mechanical Repair 45%.

Weapons: Fist, Kick, etc. at basic % - Boat Hook 50% 1D6 + 2 (Impales).

Damage Bonus/Penalty _____

Edward Berry Age 48 Husband of Alicia and Fisherman *

STR 16 CON 14 SIZ 14 INT 8 POW 9
DEX 12 CHA 8 EDU 5 SAN 25 HP 15

Skills: All basic % except - First Aid 65%, Listen 65%, Spot Hidden 55%, Mechanical Repair 50%, Move Quietly 45%.

Weapons: Fist, Kick, etc. at basic % - Fist 75%, Boat Hook 65% 1D6 + 2 (Imp).

Damage Bonus/Penalty _____

Angela Blackwood Age 18 Sea Nymph in 1922 ceremony *

STR 5 CON 6 SIZ 7 INT 10 POW 4
DEX 6 CHA 11 EDU 4 SAN 0 HP 5

Skills: All at basic %.

Weapons: Fist, Kick, etc. at basic %.

Damage Bonus/Penalty _____

Brandy Collier Age 17 Sea Nymph in 1923 ceremony *

STR 6 CON 7 SIZ 6 INT 9 POW 5
DEX 7 CHA 14 EDU 3 SAN 0 HP 6

Skills: All at basic % except Sing 95%.

Weapons: Fist, Kick, etc. at basic %.

Damage Bonus/Penalty _____

Matthew Falconer Age 32 The island's "loner"

STR 11 CON 12 SIZ 10 INT 12 POW 10
DEX 9 CHA 8 EDU 5 SAN 50 HP 12

Skills: All at basic % except Listen 75%, Spot Hidden Track 90%, Mechanical Repair 45%, Camouflage 70%, Hide 75%, Move Quietly 70%, Throw 70%.

Weapons: Fist, Kick, etc. at basic % - Sling 70%, 1D8, Pocketknife 40% 1D3, Javelin 80% (thrown) 1D10: As a 1-handed spear 40% 1D8+1, .22 Revolver 30% 1D6.

Damage Bonus/Penalty _____

Sara Goodwin Age 16 This year's Sea Nymph *

STR 9 CON 10 SIZ 8 INT 13 POW 11
DEX 10 CHA 15 EDU 5 SAN 55 HP 10

Skills: Only Listen, Spot Hidden and Track skills at basic%. All others at zero.

Weapons: Fist, Kick, etc. at basic %.

Damage Bonus/Penalty _____

Malcolm Gorton Age 63 Fisherman *

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

Skills: All at basic % except Mechanical Repair 60%.

Weapons: Fist, Kick, etc. at basic % - Boat Hook 70% 1D6+2 (Imp).

Damage Bonus/Penalty _____

E. Samuel Hawkins Age 45 Maine State Police Inspector

STR 16 CON 12 SIZ 14 INT 13 POW 9
DEX 11 CHA 9 EDU 12 SAN 45 HP 13

Skills: All at basic % except - First Aid 60%, Law 85%, Library Use 35%, Listen 75%, Spot Hidden 65%, Track 35%, Drive Auto 35%, Move Quietly 45%, Fast Talk 80%.

Weapons: .38 Revolver 70% 1D8+2, 30-30 Lever Action Rifle 65% 1D8+2, Fist 70% 1D3, Kick 45% 1D6, Grapple 50% (subdue).

Damage Bonus/Penalty +1D6

Mark Keller Age 29 Fisherman *

STR 10 CON 11 SIZ 10 INT 12 POW 8
DEX 9 CHA 15 EDU 7 SAN 40 HP 11

Skills: All at basic % except Mechanical Repair 35%.

Weapons: Fist, Kick, etc. at basic % - Boat Hook 50% 1D6+2 (Imp).

Damage Bonus/Penalty _____

Diane Keller Age 28 Waitress at the Fish Tale Inn *

STR 9 CON 9 SIZ 8 INT 13 POW 13
DEX 8 CHA 14 EDU 6 SAN 65 HP 9

Skills: All at basic % except Mechanical Repair 30%.

Weapons: Fist, Kick, etc. at basic % - Knife 50% 1D6.

Damage Bonus/Penalty _____

Alan G. Krebs Age 27 Butler/Chauffeur

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

Skills: All at basic % except - Speak Polish 75%, Listen 50%, Spot Hidden 45%, Drive Automobile 85%, Mechanical Repair 70%, Operate Power Boat 65%, Pilot Aircraft 30%, Pick Pocket 40%, Sing 35%.

Weapons: Fist, Kick, etc. at basic % - .38 Revolver 35% 1D8+2, Switchblade 40% 1D4.

Damage Bonus/Penalty _____

Roger Marlinson Age 35 Leader of the Yearly Ceremony*

STR 12 CON 10 SIZ 11 INT 16 POW 12
DEX 15 CHA 16 EDU 10 SAN 0 HP 10

Skills: All at basic % except Track 35%, Orator 45%, Fast Talk 80%.

Weapons: Fist, Kick, etc. at basic % - Whip 95% 1D3 on an "impale" the whip will entangle a characters legs and pull him down. A "critical" hit will remove an object from a characters hand. Otherwise, 1D3 damage is taken. See notes in **Basic Role Playing**.

Damage Bonus/Penalty _____

Jon Stanhope Age 38 Owner of the Fish Tale Inn *

STR 17 CON 12 SIZ 16 INT 12 POW 10
DEX 11 CHA 6 EDU 5 SAN 25 HP 13

Skills: All at basic % except - Bargain 45%.

Weapons: Fist, Kick, etc. at basic %.

Damage Bonus/Penalty +1D6

Audrey Watkins Age 48 The "Spinster" of the island *

STR 9 CON 7 SIZ 8 INT 13 POW 10
DEX 11 CHA 6 EDU 5 SAN 15 HP 7

Skills: All at basic %.

Weapons: Fist, Kick, etc. at basic % - Knife 50% 1D6.

Damage Bonus/Penalty _____

Average Island Child

STR 6 CON 7 SIZ 6 INT 10 POW 9
DEX 7 CHA 11 EDU 2 SAN 45 HP 6

Skills: Only Stealth, Agility and Listen, Spot Hidden and Track at basic %.

Damage Bonus/Penalty -1D6

Average Islander

STR 10 CON 12 SIZ 9 INT 8 POW 10
DEX 11 CHA 7 EDU 5 SAN 50 HP 12

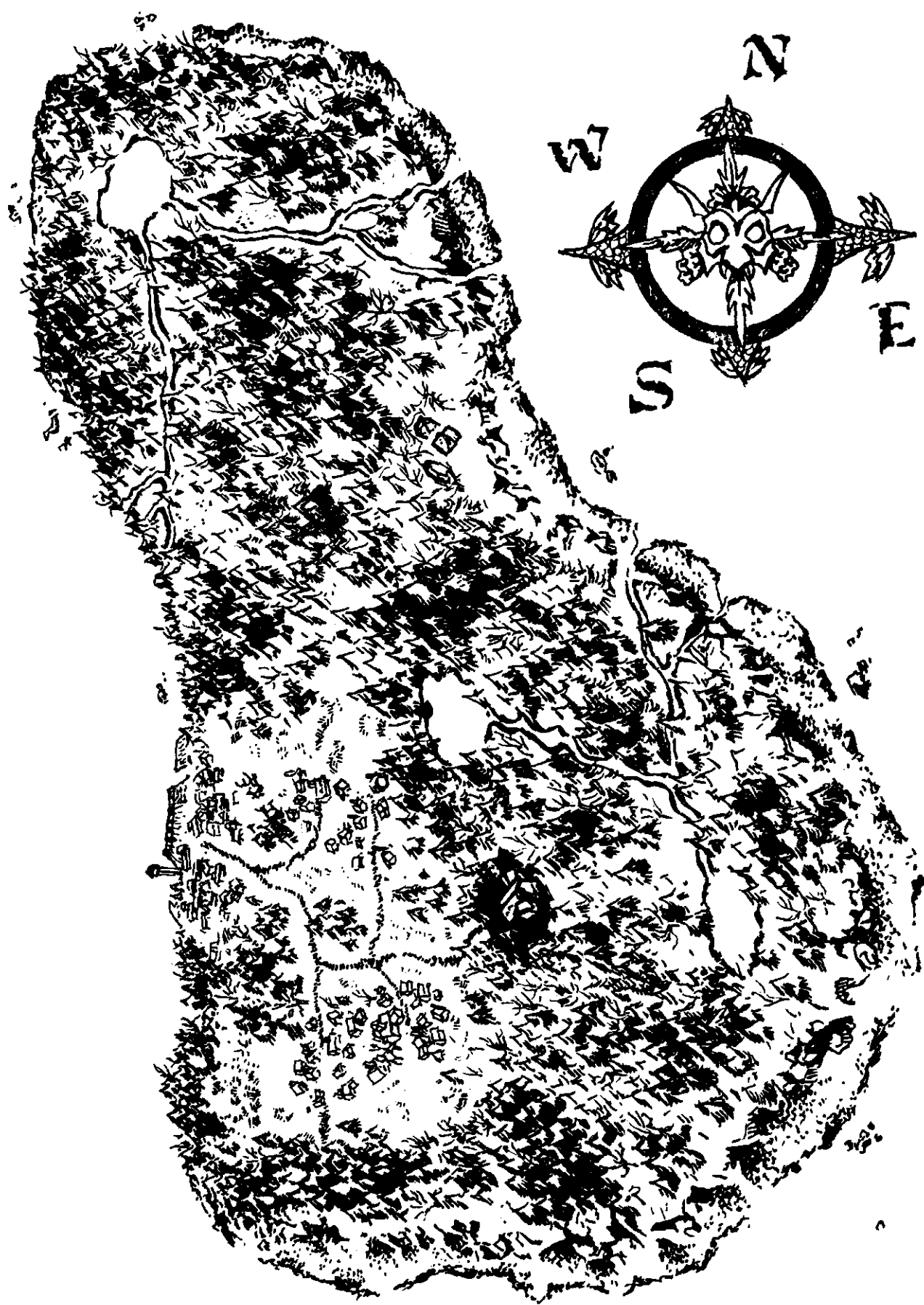
Skills: All skills at basic % except - Mechanical Repair 35%.

Weapons: Fist, Kick, etc. at basic % - Boat Hook 50% 1D6+2 (Imp).

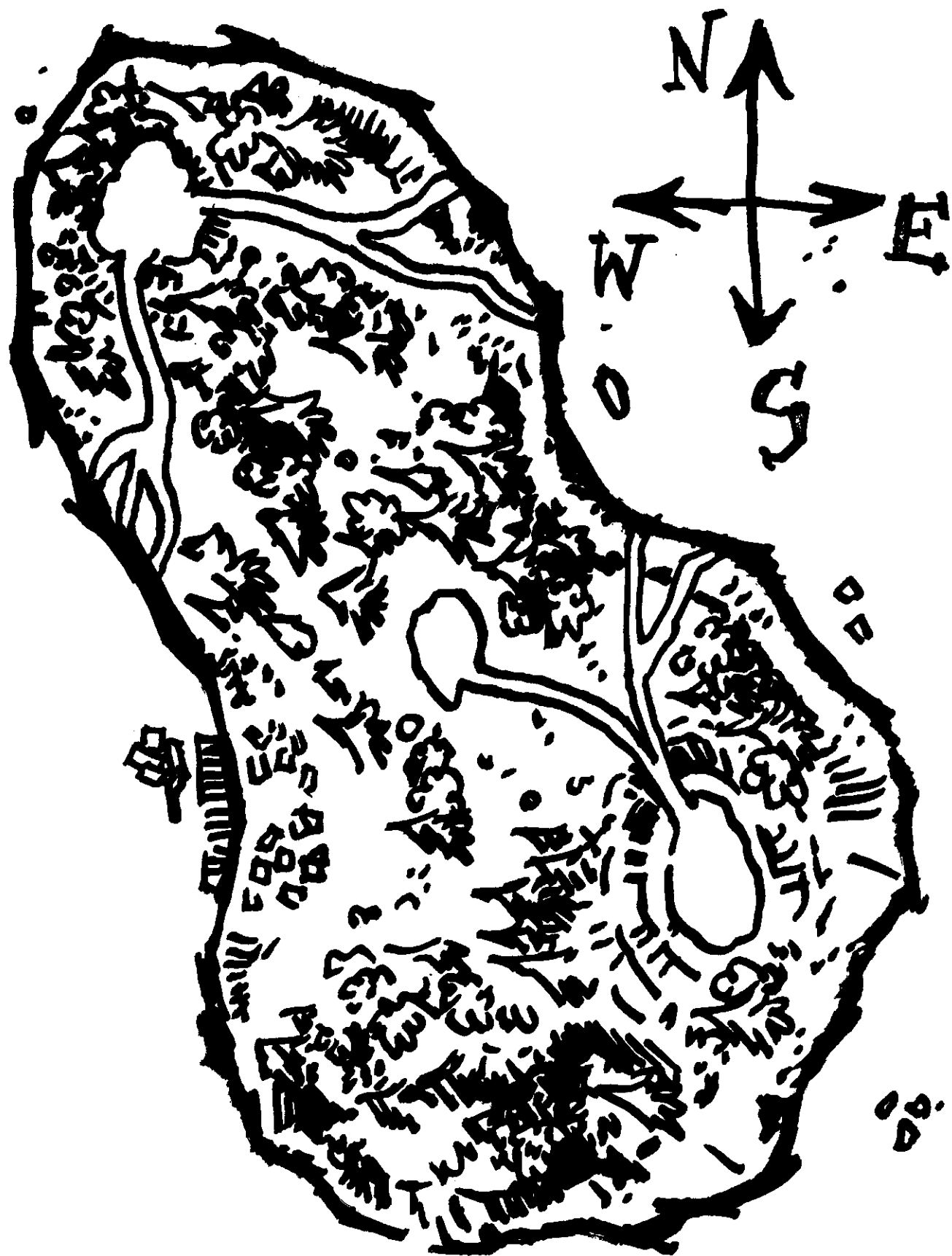
Damage Bonus/Penalty _____

Weapons: Fist, Kick, etc. at basic %.

