

Satan Comes to Massachusetts

*Arkham, Massachusetts, 1985. Evil stirs, long hidden in the darkest of hillside thickets. It casts its long shadow out of time to threaten the very soul and survival of normally quiet communities. A lurid scandal that threatens to shutter the doors of **Miskatonic University** for good. Faculty and Students have become targets of a moral panic as rumors and accusations of “Satanic Ritual Abuse” disturb the normally sleepy community. Now one of the alleged victims, a 16 year old boy, has disappeared. The University has called for some outside help to clear their name, find the boy and bring an end to this...*

Satanic Panic

A Horror Scenario set in Lovecraft Country in the 1980s

Contest Themes therein: 1980s, Lovecraft Country, Ghosts of Delta Green’s Past, Where am I?

“Until an hour before the Devil fell, God thought him beautiful in Heaven.”

— **Arthur Miller, The Crucible**

Briefing

Miskatonic has become the center of a scandal, the **crucible** of moral panic that threatens its continued existence. The loss of its occult knowledge in the fight against the unnatural would be a terrible blow. Miskatonic is Delta Green’s oldest ally, and a boon of resources. The government may have abandoned the organization, but *Fairfield* will not abandon the University. The players are the agents sent to run interference, must clear the University, protect it all costs, find the truth, and bury it if need be, all without raising suspicion. They must cope with uncooperative witnesses while navigating a media frenzy and a Satanic Panic that is sure to reach a boiling point.

Easier said than done.

Local police have never tackled a case like this or of this scale. They are overwhelmed and have requested FBI support. A Salem News 9 crew have come to town, attracted by the salacious story. So far no physical evidence has turned up, but that has not stopped rumors, questions and suspicions. More accusations come in by the day.

As agents dig deeper, collect evidence and fend off the parallel investigations of authorities, journalists, and concerned citizens, they will come to a darker question. Has Satan really come to Massachusetts?

Report to Miskatonic University

Agents are instructed to report to **Armitage Inquiry**. The inquiry is a coterie of friendlies, staff and faculty of the University. They want attention taken off the University and its staff. Most of them will urge the agents to find a patsy for the boy's disappearance, abuse and suicide. Noteworthy members are **Dr. Henry Carter**, Dean of Archeology the oldest and most respected member. The duplicitous **Peter Randolph**, Professor of Classical Language and "acting librarian," and the University **Lawyer** representing **Dr. Eliza Proctor**. University Librarian **Dr. Eliza Proctor** and first woman to hold the post. The lawyer will pass along information as to her current whereabouts, which are secret as to reduce any more attention and spectacle. She is staying at a cottage the woods north of Arkham. He will also direct them to the Inquiries sole ally in the Sheriff's Department: **Deputy Herrick**.

They will brief the agents on the current situation and give them their objectives. First, investigate the claims made against Proctor to clear her or clear the university. Remove evidence if they have to. The University must be protected at all costs. Second, look into the activities of the **Friends of Jackson Elias** on the night of 16 year old **Obadiah "Obee" Harris** disappearance. The leader of the club was seen fleeing the scene of a breaking and entering and vandalism of the **Sea of Galilee Church**. Find out what you can about their activities, Obee's possible whereabouts and any links they have to the claims against the University.

Carter is an idealist at heart and believes this can be sorted fairly. He will be magnanimous to the accused, but he is still a political animal. He wants to protect his college and its secrets. If the agents need to dirty their hands he won't want to hear about it. He cares about the results. He will urge the agents to go to the Sheriff, perhaps posing as defense lawyers or FBI agents, to research the claims against University grounds, faculty and students.

Randolph on the other hand is more duplicitous. He feigns concern for Proctor's future, and offers his material support as "*acting librarian*." He will call the Friends of Jackson Elias troublemakers and are the cause of all this bad attention. He'd like them expelled at the least, and thinks they make convenient patsies if it comes to that. There are old stories about these shores, and secrets lying at the bottom Devil's Reef. The Friends of Jackson Elias, much like their namesake, got in too deep with the occult and have kicked a hornets nest. He will investigators to look into the incident at the church and the club itself first.

The Lawyer says very little, mostly when directly spoken to. He will privately provide the agents with Proctor's whereabouts. Don't let Investigators leave without The Lawyer warning them, "Be careful that you are not watched. There is conspiracy afoot." With a sidelong look to toward the two members of the inquiry, "No one will tell you the whole truth. I'm not sure you'll want to know. I sure don't."

Line of Inquiry: The Sheriff's Station

Inside Essex County Government Center in Arkham is the **Sheriff Station**. **Sheriff Tom Danforth** and his deputies will need to be convinced to give agents access to transcripts, police reports or taped interviews. Investigators access evidence with help from **Herrick** no matter how they score on their skill tests. Successes may gain the full cooperation of the department, an assigned deputy and access to their resources. If they fail, Herrick lets them in the back door through the kennels, they'll need to work quickly and quietly. A fumble results in the Sheriff calling to Washington, blowing their cover and turning the department hostile. This consequence however, should be saved for late stages of the scenario. Failure and fumbles can have a negative effect on Herrick who may lose his job for giving agents access to the jail.

The Unusual Suspect

While walking to the holding cells, the agents hear the cacophony of barking of dogs from the kennels, adjacent to the holding cells. Frustrated deputies curse and comment on the odd behavior.

Webster “Web” Godspeed, Secretary of the Friends of Jackson Elias, languishes in a jail cell charged with counts of breaking-and-entering, vandalism and interfering with a police investigation. The Sheriff hasn't proved any connection with Obee's disappearance, but they've put these charges on him, slim as the evidence is, (one eye-witness) in hopes of forcing his cooperation. So far he hasn't budged.

A graduate student studying Anthropology and Folklore, like is historical hero, Jackson Elias. A tall, black clad young african american male with Malcolm X glasses and an angular flat top that could cut you like a knife. Web doesn't cop to it, but he's the leader of the club. When they meet him in the interview room Web will be feeling out Investigators. His sealed juvenile record betrays his knowledge of a system that eats people like him alive for breakfast, lunch and dinner. Portray him as cool, aloof and cautious as he tries to suss out what investigators are after. Keep his answers about the Night In Question, the Satanic scandal and Obediah's disappearance as simple and truthful as possible without giving away anything that would get him or his friends in trouble. If he gets a bad read on investigators, they are pegged as a problem. If they play their cards right, he could be a font of knowledge pointing them to new clues. He however doesn't know everything.

Web, more than anyone else, is in the know. He will try to work in allusions to Innsmouth and what happened there, phrases like “Satan didn't kill Jackson Elias. Men did,” or “are you a shoot first, ask the dead the questions later?” However, he's protecting his friends and teacher by keeping secrets. He was looking into Obi's past for him, which he thinks is why he went missing. In researching, he stumbled up on several dark secrets in Arkham's dark past and will keep it close to his chest until he has to share it, but it might be too late.

Clues:

- When pressed, he will say they were there to just mess up the church. Harmless prank stuff. It got out of hand.
 - In truth, he was there to find evidence of occult activity. He was convinced the pastor was secretly leading a cult of Dagon. He was there to link them to the Esoteric Order, which he believed was trying to transform Obi into a Deep One.
- He was the last person to see Obi alive. The two of them had a fight about the events of that night in the car. He feels immense guilt, because the break-in was his plan and it went terribly. Now they are all in danger. He told Obi to come with him to the Flophouse, but the kid insisted he take him home, so he did. He last saw him walk up his driveway into his house.
- If pressed he remembers his mother's car wasn't there. She wasn't home. This checks out with Rebecca Harris as she was out looking for her son that night.
- If asked about the animal control van, he remembers it was parked by a neighbor. He saw the control officer. He can vouch for his story.
 - *Burke will lie and say Web was never there that night.* If Burke does not confirm his story he is shocked. "That man is lying." This could be a good moment to come to an epiphany.

