

Modern Backdrops

by **Carrie Baize**

Maps by **Jeremy Simmons**

Creative Director **Charles Rice**

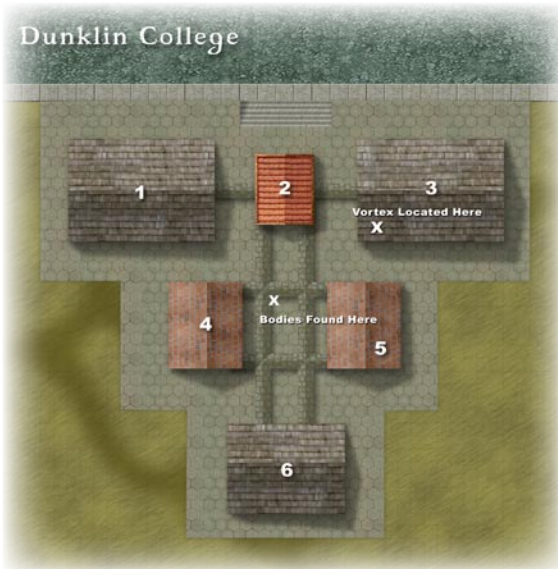
Edited by **Charles Baize**

Layout by **Chris Davis**



www.RPGOBJECTS.com

RPGObjects' sourcebooks are heavily supported by its official web site, www.RPGObjects.com. At www.RPGObjects.com you will find many resources such as web enhancements, character sheets, as well as products only sold via the web.



The 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com. Portions of this work are derived from the d20 System Reference Document.

d20 Modern(tm) is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Dungeons & Dragons(R) and Wizards of the Coast(R) are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

The Mage and Acolyte advanced classes are copyright Wizards of the Coast, Inc and are used with permission.

Table of Contents

Introduction	2
San Carillo	4
Rio Hevri	18
Schaddo Creek	33
Delora Valley	48
Dunklin	70
Psionic Student	88
Possession	89
OGI	92

Maps

San Carillo Town Square	9
San Carillo City Hall	10
Misión Carillado	12
San Carillo Library & Works Offices	13
San Carillo Nuseum	14
San Carillo Police & Records	17
Old Town	25
The Blizzard	26
Rio Hevri High School	27
Meecham's Bar & Grill	39
Schadoo Creek Inn	40
Treehouse Village	41
Hotel Eden - Ground Floor	54
Hotel Eden - Second Floor	55
Hotel Eden - Third Floor	56
Hotel Eden - Fourth Floor	57
The Secret Garden	58
Seaside Rendezvous	59
The Offices of Rydelle & Waitte	79
Dunklin College	80
The Vortex	81
Turner Theatre	87

Introduction

Created with the modern system GM in mind, Modern Backdrops is a collection of developed towns and cities for use in your modern campaign. While this book was designed using d20 Modern, it should be compatible with just about any modern-era game.

Modern Backdrops is a collection of well-developed cities to be used by you, the GM, as settings for your own adventures. Each of the five cities, from the very small to the fairly large, has its own history, important people and places, maps, and plot hooks to help get your players involved.

Each city has a touch of monsters and magic, but still has enough information about the “normal” aspects of the city to use it as a more mundane setting.

How To Use This Book

Each city is laid out in a similar fashion; offering solid information, character details, and a collection of common and more obscure knowledge.

When using cities in this book as settings for your campaigns, it is important to remember that there are three main sections of information for each city. The first section is common knowledge. Everything is fairly well-known and easy to find out from just about any source. Through research and/or questioning, this information should be made available with the completion of a successful Knowledge (History), Knowledge (Local), or Research check (DC 10).

Introduction: Each city section begins with its name, and a few sentences that sum up the outside opinion of the town. Even if the characters have never been there, they still know at least this much.

Character Suitability: A summary of the suggested character levels for example plot hooks and interaction with major NPCs and monsters.

What Every School Kid Knows: Is exactly that – a collection of the most common information about the town. Information such as the population, geographical location, and important areas are included.

Rumors: The whispers in and around town. Of course, they’re rumors... not everything is true.

Important People: Some of the people that everyone knows – or at least knows about. These may be public figures or simply those who have become known for some reason. If any of these people have specific information that might be useful to the PCs, check information will be found with their descriptions.

Other Information: Miscellaneous economic and social information.

Community Calendar: The reasons for the community to get together, as well as the times and places.

The second section is a little more advanced level of knowledge. Any local kid will have a chance at knowing this stuff (a successful Knowledge (History) or Knowledge (Local) check (DC 15) should be required), but it’s far more likely if he’s the class brain. Out-of-townners will have less of a chance (DC 20) of knowing this information, unless they have family or friends from the area.

Time Line of Important Events: Things to make the smart heroes and history buffs cringe. There may be some items on the timeline with a higher Knowledge DC.

More Important People: Perhaps less well known than the entries in the “Important People” section, these are major players in the day-to-day life of the city, even if they’re not as publicly recognizable. If any of these people have specific information that might be useful to the PCs, check information will be found with their descriptions.

Places To Go: A sampling of the restaurants, stores, homes, and businesses that make up the economic backbone of the city. Maps are included for some of these establishments.

Introduction

Organizations: The groups that make the city tick. Sometimes, these are the mundane entities like the city council and the local church groups. Other times, they are darker and more shift in origin.

Official Reports: The official word on whatever plagues the town. Usually, like the words of most politicians, these reports are vague and somewhat noncommittal.

The third section for the GM only. This is where all the information about the strange happenings is found. Bizarre and supernatural residents, items, and places are spelled out here in detail.

Places of Power: The places where strange things can and do happen.

Things to See: Items of interest to PCs of all classes. Some items are magical/supernatural in origin, but others are simply incredibly valuable. A few even possess both of these traits.

Supernatural Residents: Ghosts, vampires, bigfoot, and dragons... all are found in or around these cities in some form or another. Not all are easily recognizable, however.

Dark Secrets: Otherwise known as the stuff the city council never ever wants to come out. Dark and vastly denied proof that the things that haunt these cities are not always supernatural in origin.

Plot Hooks

Remember that these “levels” have to do with the amount of FX in your game. Refer to the beginning of each city section or the plot hooks themselves for suitable character levels.

Level 1: Mundane story lines for a no-FX/low-FX campaign

Level 2:—A touch on the strange side, these adventure ideas move into the supernatural but still remain at a relatively normal level on the insanity-meter.

Level 3: These plot hooks fly past bizarre and never look back. They are something like an X-Files or Twilight Zone episode, only there’s no narrator to tell your PCs that it’s all make-believe.

Characters, Creatures & Items – People and things of interest that might be necessary for your game to run smoothly. They are included simply for your convenience.

Chasing Shadows ...

JJ stood beside the Harley, his eyes focused somewhere a bit further than the decaying buildings that were easily visible from the highway. Next to him, Liberty sighed, pulling off her helmet.

“Are you sure about this?”

She sounded especially nervous, he noted. He put his arm around her, hoping to calm her a bit, but feeling the way her body shook had the completely opposite effect. His anxiety level grew the longer they stood there.

He looked up the road, hoping that Josh and Staci would find their way here before Liberty lost too much of her composure.

“You okay, babe?” he asked quietly.

Liberty leaned into his chest, fighting to keep herself calm.

“Yeah,” she answered. “It’s just that... after all that’s happened... this...”

Her voice trailed off as she looked back into the ruins that made up Old Town.

“This place just trips me out...”

GM Notes

Text contained within boxes of this color is gamemastering tips and notes.

Open Gaming Content

Text contained within boxes of this color is open gaming content. All text not found in boxes of this color is closed content.

San Carillo

To most outsiders, San Carillo is little more than a quaint resort town that is missing the resort. Its historic mission is a photo opportunity and its adobe-walled town square boasts a decent meal, but there's not much more to the town.

What Every School Kid Knows...

San Carillo is a small desert town, lost somewhere in the middle of the American southwest. With a population of only 1,350, the sleepy mission town began its life as a gold mine and grew into a thriving, although small, community.

San Carillo is the quintessential picturesque southwestern villa. Most of the town is clean and in excellent repair. Roads and public utilities are in exceptional condition and when work needs to be done, it is finished quickly and efficiently.

Misión Carillado is a protected historical site – which means its grounds are maintained by the parks service, but the interior of the mission itself is left largely at the mercy of vandalizing intruders.

The Carillado/Carillo estate has been sold off in pieces over the years, leaving the large main house and the old Hacienda Coronado on a piece of property far too small for their grandiose stature. The main house is in immaculate condition, but a keen eye will notice that the grounds are often let go a bit too long between maintenance sessions. The hotel is condemned, and it has long been considered a 'rite of passage', of sorts, for local teens seeking to prove their bravery by exploring the 'haunted hotel.'

GM Notes

The tasks involved in Carillado's Gold are suitable for characters from 1st to 3rd level. In order to raise the difficulty level, consider the possibility that the opposing forces are stronger, more advanced, have better gadgets, or are supernaturally enhanced.

Finding the lost child in Picnic Peril is suitable for characters from 1st to 3rd level. Adding supernatural dangers within the old hotel, physical dangers in the stone garden, and additional missing children are all possible ways to raise the difficulty level.

Any number of actions are possible using A Walk Under The Gallows, but due to the secrecy surrounding Judith Kelley, any actions taken by the characters will be difficult, and are suitable for characters of 2nd to 5th level.

By placing a specific object in the mission, Mission – Impossible is suitable for 2nd through 4th level characters. Using the mission's supernatural qualities and denizens against the PCs, however, will raise the difficulty level.

Lullaby relies heavily on the supernatural, and should be considered for characters who are 3rd to 5th level. For higher level parties, increase the power of the negative force.

Family Ties begins as a bizarre situation, and demands that the characters be willing to spend quite a bit of time trying to find answers. It is not likely to be a satisfying campaign for lower level characters, and should not be considered until the party is, at least, 4th level.

The majority of the tiny population of San Carillo is, surprisingly, made up of fairly new arrivals to the area. Any families that might be considered "old blood" have only been established since the late 1800s. The only families with a longer history in the town are those somehow associated with the Carillo family.

Rumors

It is said that many spirits haunt the decaying and condemned Misión Carillado. The spirits that haunt the mission are said to include past priests and congregation members, a particular priest who paces the grounds, and the voices of a small group of children singing hymns

Judith Kelley can be seen hanging from the balcony on foggy nights similar to the night she took her own life. She can be heard screaming on rare nights when Sra. Carillo is not at home – she screams because she has found someone dead in the basement.

Somewhere in the nearby landscape is the secret entrance to Sr. Carillado's gold mine... or Isabella Carillado's hidden fortune (GM's choice)

Near the end of its life as the Hacienda Coronado, the large house, which now sits completely abandoned, claimed the lives of many visitors. No one is certain why or how, all the people involved lost their lives, but there is no doubt to anyone in the area that the spirits of many of those who died in the Hacienda Coronado are not yet at rest. Among them, a young couple who pace the hallway outside one of the rooms, a child who is seen and heard running through what was once a grand ballroom, and the sound of someone limping heavily down the hall that leads to the most expensive rooms.

Important People

Roland & Elizabeth Anderson

Roland & Elizabeth Anderson have lived in San Carillo since their marriage in 1952. When they first arrived, Roland immediately became active with the town council and it was only a matter of time before he was elected to some high-ranking public office. Roland Anderson has been San Carillo's mayor for nearly fifteen years, and the people have no immediate plans to remove him from the position. Elizabeth is the perfect politician's wife – she appears at all public functions with impeccable taste, rolls up her sleeves to aid victims of disaster,

and participates in the children's story hour at the San Carillo Library. Roland & Elizabeth have no children, but Elizabeth's nieces and nephews often visit the town during school breaks.

GM Notes:

The Andersons have a great deal of knowledge about the area, and would be willing to share all the official information with just about anyone... assuming they had the time. It is possible for PCs to make an appointment to see the mayor, but the earliest available time will be 1d4+1 weeks in the future.

Tim & Kelly Perkins

The Perkins' were transplanted to San Carillo three years ago. Tim was personally selected to take over San Carillo's police force. Kelly is an elementary school teacher, who is currently working with the library to establish a reading club for local school kids.

GM Notes:

Like Roland Anderson, Tim Perkins has a great deal of information regarding the area. He is unlikely to share with anyone, however, because of the confidential nature of his position. Kelly does not ask Tim about his job and has very little useful information about the town – unless the PCs are parents of a kindergarten aged child.

Analissa Gallegos

Analissa Gallegos has lived in San Carillo all her life. Her father was the librarian throughout her childhood, and after a short time at the nearest community college, she returned to her hometown to take over her father's duties. Miguel Gallegos lives with his daughter in the home where she grew up. Analissa's mother, Maria, suffered through years of chemotherapy before passing away five years ago.

"What was that guy's name, again?"

Liberty was tired from the ride, but tried to keep some energy in her voice.

"I dunno," JJ grumbled, pulling his jacket around the holster of his Colt. "Cassington... Kennington... Kensomething!"

"Kensington," Staci interrupted, pulling the scuncii out of her black hair as she walked toward them.

"Alexander Kensington. Senior partner at Butler, Kensington, and Schaffer. He specializes in white-collar crime, high prices and big headlines."

Liberty shook her head, laughing softly. "How in the hell do you, of all people, remember shit like that?" Liberty still couldn't get past the way Staci had behaved when they'd first met, and the spoiled rich girl's sudden demonstration of intelligence battered Liberty's fragile sense of reality.

"Some people..." Staci began, but cut herself short in response to Josh's expression. "...just have a memory for details," she finished, keeping the biting comment about public schools from causing a fight.

"Okay, then," Josh chimed in. "We're supposed to meet up with Alex Kensington, right?"

His three companions nodded, but none of the four teens were really interested in the conversation. They were too busy looking around the adobe-bricked courtyard that was optimistically called the town square.

"This place is even smaller than Rio," Liberty mumbled, her voice betraying a hint of amusement. "How hard can it be to find one pencil-neck, three-piece..."

The acrid ring of Josh's cell phone interrupted her string of insults.

"Did you find him yet?"

The voice on the other end was more anxious than he could ever remember hearing it.

"No. We just got here."

"Good. My information came through incomplete. Kensington would have been a disaster. Your contact is Kennedy Powers."

"Kennedy Powers," Josh repeated out loud. "Okay. Any other last minute instructions, Captain?"

"Yeah, Forester. Don't call me that."

Josh hung up the phone, shaking his head. "Maria says Kensington would have been a disaster and we're supposed to meet a Kennedy Powers."

"Kennedy Powers, huh? Any idea where to find this person? Any details?" JJ tried to keep a straight face, but the fact that the cop had screwed up the information left him about three seconds from a very loud laugh.

Staci repeated the name a couple of times, but ended up shaking her head. "No idea."

Beside her, Josh shrugged his shoulders.

"Mrs. Kennedy Powers. Town council." Liberty smirked.

JJ's head snapped toward his girlfriend. "Okay, babe, so how the hell..."

Liberty laughed, pointing to sign on the door of an office directly behind JJ. The sign she'd just read out loud.

"Moving up in the world, aren't we," Liberty laughed. "First nuns, then cops, now councilwomen."

GM Notes:

Analissa is likely one of the best sources of information in the city. PCs will receive a +2 circumstance bonus to any Research checks made within the library regarding local history. Analissa is a shy woman, however, and does not chat freely with strangers. A successful Gather Information check (DC 20) is necessary to break through her shell.

Señora Elisabetta Carillo

Señora Carillo is believed to be the last member of the Carillo family. After the death of her fiancé in 1955, Elisabetta refused to have any interest with the opposite sex. Her eccentricities are understood to be a part of her character, and the townspeople are entirely too happy to ignore them in favor of the money she pours into the community every year. Alexander Kensington, Elisabetta's lawyer, is her only regular companion.

Other Information

It is often said that San Carillo's only export is people. Local businesses thrive in the few months that travelers make the pilgrimage through the historic mission sites, but beyond that precious tourist season, the only real money comes from two main sources – taxes and the Carillado/Carillo estate. The sales tax in San Carillo is one of the lowest in the state, but the town has never been hurting for funds. Town officials serve their terms of office on a volunteer status – many telecommuting to their “real jobs.” Elisabetta Carillo issues a substantial amount to the town treasury, with a matching donation to the school district, every year, on the anniversary of her father's death.

Community Events

The San Carillo Spring Dance is held every year, on the third Saturday in April. The semi-formal event is hosted by the town council and is the first large social event of the year. It is attended by young and old alike and is a perfect place to visit with just about anyone in town. The dance usually falls on the first Saturday following Elisabetta Carillo's generous donations to the town, and was originally held as a party to thank her for her generosity. The dance has become an annual tradition, although Sra. Carillo has not been seen at the event since 1985.

The next community event is the Independence Day picnic, held every year at the Carillado Estate Park. Bordering the land still held by the Carillo family, the Carillado Estate Park boasts lush green lawns, large shade trees, a large swimming pool, and the beautiful fountains and statuary gardens that were once a part of the Hacienda Coronado's pretentious display.

El Dia de los Muertos is the virtual end of the town's social season. The Day of the Dead celebration, held November 1st and 2nd, is the only time that Sra. Carillo is seen away from her estate, and the annual Dia de los Muertos feast at St. Alodia's is considered *the* social event of the year. Traditionally, the first day of the celebration is spent visiting the graves of family and friends and the second is spent recuperating from the midnight feast. Sra. Carillo is extremely active in the celebrations, and donates huge sums of money to St. Alodia's, the town council, and families who travel great distances to return to their hometown for the festivities.

The only town function to follow the Day of the Dead celebration is the annual Christmas Parade. The parade is held on the first Saturday in December, when floats from local schools, businesses, and organizations compete for the prize of the Golden Elf award. The day's activities end with Santa's appearance to the children in the town square, where he hands out gifts and lights the council's tree.

Time Line of Important Events

1654 – The area is claimed by Don Jose Carillado. Hacienda de Carillado was built mostly with native slave labor.

1660 – Don Carillado discovers a vein of gold nearby and becomes incredibly rich.

1661 - Hacienda de Carillado becomes more of a village and less of a single-family estate. By the end of this year, several families have moved into the area, but are not having the same good fortune as the Carillados.

1662 – The mission is built at the request of Doña Carillado – an undocumented amount of money was donated by the Carillado family in order to guarantee the completion of the project.

1699 – Don Carillado dies, leaving his son, Esteban, as the new master of the hacienda.

1700 – The hacienda is commonly referred to as Coronado del Carillado Oro. The name change has largely been due to the new mistress of the hacienda, Isabella.

1705 – Esteban dies under mysterious circumstances, leaving his young wife as the owner of the estate. Shortly after Esteban's death, Isabella sold most of the family's material possessions in order to gain more measurable wealth for herself and her infant son, Christobal. She hoarded millions of gold coins deep within the estate, giving in to her irrational fear that someone would steal the money from her and her son.

1725 – Christobal dies, leaving behind his newborn son, Miguel. Isabella remains in control of the estate.

1750 - Miguel takes control of the family property, displacing his grandmother as the local political figurehead. Also, this year, the mission is abandoned by the church and falls into disrepair.

1761 – Isabella dies.

1762 – Miguel's wife falls ill and dies of a mysterious illness. The town is standardly referred to as San Carillado.

1765 – Miguel is murdered, and his thirteen year old

daughter, Damita, takes control of the town

1772 - Damita marries Devante Carillo, but is reluctant to give up control of her family's estate – local statutes are challenged by the Carillado fortune and Damita remains the sole executor of the estate.

1775 - Devante is killed when thieves break into the estate in search of Isabella's gold fortune. Less than a month after the murder, Damita gives birth to Javier Carillo. In honor of the slain Devante, and the new name of its founding family, the town is called San Carillo.

1780 - Mision Carillado is revived as a local church, but older portions of the building remained closed

1790 - Javier marries Isabel Moreno, a woman hand picked for him by his mother.

1793 - Damita is murdered by angry townsfolk who blame her lack of managerial skills for the near-death of the town's economy. After Damita's death, Javier and Isabel bring the town back from the edge of bankruptcy by selling portions of the family estate – the largest money-maker for the town being the inn that was created from the original grand house. Also, this year, Isabel gives birth to Marco Carillo.

1818 – Javier and Isabel die on board a cruise ship

1820 – Marco gives a grant to the town council for the building of a “town school”

1821 – By the middle of the summer, guests of the Hacienda Coronado have filed numerous complaints with the management regarding missing jewels and money.

1823 – In February, the body of Ignacio Soledad is found, dead of a gunshot wound, in his quarters near the stable of the Hacienda Coronado. By the end of March, 16-year old Ramona Soledad had resigned her employment as a housekeeper at the Hacienda Coronado, and moved into the main house with Marco. In May, a young couple, spending their honeymoon at the Hacienda Coronado, is discovered drowned in the bathtub of their suite. Over the course of the summer, seven children vanish from their rooms without a trace. In late October, guests begin to complain of someone stomping down the main gallery, toward the more expensive rooms. Shortly

before Christmas, a fire guts the south wing of the inn. Loss of property is considerable, but repairs begin almost immediately. Ten guests die in the blaze. The investigation is brief and inconclusive, but the most popular theory is that the fire began with one of the candlelit Christmas trees in the wing's grand hall.

1824 – Repairs continue on the fire ravaged wing of the Hacienda Coronado. The wing reopens in March, but three workers have died during the repair. Less than a month after it was reopened, the newly repaired south wing claims seven victims when part of the rebuilt ceiling collapses into the sitting room. The wing is neither repaired nor reopened. In June, the body of Alicia Rosalo, who claimed to know the secrets behind Ignacio Soledad's murder, is found floating in a large fountain in the inner courtyard. The next month, her twelve year old sister, Isidore, vanishes from the hotel.

1825 – The Hacienda Coronado closes amid a series of accusations ranging from missing money and valuables to deaths due to the hotel's lack of security and upkeep.

1827 – Ramona gives birth to the first of Marco's children, a girl who died before she was a month old.

1830 – Ramona gives birth to Marco's son, Alejandro

1835 – Ramona gives birth to a daughter, Isabella

1840 – Ramona gives birth to stillborn twin girls

1842 – Ramona dies giving birth to another son, Esteban

1845 – Marco dies, leaving the children – all of whom bear his name although he and Ramona never wed – in the care of their governess, Señiorita Amadoria Gallego

1858 – Esteban leaves home, cutting off all contact with family and friends in the town

“Well, that was a complete waste of time,” Staci grumbled. She pulled a soda out of the cold box, twisting the top open as they stood in the small store. “What exactly were we supposed to get from that woman?”

JJ shrugged.

“What woman?” a voice intruded from the front of the store.

Their eyes moved to the deli counter near the door. An old man was moving from one of the stools and walking toward them.

“What woman?” he repeated gently.

“Just some woman we met,” Liberty answered vaguely.

The old man nodded, examining each of them from a distance.

“Don't get too many strangers through here this time of year,” he said softly. “Can't help but wonder what a bunch of kids is doing in town.” A fit of coughing broke his speech, but he could not be swayed from his curiosity. “Even kids that live here aren't here this time of year.”

“Dad, you leave those kids alone, you hear?” The woman's voice was light and cheerful, but possessed a tone that made the old man cringe. He turned slowly and walked back to his stool as the woman approached.

“Sorry if he bothered you kids,” the woman said brightly. “He's just an old man with too much time on his hands. My name's Laura,” she offered, grinning.

“Would that be Laura of Nick and Laura?” Staci asked jokingly.

“Guilty as charged,” Laura laughed. “And that old bat is Nick's father, Alejandro.”

1859 – Alejandro weds, but he and his wife are murdered within a week of their wedding.

1905 – Isabella dies on the estate, but has pushed her father's pet project, the “town school” to great heights. At the time of her death, the San Carillo School District is the richest and most advanced public school system in the state.

1918 – The township seeks to annex the nearly deserted Carillo estate. A few servants loyal to the

family have remained on the land and kept it in decent repair. The township's bid for annexation is contested by lawyers for Esteban, in absentia.