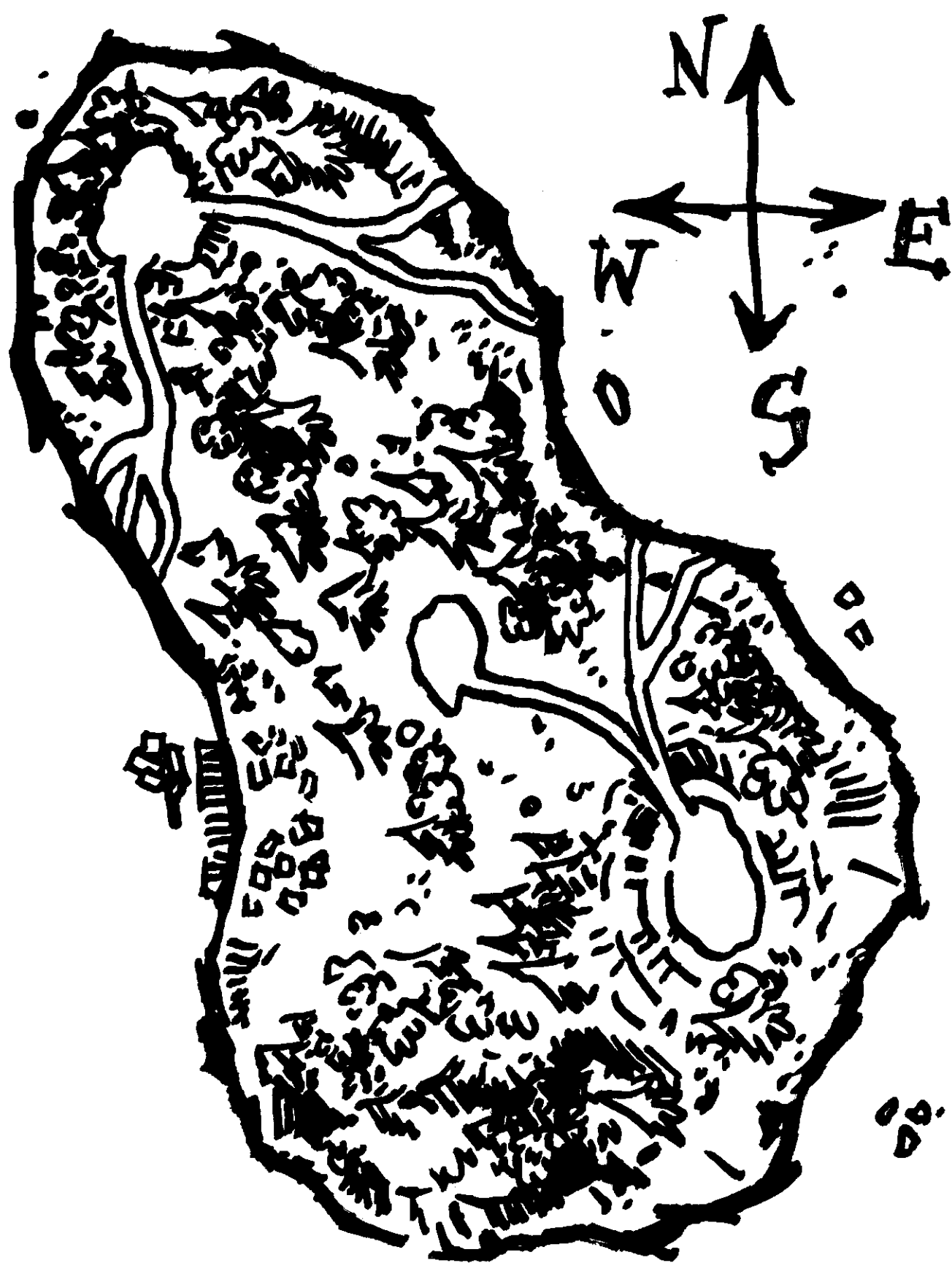
The asterisk (*) indicates a participant in the ceremony.