Further Developments

His cooperation ends as soon as his record is exposed by the media, and/or Proctor's own dark past comes to the light. He draws a circle in blood and leaps through a "Gate" making his escape. Discovering him gone costs SAN 1/0. Seeing or witnessing a functional portal costs SAN 1/1d4. The portal remains open for a few minutes and daring investigators may leap through. Jumping through inflicts 1/1d6 SAN in addition to 1 WP and 1d6 damage, as the portal was hastily crafted and is incomplete.

The Body of Evidence

There is a glut of police reports filled with wild accusations. Some downright crazy sounding. Accusers are very forthcoming. Many of them are caught up in the fervor of the moment, easily influenced, or have some mental illness. Sorting through all of them will take days. If all agents work together, critically succeed on a relevant skill or are assisted by the deputies, time is reduced.

Common tropes involve witnesses seeing bat winged demons in the night sky, carrying off neighbors and family members. Horned devils peering at them through their windows. Several reports cite seeing Abigail Williams, Obi Harris, Miles Corey and a few others being carried away by these "demons."

Some even describe being attacked in their beds at night by horned and cloaked figures. They hear a female voice. Several identify Eliza Proctor's voice in the reports.

Another notable feature is not a single staff, student or faculty at Miskatonic has made any such report. Mostly community members. SIGINT and Research rolls reveal a cluster around the Sea of Galilee Church in Kingsport as well as sightings in Arkham.

What is obvious to agents reading reports is that they are bizarre and wild. Many are obvious fabrications, false or mistaken reports. Reports lack a suspect, only a dark shadow and report non-specific crimes. Have the agents use skills like Psychotherapy, HUMINT, Bureaucracy, Accounting or Criminology to gather information on the bulk of the reporters. This work spans several days, but can be handled in a few minutes of gameplay, as they eliminate frivolous casework. Between each roll describe a prophetic dream either concerning the city, Obi, or the Great Abyss, as the evil and hysteria try to take hold inside them. Perhaps they too are visited by the strange devils and even go for their own night fly to some far distant, forbidden place.

The boy's mother, **Rebecca Harris** is the only truly honest one in the bunch, despite being the figurehead of the moral panic, she will give honest, though skewed, accounts of her son's change of behavior. There is clear photographic proof of abuse. All this started happening to her son, according to Rebecca when he started hanging out and playing D&D with those college students. She is convinced that someone at the college, either his college friend's or that "whore of babylon "Goodie Proctor" abused him. They've done something to him and hurt him. She just wants her son back.

Two other reports share commonalities: Miles Corey and Abigail Williams. A successful or critical skill roll such as Psychotherapy reveals a commonality among many of the accusations. They name the suspect and describe the same imagery and events.

Also in evidence, submitted by Rebecca Harris is a **strange smooth black stone obelisk**, blacker than midnight. A successful Occult roll identifies it as a **Bloodstone** from Old Innsmouth. This artifact was once used in mysterious rites by the **Esoteric Order of Dagon**. According to the notes, when shown to Miskatonic staff, they recognized it belonging to their Libraries "Special Collections." Items like this are to remain in the collection. They are deeply concerned for staff. Someone has stolen from the Library.

More On The Bloodstones

Plundered from the ruins of Old Innsmouth, these stones carved with the images of strange almost familiar ancient sea life are said to have come from the depths of R'lyeh itself. They create a connection between the "dreamer" and the **Dreaming One** himself, **Deep Father Tulu**. The dreams insinuates into the subconscious and in some, the sub-biology, re-writing their genetic destiny.

There are stones found in Sherriffs (seized from Obi's home), Corey's bathroom, and the Flophouse. The later having been discovered by Obi and his friends in his house, planted under his bed. The society discovered it and it was the clue that eventually led them to the fateful encounter on the **Night in Question**.

Miles Corey

Corey filed a report reluctantly with police. He is a known addict, frequently picked up for drunk and disorderly. The report and accompanying video describes dreams. Corey describes a sleep paralysis and his bedroom invaded by a demonic force. It takes him and he flies into the night sky. In the distance he sees a light on a hill, flashing in intervals from a coal black tower. A great black spiral above it. Then

he wakes, still paralyzed, lying on a stone slab at night by the sea-shore. The winged things are there, taunting and leering at him. He is naked. A figure stands over him, a left hand made of shadow dangling the hook. It swung like a pendulum, tearing at his flesh and revealing chitinous scale underneath.

Surrounding him in a semi-circle were black-cloaked hunchbasks. They burn him with hot pokers doused in buckets of ice cold water, then waterboard him. At first it is terrible and frightening, then... then he doesn't fear the water. It moves through him, he accepts it, like a fish to water. It becomes peaceful. Then they violate him. In the video he weeps profusely. He says that he has started hearing voices. Then there are the dreams where he is dead. They are the best dreams he's ever had. He swims deep in the ocean through a graveyard full of ships and the bones of some forgotten leviathans. A massive form lies there, dead, yet not dead...dreaming. It calls to him. "It's peaceful there. Safe, away from this waking horror. I want to be there, among the dead."

The Ocean in Apartment 23

Corey lives in a crumbling old brownstone apartment building along the river. His friend is the super. He's been trying to give Corey a decent shot, but he's about at his wits end. His neighbors complain of his late night benders and the smell. Recently they complained of water pipes leaking from below his apartment, but the pipes seem fine. He hasn't been seen outside his apartment in days. The super has tried to enter, but the door is barred and his key stopped working. A strange sign is scrawled on the door. The Elder Sign.

When they knock, agents notice a solid pool of water leaking through the crack of the door. A gruff strange voice answers. Corey says he is not feeling well. He is sick. He tells them to go away. Leave him alone. They can try to speak to him through the door, but they will have to roll high or score a critical success to get anything else out of him. If they do, he might share he saw Obi. He knows where the boy is. Check the beaches. He was there, among the leviathan bones, and swam and swam to the beaches. "Look on the beaches. He looked so peaceful there. Happy."

He says nothing more. If they want more they will have to break in. The door does not give no matter how hard they bang at it. Liberal use of a shotgun or axe will ultimately break through the seal. However, if they deface the symbol the key or lockpick will open it easily.

The door jams slightly as pools of water from the swampy carpet spill out into the hall. It smells of rotten eggs, peat moss and damp mold. (SAN check) Agents barely have time to contemplate this when they hear splashing and the scraping of a window opening.

The apartment is a hoarders nightmare caught in a 1 inch flood. There is the constant hiss of rushing water. Following the sounds of shouting leads to the bathroom. Water flows out of it like a river. The door is barricaded and will take brute force to open. The tub is running, overflowing with water. The tub itself is a sickly brown, yellow color. If they approach, Corey, leaps out and slashes at the nearest agent

with a clawed appendage. His face is covered in pocks of barnacles, his eyes bulge out like on stalks. His bloated changed form scrabbles up out the window. (SAN for seeing a deep one hybrid)

Corey is is trying to flee to the river. The chase takes agents down the fire escape and on foot through the narrow alleys, fenced yards of apartments, brownstone homes of Arkham into the trainyard towards the river. He will never make it to the river's edge. If they fail to catch him they witness him pasted by an oncoming train (Violence 1/1d6 for any pursuing agents, that could have been them). If they catch him he screams and pleads for death and release. He mutters mad ravings about the snails coming to crawl over and eat his corpse, black spirals, "Grandfather Tulu, Spare me! Don't let him Hook me!" The sound of a train whistle interrupts any interview and he begins to fight them. End the fight abruptly as an agent pushes or shoots him and he falls into the grinding wheels of the passing train. He snaps like a crab in a nutcracker.

An important clue agents discover in the apartment is another **Bloodstone** sitting on the bathroom floor next to the tub. Also notable are numerous catch and release rat-traps. Most of the rats are dead, some have been chewed on, then discarded. All listed as property of the Essex County animal control, with a number for Finnaeus Burke's office.