1919 – The estate is returned to the control of the family.

1921 – Esteban dies of natural causes, and his six year old grandson, Carlito, inherits the estate.

1927 – Misión Carillado is condemned and closed to the public. A new church is built on an adjoining lot.

1932 – Carlito marries Aracelia Diego

1934 – Aracelia gives birth to Elisabetta Maria

1940 – A protestant church is built across town from the catholic church

1945 – The Carillado Academy opens on a piece of land that has been vacant for many years. The boarding school is not affiliated with the family, but the board chose the Carillado name to honor the town's founders and recognize that the land was once part of the huge estate.

1954 – Armand Arroyo proposes to Elisabetta

1955 – Armand Arroyo is killed in an automobile accident.

1958 – Aracelia dies after suffering for several months of an unidentified illness.

1960 – Carlito commits suicide.

1965 – Elisabetta hires Judith Kelley as her live-in housekeeper

1967 - Señor Martinez, the head groundskeeper, is found poisoned. His family is moved off the estate quickly, presumably under the direction of Elisabetta. Later that year, Reynaldo Cotes, the stable master, is discovered in the stables. He had been shot in the back of the head. His family, also, is removed from the estate.

1968 - Imelda Rodriguez, the estate's head cook, is abducted from the kitchen. Her remains are discovered in the desert three days later. Her family is moved off the estate.

1969 – All estate staff who were not hired by Elisabetta have been found dead, or have fled the estate in fear.

They will not discuss their actions with investigators.

1985 - Judith Kelley hangs herself from the estate's front balcony. Elisabetta is devastated and retreats into her home.

More Important People

Alexander Kensington

Kensington relocated to San Carillo shortly after being placed on retainer by Señora Carillo. The law firm of Butler, Kensington and Schaffer continues without his continual presence, but his partners are beginning to feel more and more slighted by Kensington's intense sense of duty to Carillo.

GM Notes:

The only adequate source of information relating to Señora Carillo, Alex Kensington is not a social man. He is seldom seen away from the estate without some purpose and refuses to discuss his employer, continually citing the confidentiality agreement drawn up by his firm.

Annabelle Raider

Annabelle Raider moved to San Carillo with her parents when she was very young. She grew up, enjoying her role as the center of attention in her home. While in high school, her plans for the Hidden Treasure began to take shape. She saw her classmates as an untapped market – one that would be able to make her a lot of money if she could find a few other girls who were interested. It didn't take too long for her to find her "staff," and shortly after they graduated from high school, Annabelle opened the Hidden Treasure.

GM Notes:

Annabelle's clientele depend on her discretion, and have never been disappointed. It is highly unlikely that she will supply information of any kind, but it might be possible for the PCs to get information from the girls, for a price. A successful Gather Information check (DC 20) and Wealth check (DC 15) are required to get any information from the girls.

Christopher Baxter

Chairman of the San Carillo Mission Restoration Committee, Baxter appeared out of nowhere – snatching up a few pieces of property and spending what seems to be an unending supply of wealth. The Restoration Committee's activities are questionable at best, but Baxter doesn't seem to care. Only a few of the locals have actually been sucked into the committee by his recruitment speeches, however, and most of the committee's sympathizers are actually from other nearby areas, or were imported by Baxter.

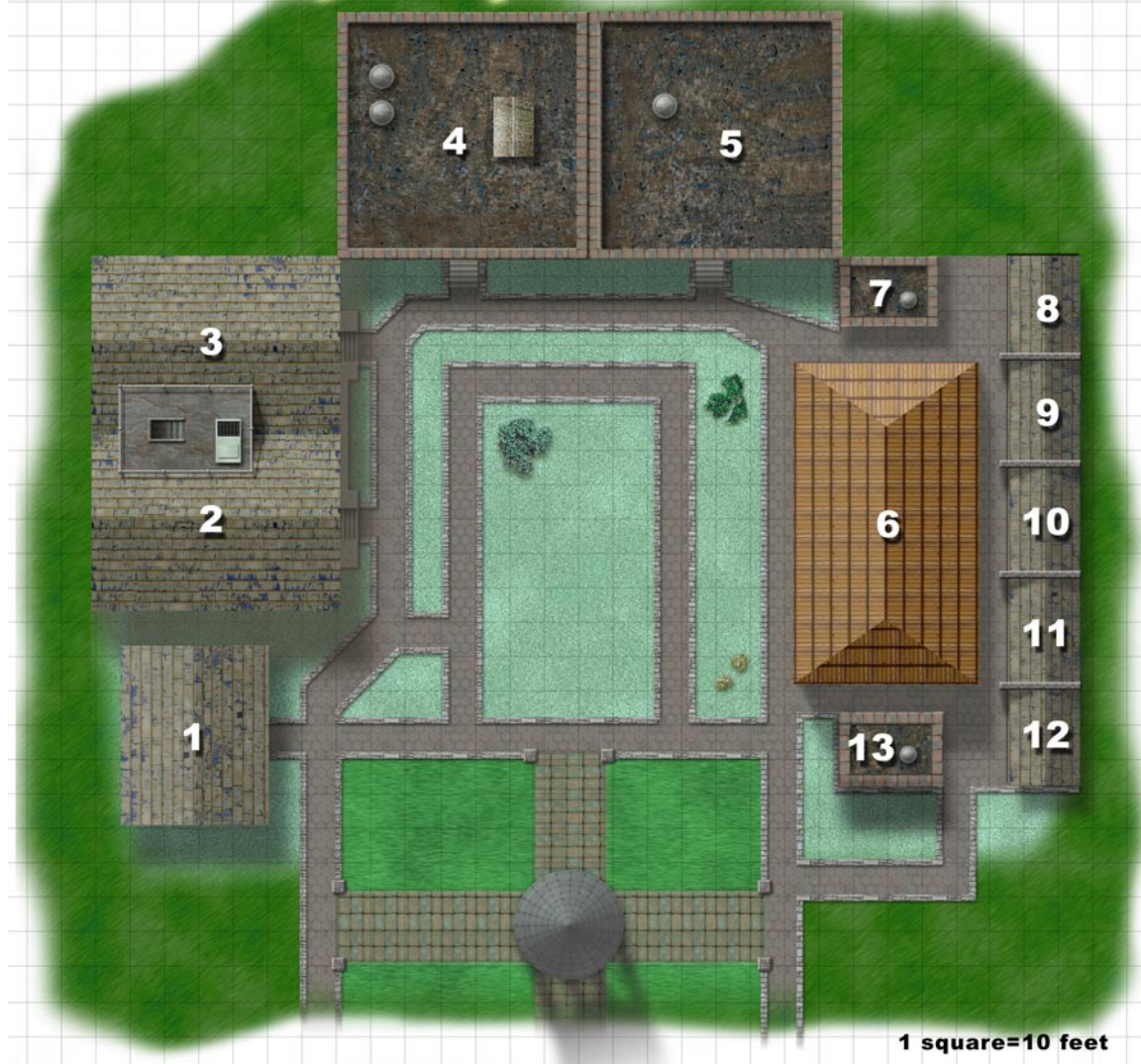
GM Notes:

Chris Baxter is more of a con man than anything else. He will offer information to anyone who asks, but it is unlikely to be accurate. The information he offers will be colored by his own plans and shady deals, and is unlikely to be of any use to the PCs.

Sylvia & Matthew Davis

Sylvia & Matthew Davis have lived in San Carillo all their lives. They have lived a fairy-tale life – childhood sweethearts who grew up to 'live happily ever after.' Sylvia was elected to the Town Council six years ago, and the voters seem to see no need to remove her from the office. Matthew telecommutes to his programming job and works part-time as court clerk for San Carillo. Sylvia & Matthew have 2 children, and are expecting their first grandchild.

San Carillo Town Square



San Carillo Town Square

1. Museum
2. Library
3. City Offices
4. Jail
5. Hall of Records
6. City Hall
7. Roland Anderson's Office
8. Sylvia Davis' Office
9. Cameron Roberts' Office
10. *vacant*
11. Marcus Keeling's Office
12. Kenneth Chase's Office
13. Kennedy Powers' Office

Currently, the vacant office (#10) is being used for storage of old equipment – outdated computers, broken FAX machines, etc.

enjoy his home. It was not until his retirement that the people of San Carillo met his wife, Deliah. Although some of the older residents of San Carillo take exception to his choice in mates, Cameron seems very happy with Deliah in spite of the thirty-five year difference in their ages. Cameron was elected to the Town Council two years ago.

Marcus & Anita Keeling

Marcus & Anita Keeling moved to San Carillo, with their infant son, ten years ago. Anita knew that she had to return to her business, but refused to see her son raised in the city. The influences there, she would tell anyone who listened, were far too strong and her gentle son would fall prey to their evil.

While she commutes back and forth to her business – a training

facility where “society’s bad elements are transformed into something much more palatable” – Marcus is active in San Carillo’s daily life. In addition to his position on the Town Council, which he has held for four years, he is also active in the elementary school’s PTA, and leads a Boy Scout troop.

Kennedy & Alexander Powers

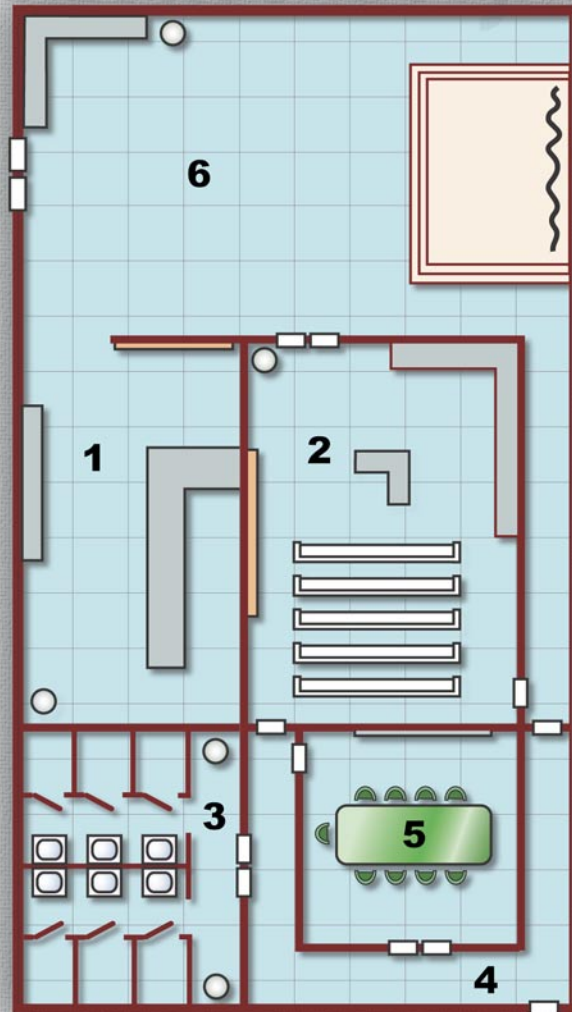
Kennedy Powers enjoys being on the Town Council. If you ask her about the time she’s served, she’ll tell you that it’s been the most wonderful, quiet, three years of her life. Her description, of course, is hardly adequate to describe the difference in her current life in comparison to the one that she left behind. She worked undercover in the middle of a gang war while serving as a police officer

Cameron & Deliah Roberts

Cameron moved to San Carillo in 1962, choosing the 90-minute commute over continuing to live in the city.

His job demanded constant attention, leaving him away from his home for long hours, and sometimes days. In 1985, he chose an early retirement and actually began to

San Carillo City Hall



San Carillo City Hall

1. Foyer & Visitor's Information Center
2. Main Council Chambers
3. Public Restrooms
4. Storage
5. «Closed Door» Council Chambers
6. Public Events Hall

in Los Angeles, and the real problems began when she was discovered. Alex, desperate to protect her from any further trauma, picked up the family and moved to a quiet place where Kennedy could recover from her experiences and begin to enjoy life. Alex continues his work as a sculptor in a studio behind their home.

Kenneth & Rita Chase

Ken Chase has lived in San Carillo for nearly his entire life. During the five years he spent away, he met and married his wife. Ken has spent several years working with the Town Council to raise property value and income for the town, and, two years ago, he was elected to the Council. Rita refuses to talk about her past, and so everyone who has tried to get information from her makes up their own stories.

Hector Moreno

Father Moreno is the priest assigned to St. Alodia's. He is overworked and unappreciated, and spends most of his time alone – struggling through old documents handed down from the days of the original mission's construction. He has extensive and exclusive information available to anyone who questions him, but is often viewed as unapproachable.

David & Andrea Masterson

David Masterson moved to San Carillo after being hired as the new minister for the San Carillo United Fellowship of God. The young minister and his wife are expecting their first child and the church members are all enjoying being part of the couple's extended family. The Mastersons are young and naïve on many levels – they are inherently trusting of strangers and answer everything with their unshakable (to the point of being blind) faith.

Alex Morales

Alejandro "Alex" Morales has spent his entire life in San Carillo. The old man is full of stories, but it has been years since he knew the difference between his own memories and the memories of old rumors, movies, and television shows. He does have some very useful information regarding the more bizarre occurrences in the town, but only if the accumulated garbage can be sorted through in order to find it.

1 square = 5 feet

Places To Go

In a tiny, family-like community such as San Carillo, there are a fairly limited number of interesting ways for citizens to spend their time. Places like San Carillo pride themselves on being “quiet” and “wholesome.” Of course, in the grand scheme of things, this translates to “boring” for much of the population.

The town’s two churches offer the majority of the town’s social events.

In recent years, the trend among teens looking for fun and adventure runs along two distinct paths. One group of kids will simply leave town, heading for the lights, glamour, and excitement of the nearby larger cities. The other group, however, stays closer to home, and will seek their thrills by exploring the abandoned structures that surround the town. The Hacienda Coronado and Mision Carillado are two favorite spots for youth to seek adventure and excitement.

Corina’s Cantina has become the default hangout for the local youth. The small restaurant serves a blend of Hispanic and typically American cuisine and is a favorite with many young couples. The owners, Javier and Alissia Martinez, are friendly and always willing to lend a helping hand when their fellow citizens are in need. Corina’s regularly acts as a catering service for St. Alodia’s and, according to rumor, has never charged the church for the food or labor.

Nick & Laura’s General Store stands in the town square across the street from Corina’s. It is, as the name suggests, a small town store with a little bit of everything. The prices at Nick & Laura’s are not unreasonable, but for any major shopping, one would find it cheaper to travel to one of the nearby, larger towns and shop the major chains. Just inside the store is a small deli counter, where Laura serves up fresh sandwiches and old-fashioned ice cream sodas. Nick’s father, Alex Morales, is a constant fixture at the counter, regaling anyone who will listen with wild stories about the history of San Carillo.

Although it may not be the most wholesome of past-times, there is one other establishment in San Carillo that offers its own particular brand of entertainment. Hidden Treasure appears, to the casual observer, as quaint Bed & Breakfast located on the northern edge of town. The name plays on the town’s mysterious hidden wealth, but in reality, the Hidden Treasure is a very thin front for Annabelle Raider’s whorehouse. While prostitution is, technically, illegal in the wholesome, family town, Ms. Raider’s business is ignored by the authorities due to her confidential and discreet provision of services.

Organizations

St. Alodia’s Catholic Church

St. Alodia’s Catholic Church is home to the oldest organizations in San Carillo. The Church has maintained a constant presence in the area since Doña Carillado first requested the construction of Misión Carillado. St. Alodia’s normal activities include choir, Sunday school & catechism, and the performance of a regular mass. St. Alodia’s also hosts a large number of fundraisers throughout the year, including a bi-weekly bingo night, a monthly bake sale, and holiday craft boutiques.

United Fellowship of God

The San Carillo United Fellowship of God, unlike its counterpart St. Alodia’s, tends to steer away from the public eye. Theories abound as to the protestant church’s lack of desire to work as a more public entity, but the sad fact is that the small congregation that has flocked to the nondenominational worship services simply doesn’t agree on much – including how to best serve their community. The church does, however, have a small choir and an excellent Sunday school program.

Town Council

Like most small towns, the Town Council of San Carillo is a very important entity to the citizenry. Council

members decide many of the issues normally left to committees in larger cities, and those decisions are nearly always the will of their constituency. Council members are always seen at public events and often visit local schools, libraries, and special events as a service to the people of San Carillo.

Mission Restoration Committee

Established, apparently out of thin air, in the spring of 1990, the San Carillo Mission Restoration Committee is part of a large network of philanthropic historical societies. The Restoration Committee, as the name implies, is dedicated to the restoration and preservation of the land and structures that make up the Misión Carillado compound. The chairman of the Committee, Christopher Baxter, moved to San Carillo shortly before taking on the ambitious project.

GM Notes:

The San Carillo Mission Restoration Committee is actually a front for a drug smuggling ring; working with drug dealers from all over South America. Chris Baxter is in the upper echelon of the United States’ drug lords, but has managed to keep all evidence from ever pointing toward him. Baxter’s personal information is found later in the book.

Official Reports

It is the practice of the San Carillo Town Council to quietly turn a blind eye to any questionable happenings in their community. They look the other way while Annabelle Raider offers her special room rates, and smile and nod when someone asks about ghosts or murders. There were some turbulent times in the town’s history... overactive imaginations... nothing like the wild stories you may have heard... No one knows if the council members are blatantly ignoring the past, or if they actually believe their version of the story, but either way – the official opinion is that there is no official opinion.

Places of Power

Misión Carillado

The main sanctuary of the old mission is a hotbed of paranormal activity. Doña Carillado's driving desire to have the mission built, according to family legend, was based on a series of dreams in which "dark and evil creatures sprang forth from the earth" in the location she hand-picked for the main portion of the mission. While the mission may not be a place of "dark and evil creatures," Doña Carillado's dreams may have foreshadowed an easily exploitable dimensional rift which opens periodically within the main sanctuary.

The cemetery is also known for many unexplained phenomena. While it sees very little activity from its inhabitants, it is still a strange and unnerving place. Paranormal investigators have studied the mission's graveyard and claim that no paranormal activity was detected, but three of the investigators went mad shortly after their stay and another woke, several weeks later, with a tattoo of the mission on his back. The only accepted theory regarding the cemetery's strange occurrences and effects is that the land might have been some sort of native holy site before Doña Carillado began working toward the construction of the mission. While this theory would explain the cemetery's qualities rather nicely to paranormal researchers, the lack of documented paranormal activity still leaves the area a mystery.

The mission's bell tower is the source of the ghostly singing children. Legend says that local children would gather at the base of the tower to practice their hymns. When they grew tired of standing in one place, the children would follow the priests around the mission, singing, until they were paid off by either the priest joining them, or stopping his daily routine to tell them a story. It is said that people who venture into the mission at night are likely to spot the children, and perhaps be followed by them until they are "paid off" in the same manner.

Misión Carillado

1. Cemetery
2. Bell Tower
3. Main Sanctuary
4. Priest's Home
5. Wanderer's Home
6. Stable
7. Garden
8. Well
9. School
10. Blacksmith's Shop



Hacienda Coronado

Many restless spirits haunt the decaying Hacienda Coronado hotel, but most are completely harmless. The exception, of course, is the heavy-footed limping man. He is seen, on rare occasions, dragging his bad leg down the hall toward the richest of the hotel's accommodations. In life, he was Ignacio Soledad, the stable master at the Hacienda Coronado, and the insanely protective father of housekeeper Ramona Soledad. Ignacio's leg had been all but destroyed when he was trampled by a carriage, and the fact that he was able to walk at all had been heralded as a medical miracle of the age. His outrage over Ramona's sinful affairs, coupled with the tragedy of his own murder, has left the vengeful spirit of Ignacio Soledad trapped in the hotel.

Things to See

The Library Collection

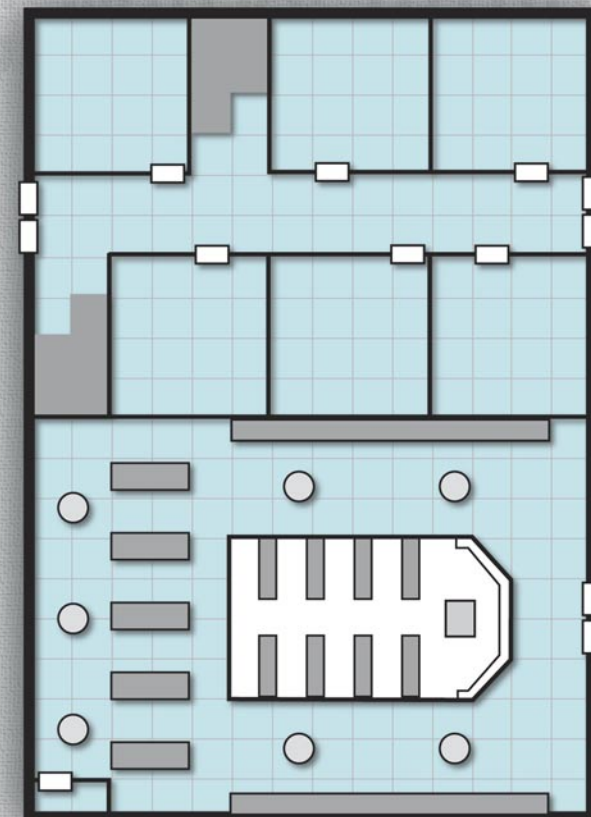
Housed within the town library is a huge collection of historical volumes dealing with the town and its people. Among the many commercially available texts, there are a handful of diaries, documents, and information relating, in particular, to the Carillado and Carillo families. Many pieces of this sort, as one would expect, are still in the hands of the family, but the library has already been written into Elisabetta Carillo's will as the beneficiary of all family historical information. The current library collection includes:

- A portrait of Javier and Isabel, painted in 1792.
- A collection of letters between Devante Carillo and his sister during his marriage to Damita. The letters detail a very unhappy marriage, with Devante constantly fearing for his life. It is also implied, numerous times, that Damita was responsible for the deaths of her parents.
- The letter that accompanied Marco's initial school grant, detailing his suggestions for the allocation of the two million dollar donation.
- The diary of Amadoria Gallego.
- A collection of antique photographs taken of Isabella Carillo late in her lifetime.
- Court documents demanding the town cease its annexation attempts and relinquish all claims to the estate in favor of Esteban Carillo's claim to ownership.
- A copy of the newspaper containing the obituary for Carlito Carillo.

San Carillo Public Library & Works Offices

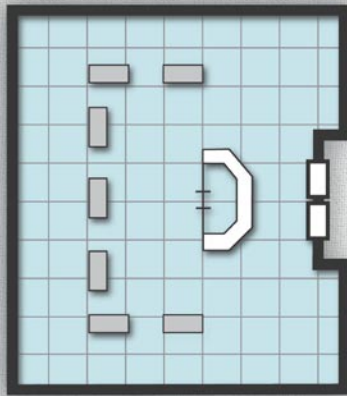
The public works offices are unassigned and should be used as needed in your campaign. The top 2 gray shaded areas indicate restrooms.

San Carillo Public Library & Public Works Office



1 square = 5 feet

San Carillo Museum



1 square = 5 feet

San Carillo Museum

A small corner of the town square complex is dedicated to the history of the area. The museum consists mostly of large versions of old, grainy photos, but a few items on display were salvaged from some of the local historical sites. Items on display include:

- A pair of crystal wine glasses from the height of the Hacienda Coronado's popularity.
- A guest register from the Hacienda Coronado.
- A gold crucifix, stolen from the mission during its first period of inactivity. The item was recovered many years later.
- A small book, labeled as a bible, recovered from the cemetery of the mission shortly after a rainstorm.

Misión Carillado & Hacienda Coronado

Though no specific items are listed, there is a chance of just about anything of interest being found either within the mission complex or inside the old hotel. Religious artifacts, pieces of jewelry, antiques of any nature, and human remains are some obvious items that come to mind.