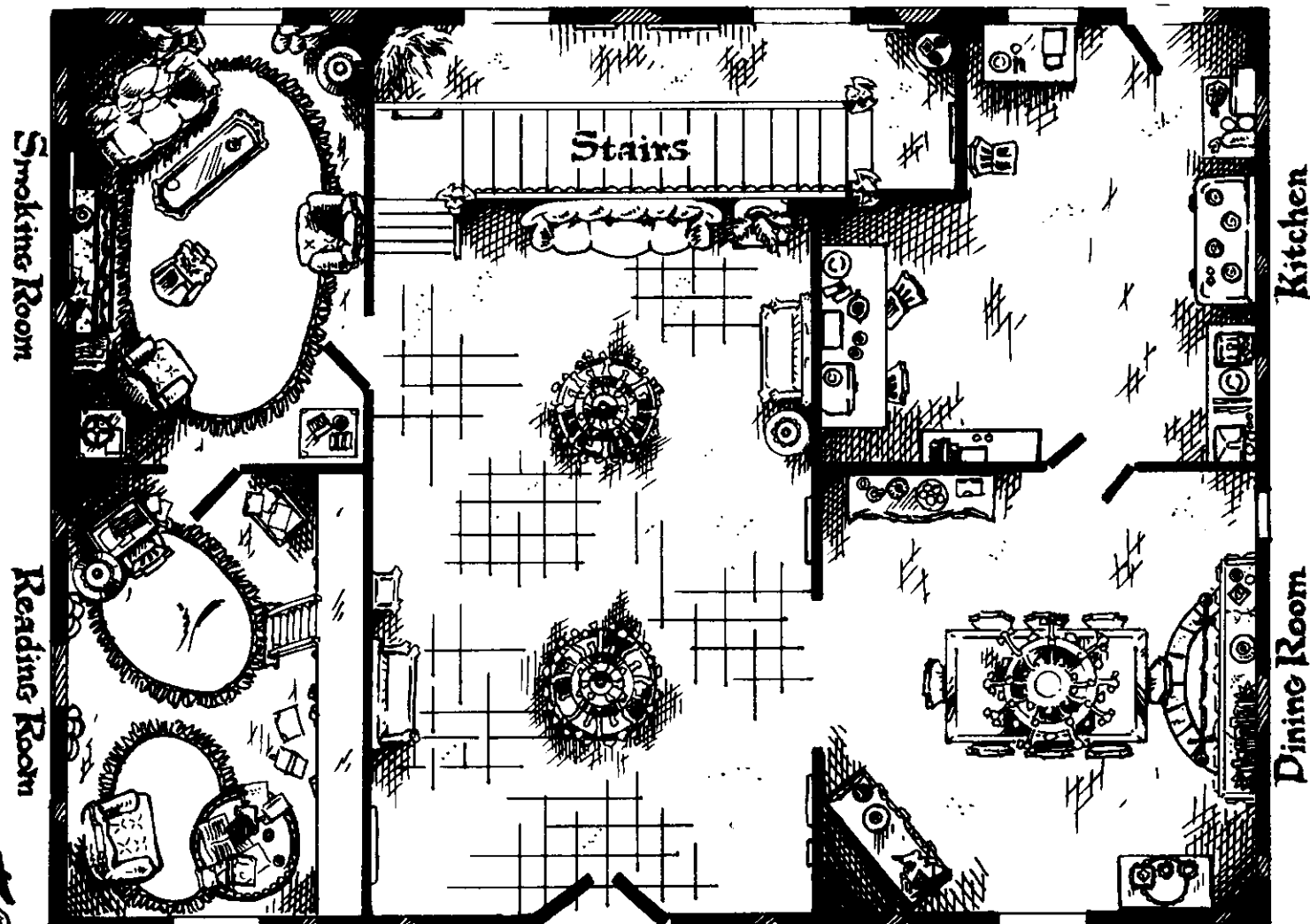
MONHEGAN ISLAND
Keeper's Map



MONHEGAN ISLAND
Player's
MAP

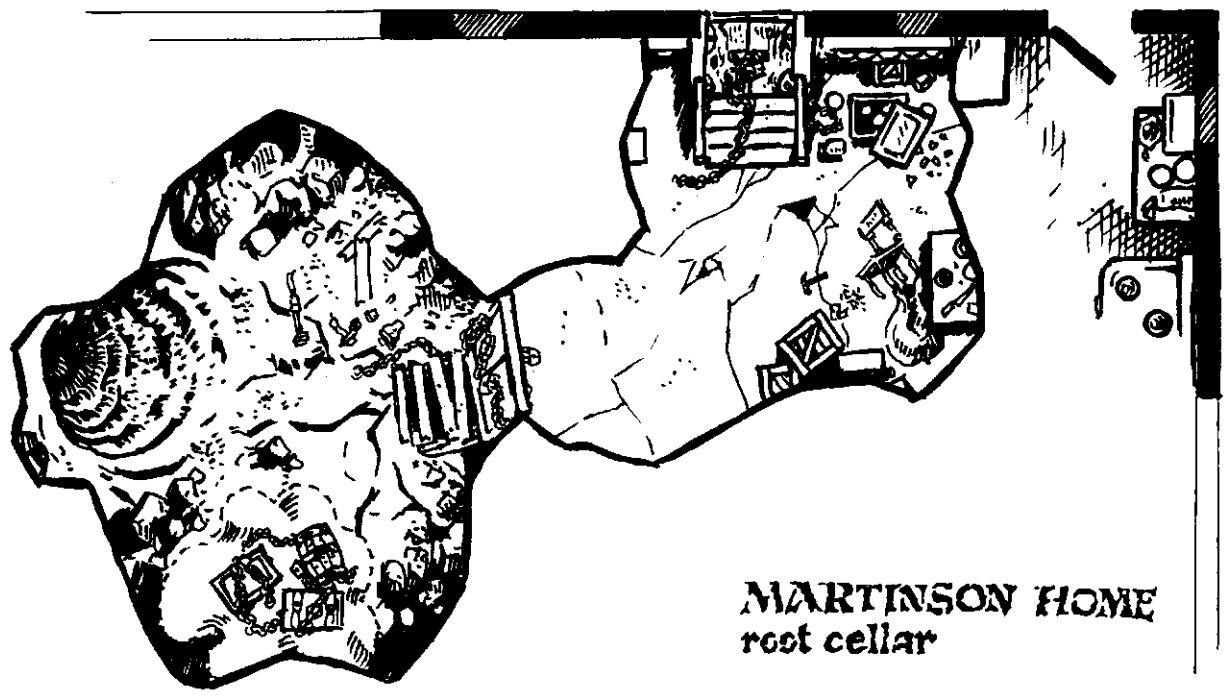


MONHEGAN ISLAND Player's Map

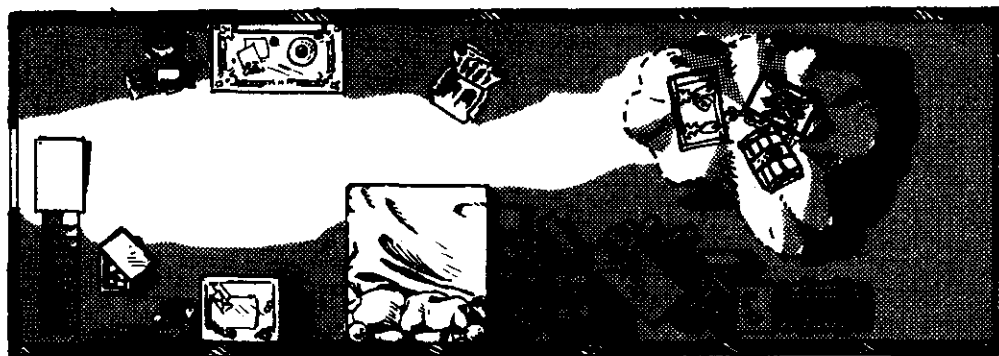


Entrance Hall

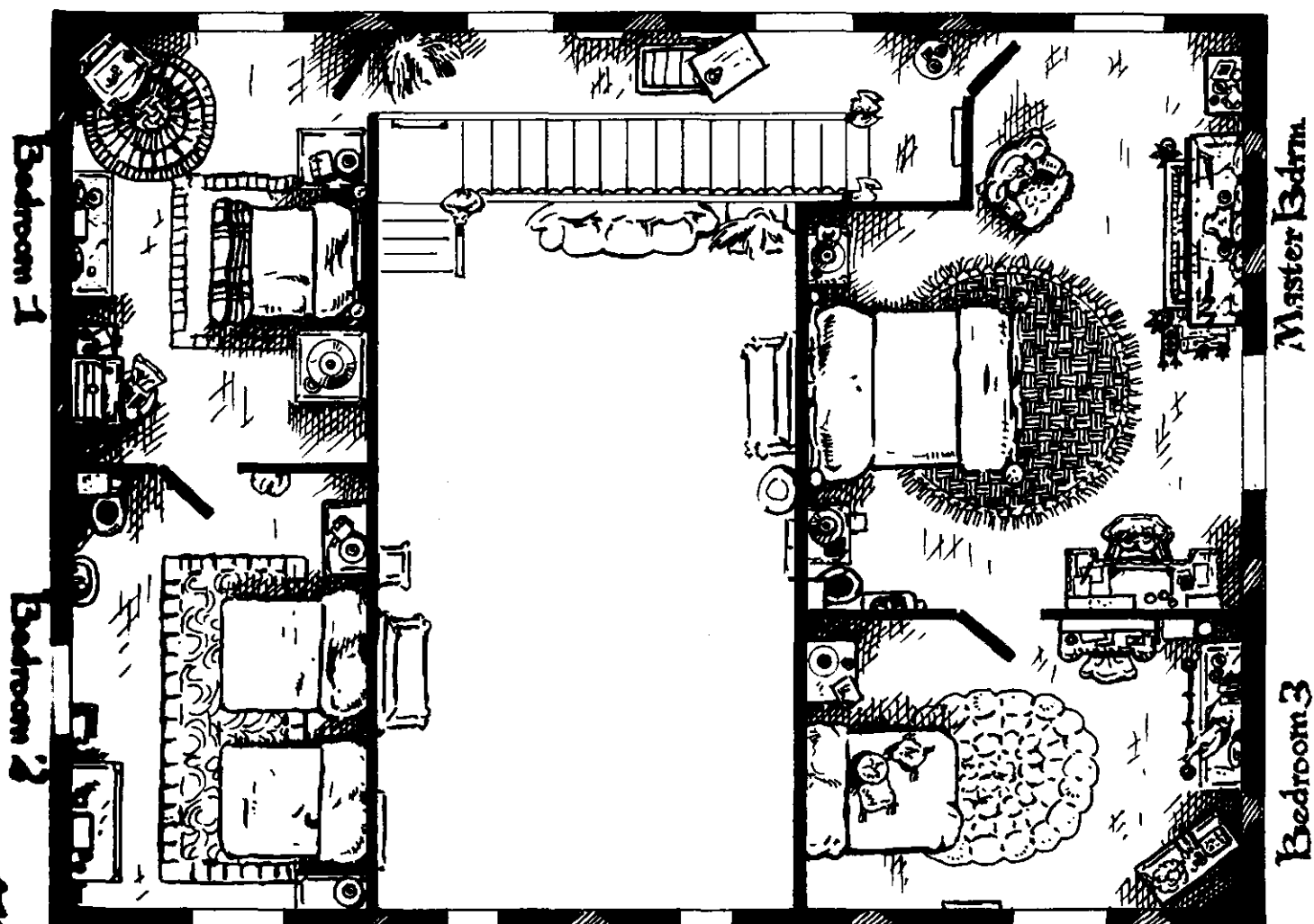
MARTINSON HOME
1st floor



MARTINSON HOME
root cellar



MARTINSON HOME
3rd floor attic



MARTINSON HOME
2nd floor

MAINLAND REFERENCE MATERIAL

University of Maine — The University is located in Orono (five miles north of Bangor). There are three items of interest in this library. A successful Library Use roll will reveal an old and worn book which has a reference to Monhegan island. The book is titled **Religious Persecution in 17th Century England**, and mentions that a group of people settled on Monhegan island after being forced to flee England. The reason they fled and the exact nature of their religious beliefs are unknown, but their leader's name was thought to be "Dark Roger".

They can also find, with a successful Library Use roll, an old map of the island (see page C3). It shows some surface features but is otherwise unmarked.

The final item of interest is a rather extensive collection of old newspapers from Bangor, Boston, and New York. Many of these papers date back to American revolutionary times. A successful Library Use roll will give the players the following articles on Monhegan island.

Bangor, Boston, New York - April 1st, 1865 - Draft riots occurred on Monhegan island, Maine as Federal Officers and Maine state officials attempted to take several dozen islanders to the mainland for induction into the armed services. A riot ensued when the islanders refused to go. Apparently, the "Johnny Reb" sympathizers didn't wish to become involved in "outsider's affairs". There were several casualties on both sides.

Bangor, Boston, New York - May 31st, 1918 - U.S. Marshals and Maine State Police were dispatched to Monhegan island, Maine yesterday to take into custody a dozen or so draft evaders. A brawl with the islanders erupted on the docks as two of the men were taken into custody. Minor casualties were suffered on both sides.

State Records in Bangor - These can be obtained either by a successful Oratory roll, or with the help of Inspector Hawkins. These records of the riots will merely compliment the newspaper articles. They add no new informaton. There is no charter or deed which dates the settling of the island. No other

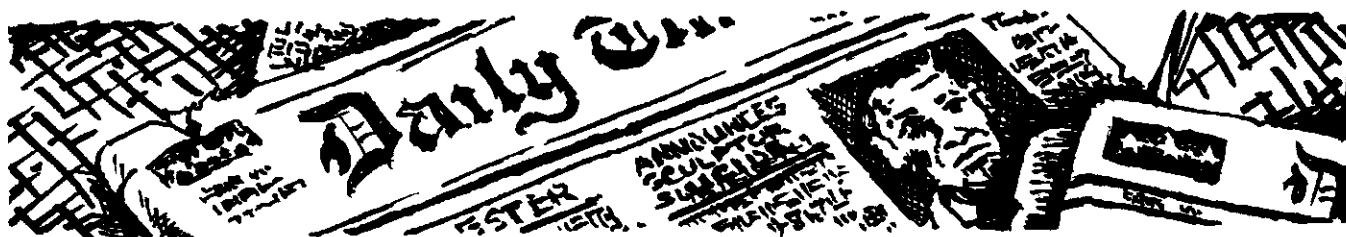
records of the island or its inhabitants exist. A successful INT X 3 roll will indicate to the investigators that there is a curious lack of official documents that deal with the island.

State Police - There is little more available to the players than what was told to them by Inspector Hawkins. What they can discern is both an uncaring and hateful attitude towards anything which occurs on Monhegan island. If queried as to why they have such an attitude towards both the case of the missing child and the islanders, their reponse will be; "Them people don't want ta be part of the state of Maine, they kin do their own pallice work. 'sides, they're all crazy anyhow".

The Fishermen in Bristol - While they wait to leave for Monhegan island, the player-characters may wish to speak to some of the local mainland fishermen. If any are asked about the fishermen from Monhegan island, they will launch into a long winded tirade about how those "miserable bunch of crazies better not come over to the mainland iff'n' they know what's good fer um."

The Police in Bristol - The player-characters may also wish to talk to the local police. They have less information on the riots and no information about the disappearance of the girl (other than the fact that they were the ones who contacted the State Police). They too, hold the same opinions of the islanders that the mainland fisherman hold. The only difference is that they won't voice those opinions in a loud and arrogant manner to strangers. (It should be made obvious to the player-characters that these local people loathe the islanders even more than the State Police).

The Bristol Gazette - The local newspaper in Bristol has a newspaper morgue which dates back only five years. This isn't unusual since the building which originally housed the offices of the **Bristol Gazette** burned to the ground in an accidental fire five years ago. There are no articles in any of the back dated papers dealing with either the island or the disappearance of the girl. If asked why there are no articles, the editor will reply "nobody" "round here wants to read about those nuts over there!"



BOOKS OF NOTE IN THE MARTINSON READING ROOM

Malleus Maleficarum 1542 Sprenger and Cramer
English translation: Dr. John Collet O.B.E. Add
+ 5% to occult knowledge. Reading time 10
hours.

The "Classic" work on demonology and witch-
craft. Its contents have nothing to do with the
situation on the island (that 5% increase to
occult can't hurt though).

Occultus Deus 16th Century Author unknown
Latin (handwritten) Reading time 6 hours.
A rambling and, at times, incoherent discourse
on the most powerful "beings" in the cosmos.
If the reader can roll his INT X 3 or less on D100,
he can add 4% to his Cthulhu Mythos. The
reader must also take 1D4 in sanity damage if
the INT roll is successful. If the roll fails, no sanity
damage is taken.

Druidic Culture in Albion 1887 Aaron Lyle
English +5% to occult.
Reading time 6 hours.
A rather dull treatment of the Druidic impact
on pre-Roman Britain.

De Vermis Mysteriis 1645 Ludwig Prim
Latin +12% Cthulhu Mythos X3 spell mult.
-2D6 sanity
Reading time 12 hours.
A wonderful text on the Cthulhu Mythos. The
reader should be twitching in no time flat. All
rules for spells and sanity loss from reading this
text are as per the game rules. The Keeper
should also select spells, which can be learned
from the text, as he or she sees fit.

Unausprechlichen Kullen 1592 Von Juntz

German + 15% Cthulhu Mythos X4 spell mult.
-2D8 sanity

Reading time 16 hours.

Another wonderfully nasty Mythos text. As in
the above text, the Keeper should apply the
game rules on using the text to gain Mythos
skills and spells.

Pnakotic Manuscripts Date unknown Author(s)
unknown Reading time 12 hours.
English Golden Goblin edition 1852
+10% Cthulhu Mythos X2 spell mult. -1D8 sanity
An odd and disorienting treatise on "things
that should not be". As in the above two texts,
game rules on books and spells should be
applied.

The Text Hidden in Bedroom Three

Title: Unknown Author: Unknown (Roger
Martinson?) Date: Unknown (1690's?)

Latin 12% Cthulhu Mythos X3 spell mult. -2D8
sanity Reading time 6 hours.

English translation (underneath in Manila
Envelope) 8% Cthulhu Mythos X2 spell mult.
-2D8 sanity

This text contains the ceremony officiated by
Martinson. It contains the translated text
(marked by a red satin book mark) on a
separate sheet of typewritten paper.

Excerpt from the Ceremony (as found in the hidden text in the Martinson home)

... la! la! Come to us! Come to us! We call on
thee to take these offerings to Father and
Mother. Take these gifts to Dagon and Hydra.
We offer them to renew our service. We offer
them to renew our lives. la! la! ... etc.



BOOKS OF NOTE IN THE MARTINSON READING ROOM

Malleus Maleficarum 1542 Sprenger and Cramer
English translation: Dr. John Collet O.B.E. Add
+ 5% to occult knowledge. Reading time 10
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Unausprechlichen Kulte 1592 Von Juntz

German + 15% Cthulhu Mythos X4 spell mult.
-2D8 sanity

Reading time 16 hours.

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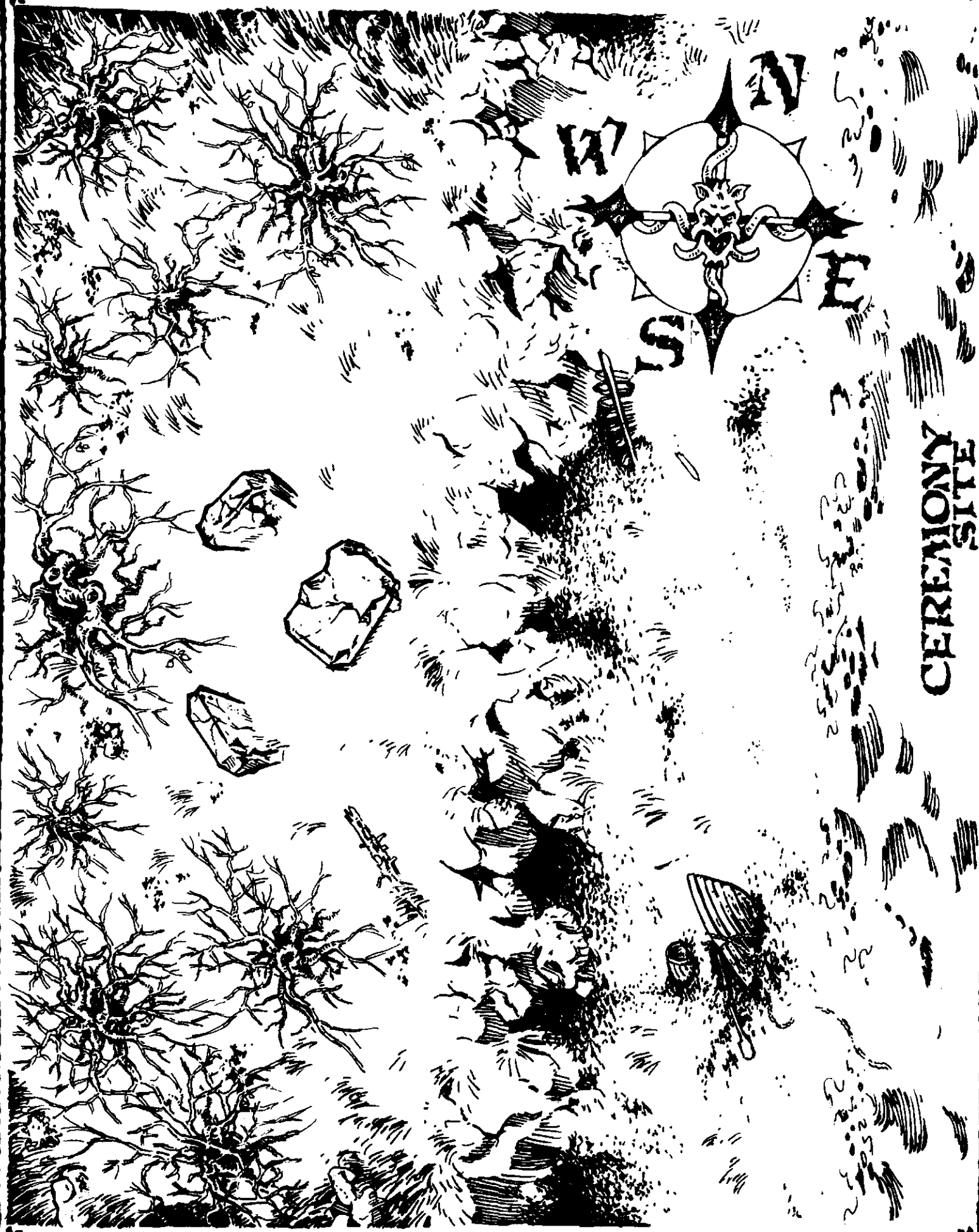
English translation (underneath in Manila
Envelope) 8% Cthulhu Mythos X2 spell mult.
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We offer them to renew our service. We offer
them to renew our lives. la! la! ... etc.