Abigail Williams

Abigail is 16 year old girl in Obi's class. She is paraplegic, legs amputated just above the knees. She gets around in a wheelchair. She and her family are also members of the Sea of Galilee church. She lives with her **grandparents**. According to the police report (which neglects to state her grandparents gave the report in her stead) she was both physically and "magically" assaulted by the cult.

She will tell them how she was invited on a date with Obi to go play Dungeons and Dragons with his friends. When she got in the car she says they "drugged" her. She describes sexually graphic and abusive encounter. She even names Proctor, describing her as having some kind of control over all of them. She claims they forced her to "say hail satan," and that they made her have sex with Obi and others. If pressed for proof she admits she is pregnant. The grandparents confirm this and give the information for a doctor to confirm it.

They describe the horrendous dreams dreams since then. She saw a shadowy figure, they say was Proctor weilding a fish hook and tearing into her flesh. It is similar to Corey's story, except that the shadow is named. She has seen devils appear outside her windows and claims they took her one night to some dark ceremony on a beach somewhere. When asked for details she says, she was drugged.

Neighbors say they thought they've seen devils (the believers) or people in devil masks around the area.

Make sure to deliberately point out how she is constantly looking at her grandparents, who smile. A good Humint or Psychotherapy score detects an aura of menace about their smiles. They will not allow her to speak with to them alone, not without an adult. With some Persuasion or citations of the Law

they will concede to having her speak to them alone with a lawyer at the Sheriff's station. If they find a way to speak to her alone see below.

Observant agents who ask for permission to look around her house notice there is no elevator and now ramps on any stairwell. It is not adapted for her disability. The family sites lack of money, and have been petitioning for help for many years. Most of the money, they confess, goes to her physical therapy and her prosthetics she is learning to use.

Her bedroom seems normal. Pink wallpaper, posters of teen heart-throbs named Corey, pop bands, adorn the walls. Her closet, and furniture are lower than normal, seemingly adapted to her. She has low sitting posters, and drawings she's taped along the wall of mermaids. Girl has a thing for mermaids. Classic princess bed. She has teddy bears. You get the impression she is somewhat infantilized, but otherwise normal.

Speaking to her Alone

If they can get her alone, Abigail doesn't want to speak. She will motion with her hands for something to write with. She will tell write, "HELP," "DID THIS TO ME," "~~TRUST~~ THEM" and "DIARY. AIR VENT." Revealing the location of a clue. If they badger her faster than she can write, she tries to speak, she forgets herself and blurts out Obi's name...and she dry heaves an oozy line of snails out of her mouth (Sanity 2/1d6+1 or 1/1d4, if this is the second time they've seen this. It's just gross after that, unless you are the author. He takes sanity damage every time.)

The Truth about Abigail

Abigail, like Obi is the descendent of a deep one. Her mother's transformation was triggered by her pregnancy. The cult began hunting her soon after. She was killed shortly before giving birth to Abigail. The cult almost killed abigail but Burke, believed she could be "reared" and possibly used to breed more of her kind, creating a sustainable source of sacrifice. The only trick was her legs below the knees were tentacles. They amputated and forged the paperwork to have two cultists adopt her as her grandparents.

She has been raised ignorant of her background ever since. Unlike the other subjects she has always had dreams about swimming in the vast ocean. She dreams her missing legs are a lithe and strong fish tail, and she explores great chasms in a lost sunken city, ruled by a Dreaming King. Her mother and father are there, waiting for her. These dreams are not reported as they are not out of the ordinary. She writes extensively about these dreams in her **diary** (See Tomes).

It has a very different version of events, but digresses eventually into fear and shame. High HUMINT or Psychotherapy scores can tell she is repeating the story almost verbatim from the report and interview. She is not making eye contact and looks at her grandparents during the story. She has a great sense of shame, but a sense of fear. Something is off.

If not, then after the news of Obi's death breaks, she contacts them, and tells them, through a mouth choking with snails, "diary...help...not saa-." They hear a crashing sound.

When they go to her house there are police cars there. Her room is torn into a mess, a window is broken and she is missing. Members of the Mob agitate as a neighbor says he saw a demon fly out of the night and snatch her screaming from her room. The Devil has come to Massachusetts!

Agents who look out the window might spy her diary on the roof of back neighbor. Another neighbor may say they heard something drop on their roof last night. If they don't investigate, Deputy Herrick lets them know he saw a pink diary on the top of the neighbors house. He can't go get it. They will have to.

Line of Inquiry: The Occult

Randolph urges the agents to follow up on the occult matters. He pushes them towards the Friends of Jackson Elias, and mentions their alleged activity at the church.

The Flophouse

The Flophouse, officially known as the Elias House is a small old manor on College Street. Story goes this house, belonging to a friend, was the one Elias had to stay in when he frequently came to lecture and teach at the University, because neither the University, nor any hotel in town would rent to a black man. It is an old Victorian 2 story affair. A large stairwell at the front, common area and large kitchen. The cellar has been outfitted for rooms, a third bathroom and laundry. It has 4 bedrooms and legally accommodates up to 8 students, though more probably live there.

It's called the flophouse due to its ever changing residential nature, and reputation for wild behavior. It is seeing less activity these days however.

Getting inside can be tricky. They aren't letting anyone inside who looks like a cop or reporter, and most of them are using the back entrance. They will ask if they have a warrant. Agents may have to break-in as talking their way inside is very difficult. One or more Friend may ask to meet the agents outside.

Inside agents can find the following clues. Books of spells "borrowed" from the Special Collections, as well as specially ordered occult books from Europe. (Place spells of your choice inside. They should be mostly sensory spells easily construed as "drug trips" and "transcendental experiences." The one in Web's room should contain the "Gate" spells.) A stash of illegal drugs as well as strong hallucinations. They find "The Tape" hidden in the "broken" dumbwaiter.

There are several items that have been "planted" there by Burke. Books on summoning demons, books by Aleister Crowley, and other less reputable sources. There is also a bloody

shirt belonging to Obadiah. Where they are hidden is left up to the Handler. Any break-in scene should be punctuated by the arrival of someone else, either police, a Friend, Proctor or Randolph.

In the the back, a raccoon trap sticks out of a dumpster. If they get into the attic they will see multiple empty traps up there. The yard has been dug up by neighborhood dogs. Put some incriminating evidence in one should agents enter the yard and spot a curious pooch.

The Other Friends of Jackson Elias

The Friends are an official student organization. They have total membership of about a dozen, but have 4 core leaders. They are a clique consummate outsiders, socio-political radicals, goths and general “weirdos”, even for a school of bookish outsiders. They are the most diverse youth club at the school. They might be written off by the College Republicans, if they weren’t some of the most brilliant students.

Proctor is their faculty advisor, and they are the last people to have seen Obi alive. They have been charged with Breaking and Entering as well as Vandalism and other crimes related to the Night in Question. All the members of the group were questioned, but having no evidence tying them to the scene they were released. Only Web has been charged.

They don’t trust the authorities and will be uncooperative. They are concerned for Obi’s well being as much as anyone else, maybe moreso, but they have their own secrets to hide. This should put suspicion on them. If you need to speed the game along, some can prove more cooperative. Your job as Keeper is to make them appear guilty while insisting they are innocent.

Caleb Witherow, the Lover

Obi has had a crush on him since they met. Caleb fancied the boy, but until the Night in Question held back. For many reasons. One being Obi’s age. He is a snazzy dresser and has a collection of designer shoes and hats. He wears gloves a lot. His style could be described as looking like Prince only black instead of purple. Caleb is a passionate student of Archaeology and a constant reader.