Supernatural Residents

Judith Kelley

The ghost of Judith Kelley can be seen on foggy nights, hanging from the balcony of the Carillo estate's main house. She threw herself over the balcony in late October, hanging herself with a noose fashioned from a golden drapery cord pulled tightly around her neck. She can also be heard, now only on the night of the Feast of the Dead, screaming wildly at the discovery of a mass grave in the basement, found

while Sra. Carillo was away. Ms. Kelley gave the only accounts of this mass grave, and no evidence of her wild stories has ever been found. She is bound to the main house – refusing to leave it even when one of the priests from St. Alodia's performed an exorcism in response to Sra. Carillo's desperate pleas for assistance.

GM Notes:

The inexperienced priest who botched the exorcism only served to cause Kelley immense pain – which could lead to her being a less benevolent creature, at the GMs discretion.

The other spirits listed throughout the text are bound to their locations, but are sometimes able to leave their places for a short time. The most common example of this would be the ghostly children's choir following a group of adventurers away from the mission if their standard payment is not received.

There are no creatures or spirits associated specifically with the mission's main sanctuary, but because of the sanctuary's location, many creatures may be in the sanctuary at any given time. Just about anything can be coaxed through the rift from the other worlds, as long as the right offers are made.

San Carillo's Dark Secrets

The Curse of Isabella

Isabella was the wife of Esteban Carillado, and the first mistress of the estate after Doña Carillado. While Isabella was not guilty of any crimes against supernatural forces, her mother had intentionally driven off many benevolent spirits in her home village. In retaliation, the villages hired a witch to attach the most malevolent of the local spirits to the pregnant woman. Fearing for their lives, Isabella's parents fled their home, but the spirits followed. The spirits, bound to the woman late in her pregnancy, exacted their revenge by killing Isabella's mother in childbirth, and attaching themselves to the infant girl.

The Truth About Damita

Like her great-grandmother, Damita Carillado was drawn in by the sheer power offered to her by the dark spirits that refused to separate themselves from the Carillado family. Isabella, understanding the girl's dark desire for power, taught the young Damita all the ways to court the powers of the dark forces. As Damita gained confidence, she borrowed from these evil powers to murder her parents and gain control of the estate. She fought to retain control after her marriage, and, once she

was certain her child would live, she hired men to murder her husband.

The Murder of Ignacio Soledad

Rumors surround the details of the death of Ignacio Soledad. The only person who has ever attempted to go public with any information, a maid named Alicia Rosalo, was found floating in a fountain shortly after she first spoke of knowing the details.

Ignacio's sixteen year old daughter, Ramona, worked as a housekeeper at the Hacienda Coronado. She found that a great deal of money was to be made by offering other services to the guests, and soon had a quiet reputation among repeat visitors. The owner of the Hacienda Coronado, Marco Carillo, often stayed in the luxury suites when his entertaining outgrew the smaller house, and he had called for Ramona's services on several occasions.

Ignacio had recently discovered a large stash of money in Ramona's quarters and one of the other housekeepers had explained to him about his daughter's extra money making activities.

Ignacio was outraged at his daughter's promiscuity, and wandered through the hotel in a rage. One of the younger girls foolishly answered his questions regarding Ramona's whereabouts, and the old stable master bounded up the main hall, his previously injured leg causing a loud thumping as he stormed into the room.

Soledad had not expected to find his daughter in the arms of their employer, and his moment of hesitation proved fatal. Marco shot Ignacio in the head, and the old man was dead before morning, his body moved back to his quarters under the cover of night.

The Curse of Esteban Carillo

When Esteban Carillo left home in 1858, he had no specific goals, other than to escape his family and San Carillo. In the sixty years Esteban was missing, he attempted several occult rituals, each aimed at personal gain of one sort or another. Having always found

success, and never suffering any apparent repercussions, Esteban's desires grew more outrageous, and much more dangerous. His final work, an attempt to make himself immortal, brought years of psychic backlash and caused a terrible fate to be rested upon him and his descendants. One descendant is cursed in each generation, and the selection of the cursed is apparently random. The cursed family member lives their normal lifespan, virtually free of illness or accident, but is plagued by the constant deaths of friends, family and associates.

The Loss of Elisabetta Carillo's Staff

The murders and suicides that plagued Elisabetta Carillo's staff in the 1960s cannot be accurately attributed to any one cause, but the curses of Doña Isabella and Elisabetta's great-grandfather, Esteban, are both easily identifiable reasons.

There are, however, other avenues which have not been explored fully by investigators. Judith Kelley appeared shortly before the deaths began, and when the original staff were all dead or gone, she became the senior official in the house. Could the woman have had some power-hungry motive for ridding the estate of those who had been there since before her arrival?

Or could the deaths actually be the work of Elisabetta? With Esteban's great interest in the occult, was there some reason for his great-granddaughter to sacrifice those who had been so near to her family?

GM Notes:

This issue is intentionally left unexplained, as the possibilities are limitless. The GM should decide the reasons behind the staff members' deaths, if this is used as part of an adventure.

Plot Hooks

Level I

Carillado's Gold

Christopher Baxter has found proof of the Carillado family's hidden fortune. He has been searching for it as time permits, but his timetable has been quickened by the introduction of a lawsuit, filed by Alex Kensington, on behalf of Elisabetta Carillo. Apparently, the old woman has grown tired of Chris poking around the estate and has had the court ban him from her property. The PCs are hired by either Chris Baxter, to help find the treasure, or by Alex Kensington – acting for Sra. Carillo – to help protect the estate from Baxter's intrusions.

Picnic Peril

The annual Independence Day picnic was going on without a hitch. The weather, though hot, was not unbearable, and the pool was a big hit for children and adults alike. In the heat of the late afternoon, a scream rang out.

“Audra! AUDRA!”

The woman screaming, when she is finally able to speak clearly, begs the PCs to help her find her lost daughter. The five year old girl was last seen, according to her mother, running off with friends to play in the stone garden of the old hotel.

Level II

A Walk Under The Gallows

Once, every three or four years, Elisabetta Carillo opens the estate house to visitors. The old woman is never seen, but servants lead visitors on a tour of the house, expertly advising the curious of both town history and juicy rumors. On one such tour of the mansion, the tour guide and the PCs are surprised by the sight of a woman pulling a golden rope from the draperies in

Alexander Kensington 6th Level (Dedicated 2/Smart 4): CR 6; Medium humanoid; HD 6d6; HP 26; Massive Damage 11; Init -1; Spd 30 ft.; Defense 12, Touch 12, Flat-Footed 13 (+3 class, -1 dex); BAB +3; Atk +3 melee (1d3 nonlethal, unarmed strike); Full Attack +3 melee (1d3 nonlethal, unarmed strike); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL; Occupation White Collar; Wealth +8; SV Fort +3 Ref +0 Will +7; AP 3; Rep +3; Str 10, Dex 9, Con 11, Int 18, Wis 16, Cha 12.

Skills: Bluff +5, Computer Use +7, Concentration +1, Craft (Writing) +4, Decipher Script +10, Demolitions +4, Diplomacy +7, Forgery +9, Gamble +5, Gather Information +7, Intimidate +5, Investigate +14, Listen +11, Move Silently +1, Profession (Lawyer) +6, Research +19, Search +7, Sense Motive +10, Spot +10.

Feats: Simple Weapon Proficiency, Skill Emphasis (Research), Alertness, Trustworthy, Educated, Confident, Studious, Meticulous.

Christopher Baxter 6th Level (Charismatic 3/Smart 3): CR 6; Medium humanoid; HD 6d6+6; HP 30; Massive Damage 13; Init +0; Spd 30 ft.; Defense 14, Touch 14, Flat-Footed 12 (+2 Class, +2 Dexterity); BAB +2; Atk +2 melee (1d3 nonlethal, unarmed strike) +4 ranged (2d6 Colt Double Eagle); Full Atk +2 melee (1d3 nonlethal, unarmed strike) +4 ranged (2d6 Colt Double Eagle); FS 5 ft by 5 ft; Reach 5 ft; SQ Savant (Craft Pharmaceutical), Trick, Charm, Fast-Talk; AL; Occupation Criminal; Wealth +6; SV Fort +4, Ref +5, Will +5; AP 3; Rep +3; Str 11, Dex 14, Con 13, Int 16, Wis 14, Cha 18.

Skills: Bluff +15, Concentration +5, Craft (Pharmaceutical) +12, Diplomacy +13, Disguise +9, Forgery +16, Gather Information +8, Intimidate +7, Knowledge (Business) +9, Knowledge (Current Events) +12, Knowledge (Streetwise) +12, Listen +8, Search +5, Spot +5.

Feats: Simple Weapon Proficiency, Personal Firearms Proficiency (from occupation), Alertness, Deceptive, Educated, Low-Profile, Lightning Reflexes.

Mission Carillado's Spectral Guardian Level: CR 4; Medium ghost; HD 3d12; HP 32; Massive Damage 12; Init +1; Spd 30 ft. fly (perfect); Defense 14, Touch 14, Flat-Footed 13 (+1 Dexterity, +3 Charisma when Manifesting); BAB +1; Atk +2 melee (1d4 corrupting touch); Full Atk +2 melee (1d4 corrupting touch); FS 5 ft by 5 ft; Reach 5 ft; SQ Manifestation, Frightful Moan, Horrific Appearance, Telekinesis; AL; Occupation none; Wealth none; SV Fort +3, Ref +3, Will +5; AP 2; Rep 0; Str 12, Dex 12, Con 0, Int 17, Wis 15, Cha 16.

Skills: Concentration +6, Decipher Script +7, Diplomacy +5, Gather Information +5, Hide +9, Investigate +5, Knowledge (Arcane Lore) +8, Knowledge (Behavioral Sciences) +5, Knowledge (History) +5, Knowledge (Theology and Philosophy) +9, Listen +13, Search +11, Sense Motive +5, Spot +13.

Feats: Simple Weapon Proficiency, Educated, Creative, Iron Will, Trustworthy.

the north sitting room. The tour guide recognizes the woman from photos as Judith Kelley, Sra. Carillo's dead housekeeper. If the woman is undisturbed, she will continue through her final steps, throwing herself off the balcony with the noose tied around neck, and vanishing. If she is disturbed, she will vanish without

completing her suicide. Almost immediately after the apparition vanishes, the group will come face-to-face with an old woman in a semi-formal tea dress. With tears in her eyes, she shakes her head and wishes out loud that someone, anyone, would discover the reason "for poor Judith's unhappiness."

The old woman will not answer questions, simply turning and retreating back into the private areas of the house. The tour guide is dumbfounded. "That," the guide stammers, "...that was Señora Carillo..."

Mission – Impossible

The San Carillo Mission Restoration Committee has been at odds with the town council since its establishment. The group has collected close to a quarter million dollars to use in restoring the old buildings, but have been denied by both the town council and the parks service, who both cite the building's historical integrity as their main concern. Chris Baxter, however, doesn't buy into their arguments, and has convinced the Restoration Committee that the council and parks services are hiding something within the mission – something that they don't want found. Chris Baxter recruits the PCs to explore the mission ruins and bring back whatever the city council is trying to hide.

Level III

Lullaby

One (or more) of the PCs is plagued with dreams of the mission's ghostly children's choir. The only way to make the dreams stop is to communicate with the ghosts inside the mission's main sanctuary. Every thirty seconds the children's spirits remain in the sanctuary increases the chance that some negative force will emerge from the vortex. The PCs must protect the children from this force in order for the dreams to stop. If the PCs are able to leave the sanctuary without being attacked, a spectral priest will be waiting for them in the corridor. His advice will be that the children should be laid to rest, but the PCs must find their missing bodies in order to do so.

San Carillo

Family Ties

In 1954, fourteen-year old Judith Kelley gave up her newborn son and vanished from her hometown. It was a secret the woman, who had remained single all her life, took with her to her grave.

Until now.

A young man, claiming to be the grandson of Judith Kelley has arrived in town, looking for the woman. He becomes irate when told of her suicide and goes on a destructive rant that lands him in jail. He is held in the jail for nearly a month, refusing to speak to anyone.

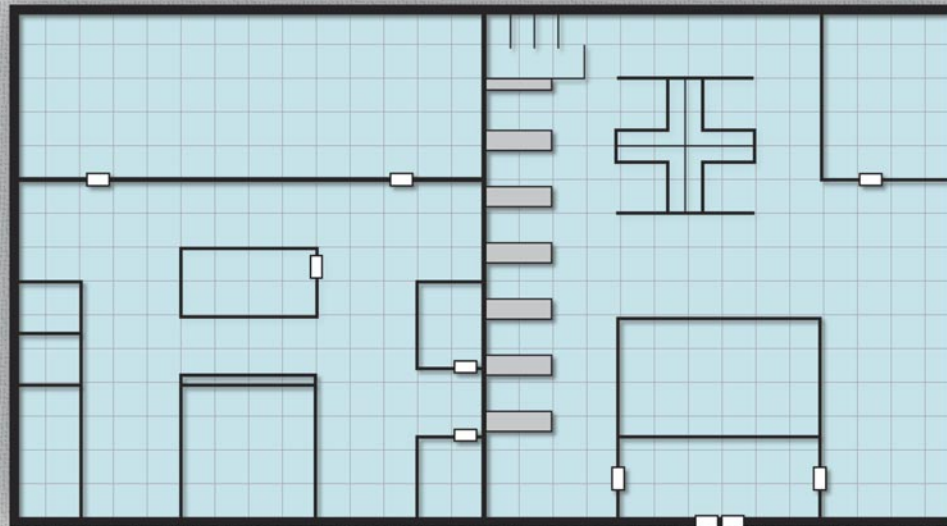
The PCs are recruited by Alex Kensington to go to the man and make him an offer... it seems Señora Carillo is quite interested in his story, and will gladly pay his bail on the condition that he come to the estate to tell her all he knows of his grandmother.

The simple assignment falls apart when the PCs arrive to offer the young man the deal. The man is found, hanging in his cell, from a noose fashioned of the same sort of drapery cord Judith Kelley used to kill herself.

Police Department

The building is divided into two sections – the actual police offices and the small jail. Holding cells are located on the right side of the front section, through the security checkpoints at the front door. Officer's desks are located in the back section of the building. The central area is the evidence locker.

San Carillo Police Department & Hall of Records



Hall of Records

Just inside the front entrance of the building, visitors request their information from the desk clerks. File cabinets line the walls of the building, and a small section of modular offices are maintained for staff to use while researching requests. Restrooms are located in the back, left corner and the computer systems are located in the back right.

Rio Hevrrir

Rio Hevrrir is a nice, quiet stop along a very long, hot, boring stretch of highway. Those with family or friends in the town are familiar with the crime rate in the area, but tend to brush things off due to the lack of official response, unless someone they know is directly affected.

What Every School Kid Knows

Rio Hevrrir was founded in the early 1800s. Nestled in the southern California desert, Rio Hevrrir's 2,500 residents live in nearly constant fear. There are people who whisper that the town is cursed, but there is no solid proof of such claims. That doesn't change the fact, however, that over the last two hundred years, the town has nearly died out half a dozen times. Unsolved disappearances are the norm, and grizzly murders are more commonplace here than any other city in California. Resolutions are few and far between, and there are almost never any arrests – let alone convictions – regarding these devastating crimes.

The town is well maintained and usually has very little in the way of unsightly construction. On occasion, road blocks appear on certain streets for no apparent reason, and they have never been adequately explained. Currently, Old Town, which rests quietly across the highway, is marred by the presence of construction equipment, as the town council has recently approved the construction of a fence to protect the historical integrity of the Old Town site.

Rio Hevrrir is a relatively stable community with a varied cultural makeup. There are virtually no 'ethnic' issues within

the city and one native is pretty much the same as the next. This is largely due to the often terrifying and sometimes bizarre nature of life in the town – residents are bonded by the tragedies that continually devastate the area.

Rumors

The Old Town church was built, along with the rest of the original town, by the first settlers in the area. While most of the structures in Old Town are very well preserved, the church itself is in immaculate condition. With the exception of some apparent vandalization, nothing has ever caused it any real harm. Even a recent fire, which claimed nearby buildings and threatened to destroy Old Town entirely, left the church completely untouched.

GM Notes

The mundane nature of Horse Feathers makes it suitable for 1st level characters. By creating connections between the missing horses and the demonic forces that control the town, it is possible to use this story for characters of any level.

As researching a small, desert town, is not the work of seasoned adventurers, Closed Books should be considered for 1st through 3rd level characters.

Chasing after a pack of giant, apparently intelligent, rats, is not for the inexperienced. Rat Hole should be considered for characters between 3rd and 5th level (depending on the number of rats they encounter).

Reaching into the more sinister side of the city, characters involved in Boxed In should be at least 3rd level.

Hypnotized is suitable for characters of 4th level or higher, as long as the characters are kept from entering the demon's den. If you intend for the characters to face the demon, this plot should be saved for characters of a much higher level.

Uncovering Cole's smuggling ring in Special Delivery is a task suitable for characters of 3rd to 5th level. This level is easily modified by changing the amount (and type) of resistance faced by the characters.

The southern part of the town has been plagued by what seem to be huge rats. The rats, according to the ravings of some of the local lunatics, are even responsible for some of the town's unexplained deaths.

Over the last several years, there have been sightings of many missing individuals. Some have been missing for years, but always appear exactly the same as they did when they vanished.

The guy that owns the bookstore is a little off. He's absent-minded and a touch reclusive, and is usually taking strange phone calls or searching through books, in the shop, that most of Rio Hevrrir's population can't even pretend to read. The shop is open and closed at odd hours and the time he's available changes without warning. Oh – and he's having an affair with the new police captain. She spends a great deal of time at the shop, usually at odd hours, and whenever she arrives, the shop closes to the public.

“Crazy” JJ Dawson was a normal high school jock – popular and happy. Then his parents were killed... and the buzz is that he was involved. He vanished for a couple of months after his parents' death, and resurfaced, he has been legally emancipated and was the sole beneficiary of his family's property... as well as their life insurance policies. His sanity has been slipping away since the death of his parents, and he is prone to violent outbursts and dark, antiauthoritarian tendencies.

Important People

Captain Maria D'Mato

Maria D'Mato moved into Rio Hevrrir shortly before she was sworn in as an officer in 1990. Previously, Ms. D'Mato had served in the military, but details of her service are completely unavailable. She held a few odd jobs while

attending the police academy and was hired in Rio Hevrir mere months after graduation. She has spent the last several years doing all she can to keep from being promoted, but has recently lost that particular battle.

JJ Dawson

Everyone in town knows about Dawson... he's one of the town's most infamous figures. The official story regarding his parents' death lists him as a suspected murderer and the victim of a botched suicide. After spending months in the hospital, JJ tried to resume his life, but he is haunted by whatever happened to him that night.

Other Information

Rio Hevrir is a thriving community in spite of its terrible crimes. Businesses do well. The three major sources of income are horse sales, technology export, and "last chance tourism."

Community Events

Due to the terrible tragedies that have occurred in Rio Hevrir, there are no regular community events. The only calendar items of note are school events – sports, dances, plays, etc.

Time Line of Important Events

1799 – Rio Hevrir incorporated, seemingly out of nowhere, under the leadership of mayor Aaron Jordan. The town hall/jail, hotel, and church are built for the community, as well as a handful of settler's homes.

1801 – Aaron Jordan adopts a young boy named Isaiah. (Knowledge (History) DC 25)

1817 – Aaron and his son vanish from their home without a trace. The townsfolk are devastated by their

JJ's voice crackled over the speakers in their helmets.

"Home sweet hell," he said grimly as the bikes sped past the city limit sign.

Old Town loomed ahead on the left, beckoning them... mocking them...

"Damn, I hate that place," Liberty mumbled.

The church sat at the end of Old Town, near where the road turned off that lead to home. The church haunted them... taunted them... and always seemed to be the root of the problems in Rio.

"We'll get it, babe," JJ told Liberty, trying to sound reassuring.

"I know," she answered softly, her eyes fixed on the church. "I know."

Josh and Staci had ridden slightly ahead, and Staci's voice came over the radio.

"You two didn't really want to go home right away, did you?"

JJ growled softly, rolling his eyes. "What is it, Staci?"

"Well," she replied, "the place is crawling with cops and some sort of special taskforce type unit..." After a short pause, she added, "And I don't see a friendly face in the whole bunch. Hold on... listen..."

Staci opened the facemask on her helmet as the cops approached the bike, flipping the small switch that would keep her radio broadcasting to JJ and Liberty.

"What are you doing here? When was the last time you saw JJ Dawson and Liberty Haley?"

"Woah, officer... Bleaker... is it?" Josh replied, making a show of reading the officer's nameplate. "We just got here, remember?"

"When was the last time you saw Dawson?"

"Not very friendly, are they?" Josh asked Staci over his shoulder. "A couple hours ago," he answered, turning back toward the cop. "On the road. Why?"

The cop shifted his weight between his feet nervously, but did not answer.

"So, are we under arrest or what?" Josh prodded impatiently.

"Not yet," Bleaker replied.

"Are our friends going to be under arrest?" Staci added in her best spoiled rich girl voice.

"Not until we find them," Bleaker replied, turning back toward JJ's house.

"Well, that was cute," Liberty snipped over the radio.

Josh turned the bike toward the center of town. "So, now what?" he asked over the radio.

JJ and Liberty flew back up the highway, turning into town a little further back. "Well, I don't particularly feel like going to jail today, so..."

"How about the warehouse?" Liberty chimed in.

"Think we'll have company once we get there?" Josh responded.

"Nah," Liberty laughed. "We'll just open the windows."

"Awww, what's the matter, honey?" JJ teased. "Don't you want to see your pal?"

Liberty laughed. "Only if I have a stake in my hand."

The bikes turned around separate corners of the building within seconds of each other. Near the doors to the warehouse, though, their plans were changed.

"Is that a fire?" Liberty squinted through the dark tinted windows of the warehouse.

"Looks like," JJ growled. "Not the place to be."

"Guess not," Josh grumbled.

"Now where?"

loss.

1818 – Many of the town’s newer buildings are destroyed in a devastating thunderstorm. The original buildings, though out of date, are left virtually untouched.

1825 – Postal carriers discover the town of Rio Hevrrir has apparently been deserted for some time.

1826 – Squatters arrive in Rio Hevrrir, taking up residence in the abandoned homes and bringing the town back to life.

1830 – Jacob Harland, a semi-renowned northwestern trapper, settles “in the warmer climate” with his new wife.

1832 – Dylan Harland is born.

1840 – Jacob Harland and his wife vanish in the night. Dylan is taken in by a stranger known only as Isaiah. (Knowledge (History) DC 25)

1849 – Dylan and his guardian vanish.

1855 – Postal carriers arrive to discover Rio Hevrrir has been the site of a grizzly mass murder. The massacre is blamed on local natives.

1860 – Braving the ghost town, which has acquired a reputation for being cursed, new settlers arrive to take up residence within easy travel time of the fledgling southern California economic centers.

1862 – Jacob Hunstel establishes his horse ranch on the outskirts of town.

1865 – Hunstel’s horses gain regional fame for their strength and quality.

1866 – Hunstel begins to pour money into the town; repairing buildings, beginning new and ambitious construction projects, and allocating large sums of money to “better the community.”

1875 – The road that runs through Rio Hevrrir is officially declared a major transportation route.

1888 – A rash of unsolved disappearances plagues the town. Among the seventeen people to vanish were Hunstel’s wife and ten-year-old daughter. Hunstel goes slightly insane.

1890 – Hunstel commits suicide, leaving his fortune to the town.

1900 – The highway is paved, and construction begins in the “new town” – on the south side of the road.

1925 – The “new town” is a roaring success, and Old Town becomes deserted.

1926 – Families who had gathered at a local park for Independence Day picnics and fireworks are discovered the next morning, massacred. All future community gatherings of this sort are discontinued.

1935 – Rio Hevrrir General Hospital opens.

1937 – Key members of the town council, at least one of whom was committed to lowering the crime rate, are found murdered.