CEREMONY
SITE

Continued from page 20:

DEEP ONES Move 8/10 (swimming)

STR 14 CON 10 SIZ 13 POW 8
DEX 12 INT 9 HP 10

Weapons: Claw 25% 1D6 + 1D6 Trident 20% 1D6 + 1 + 1D6

Damage Bonus/Penalty +1D6

STR 13 CON 11 SIZ 13 POW 11
DEX 12 INT 12 HP 11

Weapons: Claw 35% 1D6 + 1D6

Damage Bonus/Penalty +1D6

STR 15 CON 9 SIZ 12 POW 8
DEX 11 INT 12 HP 9

Weapons: Claw 30% 1D6 + 1D6

Damage Bonus/Penalty +1D6

STR 13 CON 10 SIZ 15 POW 10
DEX 12 INT 7 HP 7

Weapons: Claw 40% 1D6 + 1D6 Trident 40% 1D6 + 1 + 1D6

Damage Bonus/Penalty +1D6

STR 14 CON 9 SIZ 14 POW 12
DEX 8 INT 11 HP 9

Weapons: Claws 40% 1D6 + 1D6

Damage Bonus/Penalty +1D6

STR 16 CON 11 SIZ 12 POW 6
DEX 12 INT 7 HP 11

Weapons: Claws 30% 1D6 + 1D6

Damage Bonus/Penalty +1D6

FINISHING UP

If the players have defeated both the cultists and the deep ones, the way off of the island for them is rather simple. Martinson had intended to sacrifice

his yacht to insure that no investigation concerning the disappearance of the characters was instituted by the Maine State Police. By sinking his ship, he felt that the authorities would be convinced that the investigators had all perished at sea.

Martinson instructed Krebs (who was not a part of the ceremony) to assemble the investigators luggage and place it on the yacht. Krebs is then supposed to wait until he (Martinson) arrives. The player-characters, or what's left of them, will find Krebs waiting by the yacht. (If they go to the Martinson house, it will be deserted and the car will be missing). There will be no one else on the docks or on any of the fishing boats. As far as he knows, Krebs is supposed to take the player-characters back to the mainland. The only thing stopping him is that he was instructed to wait until Martinson arrives. The Keeper can either let the player-characters Fast Talk Krebs, or allow the players themselves to explain to Krebs why Martinson won't be coming and why they should leave immediately. The latter option may prove interesting, especially if the players are in a frantic state.

In all the play tests for this scenario, only one group was forced to fight their way off of the island. The only people on the island who have the guts to fight it out with the player-characters are the eleven N.P.C.'s (page C1) at the ceremony. Once they are dispensed with, the only other encounters necessary are ones involving one or two crazed fishermen on the docks. I would suggest using this option only if the player-characters had too easy of a time. They should, however, be forced to sweat a little about how they are to get off the island.

NOTES FOR THE KEEPER:

Up until the night of the sacrifices (and the actual act of sacrificing a human being to the deep ones), the people on the island have done nothing illegal. The players have no direct evidence to link them to anything, despite what the ceremony written in the book states. This should be balanced against the player's zeal to find the perpetrators or even randomly shoot people they have no evidence against (it is easy to understand a character's loss of sanity but when it comes to the players . . .). Try your best to build the tension so that even if the players are convinced that they know what is going on, they will still feel as though they are journeying into the unknown.

**GOOD LUCK!
HAPPY GAMING!**

POSSIBLE "SPIN-OFF" SCENARIOS

Remember Dr. Lawrence Mitchell? He was the professor at the University of Maine who translated the unknown book which contained the ceremony held on the island. He has offered Martinson good money several times for the book. Each time, his letters went unanswered. He now reads in the papers of a group of investigators who have broken up a human sacrifice cult on Monhegan island. Mitchell will realize that Martinson was attempting to use the book for dark and foul purposes and offer to buy it from the investigators (assuming they have it).

If the investigators agree, they will be offered between \$500 and \$1,000 by the University of Maine (exact price to be determined by bargaining between the Keeper and players). Mitchell will then mention to the player-characters that he knows of another very old valuable book being guarded by a Monastic order in the Baravian Alps. Would they be interested in acting as his purchasing agents for that book? Subsequent events should be determined by the Keeper.

Perhaps the players say no to Dr. Mitchell's offer. If so, the good doctor will have reached his wits' end and attempt to have the book stolen from the characters. If the thieves he hires are successful, the players may suspect it was Dr. Mitchell behind the

theft. When they go to confront him, they find out from the University that Dr. Mitchell has just left for Europe on a sabbatical. Subsequent events should be determined by the Keeper.

Let's suppose the players don't have the book and Dr. Mitchell is horrified by the tome's loss. The players may be hired by Dr. Mitchell to go back to the island and get it. Perhaps Dr. Mitchell will go with them, just to be certain as to the book's fate. Who knows? Maybe the deep ones have it! Subsequent events should be determined by the Keeper.

If the Keeper chooses to ignore the problems of Dr. Mitchell, there are plenty of other people who read the newspapers. Such famous investigators may be contacted by a millionaire whose daughter left home to join some odd religious group in Hollywood, California. He believes that their motives are far from benevolent and fears for his daughter's safety. He will pay **anything** to get her back and expose this cult for what it really is. Subsequent events should be determined by the Keeper.

With a little imagination, this scenario can form the basis for an exciting and hopefully, long running **Call of Cthulhu** campaign. Have fun, and be careful when you hide in the shadows!





THE HOUSE IN THE WOODS

Cthulhu Scenario For Beginners

This short scenario is designed to introduce beginning players and prospective Keepers to **Call of Cthulhu**® with a minimum of fuss and hassle. It can be played in one evening, yet with a bit of imagination on the part of the referee, can be used as the basis for a continent spanning campaign.

The Keeper should read through the entire scenario, once to understand the overall situation, and once more to be certain he/she understands all of the details. The Keeper should then either read or paraphrase the Players Information section of the scenario to the players. All charts or maps labeled **Keeper Only** should **not** be given to the players. Any items labeled **Player's Information** may be photocopied and shown to the players.

BACKGROUND INFORMATION — Keeper Only

In October of 1922, Professor Jeremy Winter, a professor of American Indian studies at the University of Maine, had what was referred to by his colleagues as a "nervous breakdown". He had come back from a weekend trip in the north woods of Maine in a very agitated state. He raved on at great lengths to his colleagues about the Narragansett Indians and how they had really come down from the stars many eons ago. When his friends attempted to calm him down, he turned violent and had to be restrained.

For his own good, he was sent away to the Green Acres Sanitarium and Spa in Green Valley, Connecticut. He was there for over a year and a half when suddenly, he showed a great deal of improvement. He was released less than a month later on June 23rd, 1924. Professor Winter returned to Bangor and began to get ready to teach his classes in the fall.

Unfortunately for Professor Winter, he still suffered from nightmares. He knew that those nightmares were vile and horrible, but he couldn't seem to remember what went on in them (despite the fact that several times he woke up screaming). He called the psychiatrist at Green Acres Sanitarium, who had handled his remarkable recovery, for advice. Dr. Phillip Carstairs, the "shrink" who had handled his case, suggested that Professor Winter was only working too hard on the curriculum for his fall classes. Dr. Carstairs suggested to Winter that he take a short

vacation over the Fourth of July weekend. Dr. Carstairs had a vacation house in northern Maine that Winter could use. Carstairs also told him it would be very good therapy to spend a few relaxing days in the same general area that may have been the spark for Professor Winter's "breakdown". Professor Winter could then see that there was nothing in those same north woods to hurt him.

Winter agreed and decided to leave in a few days. Because he wasn't much of a sportsman (hunting and fishing were boring to him), he decided to take some of the notes he was working on that dealt with the Narragansett Indians. He knew that he would be bored and wanted to take along something to work on. Before he left he told his friend, Alan Devereaux, where he was going and that he would be back by July 9th.

It wasn't until July 12th that Alan Devereaux became worried. He feared for his friend's safety and was worried that he may have had a relapse somewhere in the north woods of Maine. The Maine State Police were informed, but they found nothing. They currently have his case on file as a "missing person". Devereaux has, therefore, hired a group of investigators (the player-characters) to help find Professor Winter.

Unfortunately, Professor Winter is being used by Dr. Phillip Carstairs. The reason Winter had his first "breakdown" was because he saw several Mi-go in the north woods of Maine. The Mi-go were looking for an artifact that was given by them to the Narragansett Indians over two thousand years ago. It was a metal box that, under the right circumstances, could transport an individual's consciousness backwards in time and space. The Indians used it as part of their ancestor worship rituals, and the Mi-go now need it back.

Dr. Carstairs has been secretly cooperating with the Mi-go in exchange for Mi-go technology which could make him both rich and powerful. Jeremy Winter was looking for old Indian burial sites when he ran across the Mi-go. He escaped from the Mi-go, although he left behind a great deal of his sanity.

He was at the Green Acres Sanitarium for over a year and a half before Dr. Phillip Carstairs saw him. Realizing who Jeremy Winter was, and what he was doing the day he went mad, Carstairs patched his mind up as best as he could and sent him home.

Carstairs was convinced that Winters had found the burial site, and that there was every probability that the metal "box" the Mi-go were looking for was there too.

Carstairs had planned to offer Winter the use of his vacation home in Maine, knowing full well that after his release from the Sanitarium, his mind would slowly begin to collapse again. When he arrived at the vacation home, Carstairs' Mi-go friends would handle the rest. The rest of the world would think that Professor Winter went mad again and wandered off into the woods. He would never be found and would be given up by all as missing and presumed dead.

The Mi-go did get hold of Jeremy Winter and, on the second night he was at the vacation home, they placed his brain and sense organs in small metal cannisters. These cannisters could be connected together to allow Winter to "communicate" to them if need be, and they were also insulated against the cold, vacuum of outer space. When the Mi-go found the "time and space box" they sought, they could easily take what was left of Professor Winter back to Pluto (Yuggoth) with them.

Unfortunately for the Mi-go, Professor Winter didn't know where the burial ground was. The Mi-go are still searching for it in the woods around the vacation home of Dr. Carstairs. If the players go to the vacation home, they will encounter them in 1D6 hours after sundown.

PLAYER'S INFORMATION

Alan Devereaux wishes to hire the players to find his friend, Professor Jeremy Winter. Winter is a professor of American Indian archeology at the University of Maine. He was home after recovering from a nervous breakdown he had, when he decided to use the vacation home of his psychiatrist, Dr. Phillip Carstairs, over the Fourth of July weekend. He never returned, and the state police in Maine pronounced him a missing person; whereabouts unknown, after a one week search. Devereaux doesn't know if he met with his play or not but, Jeremy Winter was acting very nervous ever since he came home from the Green Acres Sanitarium down in Connecticut.

Devereaux will pay the investigators \$20 a day plus expenses to find out what happened to his friend Jeremy Winter. He hopes they will begin their investigation immediately.

TIME LINE (Keeper Only)

October 16, 1922: Jeremy Winter encounters the Mi-go in the north woods of Maine and returns to the University of Maine with his sanity badly damaged.

October 19th, 1922: Jeremy Winter is forcibly checked into the Green Acres Sanitarium and Spa in Green Valley, Connecticut.

May 28th, 1924: Dr. Phillip Carstairs discovers Jeremy Winter in the Green Acres Sanitarium. He decides to give him a "quick cure" so that he can get him released and into the clutches of his Mi-go friends. Carstairs feels that Winter's studies will help the Mi-go locate the "time-space box" they've been looking for.

June 23rd, 1924: Jeremy Winter is released from Green Acres Sanitarium, apparently cured.