Clues:

- There was man there. He was missing an arm, but he lifted me up... with a hand that wasn’t there.
- He knows about the “Bloodstones” and suspects Proctor. He studied it from the special collections for a research paper on local archeology. He knows a lot about the history of the region, the Esoteric Order of Dagon, Innsmouth and native peoples mythology about the region. From his research they were made in Innsmouth, given to members of the fraternity used in rites to grant prophetic dreams and vision quests.
- He will be the least forthcoming with any evidence. Obi shared his his body dysmorphia, his desire to dress and live like a girl, his suicidal thoughts and the cutting. He shared with him stories of his sexual abuse by Pastor Mertens. He told him about the dreams...he was the only soul that he shared them with. Obi often said he didn’t feel human anymore.

- They were together. This is the deep secret he is keeping from police. Obi, being a minor, makes Caleb guilty of statutory rape.

Mercy Lewis, The spitfire

A lot of students mistake Mercy for “Web’s girl” but she’s not. Oh, sure they’ve been a thing, but she resents being seen that way. She has short hair, dyed black, tattoos and sports a leather jacket and thigh high, high-heeled boots.

Clues:

- She also noticed the animal control van at the houses of several accusers
- Mr. Burke seems to be hanging out with Mr. Randolph a lot.
- She saw Caleb lifted up by a man with no arm. She hit the man man on the head.

Gabriella “Gabby” Munoz, the quiet one

Gabby is a quiet, shy girl and is probably the smartest one in the group. She speaks 5 languages and is learning several more. Her dress is black and rather plain and conservative. She is able to unwind more among her friends but around others she is painfully quiet, barely speaking in a whisper. She is very protective of Web and has a huge crush on him. She is frightened of Mr. Parris and with good reason. “He hovers.”

Clues:

- Gabby researched the history of the region. She will tell the agents to look up the church. Look at the pictures.
 - She tracked the name of Obi’s father down. His father’s family didn’t exist in the area until an orphan boy was “adopted” by a Kingsport family in 1928. A boy of the same name was listed as belonging to an Innsmouth family from an old newspaper clipping from 1927. Every male member of the family disappeared at the age of 35, leaving their family.
- Gabby noticed the “Bloodstone” in Randolph’s office. The last place she saw them was in library’s special collections. Why would he have one?

The Church

The Sea of Galilee church has been around for about 2 decades. It was called another name before the current congregation came to call it home. They built a new church on the site 6 years ago, right before Pastor Mertens was called to them. They a protestant church, and can be of whatever denomination you are comfortable with. They are not a true version of that denomination, being an offshoot charismatic evangelical church. But that’s just a front. It serves as a front for a more depraved cult: **The Nyght Hunt**.

The church itself is a modern brick building with angled and wide panes of glass to let light in. It is 2 stories with a basement and a storage attic. The front door is tied shut, with glass boarded up. A sign saying, “please pardon our mess” encourages patrons to use the adjacent doors. The back doors are broken, boarded up. Spray paint of a Pentagonagram is on the wall next to it.

The sanctuary is modest, pews leading to a simple altar with paned glass behind facing trees. Stained glass high up and a piano next to the nave. The office has some damage, but has been cleaned up. Photos can be obtained from the police. Drawers and shelves were ransacked in the break-in. A painted "ritual circle" is in the basement. In the upstairs attic can be found storage as well as video and sound equipment.

The "youth group room" was trashed. A broken foosball table is pushed up against the wall, and once upturned furniture is now righted. There is a door to a storage room that was also broken into. Searching and Forensics discovers a secret room that was covered up by heavy boxes and extra equipment. Inside is a room with a bed, blankets and pillows. There is a tipped over tripod. There is an empty bookcase with an empty vhs tape box. A tv connected to a vcr on a desk in the opposite side of the room. Astute investigators find a dirty magazine behind the bookcase.

Pastor Mertens

Trusted friend of the Harris family. He came here 5 years ago, when Obi was only 10, when the last pastor died in a car crash. It was Mertens that attracted Rebecca to the church. His charisma and charm, and his eagerness to build community. The church became a huge support for her. Little did she know how he'd become Obi's serial abuser.

Mertens isn't a cultist. But he serves a very specific purpose for them. He is a compromised and immoral man with a deep secret they can exploit either as a fall guy, or as a means to exploit others. He served both excellently. When abigail Williams befriended the shy boy in her class at age 9 the Williams' sensed something about him. They new they needed to keep him close. So they staged the car crash and brought in Mertens. At the urging of the Williamses he reached out and got church support for Miss Harris and her son. The rest they left to the man's own depravity...

The Tape

The friends managed to get away with a single tape from the Pastor's desk. They squirrelled away for safekeeping. They will be willing to turn it over if they think they can trust the agents. They haven't seen it, but they know what is on it. Mercy will be the most willing to hand it over. Gabby is reluctant, because she isn't sure what is on it, while Caleb knows exactly what is on it and he fears exposing it to strangers may only hurt Obi. They wanted to blackmail the pastor, not destroy people's lives.

A successful Persuade roll gets them to give up the tape. What's on it is awful. It shows the abuse Obi suffered at the hands of Mertens. Any agent who watches it must roll Sanity against Helplessness (-20 to the roll, or if players allow, Auto-fail, 1d4/1d10+1). If they lose 5 or more, encourage them to choose fight, they won't attack their fellow agents. They leave right then, either going straight to Mertens' house to confront or beat him senseless in front of his family, or go to a bar and start a fight there.

Line of Inquiry: The Madwoman in the Woods

Proctor has gone a little batshit, to put it lightly. On the Night in Question, she and Web performed a Clairvoyance spell to gain insight into what Web saw at the church. It seemingly didn't work and the two had sex and fell asleep. However, that night Proctor was haunted by nightmarish visions.

She describes her vision thus: I stood on a briny beach full of tidepools and ancient ruins. An altar of coral before us. We searched and found a small black obelisk, stone as black as midnight, carvings smooth as the salty sea. A bloodstone. Then we hear a terrible shrieking wail and down the beach I see a dark tower. I look up above it and there is... a dark spiral in the sky, like a black hole. From its center a huge fish-hook dangles on gossamer string down into the sea, snatching fish with faces of men. The ocean is filled with their fearful cries.

I see One of the fish had Obadiah's face. The hook lashes out at the Obadiah-fish, it dives through the water, zigging and zagging until it beaches itself right in front of them. Right upon the altar. The hook is denied its prey. Time seems to zoom by, and it rots to the skeleton, and the tide rises. Phantom organs glow in its skeletal form as it is carried away by the waves, flanked by other face fish.

Suddenly, from out of the tower streams a swarm of what at first look like bats. As they swarm towards me they appear to be devils, and they haul me and Web into the dark sky. A haggard ancient figure stands at the top of the tower. It is bent and hunchbacked like a snail, its face hidden in darkness. It holds a lantern but its left arm is missing. And they drift into the the Abyss and the light from the lantern is the last thing i see, before... darkness.

She woke to find Web having a seizure. She put him on his side, and held him until attack finally ended. He asked did it work... and she lied to him. She said no. If they press her on what happened next, she is reluctant to say. Sex and romantic relationships with enrolled students is against policy and she could get fired. She resigned from her last job for the same thing.

The dream reminded her of a book in the library's special collections: "The Nyght Hunt." She implores the agents to retrieve it. She couldn't get back to the library. Randolph was there to meet her with several deputies, and they took her in for questioning. She was put on administrative leave until the case was sorted. Randolph finally got what he wanted, to be Librarian. She recounts the look on his face as one of smug victory and malice. She is convinced he's behind this.

Intersperse bits of nonsense about Charybdis', the Oubliette and how she is being watched by the dogs. She thinks the dogs change at night...They take to the sky bats. Be careful of the dogs. Humint rolls read her as extremely under duress. She's had a nervous break and it's hard

to tell if anything she is saying is real or just sheer paranoid delusion. Psychology rolls yield similar results, pinpoint that she believes the things she is telling them. That she earnestly believes they will save her life. It detects she's hiding things such as the detail about her nocturnal activities with Web and the rest of the Friends in her charge. Their relationships are taboo to say the least.