1940 – The town council, working in cooperation with the police department, begins to cover up missing persons reports and violent crimes – both past and present. (Knowledge (History) DC 30 or Research DC 30)

1943 – Several young men, anxious to join the war effort, are loaded on a bus for Los Angeles. They never arrive at the recruiting office. The bus is found several weeks later, but no evidence is ever found of the men.

1945 – A new mayor talks tough on crime, but becomes noticeably silent just weeks after his election.

1957 – New buildings are built for the high school, and the original building is sealed.

1960 – Fire devastates Old Town. The original buildings show small signs of wear, and the church is entirely untouched. All newer buildings are destroyed.

1964 – A group of teenagers, racing along the highway late at night, see movement in one of the old town buildings. Only one young man, David Mallory, returned to town. He was locked into the mental ward of Rio General after raving to police about “the demons” who had butchered his friends. (Knowledge (History) DC 30 or Research DC 30)

1968 – The high school football team, on their way to a game in a nearby town, vanishes. Neither the boys nor any sign of the bus were ever found.

1970 – David Mallory is released from the hospital without explanation and leaves town.

1972 – The bodies of a young couple are found,

mauled, in a small park in the south end of town. The official report is that they were attacked by a pack of coyotes.

1975 – The new mayor arrives at a town-hall meeting, the first of its kind in fifty years, to find the auditorium has been turned into a bloodbath. The discovery drives him insane.

1979 – A boy scout troop, preparing for a barbecue in the park at the south end of town, is attacked and totally destroyed. The official report, again, blames coyotes. (Research DC 35 or Gather Information DC 30/Wealth DC 25 will confirm through police sources that the evidence at the scene points to rodents rather than canines.)

1980 – The park where they “coyote attacks” have occurred is closed, and the land is sold to a developer, who designs and builds an all-ages nightclub.

1981 – The Blizzard opens.

1982 – A van carrying the high school cheerleading team vanishes without a trace.

1983 – Sandra Yehling opens a bookshop with numerous strange and rare books. The shop is owned by Yehling, who operates it with the assistance of her son, Kevin Mallory.

1990 – Maria D’Mato is sworn in as a police officer for the City of Rio Hevrrir.

1992 – Sandra Yehling dies of an apparent drug overdose. Her son inherits the shop.

1994 – One of the girls who vanished in the van appears at home. She has, apparently, not aged in the twelve years since her disappearance, but her family refuses to admit anything might be wrong. She is welcomed home with a huge party. The day after the party, her parents are found slaughtered, and she is once again missing.

1996 – Kevin Mallory and Maria D’Mato work together to form Onyx, a secret organization.

1998 – The only park left in town sits at the north end and is directly across the highway from Old Town. Throughout the year, six teens are killed in the park, each

drained of blood.

2000 – Chief of Police Malcolm Reynolds is appointed.

2002 – Serenity and Liberty Haley relocate to Rio Hevrir two weeks after a New Year's Eve party that left nearly one hundred people, including Liberty's twin brother Alex, dead or missing. A few weeks later, the Dawson family is attacked in their home. Mr. and Mrs. Dawson are killed, and their son JJ is barely alive when help arrives. The case remains unsolved, but rumors finger JJ as the killer, and his own condition the result of a botched suicide attempt. Less than twenty-four hours after JJ is admitted to Rio General, Sister Amanda Catherine arrives at the Cathedral of St. Michael.

-- Four months after his family is murdered, JJ is given a medical release and allowed to return to school. Rumors of his decaying mental stability precede him.

-- As school is ending a month later, an announcement is made that Old Town will be surrounded by a fence, and that construction will begin immediately. The official press release claims that the "added security is necessary to maintain the area's historical integrity." The same excuse is used to explain the increased police patrols in the area.

(While this information is common knowledge (Knowledge (History) DC 10), it is unlikely that any of the information will be presented to the PCs in such a convenient format.)

More Important People

Aaron Jordan

Jordan was easily one of the richest and most powerful men in New York City in 1788. But it was time for him to move on. He had spent too many years in the public eye and New York City was no longer as friendly as it had been when he first settled there fifty years earlier. He longed for the old days and the old country, where prey was plentiful and the possibility of a vampire nearby still caused the humans' hearts to race. When Avaradda

One of the nuns emerged from a smaller building and walked across the garden. As she approached, her unpleasant demeanor intensified.

"I am Sister Anna," she said grimly. "How may I help you?"

JJ sighed, tired of repeating the same questions for every person who decided to walk out of the building.

"We're looking for information about Sister Amanda Catherine. Have you seen her? Do you have any idea where she is?"

Sister Anna sighed.

"If we knew what had happened to Sister Amanda, or where she was, don't you think we would have found a way to bring her home by now?"

"Yeah, hon," Liberty laughed, mocking the nun's aloof expression. "Don't you think they'd have gone to get her by now?" She turned to face the nun, locking the older woman's gaze with her own intense stare. "Even though they hate her?"

The nun, who was obviously offended by Liberty's outburst, tried to smile.

"My dear child," she said softly. "I can assure you that no one here hates Sister Amanda. We are, at times, concerned by her actions..."

"Like her helping us?" Staci chimed in, already tired of the nun's condescending tone.

Sister Anna turned toward Staci.

"Yes, child," she smiled. "That is one of our many concerns. And, as she is now missing after having gone to assist you..."

"Oh, please," Liberty hissed. "You all have been after her since before she ever got mixed up with us... deny it!"

Sister Anna sighed, and turned away from them, walking back toward the building.

"You obviously don't want my help," she called back over her shoulder as she disappeared through the door.

"Well," Josh grumbled, "that couldn't have gone any worse."

Liberty looked over at him, a Cheshire cat grin spreading over her face. "Wanna bet?"

offered him a chance at the perfect life, how could he refuse? The medallion that protected him from the things that normally plagued the vampire served as payment in full when Aaron sold his freedom to Avaradda.

Isaiah Jordan

Isaiah had escaped his parents' murder only because the attacking Indians did not see him huddled under the basket in the corner of the kitchen. By the time he stumbled into Aaron Jordan's town, he was malnourished and dehydrated. Isaiah grew strong thanks to Aaron's care and he never questioned the things he was told by his adopted father. When it came time for them to

"disappear," Isaiah was only too happy to become part of Avaradda's family.

Isaiah's statistical information is found later in this section.

Dylan Harland

Dylan lived a normal and happy childhood for his first eight years. He studied his father's hunting and trapping methods and listened carefully as his father explained that the reason wild meat tasted so much better was because of the hunt. When his parents vanished in the night, eight-year-old Dylan was beside himself. When Isaiah appeared, telling Dylan vivid tales of the death

of his own parents at the hands of wild savages, the impressionable Dylan forged the false connection to the Indians in his mind and found a kindred spirit in Isaiah. As Dylan grew, Isaiah answered the questions that plagued the boy's mind, and, in the end, Dylan was fascinated by the prospect of being an ultimate predator. In 1849, the two men vanished and Dylan met the rest of his extended family.

Dylan's statistical information is found later in this section.

Alexander Haley

The only "accidental" member of Avaradda's family, Alex Haley has proven to be as vicious and terrifying as the rest of the demons. He was not Dylan's intended target, but found himself moving into action when Dylan's fangs threatened his twin sister, Liberty. He faced down Dylan – trying anything he could think of to keep his sister from harm. In the end, he offered himself in her place. Based purely on his courage, Dylan accepted the offer, but continued working to devise a way to get his fangs into Liberty.

Elizabeth Halley

A native of Rio Hevrir, Liz threw herself at Isaiah in retaliation to JJ's dominant personality. She has proven a useful tool when it comes to digging deep into the psyche of JJ Dawson and his group of friends.

Nicolai Chekov

Rather than return to Russia after the death of his host family, Nicolai tried to sell the secrets of Rio Hevrir to the government... but all he truly sold was his soul. The agents who arrived at his home to take the report and the samples of "alien remains" he claimed to possess reported to a power they placed far higher than the government. Avaradda was threatened by the boy's knowledge and willingness to sell it. He was brought into the tunnels and should have been food for his crush, Liz. Instead, he was turned by her.

Detective Allen Cole

Previously Captain Cole of the Rio Hevrir Police Department, Detective Cole was demoted on the grounds of "questionable conduct." Chief Reynolds had seen too many cases where Cole turned the other way at the bidding of some other force, and Reynolds was tired of seeing the town fall apart while the police did nothing.

(More About) Captain Maria D'Mato

Since Maria's time in the military, she has been deeply involved in the battle against darker forces than most people recognize. Department 7 made certain that her first job out of the academy would be in Rio Hevrir: too much happened there, after all, for the Department to not have a presence. She found, though, that the Department did not have the ties it needed in Rio Hevrir, and that many of her co-agents were actually under the command of the local demons. In 1995, she distanced herself from the Department – effectively placing herself on the list as a "rogue agent," and contacted the people in the area who could be trusted. In 1996, she and Kevin Mallory worked together to form Onyx – an underground resistance group, dedicated to keeping people safe by getting rid of the demons in whatever ways are considered necessary. She has been, since her arrival, one of the few "honest" cops in Rio Hevrir, and has finally lost her battle to stay at street-level. Her recent promotion, direct from Chief Reynolds, irritates Maria and, to her mind, greatly decreases her "usefulness to the cause."

Captain D'Mato's statistical information is found later in this section.

(More About) JJ Dawson

Good looking, popular, and smart; JJ Dawson was the guy in school that everyone wanted to be. But that life changed, drastically, when the demons arrived at his door one winter night. He and his parents were attacked by Dylan and a few others – all three of them falling into the food category for the vampires... but JJ wasn't

quite as dead as his parents. He spent four months in the hospital, trying to recover from the severe loss of blood. The fact that he lived was a thorn in the side of the police department, who would have a very hard time covering up the story with a survivor around. They began to discreetly suggest that JJ was the actual killer... that he had killed his parents, then tried to kill himself but failed. The story was spread quickly throughout the department, and it soon made its way back to JJ. Sane, but angry, he took the persona they had created and amplified it – making "Crazy Dawson" the only person the police ever dealt with.

Liberty Haley

In her native Seattle, Liberty was well-known, although maybe not "popular" in the California sense of the word. She and her twin brother Alex belonged to a dark and sometimes forbidding sub-culture. Her name was always more well known than her face: a comic book artist with an eye for detail and an intense grasp of the macabre and bizarre, Liberty Haley was part of what passed for the in-crowd in their underground culture... whether she liked it or not. The new club on New Year's was no big deal to her; although the mysterious blonde, who had introduced himself only as Dylan and handed her the tickets as he smiled over her artwork made her head swim. She only remembered bits and pieces of the night when the police arrived, escorting her and a couple of other girls from the bloodbath that had been a club early the night before. Her twin brother, Alex, was listed among the missing. She sealed herself up inside her art – creating pictures of the things that she thought she remembered seeing.

Staci Tran

Visiting her uncle's family in Rio Hevrir, Staci feels plagued by the things she saw fleeing Dreamweavers on Halloween. She and a couple of other girls had taken off, but returned just in time to interrupt the demons' escape. Someone handed her a phone number at school a few days later – telling her "he knew what

happened on Halloween.” She locked the number into her phone, but never expected to use it. This had been the worst summer for Rio Hevriir for as long as Staci could remember. People were vanishing left and right and some of the most wonderful people in town were falling prey to the things there – but it wasn’t until she and her cousin Nate witnessed his parents’ murder that she snapped. At some point, she placed a call to the mysterious number, hoping that whoever it was might be able to help her. Once she got over the renewed shock, she was able to set her sights on dealing with the demons.

Joshua Forester

The son of owner/developer Drake Forester, Josh has found out a little more about his father’s business deals than he cares to know. Plucked from the crowd at his father’s new club, Josh watched in horror as the monsters his father worked for devoured the kids who had appeared at the new club for the Halloween party. The club, Dreamweavers, had been nothing more than a feeding ground for the demons Drake Forester answered to. There was no reason for Josh to be in Rio Hevriir – but a cryptic phone call from a classmate put him on the road. She said the demons were there, in Rio Hevriir, and that she couldn’t face them alone. Without really knowing why, Josh was on the road.

Nathan Tran

Nate Tran refused to believe the strange stories that plagued his home town. It wasn’t until he watched one of the beasts tear his mother apart – a beast that had just been in the room with his older brother – that he began to believe in the stories. Still suffering a sort of shell-shock, Nate is currently bouncing back and forth between his home and the care of his uncle, Ken (Staci’s father).

Maggie McCullogh

Caught on the side of the road at the beginning of the summer, Maggie waited hours for her father to return to the broken car. When he did not return, Maggie

wandered toward what she thought was a bonfire – it turned out to be a huge party in the middle of Old Town... and there was a bonfire, with several present trying to get people to set fire to some of the old buildings. Maggie found herself tied up with JJ and his friends, hoping to find some sign of her father. In spite of her new friends’ advice, Maggie continues to hold onto the hope that her father is still alive.

Kevin Mallory

When Kevin moved to Rio Hevriir with his mother in 1983, he already knew everything he needed to know about the place. He had grown up, after all, listening to his father’s stories about the demons in old town that had destroyed his friends. His parents had prepared him for what might happen should they ever return to David’s hometown – but the reality of it still shocked the young man when he and his mother arrived shortly after David’s death. After Sandra’s death in 1992, Kevin transformed their simple book store into a base of operations for local resistance groups.

Kevin’s statistical information is found later in this section.

Patricia Mallory/Sister Amanda Catherine

Taken from her family before her third birthday, Patricia Mallory remembered nothing of her parents or her older brother, Kevin. She was passed through a number of hands before being placed, ultimately, in the hands of a catholic convent by members of the Conclavis Sentire (more information on the Conclavis Sentire is found later in this book). Her identity as Patricia Mallory was hidden from her and she became Sister Amanda Catherine. It wasn’t until the death of her mentor and her assignment to Rio Hevriir (through strings pulled by the Conclavis Sentire) that she learned of her family’s history. Upon her arrival in Rio Hevriir, she was contacted immediately by her brother, and since that time, she has actively participated in resistance efforts. Her often-prophetic dreams informed her of the young

people who would come to her for aid, and when JJ and his original crew appeared, she quickly became one of their greatest allies. Her involvement with the group, however, has caused several problems between herself and her superiors – both within the church and the Conclavis Sentire.

Patricia’s statistical information is found later in this section.

Chief Malcolm Reynolds

Chief Reynolds has worked quietly over the years to make Rio Hevriir a safer place to live. Being one of the very few city officials who is not under Aaron and Avaradda’s direct control, Reynolds walks a very fine line in order to do his job correctly and maintain the appearance of cooperation. His latest move toward “cleaning up” Rio Hevriir was the demotion of Allen Cole. By promoting Maria D’Mato – and placing her in Cole’s place – Reynolds is assured of a “good cop” in direct control of the department.

Places To Go

Most of Rio Hevriir’s population spends their free time trying to find ways out of the terrifying town. Crime rates soar and citizens are attacked in their homes, making Rio Hevriir a place where very few residents would like to remain. In spite of the troubles, however, there are a handful of places left in town for citizens to spend money and pass the time.

An all-ages nightclub that opened its doors in 1981, The Blizzard became *the* place for kids and young adults to spend their free time. For the next twenty years, it was considered a safe haven, and parents never worried when their children were “headed to The Blizzard” for the evening. The club burned to the ground in June of 2002, but the property was purchased soon after. The new owner, Forester Industries, has announced plans to build another club on the site.

On the other end of town, the last remaining city park

Conclavis Sentire

In Vigilans Veritas (“Through watchfulness, truth”)

Since before recorded history, soldiers of the Conclavis Sentire have stood as guardians against the darkness. These men and women have historically been social outcasts – preferring their own secrecy to the complications others might impose on their calling. The Sentinels, as they are known, are selected because of their extraordinary gifts, spirited away to secluded areas around the world and trained in forms of ancient magic and modern warfare. Sentinel candidates with strong religious backgrounds are also taught to curry divine powers in order to serve the Conclave’s needs.

Training normally takes several years, during which time the Sentinel is isolated from all that was a part of his or her past. Training consists of an excruciating regimen of physical exercise, martial arts, weapons use and care, critical thinking, identification and methods for conquering targets, and magical theory and practice.

Sentinel candidates are not always informed of their selection, and are often trained while under the impression that their life is being designed for some other purpose. This is particularly true of candidates who are strongly connected to the divine.

Sentinels are assigned as the Conclave chooses, and according to their particular strengths.

Each assignment is unique, and it is not unusual for multiple Sentinels to be assigned to one location, individual, or group. It is, however, uncommon that multiple Sentinels will work together on any given issue. Without clear instruction from the Conclave to attempt to work as a unit, the Sentinels will jealously guard their secrets, as they have been taught. It is quite possible that multiple Sentinels in the same area will never know, for certain, that he has another Sentinel just moments away.

The Conclave is the ruling body of the organization, and is made up of the nine oldest living Sentinels. These men and women are the final word regarding a candidate’s selection, training and assignment. These nine individuals, who have devoted their lives to serving the Conclavis Sentire, are the Sentinel’s advocates against the outside world, and will work to settle disputes, arrange assistance, and reassign Sentinels when their work is done.

The Conclave also makes general decisions regarding the organization and works with its chosen advisors to update the training curriculum.

sits quietly across the highway from Old Town. The small, green plot of land in the extreme north-east, was the site of several murders in the late 1990s. City Park remains open in spite of its grizzly recent past, and is a daytime favorite.

The ambitiously named Rio Hevrir Cinema Complex is nothing more than a single screen, second-run movie house. The fact that it is still in business, with its standard practice of screening only “feel good” films, is a small business miracle.

Wilson’s San Soo is a fairly new addition to the town. The Kung Fu studio quickly became a popular place for young people to spend their time and many students spend several hours a day in class. The official theory for the studio’s success is based on the “alleged mystique of the martial arts,” but the director knows, from conversations with his students, that their presence at the school has much more to do with self-defense than the authorities care to admit.

Organizations

To the untrained eye, St. Michael’s Cathedral is a typical Catholic church complex. It is home to several clergy and houses a large sanctuary, three smaller buildings, and several areas used for the storage of artifacts. Most items in storage at St. Michael’s are undocumented and uncatalogued. The only person in Rio Hevrir with a complete knowledge of the items housed is St. Michael’s is the newly assigned, Sister Amanda Catherine. In addition to the activities and small groups normally associated with a Catholic church, St. Michael’s maintains strong ties with the Vatican Special Interests Unit and fragile relations with the Conclavis Sentire.

High school kids tend to travel in packs, engaging in mischievous behavior and enjoying life in spite of the rules imposed on them by parents and school officials. Some high school kids, however, seem to be called to something more... kids like JJ Dawson and his mismatched group of vigilante friends. JJ, along with Liberty Haley, Staci Tran, and Joshua Forester, have become a very close-knit unit – working, each for their own reasons, against the terrors that control Rio Hevrir.

Nathan Tran, Staci’s cousin, and the stranded Maggie McCulloch, also fight along side JJ, Liberty, Josh, and Staci. Due to their own personal circumstances, however, they are not always in the same place as the two couples.

Lead by Maria D’Mato and Kevin Mallory, the association known as Onyx is a local group working toward the same goals as the Conclavis Sentire, the Vatican Special Interests Unit, and Department 7. Unlike the larger organizations, however, Onyx is very individual, and its members jealously guard their identities. Agents often fear the existence of moles sent in by Isaiah Jordan, and are careful to keep all of Onyx’s delicate information from slipping into the hands of the enemy. Membership includes a few police officers

Old Town

1. Highway 198
2. A worn area used as a parking lot by police
3. Hunstel's ranch house
4. A small house
5. The public stables
6. The blacksmith's shop
7. The original post office
8. A small house
9. The general store
10. The saloon and hotel
11. The sheriff's office and jail
12. The school house
13. The church

Entrances to the underground tunnel system are hidden within the small house, the saloon, and the church.



(including D'Mato), some instructors at the high school, a few doctors and other staff at the hospital, and one member of the town council. Sister Amanda Catherine, upon her arrival in Rio Hevri, quickly joined the ranks of Onyx – much to the chagrin of her superiors at St. Michael's. Between Amanda, Kevin and Maria, Onyx has unofficially adopted JJ and his friends, but the teens do not have any details regarding the organization... or even substantial proof that an organization exists.

Official Reports

Officially, there is a minor problem with crime in Rio Hevri.

Officially, all the missing persons and murders are actually not connected with the town.

Officially, Rio Hevri is a quiet community and a great place to live.

Officially, the government of Rio Hevri answers to Isaiah and performs exactly as they are instructed. While Isaiah is merely relaying Aaron's orders, there are few in town who remember Aaron in a hands-on command position. The police and town council continually turn the other way: ignoring crimes, hushing up major issues, and even going so far as to frame innocent individuals for crimes that could not be covered up any other way. Aaron, Isaiah, and their underlings control the town, and officials are happy that way.

Places of Power

Old Town

Many of the original Old Town buildings house entrances to the underground network of tunnels used by the vampires and the rats that make Rio Hevri their home.

In addition, the Old Town church harbors a terrible force. The demon, Avaradda, arrived in the area shortly before any of the mortal settlers, choosing a home with particular potential for supernatural power. When Aaron Jordan arrived, however, Avaradda's plans began to revolve around this new and unexpected resource. The demon recruited Aaron, who had already lived three lifetimes as a vampire, to protect his new home. In return for power and wealth, Aaron was happy to oblige.

the Blizzard



1 square = 5 feet

The Blizzard

Downstairs is dominated by a large bar along one wall and the stage and dancefloor located in the back corner. The kitchen, storage area, and business office are located in the back of the building.

The upstairs is a balcony which overlooks the dancefloor, but it is only opened when the downstairs area reaches guest capacity.

The church is built directly above Avaradda's den, and the raw power that is focused on his lair has kept the building in excellent repair.

The church is surrounded by a rickety fence which surrounds the building and its rather large grave yard. Entrances to the underground tunnel system are hidden within the small house, the saloon, and the church.

The Blizzard

Strange things sometimes happened in the backroom or outside in the alley, but overall, The Blizzard seemed to be a relatively safe haven in a town plagued with violent and unspeakable

crimes. In a town like Rio Hevriir, there is little chance to meet new people, but there was always a possibility of seeing a completely different side of someone you knew when you went to party at The Blizzard. The club just had that sort of effect on people.

Isaiah and Dylan were regular customers at the club, with Alex joining them early in 2002. The vampires enjoyed the dark atmosphere and virtual smorgasbord of willing prey. After all, when someone left The Blizzard, it was never against their will... it was simply the beginning of the next part of the night.

The lot where The Blizzard was built had once been a small park, but after several visitors were attacked by, what authorities claimed to be, coyotes, the land was sold. Cheap.

The new owner built the club, effectively blocking the entrance to the underground lair of the rats. When Isaiah and Dylan first arrived at the club, they gave the owner little choice but to allow them complete control. The entrance to the rats' lair was found and reopened, although its location remained hidden within the walls.

The Blizzard was torched by JJ and his original group early in the summer of 2002. The property was purchased, almost immediately, by an out-of-town club developer: Forester Industries. The entrance to the underground tunnels is now easily located by any who dare to enter the site, however, security within the tunnel system is intense because of the entrance's current state.

Rio Hevrrir High School

At the front of the high school campus, a statue of the mascot – a dragon – stands watch over students. First appearing in 1925, the dragon statue was a masterpiece of stone carving and the awe of many residents. The identity of the anonymous donor has never been discovered, however the statue is replaced every few years by another carving of the same dragon, only in a slightly different pose.

Opposite the dragon, sandwiching the modern campus, is the “old building.” The building rose, apparently out of no where, in the early 1920s and was finally closed and sealed in 1957. There has never been an adequate explanation for the sudden appearance of the facility, but the struggling town has never questioned “gifts” like the school. After the building’s manifestation, an intense inspection was conducted, and the building was certified as safe for use. Classes began the following week.