June 30th, 1924: Jeremy Winter calls Dr. Phillip Carstairs, complaining of nightmares and of waking up screaming in the night. Dr. Carstairs suggests he take a vacation over the Fourth of July weekend. Carstairs offers him the use of his vacation home in Mattawamkeag, Maine.

July 3rd, 1924: Jeremy Winter tells his friend, Alan Devereaux, where he is going and when he expects to get back.

July 5th, 1924: The Mi-go capture Professor Jeremy Winter and remove and isolate his brain and sense organs from his body. He is of no help to them in their search for the "box". They continue the search anyway.

July 12th, 1924: Alan Devereaux informs the Maine State Police of the disappearance of Professor Jeremy Winter in the north woods of Maine.

July 19th, 1924: Maine State Police abandon their search of the woods around the vacation home. When the State Police leave, the Mi-go resume their search for the "box".

July 21st, 1924: Alan Devereaux contacts some investigators (the player-characters) to conduct an independent investigation into the disappearance of his friend, Professor Jeremy Winter.

LIBRARY INFORMATION

The following information is available to the investigators

If the investigators visit the Green Acres Sanitarium (roll Fast Talk to get in), they will discover that Dr. Phillip Carstairs is not a regular member of the staff. He handles "overflow" cases that staff doctors don't have time for. Funny thing about that; he insisted on handling Jeremy Winter. They don't remember him doing that with any other patients. It must have been something he saw in poor Mr. Winter. After all, he was released as cured less than a month later.

Keeper's Note: The sanitarium will **not** release any information on Winter's case no matter what the investigators may do (short of breaking into the place). They will also be told that Dr. Carstairs is currently out of the country and attending a psychiatric conference in Austria.

If the investigators attempt to find out more information on what Professor Winter was working on, they will have to go to the archeology department of the University of Maine (roll Fast Talk or use Alan Devereaux's name to get in). One of Professor Winter's colleagues will search Winter's office, but will find his files empty. The department secretary will remember telling the State Police that Dr. Winter was carrying out a lot of papers the last time he was in, several weeks ago. The investigators will find nothing else in Winter's office (but you can let them search if you wish).

If the investigators wish to search Jeremy Winter's apartment, they must either roll a Fast Talk to get past the landlady or use Alan Devereaux's name again (better yet, bring Devereaux along). Jeremy Winter's room is very clean, and aside from some books on archeology and American Indians, there is little of real interest. If one of the players makes a Spot Hidden roll, he or she will find a scrap of paper next to the telephone. It has some hastily scrawled directions on it that will, if followed, lead the players to the vacation home of Dr. Carstairs in Mattawamkeag (see map, page 35). There is nothing else of interest in his room.

If the investigators wish to talk to the Maine State Police, (roll Fast Talk to get in, or Luck if one of the players is a P.I.) they will find that the search was

thorough and comprehensive. The police also found the vacation home of Dr. Carstairs had been lived in for at least a day or two and most of Winter's belongings were still there. According to the University and Alan Devereaux, he was supposed to have had some papers with him. They were not found within the house or anywhere outside. The police have also been unable to contact Dr. Carstairs.

If the investigators wish to visit the Library, the only thing they will find of any use is a newspaper article dated July 6th, 1924, in the **Bangor Express** (roll Library Use to find). It is a small "filler" article on page 6, about a resident of Mattawamkeag, Maine who claims he saw a flying cow!

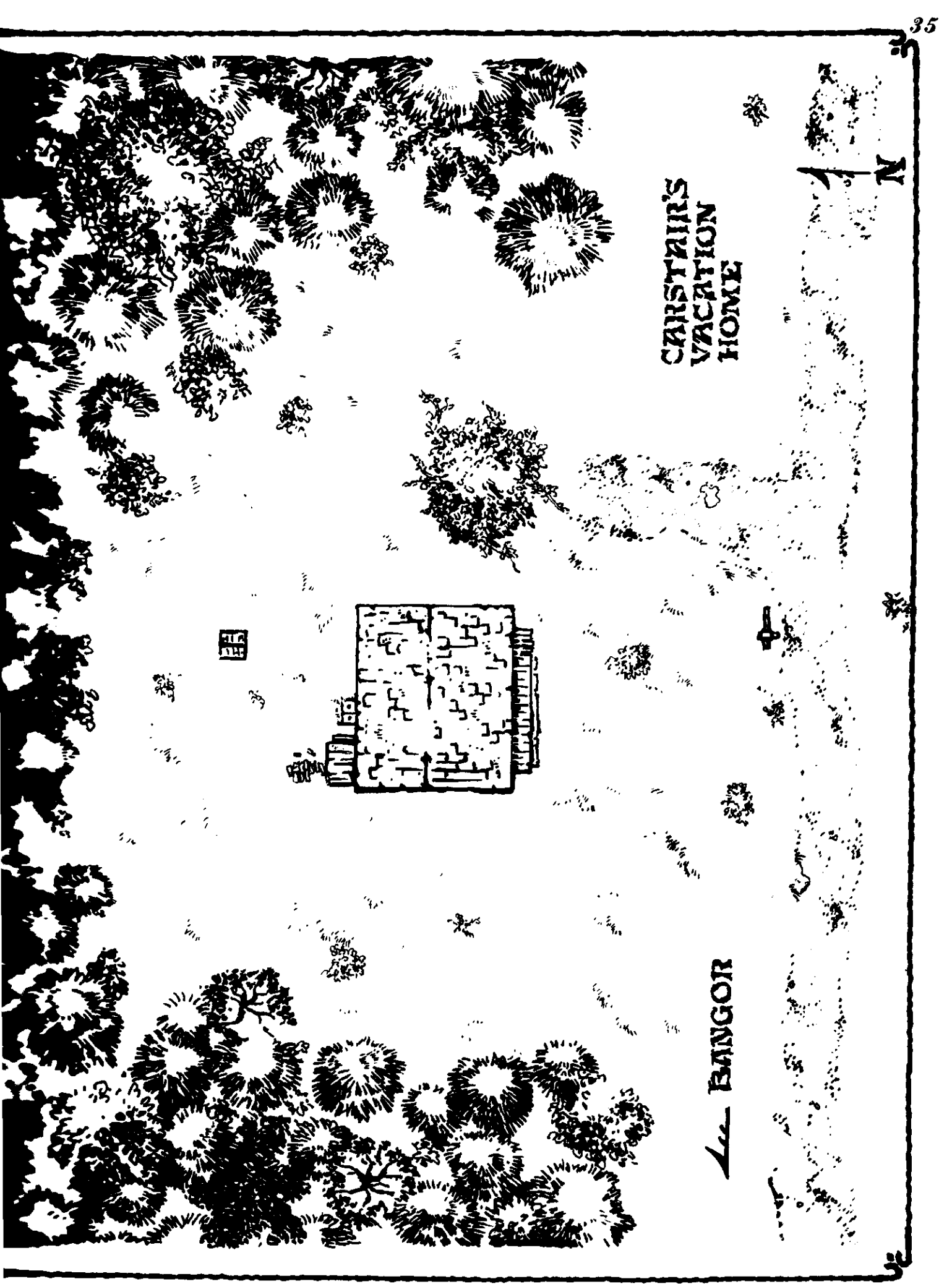
Ezekial "Cappy" Capton, a resident of Mattawamkeag, Maine claims he saw a "flying cow" on the night of July 5th, 1924. Known to the local residents as "Cappy", he said it wasn't the first night he had seen a cow flying across the sky.

"I know them city folks will think I'm crazy, but I know what I see out there. It were a cow with wings, flying through the air just as plain as could be."

Another local resident, Mrs. Edwina Feurmacher, said "The local people like Cappy. He's really harmless, but he drinks a bit too much of his bathtub gin and gets to seeing all sorts of strange things. Why, last year he said he saw a tree walking through the forest. We're not at all surprised he saw a flying cow."

There is no other information specifically relating to the happenings at the Carstairs' vacation home. If the players look at a map of Maine and find the town of Mattawamkeag, they will see that the location of the Carstairs' vacation home is nearby. If they found the slip of paper with the directions on it in Winter's apartment, they will see those directions are correct. (**Keeper's Note:** Mattawamkeag is located north of Bangor in area 3D on the Maine map on page 7).

When the players finally drive to the vacation home where Winter was supposed to be staying (a 2-3 hour drive from Bangor over rutted and pot marked roads), they will have to ask specific directions from someone. The person they ask (Keeper's discretion as to who it is) will know that the house they are looking for is the place where that "perfesser"



CARSTAIR'S
VACATION
HOME

Λ BANGOR

N

disappeared. They will give the location of the house as two miles down the road from Cappy Capton's place. The investigators should look for the mailbox.

THE CARSTAIRS' VACATION HOME

When the players arrive at the vacation home, they will see a house sitting in a clearing, surrounded by dense woods. The house is in a good state of repair although the grass that grows around it is unkempt and rather tall.

FIRST FLOOR

The Living Room: As the players enter the front door and walk into the Living Room, they see a large grandfather clock on the west wall, an end table with an oil lamp and on the north wall, a covered (with a sheet) chair in front of a fireplace and another (uncovered) chair. There is a braided rug on the floor in front of the fireplace, along with a few pieces of wood and a fireplace tool set.

If the players examine the fireplace, they will see a fine ash in it. A successful Know roll will tell them that this type of ash is **not** left behind when wood is burned. (It is the residue of the notes on Indian burial sites, brought by Professor Winter, which were burned by the Mi-go). There is nothing else unusual in this room.

The Trophy Room: In this room are two chairs and a table, all covered by sheets. Behind them is a wooden table with several candlesticks and candles, which are burned halfway down. Hanging on the walls are several stuffed heads of animals (deer, elk, moose) along with a stuffed bear, which stands in the south-east corner of the room. There is also a braided rug on the floor beneath the table. There is nothing else unusual in this room.

The Kitchen: In this room is a table with four chairs, a counter and cabinet, a wood burning stove and a large storage cabinet. There is also a door which opens out to the back of the house. The storage cabinet contains a few tins of food and some moldy bread. There are some unwashed dishes in the sink and a cup and saucer sitting on the table. There is nothing else unusual in this room.

Second Floor

Bedroom One: This bedroom has a sheet covered bed in it, along with a braided rug on the floor and an empty dresser. This room was never used by Professor Winter and is noticeably dustier than the other rooms downstairs (with the exception of the Trophy Room).

Bedroom Two: This bedroom contains an empty dresser and three or four crumpled up sheets on the floor. They were thrown into this room after Professor Winter removed them from the furniture he was using. This room is almost as dusty as Bedroom One.

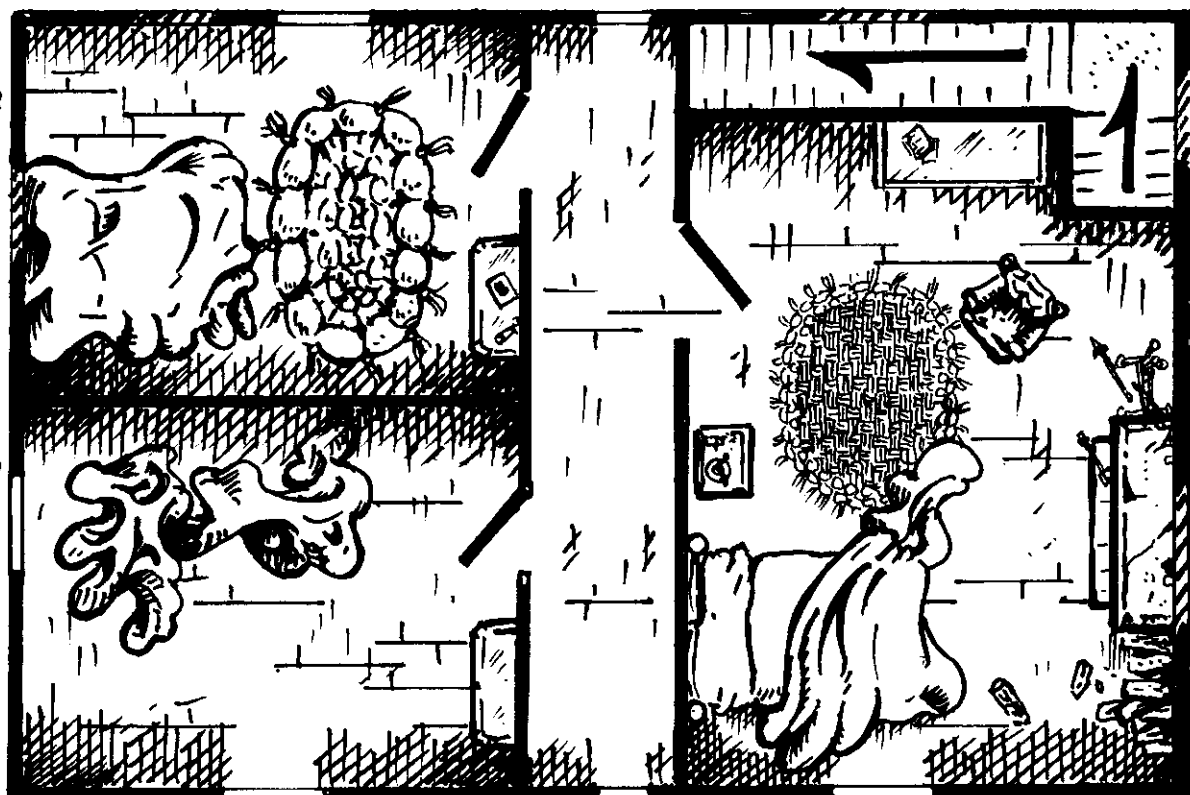
Master Bedroom: This bedroom contains a dresser, a chair, a fireplace (with tools and wood), a neatly made bed, a night stand with an oil lamp on it and a braided rug. The dresser is empty (Professor Winter's clothes were removed by the State Police) but dust free. The fireplace is also cleaned out and if the players check the flue, they will find the chimney to be surprisingly clean. It should be obvious to the players that Professor Winter was going to use this bedroom. There is nothing else of interest in this room.