Miskatonic Special Collections

Miskatonic Library is an exquisite collection of antiquarian books and obscure knowledge. There are scientific journals on enough subjects to make a polymath giddy. Their folklore section is one of the most thorough in the United States, let alone the world. But what is more spectacular is the Special Collections.

Special collections is a crowded dusty room of stacks containing their most valuable and rare books (e.g. tomes) and macabre artifacts. It is like a Green Box with just artifacts and literature. Agents are likely to find books on all kinds of things including ones with Hypergeometric rituals and spells. Randolph will be protective, only allowing them to take them into the library for reading and study. This will make it take days to read through any tomes inside the library. He also hovers by investigators. Keepers are encouraged to populate the library with whatever books and spells they deem appropriate for their runthrough of this game.

It will take the better part of a day (and into the night depending on how many agents are looking for it) to find "The Nygth Hunt" as it has been hidden. A high Search or Occult uncovers it faster. Randolph will be on them the moment they find this book. He will ask leading questions, trying to delay their inquiry. Agents wanting to take the book out of the library will have to go to Dean Carter and Persuade him. Agents with a good Humint will find Randolph's behavior more than just curious and protective of the books. He's actively trying to sabotage their investigation. He will argue against the removal of the book with Carter.

If Randolph succeeds the book remains in the library. The following day agents are shown the library was broken into that night, and the book, along with a portrait of Jackson Elias, were stolen. Evidence implicates the Friends of Jackson Elias. As before high Humint and Psychotherapy scores indicate Randolph is hiding something.

Professor Randolph, Classical Linguist, Acting Librarian

An aging, bespectacled silver-fox, popular with students for his quaint diatribes on cultural folklore and how tv is ruining literature. A Jordan Peterson-esqe contrarian and luddite, who is more than a little nostalgic for times long past the vaguest of possible way so as not to sound racist or sexist. He is almost 70 years old, but looks a healthy 60, 50 even. He is friendly with his students, but grades stringently, much to the chagrin of serious students who complain about his scattered teaching style. He will insist that no one at the school is involved and he sincerely believes the entire scandal to be a witch hunt.

However, if he had it his way the Friends of Jackson Elias would be summarily expelled, and the club disbanded permanently. The school should not be associated with such an irreparable and immoral rabble.

He has petitioned many times to be made the steward of the Orne Library, but has been passed up several times. It was quite a coup that the much younger Eliza Proctor got the post 2 years ago.

Secrets of Parris, Monster's Secret Accomplice

For years, Randolph studied the occult grimoires and blaspheming spell books contained within Miskatonic's private Special Collections. Likewise he discovered Delta Green's operations against the Deep Ones, and was made a member of the Armitage Inquiry. Every member of the inquiry dabbles in the forbidden, in hopes that knowledge might prove some boon to man against these alien forces and their Progenitor god, Dread Cthulhu, the Dreaming One.

Upon discovering some elders from the Sea of Galilee church was a cult of Kharibdyss (e.g. Nodens) not long after the church began its mission in Kingsport, he confronted Finneaus Burke and struck a bargain with him. He observed their work as a "necessary" evil. One that would remove undesirables from society. Based on his study he offered them aid by giving them several of the recovered Bloodstones. In exchange they, the cult shared the blessings of Kharibdyss, restoring his vitality. Randolph is far stronger, agile and mentally sharp than someone his age should be.

After Proctor was made librarian, he began planning his revenge. He studied the statues more and learned how to manipulate the dreams and visions they imparted. This allowed him to insinuate Proctor into the visions and make them more vivid. The side effect however being they accelerated the transformation. Obi began to change, in small ways, but much faster than the cults usual chattel, as have a number of other victims in the waiting.

If Randolph becomes the object of the agents suspicion they will observe several strange behaviors. He visits the Animal Control Office. If asked about it he says he has a raccoon problem. He visits a gun shop and buys a firearm. He drinks and spits mouthwash habitually. Inside his home, he is studying various spellbooks, and drawing a ritual circle of some kind. If they enter his home they find the missing copy of Nyght Hunt.

He has to play along with the investigation, but doesn't want to get caught. He cannot betray them. If he attempts to sell them out, he too spews snails forth from his mouth. (Sanity 2/1d6+1 or 1/1d4, if this is the second time they've seen this. Like I said before. It's just really, really gross after that. Unless you are me. I suffer Sanity loss every. God. Damn. Time.)

The night in Question: What is Known

Harris was reportedly seen at a campus party at the **Flophouse** and several members of the Society. The party was authorized by the campus, but violated several campus policies including the drinking of alcohol. Drugs were also reported at the party. Harris was seen at the party leaving with **Caleb**.

Attendants of the party allege there was a “magic sex orgy” going on in the home’s basement. Police found occult books, many belonging to the University Library. Used candles and incense were found in the location as well as used condoms, handcuffs and sexual paraphernalia. The books are from the colleges Special Collections are not allowed to be checked out. The Inquiry is notably upset that his students had them, but according to them, the books are largely harmless. They are now in **Police Evidence**.

Later that night, Harris and Society members were seen drinking in the Arkham cemetery. Witnesses accounts differ. They seemed like they were just loitering and drinking. One witness reported they performed a “blood rite.” They were seen leaving in a car owned by **Mercy Lewis**.

After midnight suspicious persons were spotted running away from the now vandalized **Sea of Galilee Church**. Kingsport police pursued, but lost sight of them. The next morning, deputies found questioned the girls at the Flophouse. Web arrived that morning, and was taken to the station for questioning.

Police later visited Proctor’s home with a warrant. Police discovered blood and a ritual circle matching the same type as Harris and stolen property: several books, a ledger and historical documents belonging to the church. She was taken into custody under suspicion of several crimes.

Proctor procured a lawyer from the University and was out quickly. Web was charged and a bail hearing was quickly set. Bail was denied. He and Proctor have not communicated. Police are amassing evidence against the rest of the members of the Friends of Jackson Elias in order push for confessions to finger Proctor as their ring leader in this “satanic cult of abuse.”

The night in Question: The Truth

Obi did attend a rowdy college party at the invitation of his friends in the Society. He drank underage, and at one point, spied several of them in an orgy in the basement. He connected with Caleb there on the basement stairwell and the two snuck out into the nearby cemetery to have sex.

Their friends tracked them down and they discussed the real motivations for the night. Breaking into the Church to get evidence of Mertens’s abuse of Obi. When they were finished passing a bottle of whiskey around they formed a circle, cut their fingers and dripped them on the ground. Swearing to protect the new family they’d made for themselves.

Web had another agenda for going into the church. He suspected they were an eldritch cult of some kind, and Obi was their target. He intended to find out just what they were doing to him.

The break-in did not go according to plan. Someone or something was waiting for them there. Dogs seemed to appear and attack them. The cops arrived as they were fleeing the church and the group was separated from Obi. They all scattered. Caleb and Obi sped away in their car to the groups rendez-vous at the cliffs near the ruins of Old Innsmouth.

They parked near the cliffs and tried to sort out what to do. They hid the car and began to head back towards town. That is when they were attacked by the cult. They tortured Caleb to force Obi to comply, but he ran. He ran to the edge of a cliff. When faced with sacrifice by their hands or choosing his own death, he stared into the face of his abuser and said no. He jumped off the cliff into sea below. Burke took Caleb to the Lighthouse, figuring he could be used as leverage against these plucky young investigators.

Caleb, Gabby and Mercy went straight to the Flophouse. Web drove Obi home. Then Web revealed his true reasons for going to the church, everything he'd learned. The theory that he was from Innsmouth, he was something out of legend called a Deep One. Someone was transforming him. Obi called him a liar. Said "he was like everyone else, you think i'm a freak!" Web called him an ungrateful brat. "I never had to take you in. If i had just left you there, you'd probably be dead." "So that's what I am to you. Something broken to fix. Just like my mom. Fuck you." Obi slammed the car and walked up the steps to his house. He saw him in the window and the light went off. That's the last he ever saw of him.