Deep within the auditorium lies a complex network of tunnels and trapdoor passages that lead into the underground tunnel system.

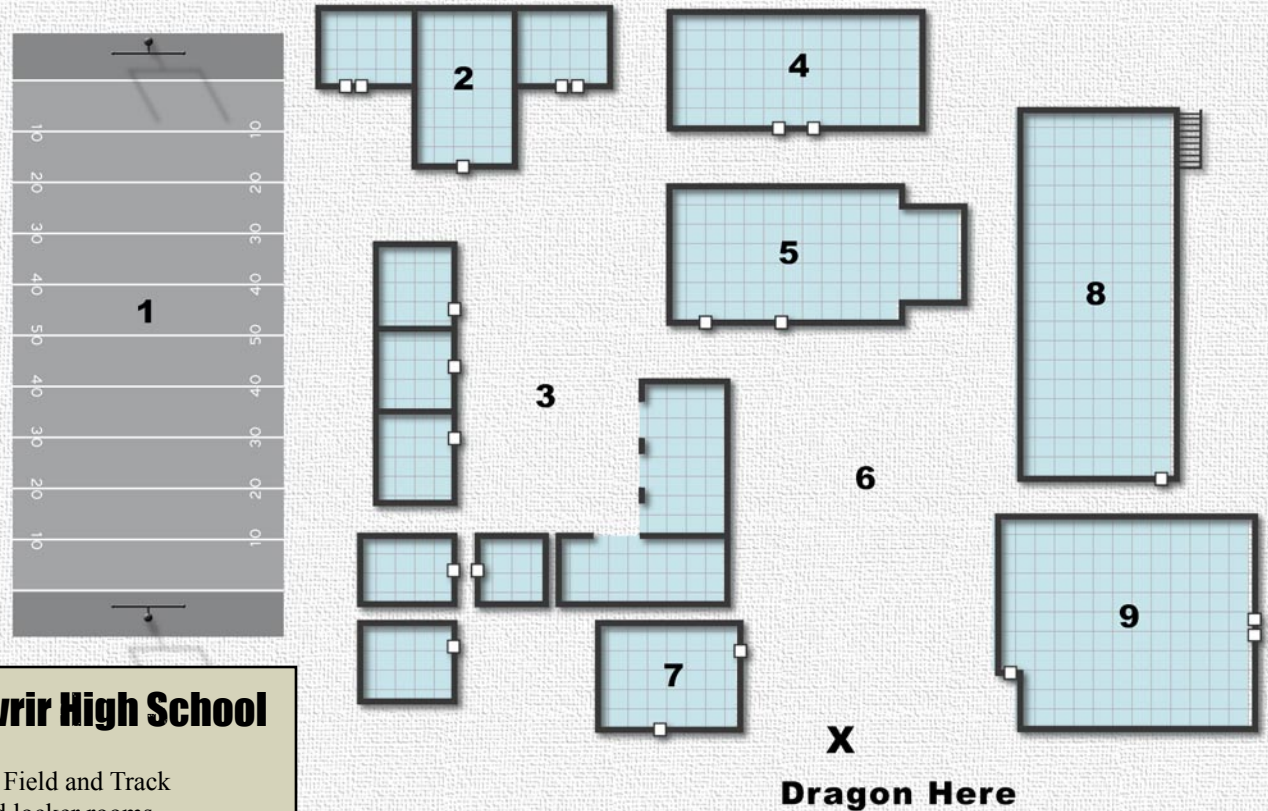
The Vocational Education Complex is a fairly new addition to the campus. These buildings house the new automotive and machine shops, woodworking, ceramics, and computer sciences work labs.

The Arts and Theater building houses most of the fine arts programs, and is home to the modern campus auditorium.

The stairs on the outside of the History and Language building lead upstairs, to the Rio Hevrrir High School library.

The large black square near the administration building indicates the base of the mascot statue.

Rio Hevrrir High School



Rio Hevrrir High School

1. Football Field and Track
2. Gym and locker rooms
3. Vocational education area
4. The old building
5. Arts and Theater
6. Student Lawn
7. Administration Building
8. History and Language
9. Science

Things to See

St. Michael's Cathedral

In addition to the beautiful art pieces within the Cathedral, St. Michael's "secondary storage attic" houses a great many items which might be considered useful to residents or adventurers who have entered into the battle. The Vatican's Special Interests Unit has always kept a presence in places like Rio Hevrrir – places where the so-called servants of their devil are active. The secondary storage attic is packed with items. It is disorganized and dusty and the only person who has any real idea of its contents is Sister Amanda Catherine. Specific items inside the attic include:

- Decanters of holy water.
- Several antique Bibles each of which possesses its own unique history.
- Assorted crosses and other medallions.
- Holy weapons, Tomes detailing "demons" and other creatures.
- Several small statues of various Saints.

Yehling Books

The inventory of the shop owned and operated by Kevin Mallory, along with his own personal collection, represent a vast amount of information for anyone willing to take the time to do the research. In towering stacks that fill the shop as well as his loft apartment, the books collected by Sandra Yehling and Kevin Mallory are a vital source of information for Onyx. The library houses a great deal of information regarding the town and its creatures. Mallory also maintains a small collection of weapons, but they are largely the property of Maria D'Mato – housed with Mallory to avoid connections between D'Mato and Onyx.

High School Library

The attic of the Rio Hevrrir High School library has been used as storage for the school since the old building was

Captain Maria D'Mato 8th Level (Dedicated 3/Tough 2/Soldier 3): CR 8; Medium human; HD 5d10+3d6+24; HP 70; Massive Damage 17; Init +1; Spd 30 ft.; Defense 20, Touch 17, Flat-Footed 19 (+6 class, +1 Dexterity, +3 Equipment); BAB +5; Atk +8 melee (1d4+3 combat martial arts) +7 ranged (2d6+2 Beretta 92F); Full Atk +8 melee (1d4+3 combat martial arts) +7 ranged (2d6+2 Beretta 92F); FS 5 ft by 5 ft; Reach 5 ft; SQ Remain Conscious, Skill Emphasis (Intimidate), Faith, Weapon Focus (Beretta 92F), Weapon Specialization (Beretta 92F); AL; Occupation Military; Wealth +7; SV Fort +10 Ref +4 Will +5; AP 4; Rep +7; Str 17, Dex 13, Con 17, Int 14, Wis 14, Cha 16.

Skills: Climb +5, Computer Use +3, Concentration +5, Demolitions +6, Diplomacy +5, Disable Device +3, Disguise +4, Gather Information +5, Intimidate +9, Investigate +5, Jump +4, Knowledge (Arcane Lore) +3, Knowledge (Behavioral Sciences) +3, Knowledge (Civics) +3, Knowledge (Current Events) +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +5, Knowledge (Theology and Philosophy) +3, Listen +6, Research +4, Search +4, Spot +7.

Feats: Simple Weapon Proficiency, Personal Firearms Proficiency, Advanced Firearms Proficiency, Brawl, Armor Proficiency (light), Improved Brawl, Combat Martial Arts.

Possessions: Knife, Metal baton, Beretta 92F, Undercover Vest, Pepper spray, Uniform, Briefcase, Camera: Digital, Cell phone, Digital audio recorder, Modem: Cellular, PDA, Walkie-talkie: Professional, Night vision goggles, Duct tape, Fake ID, Handcuffs: Steel, Lock release gun, Flashlight: Penlight, Holster: Concealed carry.

Stored: Brass knuckles, Stun gun, (12 x)Smoke grenade, (12 x)Tear gas grenade, (5 x)Fatigues, (5 x)Outfit: Casual, (11 x)Uniform, Aluminum travel case (10 lb.), Range pack: Standard, Computer: Notebook, Lineman's buttset, Tap detector, Telephone tap: Line tap, Telephone tap: Line tap, Telephone tap: Receiver tap, Telephone tap: Receiver tap, Telephone tap: Telephone line tracer, Telephone tap: Telephone line tracer, Bolt cutter, Car opening kit, Demolitions kit, (4 x)Duct tape, Fake ID, Fake ID.

Isaiah Jordan 10th Level Vampire (Charismatic 4/Fast 2/Smart 4): CR 12; Medium undead; HD 10d12; HP 90; Massive Damage -; Init +9; Spd 30 ft.; Defense 27, Touch 27, Flat-Footed 22 (+6 class, +5 Dexterity, +6 Natural); BAB +5; Atk +11 melee (1d6+6 slam+ energy drain); Full Atk +11 melee (1d6+6 slam+ energy drain) +11 melee (1d4 con Blood Drain); FS 5 ft by 5 ft; Reach 5 ft; SQ Charm, Coordinate, Savant (Decipher Script), Exploit Weakness, Evasion, Blood Drain, Create Spawn, Domination, Energy Drain, Alternate Form, Fast Healing 5, Gaseous Form, Cold Resistance 20, Electricity Resistance 20, Spider Climb, Turn Resistance, Darkvision; AL chaos, evil; Occupation Academic; Wealth +3; SV Fort +6, Ref +10, Will +6; AP 5; Rep +5; Str 23, Dex 21, Con 0, Int 20, Wis 16, Cha 22.

Skills: Bluff +14, Decipher Script +10, Demolitions +6, Hide +13, Listen +11, Move Silently +13, Search +14, Sense Motive +11, Spot +11.

Feats: Simple Weapon Proficiency, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes.

Special: Vampiric Weaknesses: Direct Sunlight, Garlic, Holy Symbol, Inviolable Sanctuary, Mirror, Running Water, Wooden Stake.

sealed in 1957. Most of what is stored in the attic was actually salvaged from the old building shortly before it was closed. Items in the attic include:

- A small collection of antique school furniture.
- A collection of various textbooks, dating from the late 1920s to early 1950s.
- A collection of European history books apparently published in the very early 1900s.
- Several pens that appear to have been dipped in blood, rather than ink.
- A remarkably preserved black coat (circa 1925) with the initials “DH” embroidered in the lining.
- A small box containing a collection of faculty photographs (circa 1940).

The Charm

Aaron Jordan possesses a medallion that was a gift to him from Avaradda. The exact properties of the piece are unknown, as both beings guard its secrets jealously. A small amount of information has been collected regarding the necklace, however. The charm is believed to protect the bearer, a vampire, from the harmful effects of sunlight, holy water, and holy symbols of all sorts. It is rumored to protect the bearer from turning/rebuking attempts, and offers him the ability to shrug off vast amounts of physical damage.

Game information about the charm is found later in this section.

Supernatural Residents

Avaradda

The demon creature who ultimately controls the town, Avaradda’s den is directly below the church in Old Town. The creature thrives on blood and chaos and takes great joy in destroying the lives of mortals. He is known to bore into people’s minds, and the closer they are in proximity to the church, the more powerful his control of them becomes.

Dylan Harland 9th Level Vampire (Charismatic 3/Fast 3/Tough 3): CR 11; Medium undead; HD 9d12; HP 78; Massive Damage -; Init +9; Spd 30 ft.; Defense 28, Touch 28, Flat-Footed 23 (+7 class, +5 Dexterity, +6 Natural); BAB +5; Atk +10 melee (1d6+5 slam+ energy drain) +10 melee (1d4 con Blood Drain); Full Atk +10 melee (1d6+5 slam+ energy drain) +10 melee (1d4 con Blood Drain); FS 5 ft by 5 ft; Reach 5 ft; SQ Charm, Coordinate, Evasion, Uncanny Dodge 1, Blood Drain, Create Spawn, Domination, Energy Drain, Alternate Form, Fast Healing 5, Gaseous Form, Cold Resistance 20, Electricity Resistance 20, Spider Climb, Turn Resistance, Darkvision; AL chaos, evil, Isaiah Jordan; Occupation Rural; Wealth +9; SV Fort +9, Ref +12, Will +5; AP 4; Rep +4; Str 21, Dex 20, Con 0, Int 12, Wis 12, Cha 20.

Skills: Bluff +17, Concentration +6, Hide +13, Intimidate +15, Listen +17, Move Silently +17, Sense Motive +10, Spot +15, Survival +12.

Feats: Simple Weapon Proficiency, Archaic Weapon Proficiency, Alertness, Ambidexterity, Blind-Fight, Lightning Reflexes, Power Attack, Brawl (from occupation), Combat Reflexes, Dodge, Improved Initiative.

Special: Vampiric Weaknesses: Direct Sunlight, Garlic, Holy Symbol, Inviolable Sanctuary, Mirror, Running Water, Wooden Stake.

Kevin Mallory 8th Level (Dedicated 3/Smart 5): CR 8; Medium humanoid; HD 8d6; HP 30; Massive Damage 11; Init +0; Spd 30 ft.; Defense 14, Touch 14, Flat-Footed 14 (+4 class); BAB +4; Atk +4 melee (1d3 nonlethal, unarmed strike); Full Atk +4 melee (1d3 nonlethal, unarmed strike); FS 5 ft by 5 ft; Reach 5 ft; SQ Skill Emphasis (Knowledge Theology and Philosophy), Faith, Savant (Knowledge Arcane Lore), Savant (Decipher Script), Savant (Investigate); AL; Occupation Academic; Wealth +8; SV Fort +3, Ref +2, Will +10; AP 4; Rep +3; Str 15, Dex 10, Con 11, Int 18, Wis 16, Cha 15.

Skills: Computer Use +12, Decipher Script +19, Knowledge (Arcane Lore) +22, Knowledge (Behavioral Sciences) +15, Knowledge (Theology and Philosophy) +20, Knowledge (history) +15, Listen +8, Research +17, Spot +8, Treat Injury +8, Investigate +20, Forgery +14, Search +14, Craft (electronic) +7.

Feats: Simple Weapon Proficiency, Educated (Knowledge Arcane Lore, Knowledge Theology and Philosophy), Iron Will, Meticulous, Studious.

Patricia Malory 11th Level (Dedicated 3/Fast 2/Acolyte 6): CR 11; Medium humanoid; HD 3d6+8d8+22; HP 66; Massive Damage 14; Init +3; Spd 30 ft.; Defense 22, Touch 22, Flat-Footed 19 (+9 class, +3 Dexterity); BAB +7; Atk +8 melee (1d8+1 longsword); Full Atk +8/+3 melee (1d8+1 longsword); FS 5 ft by 5 ft; Reach 5 ft; SQ Skill Emphasis (Knowledge Theology and Philosophy), Faith, Evasion, Divine Skills, Turn/Rebuke Undead, Spontaneous Casting, Combat Casting; AL Kevin Mallory, Onyx, Good; Occupation Religious; Wealth +5; SV Fort +9, Ref +8, Will +13; AP 5; Rep +4; Str 12 Dex 16 Con 14 Int 16 Wis 18 Cha 14.

Skills: Knowledge (theology and philosophy) +21, Listen +16, Sense Motive +16, Treat Injury +18, Craft (pharmaceutical) +10, Knowledge (Arcane Lore) +10, Knowledge (Streetwise) +10, Read/Write Latin, Read/Write Hebrew, Hide +10, Move Silently +10, Concentration +11, Spellcraft +12.

Feats: Simple Weapon proficiency, Archaic Weapon Proficiency, Stealthy, Educated (Theology and Philosophy, Arcane Lore), Medical Expert, Surgery, Combat Expertise, Iron Will.

Possessions: Holy Symbol, Longsword.

Avaradda enlisted the loyalty of Aaron Jordan shortly after his arrival in the arid wasteland. Aaron had been called to the area by the same intense power that had drawn Avaradda to the place that would be known as Rio Hevriir – a nexus of magical and supernatural power lines that caused a virtual explosion of energies.

Mortals who have been drawn to Avaradda will move toward the church unless they are stopped. If they reach the church, they will sit in the church for several hours but will eventually find their way into the den below.

Game information about Avaradda is found later in this section.

The Dragon

The stone dragon mascot of Rio Hevriir High School is actually a magical construct, placed near a lesser power center found on the school grounds. Avaradda felt that area, for whatever reason, warranted its own guardian, and created the high school mascot “statue” to watch over his interests.

Game information about the dragon is found later in this section.

Vampires

The main plague facing the citizens of Rio Hevriir is the high concentration of vampires that have been lured to the town by the unusual configuration of energies.

The oldest of Rio Hevriir’s vampires, Aaron Jordan tends to stay underground – near or around his master’s den. His appearance in town is a sure sign that very serious things are happening.

Aaron’s original protégé, Isaiah, is more likely to be seen “on the town.” A striking contrast to his old-world sire, Isaiah has embraced the modern era, finding the nightclubs a virtual smorgasbord of willing converts and meals, and recognizing the “rebellious youth” subculture as easy prey.

Even more “public” than his sire and mentor Isaiah, Dylan Harland is often mistaken as the ruler of the vampire population in Rio Hevriir. Dylan, like his mortal

Avaradda 16th Level (Smart 3/Strong 3/Mage 10): CR 18; Medium fiend; HD 13d6+3d8+32; HP 95; Massive Damage 14; Init +8; Spd 30 ft.; Defense, Touch, Flat-Footed (+9 natural, +8 class, +4 dexterity); BAB +9/+4; Atk; Full Atk; FS 5 ft by 5 ft; Reach 5 ft; SQ Savant (Knowledge Arcane Lore), Plan, Melee Smash, Improved Melee Smash, Arcane Skills, Summon Familiar, Scribe Scroll, Brew Potion, Scribe Tattoo, Spell Mastery, Combat Casting, Spell Mastery, Maximize Spell; AL evil; Occupation Academic; Wealth +10; SV Fort +6, Ref +11, Will +13; AP 8; Rep +1; Str 12, Dex 18, Con 14, Int 18, Wis 12, Cha 14.

Skills: Craft (chemical) +20, Decipher Script +20, Knowledge (Arcane Lore) +20, Research +20, Knowledge (History) +10, Knowledge (tactics) +13, Repair +13, Search +10, Forgery +10, Knowledge (Behavioral Sciences) +10, Computer Use +20, Knowledge (Theology and Philosophy) +10, Knowledge (Current Events) +23, Knowledge (Streetwise) +10, Climb +7, Concentration +15, Spellcraft +17, Investigate +17, Craft (Writing) +10, Craft (Pharmaceutical) +9.

Feats: Simple Weapon proficiency, Educated (Arcane Lore, History), Archaic Weapon proficiency, Combat Expertise, Improved Initiative, Low Profile, Heroic Surge, Improved Disarm, Power Attack, Iron Will, Lightning Reflexes, Personal Firearms Proficiency.

Stone Dragon: CR 7; Huge Construct; HD 8d10+40; HP 105; Massive Damage -; Init -2; Spd 40 ft.; Defense 22, Touch 22, Flat-Footed 22 (-2 Size, -2 Dex, +16 Natural); BAB +7; Atk +16 melee (1d6+9 bite); Full Atk +16/+11/+11 melee (1d6+9 bite, and 2d4+9 claw x2); FS 10 ft by 20 ft; Reach 10 ft; SQ Darkvision 60 ft., Construct; AL Avaradda; SV Fort +3, Ref +3, Will +3; AP 0; Rep 0; Str 28, Dex 6, Con -, Int -, Wis -, Cha -.

The dragon is aware that its purpose is to protect Avaradda and his interests. Anything that is deemed a threat to the area or its creator, according to the conditions given to the creature by its creator, is seen as hostile and attacked.

father, is a consummate hunter, and enjoys the sport of hunting his prey even more than he does actually consuming them. He is obsessed with Liberty Haley, whom he sees as his perfect match. She has, thus far, remained the ultimate in elusive prey – her continual escape and evasion only causing him to strengthen his resolve.

Liberty’s twin brother, Alex, however, is intensely loyal to Dylan. Sacrificing himself in order to save his sister, Alex became one of Dylan’s most willing and able tools in his pursuit of the girl. Alex has been instrumental in many of Dylan’s plans, and is especially concerned with assisting Dylan in Liberty’s capture and conversion.

Headstrong and resentful of JJ’s dominating personality, Elizabeth Halley threw herself at Isaiah

on more than one occasion, finally being rewarded with conversion. Because she is still very young, as a vampire, she has been instructed to remain underground for the time being. Her stand, in life, as a friend to JJ, Liberty, and the others, has made Liz a valuable addition to the ranks of the Rio Hevriir’s underground army.

A Russian exchange student who became mixed up with JJ and company due to his obsession with Liz, Nicolai Chekov attempted to secure his citizenship when his host family was slaughtered, but instead, ended up being brought down into the underworld to serve as food for his beloved. Having been converted by her, he is even more loyal than he had been in life, and can always be found at her side.

Aaron's amulet

The amulet given to Aaron Jordan in return for his service was created by Avaradda in order to, specifically, create a more immortal vampire. The amulet provides the wearer, a vampire, the following:

Protection from Sunlight: A vampire wearing the amulet suffers greatly decreased damage from direct sunlight. Sunlight deals only 1 point of damage for every 3 rounds of exposure, and a vampire in direct sunlight for 1 full minute (10 rounds) must succeed at a Fortitude save (DC 15) or be consumed by fire and destroyed.

Protection from Holiness: The amulet cancels the attack penalty against creatures wearing or brandishing their holy symbols. It also grants a 50% chance (per attack) that that the symbol's touch attack will lose its holy effects, therefore causing little or no damage.

Running Water: A vampire wearing the amulet is not subject to the negative effects of running water. He may cross it at will and does not suffer damage from immersion.

Alternate Allegiances: In order to retain the loyalty of the vampire to whom he gives such extraordinary powers, Avaradda demands total allegiance. All other allegiances of the character are superceded by their allegiance to Avaradda.

The amulet also works as a sort of "homing device." The demon has the ability to pinpoint its location (and thus, its bearer) anywhere on Earth.

The amulet does not protect against garlic, mirrors, or wooden stakes, and does not negate the vampire's need for an invitation to a private residence.

The amulet has a hardness of 15 and 35 hit points. *Type:* Wondrous Item (magic); *Caster Level:* 10th; *Purchase DC:* 38; *Weight:* --.

The Rats

Slowly mutated by the powers that permeate the area, a colony of rats in the southern-most end of town have been transformed into a larger, more aggressive, and more intelligent species. Their home is in a network of caverns, which lie beneath the land where Forester Industries plans to build its new all-ages nightclub.

Game information on the rats is found later in this section.

Rio Hevriir's Dark Secrets

Aaron Jordan's Public Face

Aaron Jordan's body, while still perfectly preserved, is only a part-time host to his own demonic spirit. Nearly half of the time that anyone is dealing with Aaron, they are actually dealing with Avaradda. The demon's

physical form is quite weak, and it does not trust its underlings not to take advantage of its weakness. The displacement takes place at Avaradda's will, and what remains of Aaron is held in stasis within the demon's shell. It was Avaradda who adopted Isaiah, informing Aaron of his new role as an afterthought. Isaiah has never known of Avaradda's controlling of Aaron's body, and considers his sire's different personalities as little more than mood swings.

Government Control

Every government office in Rio Hevriir answers to either Aaron or Isaiah. They perform according to the whims of the vampire aristocracy, and officials do all they can in order to keep the vampires protected from outside forces.

Isaiah's Plans

Isaiah believes that his sire thinks on too small a level. Rio Hevriir is limited in its population and opportunities, and so Isaiah has branched out – creating his own further-reaching network of servants. He has designed his network to create a plethora of opportunities for those loyal to him, and with servants like Drake Forester and Cicili Tran answering directly to Isaiah, the possibilities are nearly endless.

Plot Hooks

Level I

Horse Feathers

The PCs are hired to investigate a string of thefts at the Hunstel Ranch.

GM Notes:

At the GM's discretion, the thefts may be mundane – motivated by the incredible market value of Hunstel horses, or they may be of a more bizarre nature.

Closed Books

Researching the history of a fairly young town like Rio Hevriir should be simple, but the PCs are met with opposition from every corner wherever they turn.

GM Notes:

Research is impeded by every possible official. Ultimately, the blame lies in the city's attempts to protect Aaron and Isaiah, but the PCs may never learn of this aspect. PCs will be forced to break into restricted areas and engage in possibly criminal acts in order to accomplish their research.