The Root Cellar: Two cellar doors at the back of the house open into the Root Cellar. There is very little down there other than dirt. On the north wall, there is a set of shelves with some canning jars and preserves sitting on it. On the east wall, there is a broken and empty cabinet filled with spider webs. Should a player pull the cabinet aside (looking for secret passages no doubt), a group of rats will scurry out from behind it and attack the player nearest the cabinet. They attack as a pack with a "mass bite" at 50% doing a total damage of 1D8 (see also page 28 of the **Sourcebook for the 1920's**). If the players manage to hit one of the rats with a weapon or a kick, that rat will die and the others will scurry back behind the cabinet where they came from. The hole behind the cabinet where the rats came from is too small for any human to enter, just in case one of the players is crazy enough to try it.



Bedroom 1

Bedroom 2

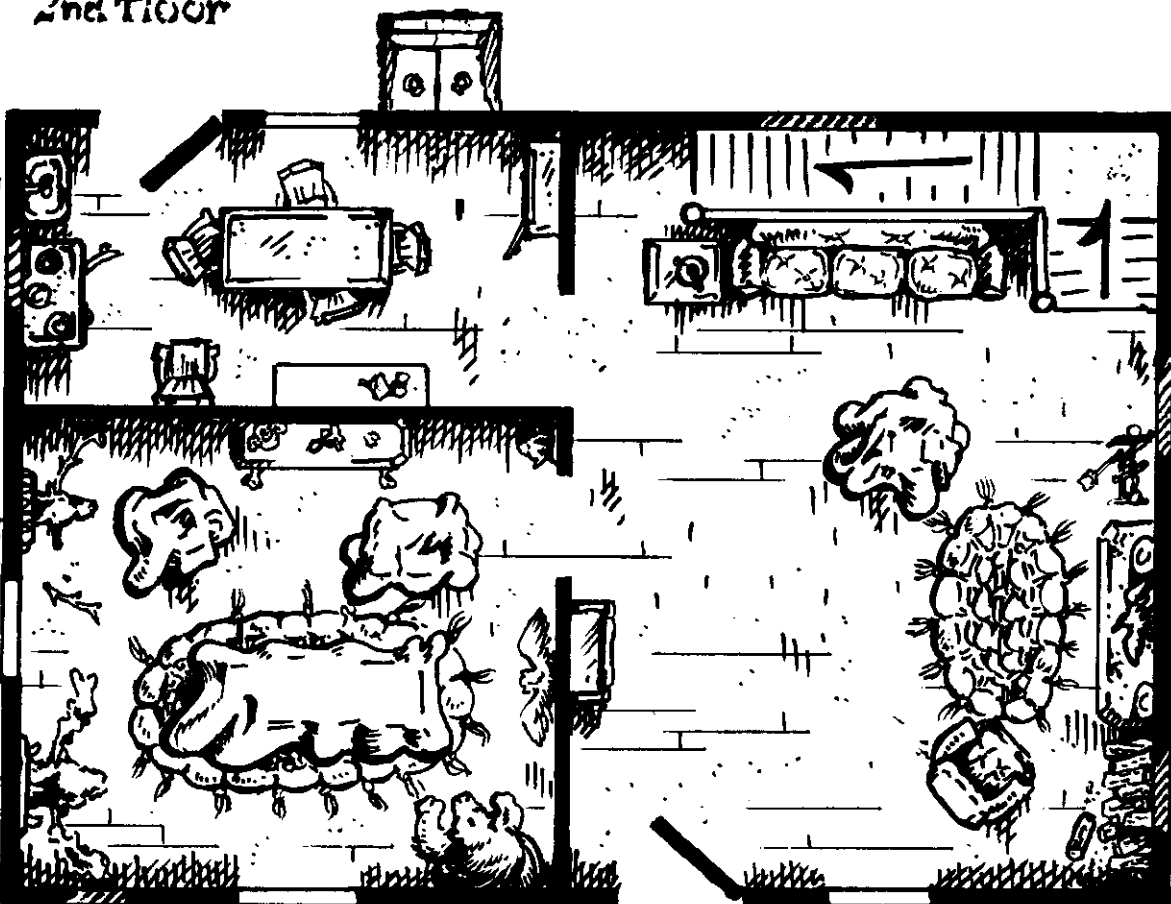


CARSTAIR'S HOME
2nd floor

Master Bdrm.

Kitchen

Trophy Room



**CARSTAIR'S
VACATION
HOME**
1st floor

Living Room

1
2

THE OUTSIDE OF THE HOUSE

The Carstairs' house sits in an overgrown clearing in the midst of some very dense woods. There is an outhouse behind the north wall of the house.

If the players begin investigating the outside of the house, a successful Spot Hidden roll will reveal a patch of grass which appears to be "beaten down". This is the spot where the Mi-go landed and proceeded to walk to the house. If the players stand in the beaten down grass, they will see a very strange looking footprint. A successful Zoology roll will reveal that the footprint was **not** made by any known animal.

Keeper's Note: If this scenario is being played by experienced players, a successful Cthulhu Mythos roll will reveal that the footprint was made by a Mi-go.

The players can tramp around in the woods all they like. There is nothing in there for them to find. If, however, they don't have a map or compass with them, roll against one of the players' Idea. If he or she fails, they are lost (obviously this only applies if they venture more than a mile or so into the woods). An easy way to abstract their attempts to find their way back to the house is to have a player make a Luck roll, after indicating the direction in which he or she will walk. The roll should be made so that the player won't know the result. Once the Luck roll is made, the player(s) will find a road or other type of landmark that will lead them to the house again. The Keeper should take note of the amount of time that passed while they were lost.

"CAPPY" CAPTON

Should the players wish to talk to Cappy, they will either have to walk or drive their car two miles back down the road to his place (a good alternative might be to have the players stumble across Cappy's house while they are lost in the woods). There is a 50% chance that he will be drunk when they see him.

Cappy is a very talkative individual. If he is sober he will talk about almost anything that the players don't wish to hear about. Every question the players ask will get an answer that has nothing to do with it. If Cappy is drunk, he is even more talkative and his answers to questions are even more bizarre (if that's

possible). The only thing he remembers about the "perfesser" is that he asked directions, a few weeks back, to the Carstairs' house. He doesn't even know anything else about him or his disappearance. He will claim that he told all that to the "palice" anyway.

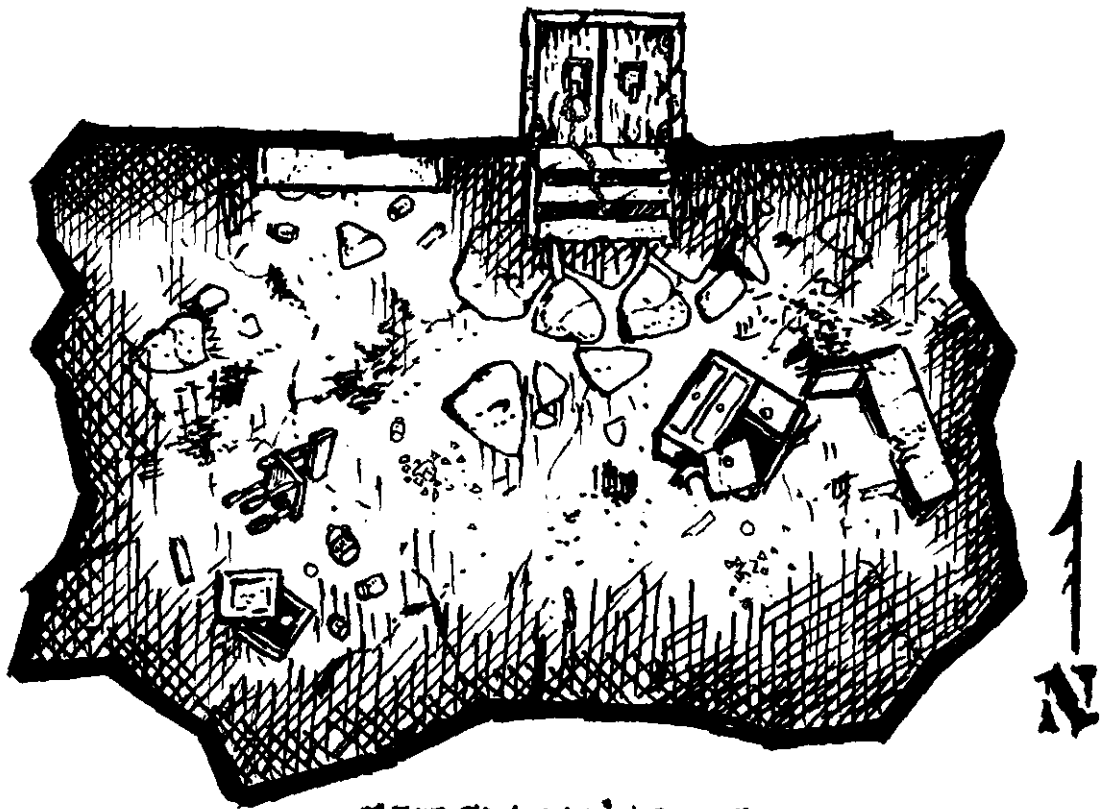
If any of the players ask him about the "flying cows" he saw, he will rave on and on about them. In fact, it will be very hard to get him to shut up. What he saw were some Mi-go flying at night above the woods. He doesn't know what they are or what they are doing. There is nothing else he can tell them that will be of any help (unless they want to stay and listen to him talk about the "trees that walk through the woods").

The Mi-go will arrive outside the Carstairs' house in 1D6 hours after sundown. They will land in a small clearing in the woods not too far from the Carstairs' house. From circling overhead, they will realize that someone is using the house and will then wish to discreetly investigate. One of the Mi-go will don a human disguise and approach the players in the guise of Jeremy Winter, while the other two hide on the edge of the woods.

Keeper's Note: If for some odd reason the players are wandering around outside when the Mi-go arrive, they will find the disguised Mi-go sitting in a chair in the Living Room when they return to the house.

This Mi-go will speak to them in a raspy, buzzing voice. If one of the players makes a Listen roll (this should be rolled secretly by the referee), he or she will notice that the normal sounds of the night outside (crickets chirping, owls hooting, etc.) have all stopped. If they say they are listening very closely, they will hear only an occasional buzzing noise from the edge of the woods.

If the players shine a light on the disguised Mi-go, as he walks towards the house, the Mi-go will raise his hands to his eyes and ask the player(s) not to shine the light on him. If the Mi-go does get the chance to talk to the players face to face, he will try to convince them that he is Professor Jeremy Winter. He will also try to convince them that he is in good health, and that he has a great deal of unfinished work to do. The disguised Mi-go will be speaking in a raspy,



CARSTAIR'S VACATION HOME
root cellar



buzzing voice. It will explain its odd voice as a cold and a touch of laryngitis.

Keeper's Note: If the scenario is being played by experienced players, a successful Cthulhu Mythos roll will indicate that the disguised voice of the Mi-go is not human.

The players can easily foil its disguise by asking it a question that it doesn't know. If the Mi-go is confused or thinks its disguise has been foiled, it will attempt to flap-off into the night sky. The other three Mi-go which were hiding in the woods will then come out and engage the players.

Keeper's Note: When the disguised Mi-go sheds its "costume" and flaps into the sky, a Sanity roll will be required by all of the players that saw it. When the others come out of the woods, no roll will be required if the first roll was successful. If, however, some of the players missed their first Sanity roll, an additional Sanity Damage roll will have to be made when they see the other Mi-go emerge from the woods.

The other Mi-go are carrying shiny metallic cylinders which project a "beam" of darkness out to about 75 feet. If this darkness hits a player, it engulfs him or her within it. The player is suddenly isolated from reality in a sightless and soundless blackness, which is blacker than the black of any night. The player must then roll against his or her sanity. If the player fails the roll, he or she must roll 1D10 and the Keeper should refer to the Insanity Tables in the Rules Book if any further modifications are required. If the player passes his or her sanity check, no sanity damage is taken in that round. The darkness effect lasts for one (1) full combat round during which the player is isolated and can perform no other actions.

The metal cylinders work from the user's POW. When a Mi-go wishes to "fire" one of the cylinders at an investigator, it must be powered by two (2) points of the Mi-go's POW. A player-character can also learn to operate one of these devices, but it will

require an INT X 4 roll. It will also drain two (2) points of the players-characters' POW each time one of the cylinders is used. Anytime a player-character rolls a Fumble while using one of the cylinders (or making an INT X 4 roll to figure it out), the device breaks and will no longer work (nor can it be repaired).