Later that night, he went to Proctor for help that night. He was injured and bleeding from the encounter. Proctor treated Web's wounds, then they performed a ritual to bestow knowledge, but it didn't work. They gained nothing. Frustrated they went to bed together. Web slunk away in the morning to the Flophouse. He was taken into custody when he arrived. His friends didn't look at him the same way anymore.

The Hard Truth

Obediah like his father is a deep one hybrid. His mother told him for years that his father "died" but there is no obituary or death certificate. In truth he walked into the sea and swam away from his human life, leaving Obediah to fend for himself in a world that hated him.

He was a driftless kid, stricken with a sense of body dysmorphia, often wanting to dress like a woman. His mother didn't understand him, and feared the devil would take him like his father. She took him to church whenever she could. The community was welcoming. Especially Abigail and her parents. She needed a friend after all. It was there he met Pastor Mertens. The pastor saw how vulnerable the boy was and took advantage. He raped and abused him when his mother left them alone. No one believed a troubled confused kid like him. Not until he met the Jackson Elias Society.

Volunteering at his high school, they saw him as a peer. With them he belonged. They started including him in their meetings, dragging him along to their late night ghost hunts. His grades improved, he was happy and he had friends for the first time in his life. His mother was furious and fearful, but she'd lost all control over her son. She blames them and their ungodly ways for his disappearance and eventual death.

On the night the body disappeared, however, Obediah transformed and became a Deep One. He broke out and made his way to the river following the call. But something still lingers in him. His transformation is not whole. The sea will not take him while he has unfinished business. He will make one final appearance when the agents come face to face with the **Left Hand of Darkness**.

The Satanic Panic

Threats and Antagonists

One of the major threats in this game is time. As the case drags on, tensions rise. This is embodied by **THE MOB**. The Mob want justice. They want to feel safe again. Reasonable, but they are so stirred into a frenzy they can't see straight.

At first they are just a presence. They are seen protesting outside Miskatonic. Next they become a nuisance. Blocking a street or providing cover for a suspect (like Miles Corey) to disappear into the crowd. Eventually they turn violent. After Obi's body is found, Caleb becomes the victim of a hate crime and is put in the hospital by a group of ruffians from the mob. Perhaps on his way to deliver some vital piece of information.

When the body disappears from the morgue, the Flophouse is firebombed. Agents nearby can help the Friends of Jackson Elias get out alive, or dash in to recover an important clue, or **The Tape**.

Salem News 9

As agents arrive, they should be confronted by the competition. Outside the University a small crowd of **Accusers** wielding bibles and fliers will confront anyone stepping onto the grounds. News 9 reporter **Amanda Cunningham** and her crew swoop in like vultures, eager for a scoop.

Handler's should use Cunningham and her news team to amp up the tension. She's after a good story, and will be investigating many of the same locations. Have her show up at the same time as the agents in the second or third investigation scene. She might have one of her cameramen start following the agents if they do anything suspicious.

If agents have been particularly sloppy (bad rolls, bad decisions) she might confront them on their credentials, before going public with what she's learned about them. She or one of her crew could be

flipped and be made a Delta Green Friendly. Agents could dig into her history as well and turn up some skeletons in her closet. If running a decades spanning game, she could go on to become a Phenomen-X reporter, especially if saw the unnatural, and the agents destroyed any evidence of it.

- As the case goes on Salem News 9 runs the following stories:
- Publish photos of the church crime scene, mislabel the paint as “blood,” later obsequiously redacted by her network.
- Sneaks inside the Miskatonic Library to discover occult books, describing arcane rituals. The books she gets are harmless anthropological and historical studies, but they stoke the panic.
- She digs up dirt on Eliza Proctor. Proctor was forced to resign her last job for having an affair with her Teaching Assistant. The record was sealed as part of her severance agreement, and it is named, privately, in leaked documents from her divorce. The picture of her ex-husband flashes across the screen. He doesn’t answer questions. He sues the network for harassment.
- Run a story about Caleb’s relationship with Obi, before notifying authorities. (this lands her in hot water with the police and her network.)
- They catch actual footage of a nightgaunt. Her network laughs at her.

Agents can try to sabotage the news crew: steal footage, vandalize the van, break equipment, intimidate the crew, etc. They could also try a more persuasive tact, offering to do the digging for her, and feeding her the story. Some agents might want to clue her in to the conspiracy. This could only work if she has seen a nightgaunt for herself, or she is shown something unnatural. Antagonizing her is dangerous. She will start digging into their lives and following them, sensing, rightfully, a bigger story.

Dwellers of the Great Abyss

Obadiah was caught up in an ancient struggle for power between the Great Old Ones and the Elder Gods. Obadiah was born a descendant of the Deep Ones, a child of **Deep Father Tulu, the Dreaming God**. Tulu, his children and their worshipers are not without their enemies. Delta Green is just one threat, in a long line. Their oldest enemy is the Maimed God, **Kharybdyss, Lord of the Great Abyss**. This cult is notable for appropriating the celtic god Nodens, to conceal its darker activities. Among their activities is the Nyght Hunt.

The Hunt sees members of the cult, often its elders, embark to hunt and kill the followers and servitors of the Great Old Ones. Their European tradition thrived amongst the fishermen and sailors of Scandinavia, the British Isles and even Inuit peoples. To go A-Whaling was a euphemism for hunting and killing Deep Ones, and the sought after prize of the Star Spawn. A successful hunt was rewarded to Kharybdis followers with prolonged life and stamina. They would continue to age, comprising what is known as his Hoary Host. Many reaching centenarian ages. The eldest of them eventually growing so old they cease to even appear human, stooped from deformed snail shell-like hunchbacks.

As a show of respect and honor to his dead consort, his most devout would sacrifice their own limbs to the Elder God. In exchange he would send his hunting hounds, earthly mediums between mortals and

and his Nightgaunts. They would lick the wounds and heal the warrior. In its place grew a shadow limb, invisible to the mortal eye. This cult has one such chosen. Burke, the eldest and best hunter cut off his own left hand, becoming **the left hand of darkness**.

Obadiah was this cult's latest prey. Finneas laid a trap for them that night at the church. He waited for them in the Attic, painting the symbol to scare them and attacked them in the darkness. Later that night in his bedroom, Abigail crawled into his bed, and enchanted him. She whisked him away from his bed and took him to the beaches of Old Innsmouth. He lay on the old altar and was prepared for the hunt. They gave chase, but in the end he denied them their game by leaping from a cliff to his apparent demise.

Once Obadiah's body disappears from the Morgue, Finneas begins preparations for the final showdown. He is laying a trap, not for the agents, but for Obi. He arranges for his nightgaunts to kidnap Caleb to draw him to the cult. He is invigorated, unlike the rest of the cult. He has not had such sport in years and the potential of it drives him. He can't wait for his last showdown.

The Left Hand of Darkness

At some point agents should meet **Finneas Burke**, the one armed local animal control officer. They can meet him outside the University struggling to lift a parcel to his van or inside the Sheriff's Department trying to carry a cardboard box.

He appears feeble. The old man asks an agent to help him take the box to the Medical Examiner. They will notice an odd smell as the old man banters with them. The box is opened to reveal a very dead racoon. Burke explains the beast has been seen behaving weird and aggressively. Best check it for rabies. *"Joe and Jane Arkham don't want Rover to become rabid, not with all this mess with the Satanists going on, eh?"*

Play Finneas as a sort of odd local color NPC you see in mystery shows. Players hopefully will assume he's a potential help to solving the mystery.

The Hunting Hounds

During every stage of the investigation, dogs should be watching them. These dogs are the servants of the killer. He has been watching them at every step and will be ready for them. In truth he, and his dogs are actively hunting him. He is preparing for any potential encounter, and it will be a deadly one. Traps and inventive attacks involving harpoons are all over his property. See **The Finale**.