Level II

Rat Hole

The PCs are or know someone who witnessed or was involved in an attack by the town's overgrown rats. Because of the connection between the PCs and the victim, the PCs are compelled to uncover and investigate the rat hole.

Boxed In

Someone dear to the PCs has vanished and the police, as usual, refuse to do anything about it. It's up the PCs to find their lost loved one and their search leads them into the maze of tunnels beneath the city. They uncover more than they bargained for, however, when they find their friend. The individual has been held captive – closed up in a packing crate. The room is filled with similar boxes, and the vampires are irate that their lair has been infiltrated, and their food supply tampered with.

To add to the complications, the captive is likely to be very different when the PCs arrive. The vampires will choose one of two versions of the captive's treatment.

The vampires may chose to convert the captive, forcing the PCs to either kill their friend or find some way to undo the conversion.

They may, alternately, choose to torture their captive, engaging in physical, mental, and emotional abuse in order to examine the human's reactions to specific events. Because of a vampire's heightened senses, they are particularly amused by causing fear, pain, and anxiety in their human captives – each emotion creating a slightly different “flavor” in their prey.

Level III

Hypnotized

One (or more) of the PCs becomes mesmerized by Avaradda. Once in the demon's control, the character desires nothing more than to find his/her way into its den. If the PC is able to escape their companions and get to the Old Town church, (s)he will sit in the pews or on the floor for several hours before realizing that there is an entrance to the den hidden in a false wall behind the pulpit.

The PCs will, hopefully, attempt to keep their friend from wandering off. A severe shock – a slap, a kiss, a bucket of water – will likely interrupt the hypnotism. If the PCs are unable or unwilling to stop the mesmerized individual, they will ultimately follow them into Avaradda's den.

Avaradda chooses those it mesmerizes based on its own set of criteria. The other PCs, however, are intruders... and intruders are food...

Special Delivery

Allen Cole, previously a police captain, was demoted for his involvement in “questionable activities,” according to Chief Malcolm Reynolds. Reynolds suspected Cole's involvement in a number of illegal ventures, but never came close to uncovering the morbid truth regarding Cole's extracurricular activities.

Through a network of informants, Cole had spent several years securing a supply line that fed into Rio Hevriir – but it didn't run drugs or weapons or any of the normal contraband suspected in south-central California.

Cole was smuggling human beings – individuals who, somehow, got involved with the wrong people and were smuggled out of their homes and into the darkness of a far more sinister underworld.

While a few of the people smuggled out of less than desirable situations were transported through Rio Hevriir and into new lives, the majority end up stocked up in the tunnels under the town.

The PCs, through some turn of events, stumble onto Cole's secret operation, and their choices are limited.

GM Notes:

If they attempt to go to the authorities, they will meet strong resistance and professed disbelief. Their reports will be officially ignored, and they will likely meet with some other, more drastic, resistance after the sun sets. Their only other options are to walk away from the situation or try to put an end to it themselves.

Schaddo Creek

Schaddo Creek is a cute little logging town. Some of the locals are a bit rough around the edges, but what else can you expect? All the stories about weird shit are just lines for the tourists. The only thing weird about the town is how the company itself manages to stay so far above the rest of the industry.

What Every School Kid Knows

Schaddo Creek is a logging town that outgrew its utilitarian status to become a major economic center. In addition to the town's 15,000 residents, the Meschaddo family has always maintained residence in Schaddo Creek, and they are very active members of the community.

The town is extremely well-maintained. A few larger apartment houses have sprung up, as they are extremely popular with seasonal employees, but most of the town's population lives in small homes built on the land as it was originally cleared by the company. Many families live in the house that their fathers and grandfathers built while they were working for the Meschaddos. Since the town was founded as a company town, and the Meschaddo Company is known for having a very low employee turnover, the community is closely knit and neighbors are more than happy to help each other out for the good of the town. Because the families have been entrenched in the area so long, young people are starting to look to neighboring communities for love interests.

The majority of Schaddo Creek's population is made up of logging families

– most of whom have been in the area since the town was founded as a company camp. Nearly the entire community is white, and racism is widespread in Schaddo Creek and other nearby communities.

Rumors

The remains of the old sawmill are haunted. Strange sights and sounds plague the building at all hours of the day and night, frightening away anyone who comes near.

The woods around Schaddo Creek are home to at least one bigfoot creature. The creatures have been sighted

multiple times and there is a collection of the standard, questionable sorts of evidence supporting the existence of a creature of this sort in the area.

The Meschaddo family has some sort of supernatural powers. No one really knows anything about the source of their power or what they're truly capable of, but look at the incredible success of their company, their incredibly long or short life spans, and the general secrecy of the family. Many "religious types" believe that Daniel sold his soul – and the souls of his family line – to insure the success of his company, but no one knows for certain.

There is a large marijuana farm hidden in the woods near the old sawmill.

There is a regional legend that tells of a band of native warriors who vanished during a battle. It is said that they appear, in times of deep sorrow and disturbance, to battle the dark forces that bring about the terrors suffered by the people.

Daniel is still alive, and secluded in his old house.

Important People

Kevin & Tiffany Anders

Kevin Anders never wanted to be a politician – his life was turned upside down when he was elected through a city-wide write-in campaign. As a retired supervisor for the company, Kevin became extremely popular with the men he watched over. He and his wife, Tiffany, never had any children, and there are several younger men in town who think of Kevin and Tiffany as a sort-of surrogate family.

GM Notes

Protecting the company is a fairly simple task, and Saw Mill Sabotage should be considered for characters of 2nd through 4th level.

For residents, or those with some familiarity with survival, Lost In The Woods (level I version) should be a fairly simple ordeal, and suitable for characters between 3rd and 5th level. This is easily altered by adding supernatural resistance to the search.

Ghosts of the Old Saw Mill is suitable for characters between 3rd and 5th level. If the characters have proven themselves to be the type to interfere with things on a regular basis, this situation might best be delayed until they have reached 5th level.

The Return of Daniel Meschaddo is suitable for characters of 2nd to 4th level. You may choose to have Meschaddo be more elusive in order to raise the difficulty level.

Because of the endless possibilities involved in this plot, Adam's Legacy should not be considered until the characters are, at least, 4th level. It should also be handled carefully for characters with allegiances that could interfere with the plans of the thing in the woods. Characters with such allegiances should not cancel the option of using this story, and will add to the flavor when the thing begins to make demands.

Dealing with the thing in the woods is a difficult task, and characters should be at least 4th level before attempting to interact with the creature. Altering the nature of the thing's demanded sacrifice is a simple and effective way to change the suitable character level.

GM Notes:

The Anders' are easily accessible and willing to discuss the town with anyone who asks. Their knowledge, however, is limited to mundane events and explanations of about the last sixty years.

Trevor Dane

The principal of Memorial High, Dane has spent the last several years trying to rebuild both the school's structures and its reputation. He is a simple man, unmarried, with no plans for a family. He is not the town's ideal choice for a school official, but he was the only one who would actually take the job in the wake of Cramer's crimes.

GM Notes:

Dane knows very little about the town and considers himself too busy with rebuilding the school to take time for social calls.

Meschaddo family

Members of the Meschaddo family tend to split into factions – their only shared concern being the balance of their bank accounts. The youngest of the adult generation is less splintered, but their solidarity is fused around Wendy's children. Busybodies allege that the children are abused, and their seclusion is either the cause of it, or Wendy's means of hiding it.

Other Information

Literally everything in Schaddo Creek depends on logging. The Company, as it is called in town, is the life blood of the economy, responsible for the greatest revenue and the source of over three quarters of the jobs in the town. Without The Company, Schaddo Creek would be a ghost town.

Community Events

As the tourist season begins, and schools are preparing to break for the summer, Lumberjack Days comes to Schaddo Creek.

Held throughout the first full week of May, the modern tourist attraction began its life as a time to refresh skills for the upcoming long work hours. It was part work, part competition, and part social – and it became one of the most important events for the town.

The Lumberjack Days celebration has never been cancelled or postponed for any reason.

The summer is a busy time for The Company, and few events are scheduled.

The annual Christmas Parade takes place on the first Saturday of December each year. The parade route begins at The Schaddo Creek Inn and winds through town, ending with the lighting of the community's tree on the Meschaddo estate.

Children pick gifts from below the tree and their parents are given candy canes wrapped in \$50 bills and gift certificates worth \$200-\$300 at local shops and markets. All gifts for this event are provided by the Meschaddo family.

Time Line of Important Events

1850 – Twenty-year-old Daniel Meschaddo settles in what will eventually become Meschaddo's Creek.

1852 – Daniel enters the logging industry. Funding comes from undisclosed sources. Meschaddo's Creek grows from a single home to a quickly-constructed logging town.

"What's the story on this place?" Staci asked, looking up and down what she assumed was the main street.

"I don't know, sweetie," Josh laughed. "It looks kind of... of I don't know... quaint."

Staci scoffed. "Rio is quaint, dear. This place is... just..."

"Lived in?" Liberty supplied. "Industrial? It's a freakin' logging town, Staci! You know... where people work?"

"Now, now, girls," JJ interrupted, his tone teasing while his eyes remained cold and serious. "We're here to pick up this thing for Kevin... and we might be able to find some information about Amanda. So... chill!"

Liberty harrumphed and Staci pouted, but the girls stopped bickering, which was the important part.

Something about this place made the hairs on the back of JJ's neck stand on end. He didn't know what it was, but there was something here that was just... wrong. It was obvious to JJ that Josh felt it too. Even though he stood there calmly, Josh's eyes darted up and down the street.

He definitely felt it, too. Whatever it was.

They walked up the Rockwellesque street to the entrance of the Cross Street Gallery. The walls were hung with black and white photos of the town, its people, and the surrounding woodland.

Seated at a small table, was the woman they were obviously looking for. They approached her, but she was the first to speak.

"You must be Mr. Mallory's friends," she said sweetly, motioning toward the chairs around the table.

"Are we that obvious, Ms. Jackson?" Liberty quipped.

"Only because no one native to this town walks up to this table unless Matt is here," the woman laughed. "Please sit down," she invited lightly. "And call me Tiffany. Matt should be here..." she glanced at her watch. "Any minute now..."

Schaddo Creek

1857 – Meschaddo Lumber profits surpass all other local companies.

1858 – Daniel marries Christina Hallstone

1859 – The chapel built by a missionary trying to bring religion to the town burns mysteriously.

1860 – Michael Meschaddo is born - Christina dies in childbirth

1862 – Daniel marries Shanna Kenney. Meschaddo's Creek is established and recognized by the territory.

1863 – Kenneth Meschaddo is born

1865 – Matthew Meschaddo is born

1867 – Violet Meschaddo is born – Shanna dies in childbirth

1868 – Daniel marries Maggie Reynolds

1869 – David Meschaddo is born

1870 – Nicholas and Rita Meschaddo are born

1872 – The name of Meschaddo's Creek is shortened, by usage, to Schaddo's Creek. New maps printed this year use the Schaddo's Creek name for the region.

1873 – Daniel vanishes into the woods near the sawmill. This information is found easiest when moving backward through the timeline. In order for this date to be discovered, a successful Research check (DC 25) is required.

1874 – Michael marries Cynthia Rogers

1878 – Kenneth marries Tina McIntyre

1879 – Maggie hangs herself in the sawmill. It is rumored that she was pregnant, even though her husband had been missing for six years.

1880 – Daniel returns, walking out of the woods as if he had been gone for only minutes, rather than years. Shortly after Daniels' return, Matthew is found in one of the creeks on the Meschaddo's property. He has been shot in the head.

1881 – Violet gives birth to a son. The child is ill and dies before he is a few days old. No one will answer any questions regarding the father. (Knowledge (History) DC 25 or Research DC 20)

1883 – Cynthia is found, beaten to death, in another of the property's creeks.

1884 – Violet gives birth to another son: Adam Meschaddo. Like the other child, no one will answer questions regarding the father.

1885 – Tina hangs herself in the bedroom of her and Kenneth's home – which is on the property, but is somewhat removed from the main house and business structures. A few months later, Nicholas and Rita are found slaughtered in the sawmill.

1886 – Daniel arranges a duel that leaves Michael dead and Kenneth unable to walk. In the wake of this tragedy, Violet and her infant son move to Kenneth's home to care for him.

1887 – David moves into Kenneth's home to assist in his care.

1890 – Daniel marries Vera McIntyre – the younger sister of his deceased daughter-in-law Tina.

1891 – Kenneth is murdered in his bed. Violet and David have alibis, but are still suspect.

1892 – Vera gives birth to Cassidy.

1893 – Violet and David are found dead in their home. Adam is brought to live with Daniel, Vera and Cassidy.

1896 – Twelve year old Adam is named as Daniel's heir.

1900 – Common usage changes the name of Schaddo's Creek to Schaddo Creek through census record.

1922 – Vera dies under "mysterious circumstances." No records of Vera's cause of death are found in any sources. Daniel marries Cassandra Mitchum, who gives birth to a stillborn son.

1925 – Cassidy marries Alexander Chase and quietly relocates to Sacramento, CA

1926 – Adam marries Michelle Sanders. Michelle gives birth to Daniel Jordan Meschaddo.

1928 – Michelle gives birth to Michael David Meschaddo

1929 – Kristen Callahan, the unwed daughter of one of the company employees, gives birth to a son, Alexander

1930 – Michelle gives birth to Christopher Kenneth Meschaddo

1931 – Kristen Callahan gives birth to a daughter, Lily. Within weeks, Michelle dies giving birth to Adam Michael Meschaddo. Adam marries Kristen Callahan soon after.

1932 – Kristen gives birth to a son, David

1935 – Kristen is murdered by her father in what can only be described as a bizarre case. Matthew Callahan is found guilty of murder and hung.

1940 – Adam vanishes into the woods. Daniel Jordan is named his heir – and, Daniels' heir, if Adam does not return.

1945 – Daniel Jordan is killed in an auto accident.

1946 – Michael David marries Sylvia Andresen

1947 – Michael takes control of the company from Daniel and consolidates its interests. The company rushes past all competitors, taking the lead in output, customer satisfaction, technology and profit. To complete the joys in his life, Sylvia gives birth to Michael Jr.

1948 – Daniel retreats into a small house on the property and becomes a recluse.

1949 – Sylvia gives birth to Skyler

1950 – Alexander marries Kelly McIntyre

1951 – Sylvia gives birth to Jennifer. Christopher marries Eloisa Rainer. Lily marries Kenneth Baxter

1952 – Kelly gives birth to Richard. Lily relocates to New York City and ceases communication with the family.

1953 – Sylvia gives birth to Matthew. Eloisa gives birth to Edward

1955 – Sylvia gives birth to Wendy.

1957 – Sylvia gives birth to Caleb. The company begins to lose money. Michael visits Daniel and goes directly to the old saw mill. He is gone for three days, but as he returns, the stock soars and the company rises back to the top of the industry.

GM Notes:

The company's turn-around in 1957 is well documented, but Michael's visit with Daniel and three days in the woods are listed only in family records. It is virtually impossible to discover this bit of information, as the only people who would know are members of the Meschaddo family or their staff who may have been around. It is highly unlikely, however, that the information will come from either of these sources.

1960 – The Schaddo Creek Inn is opened just outside of town. It is purely a tourist attraction – part luxury hotel and part history lesson. Large amounts of money and several items are donated to the inn by the Meschaddo family.

1961 – The owners of The Schaddo Creek Inn make a deal to reroute an unused section of train track and use a refitted steam engine to act as a shuttle between the three nearest cities and Schaddo Creek. Funding from the railroad stops suddenly and the project is abandoned.

1965 – Michael Jr. is made a partner in the company – his 18th birthday gift from his father.

1966 – Alexander, Christopher and Adam – along with their families – are killed in a train wreck.

1967 – Michael Jr. marries Elizabeth Cartwright

1969 – Matthew, Wendy and Caleb are each given stock in the company for their birthdays. Michael and Michael Jr. keep controlling interest between the two of them. Elizabeth gives birth to Michael III

1970 – Michael spends the month of June with his father in seclusion.

1971 – Elizabeth gives birth to Kennedy

1972 – Matthew moves Tiffany Jackson into his apartment in town. Wendy convinces Tiffany to let Kevin Turner move into the spare room in the apartment. Wendy begins to spend most of her time at the apartment. This series of events is considered a local disaster and just about everyone has an opinion on the matter.

1973 – Elizabeth gives birth to Diana.

1974 – Daniel commits suicide.

1975 – Wendy vanishes. During the first two years of her absence, many highly-publicized attempts are made (by Kevin) to find her.

1977 – Kevin commits suicide.

1978 – Schaddo Creek High School burns to the ground. Suspect teacher, Nicholas Cramer, vanishes from town.

1980 – Caleb leaves Schaddo Creek to attend Harvard.

1982 – Elizabeth catches a flu that quickly turns into pneumonia

1984 – Elizabeth dies

1985 – Wendy returns. She appears not to have aged.

1987 – Caleb returns to Schaddo Creek with a MBA. He talks Wendy and Matthew into consolidating their interest in the company. Through shrewd dealings, Caleb is able to take control of the company by year's end. The single family hostile takeover is highly publicized in the business world.

1990 – Wendy vanishes for two weeks in late January. Her disappearance is undocumented and cannot be discovered unless Wendy, Matthew or Tiffany gives out the information. In October, she gives birth to a boy and names him Daniel. She will not give anyone any information about the boy's father.

1991 – Wendy vanishes for two weeks in mid June, leaving Daniel with Matthew and Tiffany.

1992 – Wendy gives birth to a daughter she names Cherokee in March.

"I didn't think this town was capable of..."

"Come on, babe," Josh interrupted Staci before she made another insulting remark about the small logging town. "You know that if Liberty hears you say this stuff it's just going to cause another fight between the two of you."

Staci sighed, pouting as the four were lead to their table. "You're probably right," she mumbled. "I just hope they don't embarrass us too badly."

Josh laughed and patted her hand reassuringly. "It won't be any worse than Liberty's birthday," he teased.

Staci glared at him as one of the waiters held her chair. "One of these days," she hissed.

JJ looked around the dining room, taking special note of the decorations. A couple of huge saws hung on the walls, along with huge portraits of people and landscape paintings of the surrounding woods. By the time the young men had returned with their menus, he had taken stock of the entire contents of the room.

A young waitress skittered over to the table, obviously nervous.

"You've been ordered drinks," she said quietly, her eyes looking more at the table than any of them. "What can I bring you?"

"And who may we thank for this generosity?" Josh asked the girl quickly, hoping to avoid any social disaster by beating JJ and Liberty to the request for information.

The girl continued to look down, her fingers tapping nervously on the back of her order pad.

"Mr. Meschaddo, sir," she replied shakily.

Josh nodded and ordered drinks for Staci and himself and nodded toward JJ to follow suit.

When the girl had left, Josh looked around the dining room. A younger man in an expensive suit raised his glass when Josh's eyes met his.

"Mr. Meschaddo, I presume," Josh said quietly, keeping eye contact long enough for the others to get a good look at the man.

1995 – Rumors about the paternity of Wendy's children lead her to move them into Daniel's old house on the property. She resists any outside contact and only allows Matthew, Tiffany and Caleb any access to her or her children.

1998 – Caleb turns down a multi-billion dollar offer made by an overseas conglomerate. When asked why he turned down a deal that could have set the family up for several generations, his only justification was that he had “knowledge of a personal nature relating to the disastrous effects of such a venture at this time.”

More Important People

Michael David Meschaddo

The family’s newest patriarch, having inherited the role from his great-grandfather, is a far better businessman than any of his predecessors. After taking control of the company, Michael was able to increase the business’ worth exponentially – but the good fortune only lasted so long. In the end, he was forced to renew the family’s contract with the thing in the woods. He sees this course of action as a personal failure, and now the business, itself, is nothing more than a reminder of how he failed his family.

He remains in the CEO position of the company only because Caleb, Matthew and Wendy have allowed him to remain the figurehead of the organization.

Michael imagines himself far too busy to leave his office and will not take the time out to discuss anything with anyone.

Andrew Dixon

The town’s very own nightmare, Andrew Dixon seems to have nothing better to do with his time than get in the way of the logging company’s daily operations. He is responsible for the sabotage of equipment and vehicles, organization of protests, and the importation of several other “eco-terrorists” who find the Meschaddo Company’s success distasteful at best. He has been linked to several accidents that have shut down production for days at a time and, in spite of many

sympathizers to his cause, claims that he works alone and under no one’s direction but that of “mother nature.”

GM Notes:

Dixon will cooperate freely with anyone who seems to genuinely oppose the Meschaddo Company’s plans. He has limited knowledge of the supernatural nature of the surrounding area and a thorough knowledge of the supernatural in general, but is unlikely to share such information with those he feels he cannot trust. Dixon’s statistical information is found later in this section.

Mitch Kaine

Believed to be the brains behind the bigfoot sightings in Schaddo Creek, Mitch Kaine is rumored to be allied with Andrew Dixon at some level. He has reported the most sightings of the local “bigfoot,” produced “evidence” of the creature’s passage, and even photographed the creature using a timed camera.

GM Notes:

One of the Schaddo Creek bigfoot creatures is a hoax, created by Mitch Kaine as a combination creative outlet/psychology experiment. Kaine is a genius, but presents the façade of a very common and simple man. Kaine’s masquerade is so complete that he would not be considered as a source of information.

Caleb Meschaddo

Unlike the rest of the family, Caleb has not yet made a deal with the thing in the woods to ensure his success in life. He left town, went to the university, and came back with an intense personal power that no one could adequately explain. His own refusal to speak on the matter does not clear the issue, and his siblings are concerned that their family has now been allied with something much worse than the thing in the woods that gave them their fortune.

GM Notes:

Caleb is a friendly man and is likely to discuss general business and general local history with anyone who has the nerve to approach him. He is not, as he will tell visitors, in the habit of discussing family information.

Michael David Meschaddo Jr.

Michael Jr. is a violently competitive work-a-holic. He finds very little joy in his life, and spends as much time as possible locked in a boardroom. He is unfriendly, short-tempered, and seems to feel that he is somehow more important than the men and women who work for his family’s company.

Matthew Meschaddo

Matthew is the complete opposite of his brother, Michael. He has been termed the most careless and wild of the Meschaddo family. He is always friendly and cares very deeply for his long-time girlfriend Tiffany Jackson. He has become his younger sister’s champion against the townsfolk, supporting Wendy’s mysterious life and working to keep her in-touch with the “real world” even though she has gone into a self-imposed seclusion.

GM Notes:

Matthew is likely to avoid discussion of both family issues and business. He is a friendly man, however, and enjoys the company of those who will remain pleasant in spite of his relationship with Tiffany and his family’s community status..

Tiffany Jackson

Tiffany’s unpopularity began when she started seeing Matthew. Before she became connected to the most powerful family in town, her slightly exotic appearance was simply ignored by most; but as soon as their relationship became public, people started talking about

“that girl” and her dead mother’s cultural heritage. She has turned down Matthew’s proposals at least three times – hoping to keep the unpleasantness of the openly racist community to tolerable levels.

GM Notes:

Tiffany is friendly, but cautious. Because she is considered ‘undesirable’ to most of Matthew’s family (and the rest of the town) she is likely to remain somewhat guarded until she knows that the visitors do not mean any harm. She has a strong grasp of general supernatural knowledge, and will discuss any issues as long as they remain general..

Wendy Meschaddo

Wendy’s turbulent life – strangely interrupted by her ten-year disappearance – has left her confused and cynical. She has removed herself from society; remaining in touch with the world through visits from Matthew, Tiffany, & Caleb. Tiffany acts as a tutor to Wendy’s children, and brings them news of the outside world, along with their lessons. Rumors abound at the children’s alleged mistreatment, but they have been seen on outings with Tiffany, and they always appear happy and well adjusted, in spite of the mysterious life their mother leads.