If the Mi-go take more than 50% of their total CON, they will break off their attack and attempt to fly off into the night sky. Players attempting to shoot at Mi-go that are flying away, should have their percentage to hit with a firearm (or other projectile weapon) lowered accordingly.

If the players succeed in driving off or killing the Mi-go, they should each get back 1D6 worth of sanity (remember not to exceed the characters normal maximum sanity). If the investigators kill the Mi-go, they had better get some proof of their existence in a hurry. Within minutes after they die, the Mi-go's bodies will begin bubbling and boiling away. In five minutes, all that will be left is a small puddle of awful smelling grey ooze. The ooze will soon soak into the ground. If the players have no evidence, no one will believe what happened (except, of course, Ol'Cappy. He'll believe anything).

EPILOGUE

An imaginative Keeper could easily use this scenario as the basis for a campaign. The Mi-go (assuming they were defeated) left virtually nothing behind since they either flew off or dissolved. If one of the ones that carried a "darkness weapon" was killed, the weapon will be left behind. Even if it can't be operated, most people would agree that it resembles nothing manufactured on earth. That bit of evidence may be enough to convince a wealthy patron to bankroll further investigations by the players. A good choice for a first mission would be to find the nefarious Dr. Carstairs.

**Good Luck!
Happy Gaming!**



MAJOR N.P.C.'s

Dr. Jeremy Winter Age 36 "Disembodied" professor of archeology

STR 10 CON 8 SIZ 12 INT 17 POW 9
DEX 9 CHA 11 EDU 21 SAN 0 HP 8

Skills: All skills at basic % except - Archeology 90%, History 60%, Library Use 70%, Debate 40%.

Weapons: Fist, Kick, etc. at basic %.

Damage Bonus/Penalty _____

Dr. Phillip Carstairs Age 42 Psychiatrist and friend to Mi-go everywhere

STR 12 CON 10 SIZ 11 INT 15 POW 13
DEX 12 CHA 8 EDU 21 SAN 0 HP 10

Skills: All skills at basic % except - Psychoanalyze 90%, Library Use 55%, Psychology 70%, Fast Talk 60%, Cthulhu Mythos 25%.

Weapons: Fist, Kick, etc. at basic %.

Damage Bonus/Penalty _____

ALAN DEVEREAUX Age 37 English professor and friend to Jeremy Winter

STR 9 CON 12 SIZ 9 INT 16 POW 10
DEX 8 CHA 16 EDU 21 SAN 50 HP 12

Skills: All skills at basic % except - Read/Write English 95%, Library Use 70%, Drive Automobile 45%, Credit Rating 40%, Debate 65%.

Weapons: Fist, Kick, etc. at basic %.

Damage Bonus/Penalty _____

Ezekial "Cappy" Capton Local Looney

STR 10 CON 12 SIZ 7 INT 10 POW 8
DEX 12 CHA 5 EDU 5 SAN 0 HP 12

Skills: All skills at basic % except - Track 80%, Hide 75%, Throw 70%.

Weapon: Fist, Kick, etc. at basic %. Shotgun 65% 4D6.

Damage Bonus/Penalty _____



Mi-go #1

STR 15 CON 12 SIZ 14 POW 10
DEX 14 INT 11 HP 12

Attack %: Claw 70%. 1D6+1D6 possible grapple. Darkness Weapon 40% (see above for damage effects).

Mi-go #2

STR 12 CON 10 SIZ 10 POW 13
DEX 10 INT 9 HP 10

Attack %: Claw 50%. 1D6 possible grapple. Darkness Weapon 30% (see above for damage effects).

Mi-go #3

STR 12 CON 13 SIZ 7 POW 14
DEX 12 INT 9 HP 13

Attack %: Claws 55%. 1D6 possible grapple. Darkness Weapon 45% (see above for damage effects).

Mi-go #4

STR 15 CON 10 SIZ 9 POW 16
DEX 11 INT 11 HP 10

Attack %: Claws 55%. 1D6 possible grapple.

CALL of CTHULHU

NAME _____ OCCUPATION Journalist
 SEX _____ AGE 32 NATIONALITY U.S.
 RESIDENCE Arkham, Mass. OTHER _____

STR 11 DEX 9 INT 16 Idea 80
 CON 9 CHA 12 POW 10 Luck 50
 SIZ 9 SAN 50 EDU 16 Know 80
 Schools U. of Penn. Degrees B.A.

CON POINTS (hit points) POW POINTS
 1 2 3 4 5 6 7 1 2 3 4 5 6
 8 9 10 11 12 13 14 7 8 9 10 11 12
 15 16 17 18 13 14 15 16 17 18
 Damage Bonus/Penalty _____ 19 20 21

SANITY POINTS

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

CHARACTER SKILLS

• Knowledge Skills Read/Write Eng. (EDU x 5) <u>80</u> Read/Write Latin (00%) <u>50</u> Read/Write _____ (00%) _____ Speak _____ (00%) _____ Accounting (10%) <u>10</u> Anthropology (00%) <u>30</u> Archaeology (00%) <u>20</u> Astronomy (00%) _____ Botany (00%) _____ Chemistry (00%) _____ Cthulhu Mythos (00%) _____ First Aid (45%) <u>45</u> Geology (00%) _____ History (05%) <u>40</u> Law (05%) <u>5</u> Library Use (25%) <u>50</u> Linguist (00%) _____ Make Maps (10%) <u>10</u> Occult (05%) <u>35</u> Pharmacy (00%) _____ Treat Disease (05%) <u>5</u>	Treat Poison (05%) <u>5</u> Zoology (00%) _____ _____ • Perception Skills Diagnose Disease (05%) <u>5</u> Listen (45%) <u>45</u> Psychology (05%) <u>5</u> Spot Hidden Object (25%) <u>25</u> Track (10%) <u>10</u> _____ • Manipulation Skills Drive Automobile (20%) <u>20</u> Electrical Repair (10%) <u>10</u> Mechanical Repair (20%) <u>20</u> Operate Hv. Machine (00%) _____ Operate Sailboat (00%) <u>40</u> Operate _____ (00%) _____ Pilot Aircraft (00%) _____ _____ _____	• Stealth Skills Camouflage (10%) <u>10</u> Hide (55%) <u>55</u> Move Quietly (25%) <u>25</u> Pick Pocket (05%) <u>5</u> • Communication Skills Bargain (05%) <u>5</u> Credit Rating (15%) <u>15</u> Debate (10%) <u>10</u> Fast Talk (05%) <u>45</u> Oratory (05%) <u>5</u> Psychoanalyze (00%) _____ Sing (05%) <u>5</u> _____ • Agility Skills Climb (55%) <u>55</u> Dodge (Dex x 5) <u>45</u> Jump (45%) <u>45</u> Ride (05%) <u>5</u> Swim (15%) <u>15</u> Throw (45%) <u>45</u> _____ _____
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WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
Fist	50%	1D3	-	50%	CON
Kick	25%	1D6	-	25%	CON
.22 Rev.	20%	1D6	04%	-	6

SPELLS KNOWN, POSSESSIONS, NOTES

Freelance journalist. Owns a good quality camera and a .22 revolver.
 Never seen without a pen or pencil in hand. Recently helped N.Y.C. police solve a grizzly mass murder.

CALL of CTHULHU

NAME _____ OCCUPATION P.I.
SEX _____ AGE 20 NATIONALITY U.S.
RESIDENCE Stockbridge, Mass. OTHER _____

STR 14 DEX 11 INT 11 Idea 5.5
CON 10 CHA 9 POW 8 Luck 40
SIZ 13 SAN 40 EDU 11 Know 5.5
Schools _____ Degrees _____ Damage Bonus/Penalty +1D6

CON POINTS (hit points) POW POINTS
1 2 3 4 5 6 7 1 2 3 4 5 6
8 9 10 11 12 13 14 7 8 9 10 11 12
15 16 17 18 13 14 15 16 17 18
19 20 21

SANITY POINTS

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

CHARACTER SKILLS

• Knowledge Skills

Read/Write Eng. (EDU x 5) 55
Read/Write _____ (00%) _____
Read/Write _____ (00%) _____
Speak _____ (00%) _____
Accounting (10%) 10
Anthropology (00%) _____
Archaeology (00%) _____
Astronomy (00%) _____
Botany (00%) _____
Chemistry (00%) _____
Cthulhu Mythos (00%) _____
First Aid (45%) 7.5
Geology (00%) _____
History (05%) 5
Law (05%) 5
Library Use (25%) 25
Linguist (00%) _____
Make Maps (10%) 10
Occult (05%) 5
Pharmacy (00%) _____
Treat Disease (05%) 5

Treat Poison (05%)

Zoology (00%) _____

• Perception Skills
Diagnose Disease (05%) 5
Listen (45%) 6.5
Psychology (05%) 5
Spot Hidden Object (25%) 25
Track (10%) 10

• Manipulation Skills
Drive Automobile (20%) 20
Electrical Repair (10%) 10
Mechanical Repair (20%) 20
Operate Hv. Machine (00%) _____
Operate _____ (00%) _____
Operate _____ (00%) _____
Pilot Aircraft (00%) _____

• Stealth Skills

Camouflage (10%) 10
Hide (55%) 5.5
Move Quietly (25%) 25
Pick Pocket (05%) 5
• Communication Skills
Bargain (05%) 5
Credit Rating (15%) 15
Debate (10%) 10
Fast Talk (05%) 35
Oratory (05%) 5
Psychoanalyze (00%) _____
Sing (05%) 5

• Agility Skills

Climb (55%) 5.5
Dodge (Dex x 5) 5.5
Jump (45%) 4.5
Ride (05%) 5
Swim (15%) 15
Throw (45%) 4.5

WEAPONS

Weapon	Acc%	Damage	Length%	Parry%	Hit Points or Brachy Points
.38 Rev	50%	1D8+2	10%	-	8
Fist	50%	1D8	-	50%	CON
Kick	2.5%	1D8	-	25%	CON

SPELLS KNOWN, POSSESSIONS, NOTES

Owns a .38 revolver and a set of brass knuckles. Brass knuckles add 1D4 damage to a punch. Also owns a set of "Skeleton Keys" (6). Is a habitual gum chewer. Has underworld connections. _____

CALL of CTHULHU

NAME _____ OCCUPATION DilettanteSEX _____ AGE 39 NATIONALITY U.S.RESIDENCE Bangor, Maine OTHER _____STR 9 DEX 17 INT 10 Idea 50CON 12 CHA 16 POW 11 Luck 55SIZ 9 SAN 55 EDU 12 Know 60

Schools _____ Degrees _____

CON POINTS (hit points) POW POINTS

1 2 3 4 5 6 7 1 2 3 4 5 6

8 9 10 11 12 13 14 7 8 9 10 11 12

15 16 17 18 13 14 15 16 17 18

Damage Bonus/Penalty _____ 19 20 21

SANITY POINTS

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

CHARACTER SKILLS

• Knowledge Skills

Read/Write Eng. (EDU x 5) 60

Read/Write _____ (00%) _____

Read/Write _____ (00%) _____

Speak _____ (00%) _____

Accounting (10%) 10

Anthropology (00%) _____

Archaeology (00%) _____

Astronomy (00%) _____

Botany (00%) _____

Chemistry (00%) _____

Cthulhu Mythos (00%) _____

First Aid (45%) 45

Geology (00%) _____

History (05%) 5Law (05%) 5Library Use (25%) 25

Linguist (00%) _____

Make Maps (10%) 10Occult (05%) 5

Pharmacy (00%) _____

Treat Disease (05%) 5

Treat Poison (05%)

Zoology (00%) _____

• Perception Skills

Diagnose Disease (05%) 5Listen (45%) 45Psychology (05%) 5Spot Hidden Object (25%) 25Track (10%) 10

• Manipulation Skills

Drive Automobile (20%) 40Electrical Repair (10%) 10Mechanical Repair (20%) 20

Operate Hv. Machine (00%) _____

Operate _____ (00%) _____

Operate _____ (00%) _____

Pilot Aircraft (00%) 50

• Stealth Skills

Camouflage (10%) 10Hide (55%) 55Move Quietly (25%) 65Pick Pocket (05%) 5

• Communication Skills

Bargain (05%) 5Credit Rating (15%) 45Debate (10%) 10Fast Talk (05%) 5

Oratory (05%) _____

Psychoanalyze (00%) _____

Sing (05%) 5

• Agility Skills

Climb (55%) 55Dodge (Dex x 5) 85Jump (45%) 45Ride (05%) 5Swim (15%) 15Throw (45%) 45

WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
Fist	50%	1D3	-	50%	CON
Kick	25%	1D6	-	25%	CON
Foil	90%	1D6+1	18	90%	15

SPELLS KNOWN, POSSESSIONS, NOTES

Was a former championship fencer. Carries a foil around for practice.
Has a loathing for common fist fights.