Death and Life of Obadiah Harris

At a midpoint of your choosing the case takes a turn for the worse. The boy's body washes ashore on a beach near the ruins of Innsmouth. Proctor's car is found nearby. It has drug paraphernalia and an occult book describing drug-fueled, abusive Satanic Rituals.

The agent's job just got a lot harder. The tension ramps up as citizens call for justice, protests grow and mobs begin to act out. Accusers hardline. They stick to their accusations just so they can see justice doled. At this point the Friends become the main target. Despite the crimes being blamed on Proctor, they are the ones in custody. The sheriff will be ready to string them alive and charge them as the perpetrators of the boy's death. The Friends become even less forthcoming, calling a lawyer. They look even more guilty than before. Reaching them is pivotal to solving the mystery, and clearing a few suspects.

Leading up to the final conflict tensions in town should be ready to explode. A violent mob has it in for Miskatonic. A riot should be possible. The agents are also more vulnerable to exposure now more than ever.

Autopsy

Signs of abuse, violence. Wrists were bound before death. Death by drowning. Shows signs of a fall, heavy impact, broken neck and bones. May have been thrown from a cliff into the sea, or jumped. Inconclusive as to whether this was murder, save for wrists.

The body vanishes

The night after, the body disappears from the morgue. There are signs of forced entry, but there is something off. The doors bend the wrong way, as if someone broke out. Skin, blood and slime and tissue are left behind inside the cabinet. Strange prints are collected.

The public loses all confidence in authorities. The sheriff is now just trying to keep his job and order in the town. Mobs begin to form, and the once righteous and fearful Rebecca becomes its vengeful leader. All urged on by the reporters of News 5.

The story of a mother unable to bury her own son, amidst an incompetent police force, drives the witch hunt to a fever pitch. outside the halls of Miskatonic U. Rumors fly, witnesses step forward with wild stories accusations, implicating faculty, staff and students. Mobs begin to form. The Friends are being hunted down by the police and vigilante alike. The stakes for the investigators only grows.

If Caleb hasn't been taken away by Nightgaunts yet, or Web has been re-apprehended at this point, he is the sole witness. And No one will believe what he saw. He saw Obi pass through the jail that night. Alive and changed. Web will describe it as a transcendent experience: *"I woke up in the night. I'd heard these noises. A huge crash, bending metal. I don't know what it was. Then the door creaks open. I see this... this glow. A beautiful blue glow. Like bioluminescent jellyfish. And there is something there. At first, I shrink back into the corner of my cell... then I see him. It's... Like something out of a story. This*

creature standing on two legs, powerful, covered in these glowing scales. It was... serene, like swimming with the whales. I moved closer and its hand reached out to me. It wanted me to come closer to touch its hand. I reached out, and i felt this... energy... and i felt familiar. It touched my hand... and i knew... i knew it was him. He didn't speak. Didn't say a word. I didn't either. My brain was screaming to say I was sorry. Say... I tried. But i couldn't. It was... He was... the most beautiful thing I've ever seen, or will ever see."

Obadiah has transformed. He has become a deep one. What little left of him that is human wants to rescue Caleb, the love of his life, and his friend Abigail. But he can't do it alone. Unbeknownst to everyone, he is waiting for the final confrontation. He will aid the agents. He should appear to as few as possible and seem alien and transcendent. They couldn't save him, but then again, no one could really save him, could they? But maybe, he isn't the one who needs saving.

The Light and the Dark Tower: The Grand Finale

The investigators should feel like they are running out of time. The authorities are closing in on the Friends, and Proctor. Caleb and/or Abigail are missing. Any of the friends still free will take shelter with Proctor. She will not go quietly and will resort to magic to save herself. Any not with her are rounded up and put into intense interrogations. The sheriff may even be directing his department's wrath at the agents as well. If they need to talk to any of the Friends now it will be difficult. If agents question them one more time, they will tell investigators Caleb and Abigail are at the Lighthouse.

The Nyght Hunt

The tower being seen in visions, and dreams of the agents is that of a lighthouse. Burke is among other things, a lighthouse keeper. Light features prominently, among his cult, for they are the perversion of it. The abyss swallows everything. Light, life...even dreams. Those who do not dream are easy to control.

Caleb is chained up inside the lighthouse. He has been brutally abused, and drained of blood. Burke waits here with his army of dogs and Nightgaunts. Ready to hunt.

He is a wise and careful hunter. He's been doing it for hundreds of years. The road is trapped with tire spikes, preventing vehicles from getting to close. The long road through a rugged wood patrolled by his loyal and intelligent dogs is filled with traps. Use these as you see fit as they move down the road or through the wood towards the beach. Most traps can be avoided if they move along the dirt road. Running gives them -20 to any and all skills used to detect traps.

- Nets: These grapple multiple agents and pin them down until they can cut their way out. Useful on a failed Athletics, Search, Survival, or Military Science: Land roll. If they fumble, add more dogs.

- Rope trap: An agent steps on a trigger, it ties around their ankle and strings them upside down. They need a buddy to cut them down or the dogs will be chewing on their face. If they enter combat hanging, they suffer a -20 to all actions. Survival spots traps like this.
- Trip Wires: These are attached to metal cans and other noise makers. If they fumble a Stealth roll they give up their position and dogs equal to party times 2 swarm them. (Dogs = Party x2)
- Pit trap: A tarp covered in a layer leaves and dirt disguises a 10 foot pit. Survival and Military Science: Land spots this in the terrain, while a successful Alertness allows them to grab a branch or the side of the pit to keep from falling. A fumbled roll leads to 1d4 damage and a broken ankle. -10 on all physical actions. They cannot run.
- Bear Trap: These vicious metal traps cause terrible pain and hold the agent in place. Use them if they fail an Athletics roll. Damage is 1d6 armor piercing, they are immobilized. If they can extricate themselves from the trap they are "Hobbled." Their speed is reduced and their Athletics roll suffers a -10. If they fumbled they cry out and draw dogs equal the the number of party plus one. (Dogs = Party+1)
- Log: A log swings down from a tree and plows into an agent. 1d8 damage and they are stunned. A fumble gives them a -10 on all rolls for the rest of the scene. Have an agent roll Dodge to avoid this. They'll wish they put points in it.
- Nail Bomb: If agents fail to spot one of these homemade landmines they could be toast. It is easier to spot Military Science: Land or Demolitions. A fumbled alertness doesn't even notice stepping on it. They can be disarmed. It requires a successful demolitions roll, or a Dex x5 roll with a heavy rock or object. Causes 1d8 damage as flaming hot nails spray everywhere and pierce into anyone in a 5 meter area. Everyone hit take a -10 to all actions.
- Guard Dogs: Every failed roll equals one dog. Fumbles double that or produce more depending if you are using a trap.

*All minuses are cumulative.

Use Nets and the Rope trap first. Agents should get a fair warning that their path is very dangerous. Burke does not mess around, but players need deserve a fair warning before they run headlong into death.

When they reach the lighthouse, they see a figure standing at the top of it. As the light spins he is outlined like black shadow. Two bat winged figures flutter around the tower. He has a harpoon gun, he points and aims it at the agents. He will shoot agents with harpoon spears, while his nightgaunts swoop down to grab agents. If they are successfully grabbed the first agent is taken out over the ocean and dropped... seemingly plummeting to his death.

The nightgaunts will have to burst into the windows of the carriage house to reach agents. Their wings and size are less of an advantage. They will pursue agents into the forest, and traps can be used against them.

Burke will use darkness as his cover. One nightgaunt will remain to patrol the tower, until Caleb is rescued or the other nightgaunt is killed. He descends and uses his ability to sap all light. Darkness is his ally and he uses stealth, and surprise to sneak up on his prey.