Alicia Meecham

The newest in the Meecham line to run the bar, Alicia is known as a fun-loving and happy woman. She was born and raised in Schaddo Creek, and has (what she calls) an incurable case of community. She is active in just about everything that has to do with the town, even serving on several of the education committees though she has no children. Meecham’s has been a favorite hangout since it opened, and several of the customers have watched Alicia grow up behind the bar. She is friendly and approachable, but she knows that her success depends

on the company, and won’t knowingly do anything that might jeopardize the company’s success.

GM Notes:

Alicia is an excellent source of local history and rumors of all sorts. Her job puts her in the role of confidant to nearly everyone in town at one time or another, and she is likely to know bits and pieces of the strangest information in the area. She may be willing to discuss what she knows (Gather Information DC 15), but is likely to keep names and personal details out of the conversation.

Evelyn Crawford

Mrs. Crawford has been the sixth grade teacher at Meschaddo Elementary School for twenty-seven years. She is dedicated and innovative, creating new and exciting ways for the children to learn about who they are, where they come from, and the world outside Schaddo Creek. Her latest plan, in place for the last three years, involves a “work day” where students observe the company in action. Feedback for her new program has been overwhelmingly positive, and she is popular with parents, school officials, and company executives.

Peter “Doc” Mitchum

Mitchum is the high school history teacher in Schaddo Creek. He is a brilliant man – full of answers for any question asked by his students. He has a large number of degrees, but prefers to teach at the high school level, where “young minds are easily molded.” His personal life is very simple and he does not share details with students. Doc Mitchum served in the Army, worked for the company for many years, and retired from his “real job” to be a teacher.

GM Notes:

Doc Mitchum is also an avid student of the occult and is descended from the man who built the house at 1752 Cross Street. While in the Army, Mitchum experimented a great deal with magic, but now refuses to use it for any reason. His reluctance is based on the fear of attracting the attention of the thing in the woods or the spirits which are held captive on Cross Street. Mitchum’s statistical information is found later in this section..

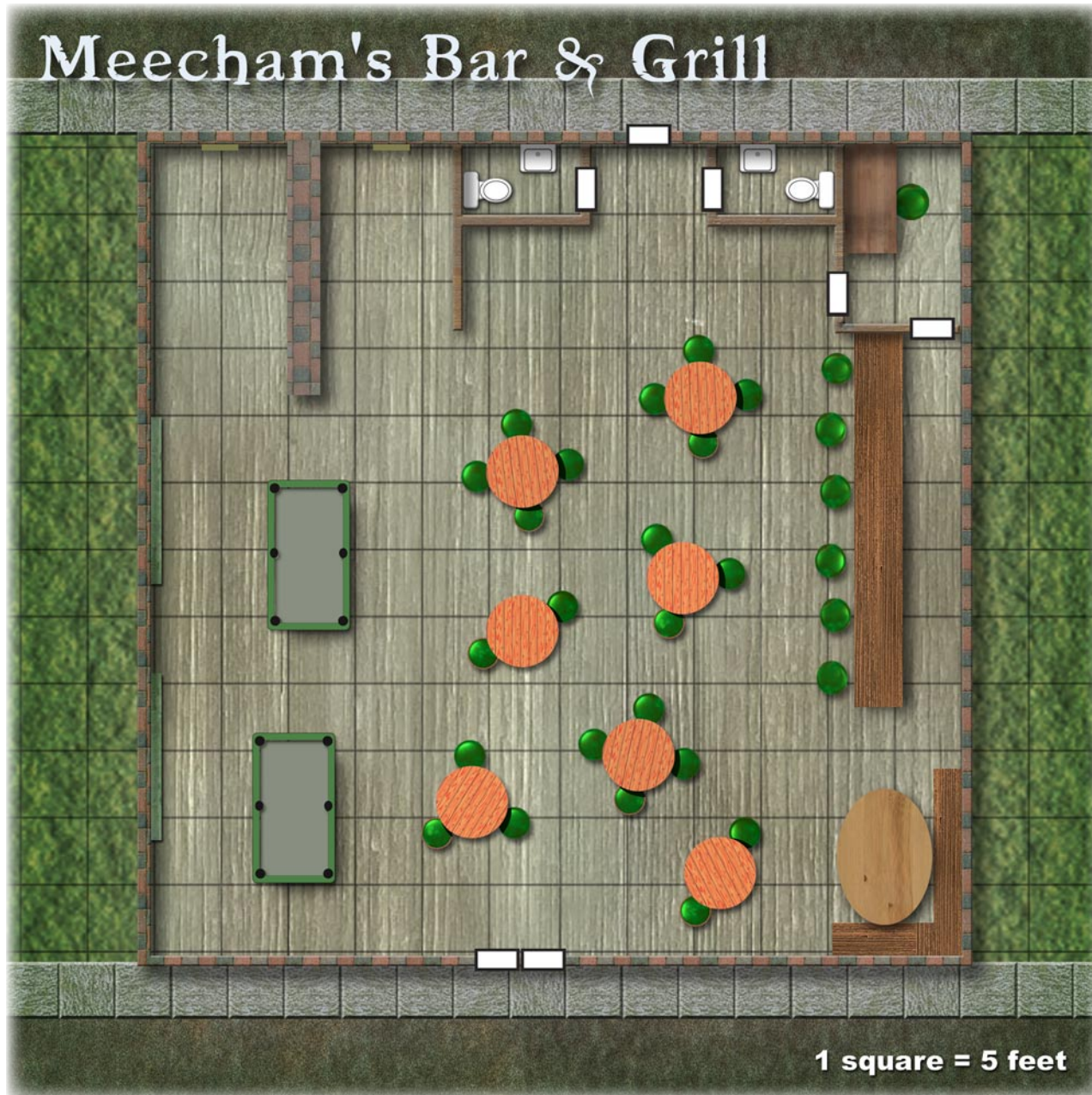
Places To Go

The Cross Street Gallery

Schaddo Creek’s attempt at high society, the Cross Street Gallery is at the corner of Cross and Main Streets. Part “fine photo” exhibit, part coffee house, Cross Street Gallery is one of the quieter places to hang out. Several of the younger Meschaddos are shown in the photos, but the only people associated with the family to be seen there are Matthew and Tiffany.

Meecham’s

The oldest continuous business in Schaddo Creek besides the company itself, Meecham’s is the local bar & grill – with the emphasis on “bar.” There are a couple of pool tables in the back room, a dart board opposite the big-screen TV and far more seats at the bar than there are tables. Just about everyone drifts into or out of Meecham’s from time to time – even the illustrious Meschaddo family... although they’re more likely to be found in The Schaddo Creek Inn’s cocktail room. When “old man Meecham” first opened the bar, he was the first employee of the company to retire. He spent his life savings building the bar, but it worked out well. It paid for itself in his lifetime and now, with his granddaughter recently taking over the daily business for her father, it is a goldmine for the Meecham family.



Meecham's Bar & Grill

The main doors at Meecham's face Main Street. As one enters the bar, a large table sits in the corner to the right. Pool tables and darts to the left, with the jukebox and restrooms in the back.

The bar monopolizes the right wall, with Alicia's office in the back corner.

The Schaddo Creek Inn

Built to cater to the growing tourist population in the area, The Schaddo Creek Inn succeeds at being a "society establishment" in a way the Cross Street Gallery can only hope to one day achieve. The Inn has fifteen suites, a cocktail lounge, formal dining room and a large ballroom. The main lobby is one of the most richly decorated rooms in town, put to shame only by other rooms in the Inn and the estates of the Meschaddo family. The Schaddo Creek Inn is a great place to gather information on the upper crust of society, assuming the PCs are allowed inside.

Treehouse Village

Built on and around the stumps left by the company's first large cuttings, Treehouse Village is like a child's dream come true. Of the seven buildings, five are rentable cottages – each decorated in a different animal motif (Wolf Cottage, Deer Cottage, Bear Cottage, Eagle Cottage, Rabbit Cottage), one is a diner and the other is the Village Hall – the office that handles the rentals, among other things. Treehouse Village is a favorite place for visiting ecological-minded types to stay and the restaurant is known to be frequented by Andrew Dixon, the local self-proclaimed eco-terrorist.

The eco-centered clientele would likely seek lodging elsewhere if the truth about Treehouse Village was ever known. The complex is, in fact, a child's dream come

Schaddo Creek

true. Construction began as a birthday gift for Wendy Meschaddo in 1965. All profits from the Village rentals have been going into one of her bank accounts since the cottages began renting in 1968.

Organizations

Unlike other cities, there are no separate organizations to speak of in Schaddo Creek. In the tight-knit logging community, nearly everyone is “company,” and there is no room for division. Even at a young age, children are taught that dissention leads to disaster for the entire community.

Official Reports

Rumors surround the town’s powerful founding family, but the town council is quick to assure anyone who asks that it is nothing other than jealousy that spreads such ugly lies. Schaddo Creek seems to be a magnet for nuts and hard-luck cases, but it’s a nice town. A family town. There is no evidence of any of the outlandish rumors you might have heard regarding the Meschaddos, their land, or company: just as there is no evidence of foul play in the company’s dealings, nor of the alleged existence of a Bigfoot in the area. Vicious lies spread by idle tongues – nothing more.

Schaddo Creek Inn

Ground Floor

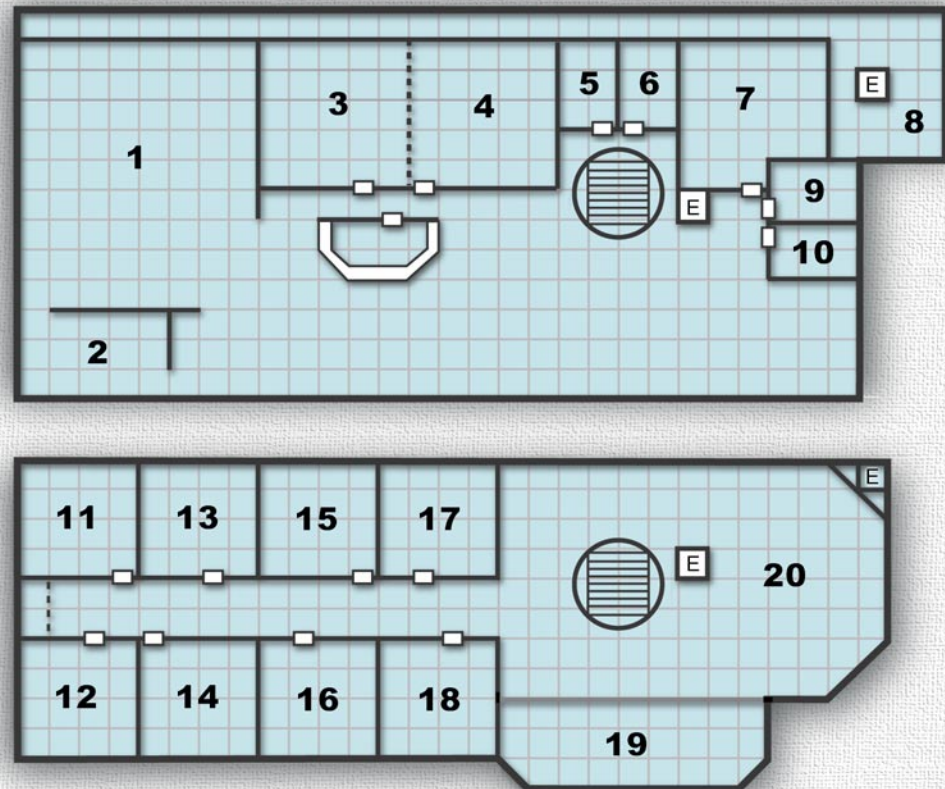
1. The Dining Room
2. Gift shop
3. Redwood Room
4. Sequoia Room
5. Business Office
6. Reservation Office
7. Breakfast room
8. Kitchen

The grand staircase rises to the second floor, splitting into two ramps at the Grand Salon. Elevators are located near the staircase and in the kitchen – the kitchen elevator is for service only.

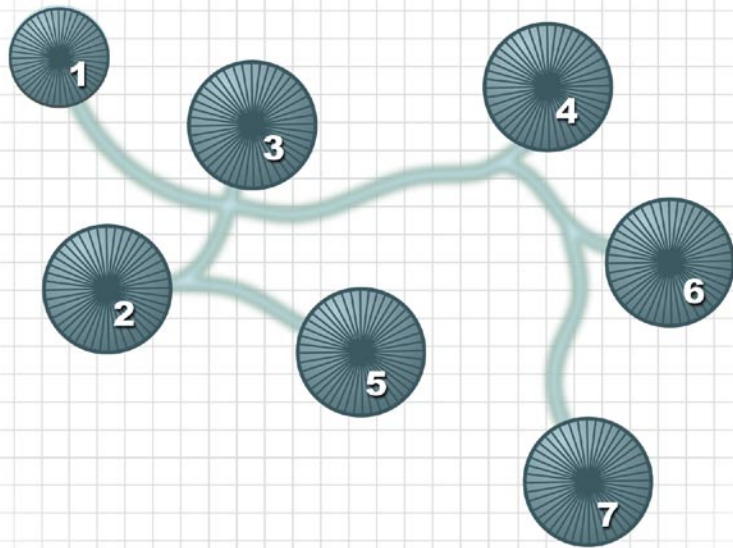
Second Floor

- 11 – 18 suites
- 19 – The Balcony
- 20 – Grand Salon

Schaddo Creek Inn



Treehouse Village



Treehouse Village

1. Village Hall
2. Wolf Cottage
3. Deer Cottage
4. Bear Cottage
5. Eagle Cottage
6. Rabbit Cottage
7. Village Eatery

Visitors are asked to park their vehicles beyond the Village Hall, in a designated parking area, but allowances may be made by the management.

Places of Power

The Old Mill

The original sawmill built by Daniel and his first crew, this building and its immediate surrounding area are a hotbed of paranormal activity. Restless spirits and terrible deeds have left their mark on the area and even the most insensitive of visitors is likely to feel, at the very least, some terrible sense of pain and dread. Characters sensitive to the supernatural may be able to sense the individual spirits and/or deeds that haunt the building and the land. The thing in the woods frequents the place, grasping out at those who are foolish enough to venture into its territory without friends or family to keep them grounded. Solitary visitors to the site are particularly vulnerable to the advances of the thing in the woods, who attacks its victim's subconscious mind. With the proper preparations, a group of visitors *can* deal with the thing in the woods with a slim chance of success, but the overwhelming negative energy in the place works against them at every turn.

The Schaddo Creek Inn basement

When the developers arrived to begin building The Schaddo Creek Inn, they uncovered something no one was ever meant to disturb. The natives of the area, driven away long before Daniel arrived, confined what they thought was the evil of the place into a large rock and buried it deep in the earth.

The rock, of course, does not contain the thing in the woods, but it *does* contain a lesser creature of the same nature. This being was originally an underling of the thing in the woods, and part of the thing's anger with the natives stemmed from their confinement of his subordinate.

When the stone was uncovered, the spirit was given a larger area in which to spend its confinement. The stone is part of the basement wall, and because of its placement (and the terms of the spell confining it there) the spirit is free to wander the basement of The Schaddo Creek Inn.

While the spirit itself is malevolent in nature, it has little initiative; it will occasionally play pranks on workers sent down to the basement for supplies or bottles of wine, but it will not attack without direct orders from the thing in the woods, who is unable to reach it through the spells that keep it confined.

1752 Cross Street

Three doors down from the Cross Street Gallery, the house at 1752 is the only house in Schaddo Creek that has not been occupied continually since it was built. The last long-term occupants of 1752 were the family of Kevin Turner.

Shortly after Kevin, the youngest son, committed suicide, the other family members left town.

Since that time, no single tenant has remained in the house for more than three months. They have all complained of ghosts, poltergeist activity, and sounds that cannot be explained. The forces behind the activity seem to be centered in the attic, although they are by no means confined there.

Those sensitive to such things will notice the presence of several spirits, most of whom have no apparent reason to be there (very deep investigation will explain their presence, but to any cursory inspection, they are seen merely as drifters).

GM Notes:

The spirits of 1752 Cross Street were called there by the builder of the house, a man who was – in his lifetime – deeply involved in the occult. He never explained his fascination, and many of the townsfolk wrote him off as a throwback from the Spirituality movement of the late 19th century. He created a magnet, of sorts, in the attic, where he could collect restless spirits. When he died, the magnet went haywire. The Turner family was able to keep it in check due to the extremely high level of psychic potential and power in the family..

Matthew's Apartment

The apartment shared by Matthew and Tiffany is one of the four residences in the oldest apartment building in town. It had been empty for several years when Matthew signed the lease in 1971, and the landlord was more than happy to repaint, redecorate, and refurbish according to Matthew's desires.

It wasn't until Tiffany moved into the apartment that the landlord began to get nervous – Tiffany was not the sort of woman a young Meschaddo should be involved with... and everyone in town knew it. In a desperate attempt to remove himself from any connection to the couple, the landlord sold the apartments to the owners of The Schaddo Creek Inn and moved out of town.

Matthew moved completely into the apartment after an argument with his father over his relationship with Tiffany. Weeks later, Kevin Turner (Wendy's boyfriend) moved into the spare room.

After Wendy's disappearance, Kevin fell into a deep depression. The longer he wallowed in depression, the stranger the apartment seemed to become. Tiffany complained of strange happenings, noises, and seeing things around the house. Matthew claimed to never see or hear anything, but it was obvious to Tiffany that he was bothered as well. After Kevin's suicide, the strange happenings faded, but did not cease.

Paranormal investigators have confirmed Tiffany's suspicions – that the odd occurrences that take place in the apartment are a direct result of Kevin's subconscious still trying to deal with the pain of Wendy's abandonment. Once this conclusion was reached, Tiffany was able to reason with Kevin's restless spirit, and all but the most benign of occurrences ceased completely.

Due to Kevin's inherent psychic power, however, the apartment still has one of the strongest concentrations of paranormal energy in town.

Things to See

The Schaddo Creek Inn

To fulfill its role as a "living history lesson," the Schaddo Creek Inn has solicited donations from several of the town's oldest families. Many of these items could draw a small fortune in any antiques market. Some of the items on display within the Schaddo Creek Inn are:

- Daniel and Christina's wedding crystal.
- Christina's wedding gown.
- A collection of portraits and photographs donated by the Meschaddo family.
- Several saws and axes from the early days of the company.
- Meecham's first empty whiskey bottle.

The Cross Street Gallery

Attempting to live up to its competition, The Cross Street Gallery chooses to display a huge collection of black and white "photoart" pieces. Pieces of particular interest include:

A panoramic collection of photos taken at various times during Wendy's long disappearance. Although she had not been seen for some time, and no one remembers her presence, she is pictured in many of the photos.

A series of "ghost pictures" taken at the old mill by a team of paranormal photographers. Most of the photos display nothing more than abnormal glares and streaks

of light, but one photo shows a number of unidentifiable figures standing in the shadows.

The last known picture of Daniel. It was taken by Wendy, with her new camera, at her birthday party in 1963. The label under the photo reads that it is "allegedly a photograph of the late Daniel Meschaddo" but goes on to argue that the man in the picture cannot possibly be the same Daniel Meschaddo that founded the town. The card accuses the anonymous donor of having "confused this much younger relative with the town's founder."

Supernatural Residents

Daniel Meschaddo

The old man still haunts both his house and the old saw mill. He is in the process of driving Wendy mad and trying to get her two children to kill her. He is angry with her because she made the same deal he did, and has, thus far, been able to keep her children. She was not stuck getting married to someone they commanded her to in order to have what she wanted... all she had to do was have the children.

The Thing In The Woods:

An abandoned native spirit, this being specializes in giving people exactly what they want... for a price. Usually, the creature wants blood, but sometimes, it would rather have a family held in its claws for generations at a time.

Daniel, Violet, Michael and Wendy have all been the pawns of the thing in the woods – selling their own flesh and blood to it in exchange for power and money. Caleb is the next Meschaddo on its list.

Violet and Wendy both gave birth to their children at the bidding of the creature... having sex with whatever man the creature provided... or changed itself into.

Adam (Violet's son) and Daniel (Wendy's son) are both the children of men provided by the beast – Adam

is actually the son of Mitchell Davis, one of the company men of the era: Daniel is the son of Andrew McIntyre (another relation of the McIntyre's already tied into the Meschaddo family)... neither man has any accurate recollection of the time in question and both confessed to their wives at some point of having “wild fantasies about an affair with the Meschaddo girl,” which always ended in a violently passionate sex romp in the woods. The creature was able to cloud the minds of all family members, so that the men's families never realized they were gone, and thus the “fantasy” excuse was easy to cultivate.

Cherokee, on the other hand, is the daughter of the creature itself. When Wendy returned to the woods the second time, the creature found her offer too good to pass up. It changed itself into the image of her long-dead lover Kevin and for the next two weeks, Wendy was lost in a sea of memories and didn't even bother to notice most of the terrible things the creature did to her. When she returned from the woods, pregnant with Cherokee, she had been beaten terribly and was weakened by starvation and dehydration. Tiffany nursed her quietly back to health.

Game information on the thing in the woods is found later in this section.

Bigfoot

In addition to Mitch Kaine's experiment, there are several creatures whose presence in the woods fuel the bigfoot myth. A colony of hulking, fur-covered beasts makes its home in a group of abandoned shacks dating back to the early days of the company. The creatures have repaired the original buildings and set up a series of defenses to keep hikers from intruding in their homes, but they have been spotted on occasion in spite of their efforts.

GM Notes:

The creatures who have assumed control of the abandoned buildings are a clan of bugbears. They are not particularly interested in the residents of Schaddo Creek, although they occasionally will find someone willing to run assorted errands. As long as they are left alone, the clan is relatively harmless, but they are fiercely protective of their homes and are known to behave erratically.

Schaddo Creek's Dark Secrets

The Thing In The Woods

The thing in the woods is one of the town's most well-kept secrets. The identity of the thing is known only to the members of the Meschaddo family that have entered into deals with it. To many of the town's residents, the thing in the woods is nothing more than a shiver that runs down their spine as they drive past certain areas.

The thing in the woods was once a fairly benevolent being – coexisting with the natives in a delicate harmony. One winter, for reasons known only to the tribal elders, the decision was made to discontinue the tribute they had paid to the thing in the woods. Things went downhill very quickly from that point forward. The thing in the woods gathered subordinate creatures under it and drove off the natives in its rage.

When that battle was over, the thing was alone for many years.

It was so lonely by the time that Daniel Meschaddo stumbled into its territory, that it had no intention of harming him. He was, after all, the first company the thing had entertained in nearly a hundred years – and he was not one of *them*. But the anger the thing held still managed to manifest itself in subtle ways and its evil continued to grow even though it had made a friend in Daniel Meschaddo.

One of the first tributes demanded of Daniel was the life of a young lumberjack – Daniel resisted for some

time, but the promise of money and power was too great. In the end, he managed to keep the man out in the woods after the others had headed into the bunkhouses. The man was never seen again, and the cycle was begun. The thing continually made demands of Daniel and he always delivered – even when the demands were for the lives of his own children.

It was not until the thing demanded that Violet be brought to it alive that Daniel knew that the thing desired anything but death. After Adam's birth, Daniel decided that it would be best not to hide the secret of the thing for too long – he would share it with whoever was to take his place within the company. This was the only sure way to provide for his family. The thing continues its control over the family to this day, with Caleb, Wendy and Cherokee as its current pawns.

GM Notes:

The thing has little use for anyone outside the Meschaddo family at this point – all it sees outside that bloodline is food. It is possible to have intricate dealings with the thing in the woods by having one of the PCs distantly related to the family (the sisters who have married and left town would be prime candidates for this) – the connection need not be known to the character... the thing can smell the Meschaddo blood – no matter how thin. PCs may also be illegitimate offspring of Meschaddo men (or the offspring of those offspring), who are notorious for their extra-marital relationships.