CALL of CTHULHU

NAME _____ OCCUPATION P.I.
SEX _____ AGE 21 NATIONALITY U.S.
RESIDENCE Stockbridge, Mass. OTHER _____

STR 10 DEX 16 INT 12 Idea 60 1 2 3 4 5 6 7 1 2 3 4 5 6
CON 11 CHA 9 POW 10 Luck 50 8 9 10 (11) 12 13 14 7 8 9 (10) 11 12
SIZ 10 SAN 50 EDU 12 Know 60 15 16 17 18 13 14 15 16 17 18
Schools _____ Degrees _____ Damage Bonus/Penalty _____ 19 20 21

SANITY POINTS

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

CHARACTER SKILLS

• Knowledge Skills	Treat Poison (05%)	<u>5</u>	• Stealth Skills	
Read/Write Eng. (EDU x 5) <u>60</u>	Zoology (00%)	_____	Camouflage (10%)	<u>10</u>
Read/Write _____ (00%) _____	_____	_____	Hide (55%)	<u>65</u>
Read/Write _____ (00%) _____	_____	_____	Move Quietly (25%)	<u>45</u>
Speak _____ (00%) _____	• Perception Skills		Pick Pocket (05%)	<u>5</u>
Accounting (10%) <u>30</u>	Diagnose Disease (05%)	<u>5</u>	• Communication Skills	
Anthropology (00%) _____	Listen (45%)	<u>65</u>	Bargain (05%)	<u>5</u>
Archaeology (00%) _____	Psychology (05%)	<u>5</u>	Credit Rating (15%)	<u>15</u>
Astronomy (00%) _____	Spot Hidden Object (25%)	<u>35</u>	Debate (10%)	<u>10</u>
Botany (00%) _____	Track (10%)	<u>10</u>	Fast Talk (05%)	<u>5</u>
Chemistry (00%) _____	_____	_____	Oratory (05%)	<u>5</u>
Cthulhu Mythos (00%) _____	_____	_____	Psychoanalyze (00%)	_____
First Aid (45%) <u>60</u>	• Manipulation Skills		Sing (05%)	<u>5</u>
Geology (00%) _____	Drive Automobile (20%)	<u>20</u>		_____
History (05%) <u>5</u>	Electrical Repair (10%)	<u>10</u>	• Agility Skills	
Law (05%) <u>55</u>	Mechanical Repair (20%)	<u>20</u>	Climb (55%)	<u>55</u>
Library Use (25%) <u>25</u>	Operate Hv. Machine (00%)	_____	Dodge (Dex x 5)	<u>80</u>
Linguist (00%) _____	Operate _____ (00%)	_____	Jump (45%)	<u>45</u>
Make Maps (10%) <u>40</u>	Operate _____ (00%)	_____	Ride (05%)	<u>5</u>
Occult (05%) <u>5</u>	Pilot Aircraft (00%)	_____	Swim (15%)	<u>15</u>
Pharmacy (00%) _____	_____	_____	Throw (45%)	<u>45</u>
Treat Disease (05%) <u>5</u>	_____	_____		_____

WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
.45 Auto	55%	1D10+1	12%	-	6
Fist	50%	1D3	-	50%	CON
Kick	25%	1D6	-	25%	CON
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SPELLS KNOWN, POSSESSIONS, NOTES

Owens a .45 automatic and a 1920 Oldsmobile. Has a fondness for money and thinks of him(her)self as a member of America's "New Elite."

CALL of CTHULHU

NAME _____ OCCUPATION Author
 SEX _____ AGE 28 NATIONALITY U.S.
 RESIDENCE San Jose, Calif. OTHER Occult Writer

STR 12 DEX 10 INT 12 Idea 60
 CON 11 CHA 9 POW 11 Luck 55
 SIZ 15 SAN 55 EDU 16 Know 80
 Schools Stanford Degrees BA

CON POINTS (hit points) POW POINTS
 1 2 3 4 5 6 7 1 2 3 4 5 6
 8 9 10 (11) 12 13 14 7 8 9 10 (11) 12
 15 16 17 18 13 14 15 16 17 18
 Damage Bonus/Penalty +1D6 19 20 21

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

CHARACTER SKILLS

• **Knowledge Skills**
 Read/Write Eng. (EDU x 5) 80
 Read/Write _____ (00%) _____
 Read/Write _____ (00%) _____
 Speak French _____ (00%) 20
 Accounting (10%) 10
 Anthropology (00%) _____
 Archaeology (00%) _____
 Astronomy (00%) _____
 Botany (00%) _____
 Chemistry (00%) _____
 Cthulhu Mythos (00%) _____
 First Aid (45%) 45
 Geology (00%) _____
 History (05%) 65
 Law (05%) _____
 Library Use (25%) 40
 Linguist (00%) _____
 Make Maps (10%) 10
 Occult (05%) 80
 Pharmacy (00%) _____
 Treat Disease (05%) 5

Treat Poison (05%) 5
 Zoology (00%) _____

 • **Perception Skills**
 Diagnose Disease (05%) 5
 Listen (45%) 45
 Psychology (05%) 5
 Spot Hidden Object (25%) 25
 Track (10%) 10

 • **Manipulation Skills**
 Drive Automobile (20%) 20
 Electrical Repair (10%) 0
 Mechanical Repair (20%) 20
 Operate Hv. Machine (00%) _____
 Operate _____ (00%) _____
 Operate _____ (00%) _____
 Pilot Aircraft (00%) _____

• **Stealth Skills**
 Camouflage (10%) 10
 Hide (55%) 55
 Move Quietly (25%) 25
 Pick Pocket (05%) 5
 • **Communication Skills**
 Bargain (05%) 5
 Credit Rating (15%) 65
 Debate (10%) 10
 Fast Talk (05%) 5
 Oratory (05%) 5
 Psychoanalyze (00%) _____
 Sing (05%) 5

 • **Agility Skills**
 Climb (55%) 55
 Dodge (Dex x 5) 50
 Jump (45%) 45
 Ride (05%) 5
 Swim (15%) 15
 Throw (45%) 45

WEAPONS

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
Fist	50%	1D3	-	50%	CON
Kick	25%	1D6	-	25%	CON
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SPELLS KNOWN, POSSESSIONS, NOTES

Notes, pen, note pad. Has a tendency to mutter to him(her)self.
 Most recent works: *Black Mass Transit*, and *Witchcraft in Pismo Beach*, (both unpublished).

CALL of CTHULHU

NAME _____ OCCUPATION Reporter
 SEX _____ AGE 26 NATIONALITY U. S.
 RESIDENCE New London, Conn. OTHER "Bizarre Tales"

STR 11 DEX 9 INT 12 Idea 60 CON 14 CHA 17 POW 12 Luck 60 SIZ 10 SAN 60 EDU 14 Know 70
 Schools _____ Degrees _____ Damage Bonus/Penalty _____

CON POINTS (hit points)

POW POINTS

SANITY POINTS

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

CHARACTER SKILLS

• Knowledge Skills - Read/Write Eng. (EDU x 5) <u>70</u> - Read/Write _____ (00%) _____ - Read/Write _____ (00%) _____ - Speak German (00%) <u>40</u> - Accounting (10%) <u>10</u> - Anthropology (00%) _____ - Archaeology (00%) _____ - Astronomy (00%) _____ - Botany (00%) _____ - Chemistry (00%) _____ - Cthulhu Mythos (00%) _____ - First Aid (45%) <u>45</u> - Geology (00%) _____ - History (05%) <u>5</u> - Law (05%) <u>5</u> - Library Use (25%) <u>45</u> - Linguist (00%) _____ - Make Maps (10%) <u>10</u> - Occult (05%) <u>65</u> - Pharmacy (00%) _____ - Treat Disease (05%) <u>5</u>	- Treat Poison (05%) <u>5</u> - Zoology (00%) _____ _____ _____ • Perception Skills - Diagnose Disease (05%) <u>5</u> - Listen (45%) <u>45</u> - Psychology (05%) <u>25</u> - Spot Hidden Object (25%) <u>25</u> - Track (10%) <u>10</u> _____ _____ • Manipulation Skills - Drive Automobile (20%) <u>20</u> - Electrical Repair (10%) <u>10</u> - Mechanical Repair (20%) <u>20</u> - Operate Hv. Machine (00%) _____ - Operate _____ (00%) _____ - Operate _____ (00%) _____ - Pilot Aircraft (00%) _____ _____ _____	• Stealth Skills - Camouflage (10%) <u>10</u> - Hide (55%) <u>55</u> - Move Quietly (25%) <u>25</u> - Pick Pocket (05%) <u>25</u> • Communication Skills - Bargain (05%) <u>5</u> - Credit Rating (15%) <u>15</u> - Debate (10%) <u>15</u> - Fast Talk (05%) <u>35</u> - Oratory (05%) <u>5</u> - Psychoanalyze (00%) _____ - Sing (05%) <u>5</u> _____ • Agility Skills - Climb (55%) <u>55</u> - Dodge (Dex x 5) <u>45</u> - Jump (45%) <u>45</u> - Ride (05%) <u>5</u> - Swim (15%) <u>15</u> - Throw (45%) <u>45</u> _____ _____
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WEAPONS

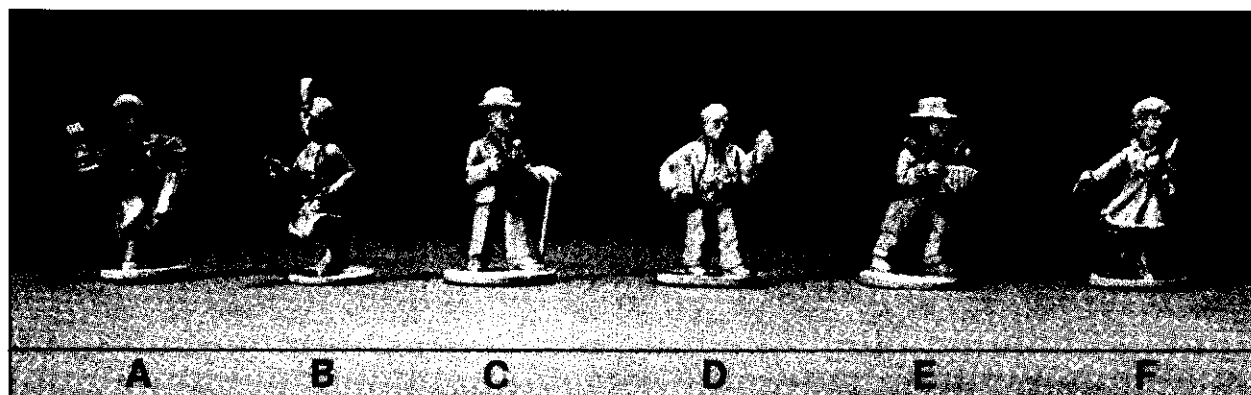
SPILLS KNOWN, POSSESSIONS, NOTES

Weapon	Attk%	Damage	Impale%	Parry%	Hit Points or Breakage Points
Fist	50%	1D3	-	50%	CON
Kick	25%	1D6	-	25%	CON

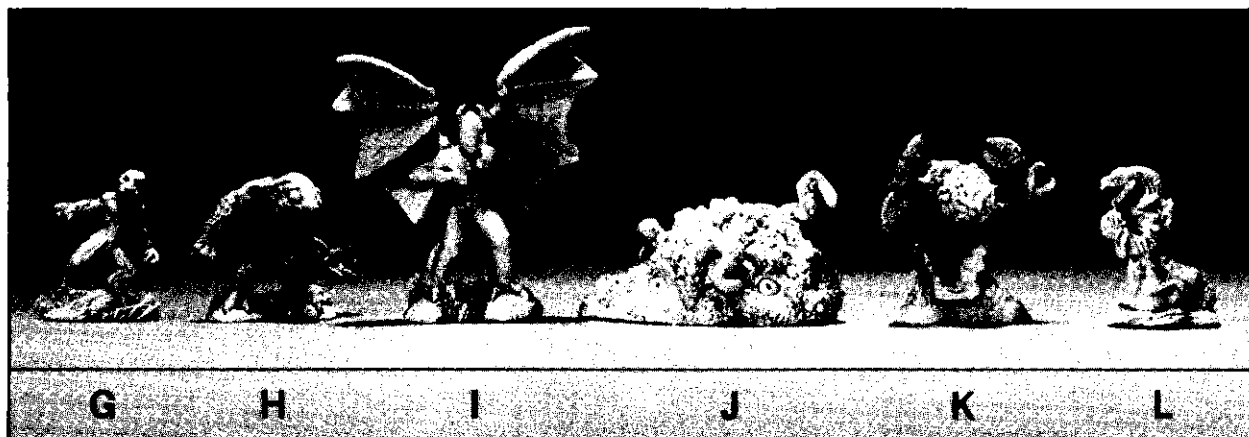
Note pad, pens, camera. Gallant and chivalrous. Will do almost anything for a pretty lady. Has an aversion to firearms.

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6501 — Adventurers



6502 — Creatures



BOX 6501 CONTAINS TWELVE FIGURES
BOX 6502 CONTAINS TEN FIGURES

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- | | |
|-----------------------------------|----------------------|
| A. Adventurer with Shotgun | G. Ghoul |
| B. Flapper | H. Deep One |
| C. Dilettante | I. Nightgaunt |
| D. Professor with Tome | J. Shoggoth |
| E. Reporter with Camera | K. Mi-go |
| F. Reporter | L. Serpentman |

The disappearance of a young girl leads a group of investigators to a small island off the coast of Maine. The people who live there seem so strange and secretive. Why do they hate “outsiders”? What could they be hiding? The investigators will soon come face to face with the Horrible Secret of Monhegan Island!