When all seems lost, the agent flung into the sea, washes up next to the lighthouse. Any wounds gained healed. They remember a falling into a watery abyss. They struggle, but just keep sinking into the gloom. Then out of the gloom comes a light. As it gets closer, they see a creature, neither man nor fish. It glows with bioluminescence. It holds them, and kisses them, breathing life... and light back into them. One word echoes in that great black abyss. "Obi." (The experience is a profoundly unnatural one. They died, encountered a full fledged Deep One and were brought back to life. Have agents roll Sanity versus Unnatural 1d4/1d12, and gain x2 the number of points in Unnatural and Willpower (past full).

Inside them is also another surprise for Burke. If Burke injures them or touches them, a glowing light emanates from the agent casting light to dispel Burke's darkness, and blinding and weakening him. Obi has lain his own trap. (See **Luminescence** under **Deep Obi**)

Into the Abyss

Meanwhile beneath the carriage house cellar, hidden under a rug is an entrance to a cave. Deep in a natural grotto, the rest of the cult gathers around Abigail and a circle of bloodstones. The agents have learned too much. It's time to cut their losses. They are trying to induce an early transformation in the girl, and sacrifice her that they might endure. Their aged bodies are starting to warp, and bend like their dark and twisted savior. If they fail, they will crack under the weight of hunched backs and become damned things of the abyss, cursed to slither in darkness.

Her shrieks terror and pain in this dark place inspire Sanity Loss. (1/1d6 v. Helplessness) Then they see her and the aforementioned host engaged in their ritual. If they disturb and disrupt the ritual rather than kill them first, the cultists howl in pain and collapse onto the floor. Their hunched backs, getting bigger and bigger until they are like a huge snail shell, and their aged body shrivel into deformed slimy forms. Witnessing this earns them a very big loss of Sanity. (Unnatural 1d4+1/1d12+1)

If agents took a long time to get to this scene, especially if they left to load up on weapons and gear for the assault, then Abigail has changed. Her legs have begun to grow back, but as octopus tentacles. Her arms are covered in suckers. (Unnatural 1d4+1/1d12+1) She is confused and terrified, and doesn't want to die.

"Please... please don't kill me."

Agents must decide to let her go or kill her. She cannot return to human civilization. Her transformation is incomplete. Only Deep Ones can help her now.

Aftermath

As the survivors limp away from the lighthouse, they

Appendix

NPCs

Deputy Herrick

STR 17 CON 14 DEX 10 POW 9 INT 10 CHA 12

HP 16 WP 9, SAN 45 BP 36

Skills: Alertness 55, Drive 50, Firearms 60, HUMINT 50, Melee 40, Persuade 50, Unarmed Combat 60

Attacks: M. Pistol 50 1d10, Shotgun 2D10* 50 m 5ammo * Full damage up to 10 m.; 1D10 up to 20 m.; 1D6 beyond beyond 20 m., Nightstick

Finnaeus Burke, the Left Hand of Darkness

Str 16 Con 18 Dex 14 Pow 15 Int 14 Cha 10

Hp 17 wp 15 San 00 Armor 3.

Skills: Alertness 50, Melee 55/66, Stealth 40,

Attacks: Harpoon Gun 70% 1d8, 3 AP 50 m.; Gutting Knife 55/66 1d4/1d6 3 AP knife remains in target, Unarmed 60/80 1d4-1/1d4 + Knockdown or Pinned 1d6 damage per round as they are strangled

Hoary Might: 3 Armor

Hoary Vitality: Kharybdyss has blessed Burke with great vitality. Every round Fineaus heals 1d6 physical damage. The only thing that can destroy him is fire and being hacked to pieces. But even this is impermanent.

Abyss Walker: Burke is one with the darkness. He fades into the dark, hiding even in the peripheral vision of his prey, waiting to strike. +40 to stealth in pitch black. He can see perfectly, it not better in the darkness. +20 Alertness and Search.

Shadow Limbs: His left arm is invisible. It is the mark of his Lord and is much stronger with that limb. Noted in skills and damage is a second higher value, this represents attacks with his left hand. If his other limbs are cut off, they are replaced by a Shadow Limb when he Heals, no matter how little he heals. Even if they cut off his head, he will keep coming. The ultimate result of this is his Shadow Form

- Shadow Form: Burke's humanity has been hacked and burned away leaving only shadow. He is a stalking invisible predator, impervious to any normal weapon. A blessed knife of Hypergeometry will harm him. Treat him as having 1 hitpoint in this form. He can be killed by normal means if he is illuminated by the deep one Luminescence spell, cast through the lucky agent. All it will take is one good hit, and he knows it.

Hypergeometry: Darkness

Nightgaunts

Use the stats for Winged Servitor, p. 230 of the *Handler's Guide*.

Dogs

Use the stats for dog on p 355.

Tomes

The Nyght Hunt Vol. 1

In Greek and English Study time: days or weeks Occult +5%, Unnatural +5%, SAN loss 1D6.

"in the dark, betwixt green suns of zoth
They spiral arms of Z'la and Kharybdyss great maw,
Did wake, screaming in dreamless agony"

This book begins telling the mytharc origin of the cult of Kharybdyss. It is told through the adventures of a hero figure similar to Gilgamesh. He discovers ancient beasts beneath the sea, older and far more advanced. His lover succumbs to The Taint of the Dark Dreamer and he vows vengeance. He journeys into the wilderness in search of rumored hunters of the Old Ones. There he finds a sea-side village of only the old. They take him down into a dark cave and throw him into a chasm. It is here in the darkness he meets the figure of Kharybdyss (his name is interchangeable with that of Nodens in the text.) Kharybdyss offers him the power and immortality to kill the Deep Ones, but he must cut off his Left Hand. He takes the offer, but he is given a "Left Hand of Darkness," more powerful than his right.

The book is full of many other myths and histories of the cult, particularly a Cosmolology and Family Tree of Kharybdyss it claims he was a ruler of Xoth, before Cthulhu and his spawn pillaged it. It describes their departure from Xoth as a flight from the Lord of the Abyss who hunted them. All that remains of Xoth are two great black spirals, Kharybdyss and his mate Z'La the Reaching in the Dark Between the Stars.

RECOMMENDED RITUALS: Darkness (see Hypergeometry)

Abigail's Diary

Her diary is well hidden from her grandparents. She writes about her dreams of swimming in an undersea city, and how Obi confided in her about his sexual and gender identities. At first she says that she prays for Obi to reject this, but comes to accept this as part of him. It is in fact she, who encouraged Obi to pursue a relationship with Caleb. She is giddy with the idea of them hooking up.

The diary gives a more honest account of her "date" with Obi and the Friends of Jackson Elias. Being drugged" means she was offered and tried marijuana, then later some shrooms. The rest of the entry goes into how much she enjoyed playing Dungeons and Dragon. She played a paladin and wooed a mermaid. She loved it. Pages and pages follow of her drawing her paladin and mermaid, and some dragons.

Her handwriting suddenly shifts after an entry saying, "They know about Obi's friends!" It becomes sloppier and neurotic. She describes a fight she had with them and how they met with Mr. Burke. They talk about the Pastor abusing poor Obi. She's so sorry. So sorry... She can't tell anyone the truth. If i tell the truth the... snails come out of her mouth. She has to lie for them. She knew Obi was in danger, but couldn't tell him. She tried to warn him, but they never let her be alone with him after...never let her call. They said she wasn't feeling well. She hopes she can escape these awful people...

Hypergeometry

Darkness:

Simple ritual. Study time: days; 1D4 SAN. Activation: a turn; 6 WP, 1 SAN.

Does not work during the day or in sunlight. Only at night and in caves. An area is filled with pitch black darkness. Sources of light wink out and the world inside a 10 meter area is plunged into darkness. They cannot see. Those outside the area, observe that their light sources, thought pointed at it, do not penetrate it.