Adam's Scandalous Lifestyle

When Michelle Sanders married Adam Meschaddo, she had heard of the strange circumstances surrounding his birth, the oddities of his mother and her family...but she could not imagine that the marriage would end up being such a nightmare. Adam's short temper and violent outbursts made life nearly unbearable for the young bride.

Within the first year of their marriage, Adam

announced to her that he would be adding another woman to their household. Before their first child was born, Adam had moved three women into the house. They lived in the servants quarters, but were expected to do nothing more than satisfy his personal needs. During the later stages of her pregnancy, when she had finally become heartbroken enough to complain, Adam had tied her to a chair and been so brutal to his mistress that the servant had ended up dead. Adam blamed this death on Michelle and swore his revenge upon her once the child was born. Michelle was beaten nightly and tied to a chair to watch Adam enjoy the other girls until her body had healed from childbirth. She was used until she became pregnant again and then the routine of her being tied to the chair began once more.

It was during this time that Adam began his affair with Kristen Callahan as well. Her father begged her to call off the sinful affair, but Adam gently reminded Matthew that his job depended entirely on Adam's mood. As long as Kristen made him happy, Adam told her father, the man would have a job. Kristen and Adam always met in secret – in the sawmill – after the workers had gone and after he had tortured Michelle for the evening.

When Michelle was pregnant with her fourth child, Adam decided he was done torturing her. She had served her purpose, he reasoned to Kristen one night. The next day, Kristen arrived at the house, allegedly to assist in the delivery of the child.

Two of the other girls Adam kept were midwives, and when Michelle was in labor, everyone was shut out but the two girls, Adam and Kristen. When the child was born, Adam and Kristen were the only two people in the room left alive.

GM Notes:

Adam and Kristen had sex in front of the delivering Michelle as Adam's final act of torture. Michelle went mad and was restrained so that she did not harm the child. When the child was born, Kristen took him from the midwife and acted as wet nurse, watching the horror on Michelle's face with a twisted sort of contentment as Adam had sex with one of the midwives and choked the life from Michelle's weakened body. While the child imprinted Kristen as his mother, Adam had his way with the other girl and then killed the two midwives.

Kristen's only condition when it came to his mistresses was that the girls were to kill any children that came about... and if they did not, that the girls themselves be killed. Adam quickly agreed to her terms and they were married two days after Michelle's funeral.

The Scandals Surrounding Wendy, Kevin, Tiffany & Matthew

Tiffany is considered an undesirable in town.

Matthew, unlike the rest of the town, does not care that she is not "white," and he has thus been all but disowned by most of the older members of his family. He leased the apartment to have a place where he and Tiffany could live together in peace.

Wendy talked them into letting Kevin move into the apartment as well, since Kevin's family did not approve of his spending time with "that rich girl." In less than two months, the quiet apartment developed a constant rhythm – with one couple or another involved in their own lewd acts.

While it was not unheard of, it was still frowned upon by the old-fashioned logging town, and Wendy began to tire of the constant whispers. One night, she decided that it was time to give them something to talk about.

Matthew was away from the apartment, and Wendy went to Tiffany and asked her to join in with her and

Kevin. Tiffany, knowing that Matthew did not care who she slept with, as long as she was available when he wanted her, quickly agreed and followed Wendy. She expected to be lead to Kevin's room, but Wendy led her, instead, out onto the balcony. Tiffany hesitated briefly, but decided that if she was to be accused of it, she may as well be guilty of it.

Matthew came home in the midst of the show, and watched, intrigued, with the crowd that had gathered on the street below.

Another night saw Tiffany, Matthew and Kevin out on the balcony, with Wendy watching, nude, and masturbating in front of the huge picture window.

These two public displays were the only ones of their kind, but the rumors continued – growing more and more colorful the more time the four spent living in the apartment.

The Insanity Of Matthew Callahan's Crime

Three years after the birth of her only legitimate child, Kristen Meschaddo was murdered by her father in what could only be termed a "bizarre case."

Matthew snuck into the house late at night, having heard that his daughter was again expecting a child. He whispered to her as she slept – that he was sorry he let her get stuck in this hell... that he had been a terrible father and that now was the time to release her, before anything got any worse.

Adam happened to interrupt Matthew's attack, but Kristen was already dead. Adam had Matthew arrested.

For three days, Adam stayed with Kristen's dead body, begging her to come back to life. After the funeral, he went to the jail to see Matthew. After a three minute visit with the man, Adam left the jail and called upon the company lawyers.

Matthew didn't stand a chance – and the fact that he confessed to the killing didn't help him any.

The lawyers pushed for the death penalty and it was granted. Six months after he killed his daughter, Matthew Callahan was hung.

On his way to the gallows, he told his side of the story to anyone who would listen. He said that Adam had seduced Kristen in the sawmill one night when she was very young. He promised her riches and happiness and love. All she had to do was whatever he asked. She had not agreed, Matthew said, but Adam forced the issue and, in the end, ruined her. When Matthew found out about the whole situation, he was livid. He cornered Adam one night after work and demanded that he cease the affair. Adam, he claimed, laughed in his face. ‘I own you,’ he had told Matthew. ‘I own *her*. And I’ll do whatever the hell I damn well please to her.’ Matthew moved to stand in Adam’s way, but Adam only smiled. ‘You have a wife, don’t you Callahan? And a couple other kids, don’t you? Little ones?’ Matthew knew that he could not win. He only nodded weakly. ‘Then you’d better think about taking care of them, don’t you think? It would be very unfortunate to be out of work... and out of your home... when winter came, wouldn’t it?’

He continued on about how Adam had made him give in on the whole thing... forced him to give his blessing at their wedding... He was still crying out about the evils Adam had visited upon him and his family when the trapdoor opened underneath his feet.

His neck broke immediately, but he somehow remained conscious for several hours, yelling obscenities to those who came to watch him die. He yelled up to the balcony of the courthouse, where Adam watched with clenched fists, that it was Adam who had killed Kristen. That Adam was to blame for the death of his beloved daughter.

One of Adam’s mistresses, who had been a favorite of Kristen’s, leapt to the gallows and pulled on Matthew’s body with all her strength. When she dropped to the ground, the dead man was finally silenced.

Destruction of Evidence

Nicholas Cramer came to town as a fine arts teacher for Schaddo Creek High. He was well educated and skilled in visual arts as well as music, dance, and theater. Time

that was not tied up with school activities was spent alone.

After the first play produced under his direction, the whispers began. According to the rumors, the cast party at his house had ended as nothing more than an underage orgy.

In spite of the rumors, because no students filed complaints, there was no investigation and Mr. Cramer’s integrity remained intact.

The next big fiasco came about three months later, when two of the girls in the choir claimed that Mr. Cramer had directed all the students to have sex while he watched from his office. The other students present, however, claim that Mr. Cramer was *not* in his office, and that the only reason the two girls were making accusations was because while the other students decided to have sex, they were excluded. The girls were disciplined for making false accusations.

After three years of Mr. Cramer’s fine arts curriculum, an issue finally came to light that could not be overlooked. The beginning photography class that year was made up entirely of girls. One of the beginning photography class’ field trips had always been out to the old mill – it was a perfect study of lighting and a great area for scenic photos. Mr. Cramer’s field trips always involved some sort of sexual escapade, and while the administration claimed that they knew nothing of the nature of his activities, it was very clear that they simply chose to ignore them.

This particular field trip had the girls all naked, dancing around in the old mill, exploring one another... All while Mr. Cramer merrily snapped photos. Before long, the girls begged Mr. Cramer to join them. He stripped off his clothes as well, and laid down on the floor for the girls to use him as they chose.

What Mr. Cramer and his class did not know was that a wildlife photographer had been out in the woods that day and managed to snap several photos of Mr. Cramer and the girls, both while Mr. Cramer was photographing the lesbian orgy and when he stripped off his clothes

and became their toy. The photos found their way to the administration office, with a very wordy letter regarding the number of illegal acts that had been photographed at this one time, and how many other copies of those photos were in existence.

Mr. Cramer was asked, quietly, to leave. He did, but not before setting fire to his collection of film canisters that was kept in the cabinet in the photography lab.

The fire spread quickly, catching chemicals in the photo lab and the science building, until a large section of the school had been burned – including the rooms where the administration had told him the photos would be stored.

Nicholas Cramer left town that night and was never seen again.

Plot Hooks

Level I

Saw Mill Sabotage

The local eco-terrorist strikes again – this time sabotaging new machinery at the sawmill. The company hires the PCs as security. The machinery is repaired without a hitch, but the company knows that the guy doesn’t give up that easily. He’ll be back. Catch him and turn him into the police.

Lost In The Woods (Level I version)

The ludicrous stories about the thing in the woods have taken their toll. Now there’s a crew of college kids here, trying to capitalize on the recent success of The Blair Witch Project movie by making their own “horror documentary.”

The problem is, they’re city kids and they don’t have the slightest clue how to survive in this terrain... or even find their way around apparently. The kids are lost, and the PCs are drafted (or volunteer) to assist rescuers and find the kids.

GM Notes:

This can either be a harmless case of stupid city kids lost in the woods, or it can tie into the deeper, more bizarre story-lines dealing with the thing in the woods.

Level II

Ghosts of the Old Saw Mill

The old saw mill has been the site of some grizzly deaths, strange happenings, and terrible tragedies over the years. It is considered by authorities on the paranormal to be the most haunted building in the county – perhaps even the state.

The PCs could be at the saw mill for any number of reasons: as paranormal investigators, “truth” agents out to debunk the public fear of so-called paranormal occurrences, contestants on a show like “Fear,” or simply a bunch of friends out doing something they know they shouldn’t – like trespassing in a condemned and supposedly haunted building.

On any given occasion, visitors to the old saw mill might experience any of the following spirits, occurrences, or oddities:

1. The apparition of a woman climbing the now-decayed stairs and flinging herself over the railing with a noose around her neck. The intruders are witnessing the death of Maggie Meschaddo, who hung herself in the sawmill after Daniel vanished into the woods.
2. The cries of a young girl screaming in pain and fear. The voice also begs whatever is attacking her to stop. These are the cries of Violet Meschaddo, begging the possessed Mitchell Davis not to harm her.
3. An extremely vivid illusion of the gruesome sight that met investigators when Nick and Rita Meschaddo were slaughtered in the sawmill.

4. The unmistakable sounds of a couple having sex. If the PCs listen long enough, they will be offered clues to the identities of the people. Particularly, the very young woman sounds almost terrified that someone will discover their rendezvous. The man, on the other hand, is so confident of their safety that he promises her “diamonds and gold and to live like a queen,” as soon as the other woman is dead. The voices belong to Adam Meschaddo and Kristen Callahan, and are an imprint of their illicit liaisons at the sawmill before Michelle’s death.

5. The apparition of a young lady walking through the sawmill. She is undisturbed by the presence of the PCs and seems to be looking for someone or something. PCs who have spent any time researching the Meschaddo family may recognize this girl as Wendy Meschaddo, around the age of her first disappearance.

6. The sounds of several young girls apparently engaged in sexual activity, interrupted by the sounds of a camera shutter clicking. This is the telemetric signature of Cramer’s last orgy with his students.

The ghosts will generally leave the visitors alone, but if the PCs try to interfere with the acts of any of the apparitions, or seek the source of any of the sounds (with the exception of Cramer’s orgy), they are likely to end up in a battle against the undead and/or restless dead. These spiritual memories were given form by the thing in the woods, who delights in viewing these scenes of pain and seduction, and are under its control.

The Return of Daniel Meschaddo

When Daniel Meschaddo committed suicide in 1974, the family held a small service and the public was excluded from attendance. He was, according to the sketchy records that exist, cremated, and his ashes are kept in an urn in the main house.

There is, however, some question as to the validity

of these records. There are too many inconsistencies between the reports of people who were supposed to be there and far too many possibilities for strange and unexplainable occurrences where Daniel is concerned.

He has allegedly been sighted throughout the years – walking through the woods late at night, watching over the lumberyard when the company was facing hardship, and pacing through the homes on the estate. The PCs could be hired by any number of people (depending on the sighting chosen) to discover the truth behind the appearances of the apparition.

GM Notes:

Daniel Meschaddo truly did kill himself, but his ghost does haunt the places where he is seen. The alternative hook, of course, is that the PCs are in town as paranormal investigators, actively seeking the ghost of Daniel – who, upon deep investigation, will be found to be a very bitter old man.

Level III

Adam’s Legacy

Adam Meschaddo had many affairs during his lifetime. While the children of his wives were the only ones who had any claim to the Meschaddo name, and thus, the Meschaddo fortune, it was well understood that both before and after his marriage to Kristen, many women who were in the town during that era gave birth to at least one of Adam’s illegitimate offspring.

One of the PCs (or an NPC) discovers his/her dubious familial connection and is overcome, through the orchestrations of the thing in the woods, with a desire to claim his/her share of the Meschaddo legacy.

Matthew, Tiffany, Caleb and Wendy are likely to be sympathetic to the PCs, but there is little sympathy from Michael. Michael will, in fact, fight the PCs quest at every turn. The character in question will feel an irresistible urge to go to the woods – called by the thing. Once the character gives in, hopefully talking his friends

into going with him, the thing will make itself known and offer the characters a deal...

The thing will arrange the situation so that the character receives his/her proper share of the family fortune. It will arrange affairs so that the character, and his/her loyal companions, will be set for life. All it asks in return is a small tribute...

Lost in the Woods (Level III version)

The PCs are still in the old mill at sunset.

The thing assumes they have been left there by one of its servants but, for whatever reason, chooses not to consume them. It is growing bored with its current generation of Meschaddo pawns, and decides that the PCs will be its new toys.

If the PCs decide to spend the night in the mill, they will be tormented by the thing. If they try to leave, the thing will twist their senses until they cannot find their way out of the woods – always returning to the mill.

There are a few ways out of the thing's grip:

1. Make a deal with it
2. Sacrifice one of their number to it
3. Allow one of their number to be sucked in by it

In any of these situations, it is likely that the thing will allow most of the group to leave.

Any who are sacrificed or sucked in should be used as NPCs in the grip of the thing, and will likely work toward getting the rest of the party to join them, in whatever capacity they were given to the thing.

If the group makes a deal that allows everyone to leave, the deal should be something very drastic, and will likely be a demand for the replacement of the sacrifice it is considering losing.

The thing in the woods has no conscience and no morals. It cannot be trusted to keep its end of the bargain. It will twist the situation in order for its plans to be completed.

Any escape formulated by the PCs should be considered temporary. The thing is simply allowing them to play its game in the ways they are accustomed.

Andrew Dixon 6th Level (Dedicated 3/Acolyte 3): CR 6; Medium humanoid; HD 3d6+3d8; HP 27; Massive Damage 10; Init +3; Spd 30 ft.; Defense 20, Touch 17, Flat-Footed 17 (+4 Class, +3 Dexterity, +3 equipment); BAB +4; Atk +4 melee (1d4 knife) +7 ranged (2d6 colt python); Full Atk +4 melee (1d4 knife), +7 ranged (2d6 colt python); FS 5 ft by 5 ft; Reach 5 ft; SQ Empathy, Healing Knack, Divine Skills, Turn Undead; AL good; Occupation; Wealth; SV Fort +5, Ref +5, Will +7; AP 3; Rep +3; Str 11, Dex 17, Con 10, Int 14, Wis 14, Cha 12.

Skills: Knowledge (theology and philosophy) +11, Listen +11, Sense Motive +11, Treat Injury +11, Knowledge (Earth and life sciences) +11, Craft (Pharmaceutical) +11, Knowledge (Arcane Lore) +11

Feats: Simple Weapon proficiency, Surgery, Animal Affinity, Personal Firearms Proficiency, Armor Proficiency (light), Medical Expert

Possessions: Undercover Vest, Knife, Colt Python

Doc Mitchum 8th Level (Smart 4/Tough 2/Mage 2): CR 8; Medium humanoid; HD 6d6+2d10+32; HP 66; Massive Damage 18; Init +3; Spd 30 ft.; Defense 20, Touch 17, Flat-Footed 17 (+4 class, +3 dexterity, +3 Equipment); BAB +4; Atk +7 melee (1d4+3 Combat Martial Arts) +7 ranged (2d6 Beretta 93R); Full Atk +7 melee (1d4+3 Combat Martial Arts) +7 ranged (2d6 Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ Damage Resistance, Savant (Knowledge Arcane Lore), Exploit Weakness; AL; Occupation Military; Wealth +5; SV Fort +7, Ref +4, Will +5; AP 4; Rep +3; Str 16, Dex 16, Con 18, Int 14, Wis 10, Cha 12.

Skills: Craft (Chemical) +11, Decipher Script +11, Knowledge (Arcane Lore) +17, Research +11, Computer Use +9, Knowledge (tactics) +11, Demolitions +9, Disable Device +9, Navigate +9, Repair +9, Search +9, Survival +5, Climb +8, Concentration +9, Spellcraft +7

Feats: Simple Weapon proficiency, Armor Proficiency (light) (from occupation), Personal Firearms proficiency, Advanced Firearms proficiency, Combat Expertise, Combat Martial Arts, Educated (Arcane Lore, Tactics), Improved Disarm, Endurance

Possessions: Undercover Vest, Beretta 93R

The Thing in the Woods 13th Level (Smart 3/Mage 10): CR 15; Medium fiend; HD 13d6+26; HP 78; Massive Damage 14; Init +5; Spd 30 ft.; Defense 26, Touch 26, Flat-Footed 25 (+9 Natural, +6 Class, +1 Dexterity); BAB +6; Atk; Full Atk; FS 5 ft by 5 ft; Reach 5 ft; SQ Savant (Knowledge Arcane Lore), Savant (Decipher Script), Arcane Skills, Summon Familiar, Scribe Scroll, Brew Potion, Scribe Tattoo, Spell Mastery, Combat Casting, Spell Mastery, Maximize Spell, 20 DR vs. Archaic Weapons, Cold Resistance 20, Fire Resistance 20, Immune to Poison; AL evil, chaos, avarice; Occupation none; Wealth +5; SV Fort +6, Ref +5, Will +12; AP 6; Rep +2; Str 16, Dex 12, Con 14, Int 16, Wis 12, Cha 16.

Skills: Craft (Chemical) +16, Decipher Script +21, Disable Device +6, Knowledge (Arcane Lore) +21, Knowledge (History) +8, Knowledge (Theology and Philosophy) +6, Research +18, Search +6, Knowledge (Tactics) +8, Repair +6, Forgery +6, Craft (Structural) +6, Concentration +13, Spellcraft +13, Concentration +13, Knowledge (Physical Sciences) +15, Investigate +8

Feats: Combat Expertise, Combat Reflexes, Educated (Arcane Lore, History), Heroic Surge, Improved Initiative, Iron Will, Studious, Low Profile, Archaic Weapon Proficiency, Educated (Tactics, Physical Sciences)

Delora Valley

Delora Valley is full of too many rich people for it to not have a glamorous reputation. It is the cradle of high-class culture, and, as such, it is the envy of all the “little people” who put the residents of the community on such pedestals.

County and state government officials are not as charmed, but still suffer a sort of star-struck amazement when dealing with the population and treasury of the coastal resort town.

There are rumors of mafia involvement, shady deals, and things that might not be considered ‘normal’ in other towns, but the town thrives in spite of the “vicious rumors that plague its honored citizens.”

What Every School Kid Knows

Delora Valley grew out of the imagined need of the California upper crust to have a coastal retreat that they did not have to share with more common classes of people. Delora Valley was envisioned as a place to escape the drudgery that plagued the rich in their Hollywood homes. The town consists of several vacation homes, the Hotel Eden - a 5-star hotel with its own gourmet restaurant, tailor, stylist’s salon, and golf course, a few nightclubs, and Rutherford’s Academy.

Delora Valley is kept immaculate. Because of the population and the ‘representatives’ on the Town Council, there is little tolerance of disrepair or garbage. Vandalism does occur occasionally, but it is quickly cleaned and/or repaired and punishment at the hands of the Security Taskforce is swift.

Delora Valley is largely a resort town. The majority of the permanent population is made up of the servants that staff the homes and the hotel, and the staff and students of Rutherford’s Academy. There is no other “local population” to speak of, although the town takes up a

disproportionately large area on the California coastline and is listed in the county records as being home to 70,500 individuals. Most of the residents pass in and out of town on a fairly irregular basis – usually throwing lavish parties at their vacation homes or the local hotel. Visitors of the ‘correct type’ are always welcome, but any others are faced with a much cooler reception.

Rumors

Many of the citizens of Delora Valley have deep mafia connections.

Throughout its short history, Delora Valley has been the sight of numerous unreported murders. What passes for the local police force has been responsible for most of them.

Delora Valley was created as an escape and haven for Nazi officers and sympathizers.

Delora Valley was built on the ruins of an abandoned Native American village

Important People

Mario and Geneva Giovanni

The second generation of Giovannis to control Delora Valley, Mario is Antonio’s oldest son. For a short time, Geneva Castiglione Giovanni took control of Mario’s interests, but her business dominance was cut short

GM Notes

Characters involved in Estephan’s Revenge or Fashion Police are likely to be somewhat inexperienced. Both stories are suitable for characters between 2nd and 4th level.

Faced with the unnerving vision of the men trapped within the reflecting pool, as well as the actual threat of the demon’s nest, Reflection is best suited for characters of at least 3rd level. If the characters are to face the demons, adjust the difficulty levels accordingly.

Overdue is suitable for characters of 1st to 3rd level, but can be easily modified by the students’ reactions, or the possibility of the demon being released by a series of unfortunate accidents.

For one or more of the characters to be noticed by Trixi Darrington, it is advisable that the characters be at least 2nd level before using this story. Modify the story by creating a weaker or stronger demon, according to the levels and abilities of the characters.

Because the Dreamweaver uses the characters’ own experiences against them, it is best to delay this story until at least 3rd level. Escaping the demon’s alternate dimension, however, should be a task for characters of 6th level or better.

by public reluctance to accept her leadership. Mario groomed Estephan to take his place, but the boy chose the quick satisfaction of Las Vegas over the Delora Valley stability. Mario still believes his nephew will return – thus keeping his mother, Mario’s baby sister, cared for in her later life. Mario has returned to his duties in full, and, with the exception of selling the Hotel Eden, he has continued on with his expected duties without fail.

GM Notes:

It is highly unlikely that the Giovannis will consent to be bothered by those outside their normal circle.

Desmond Grant

Part of Delora Valley’s “new nobility,” Desmond Grant is one of Hollywood’s up-and-coming action spectaculars. A stunt man with a pretty face, Desmond has moved out of the shadows and into his own starring roles. One of

“It’s nice to be back at school where we can at least pretend to be normal, isn’t it?” she mused as they walked through the courtyard toward one of the benches.

“You haven’t read your mail, yet, have you?” he teased.

Staci rolled her eyes and let out an exaggerated sigh. Mail received at school was usually one of two sorts: a death threat or a party invitation. And sometimes it was extremely difficult to tell the difference.

“I bet you have one, too,” Josh said, handing her a small black envelope.

Staci pulled the invitation out of its envelope, flipping it open slowly.

Ms. Isis DeCroix requests your presence

At an autumn social

To be held at Ms. DeCroix’s estate

The evening of September the 13th

Staci folded the invitation and slipped it back into the envelope. “You know what?” she said brightly. “I’ve really grown to hate parties.”

Josh laughed, slipping his arm around her shoulder. “I know, babe,” he said gently. “But I already know I have to go...”

“Why?”

“Because my father has already called...”

Josh didn’t have to finish his sentence. Staci already knew what it meant to have Josh’s father involved... And she knew he was right about there being an identical invitation in her mail, whenever she got around to opening it.

“But, I had an idea,” he said brightly, a sly glimmer in his eyes.

“And that is?”

Josh smirked. “Well, these invitations are always assumed to be for two people, right?”

“I guess,” Staci answered, confused.

“So,” Josh laughed, reaching into his jacket pocket for his phone. “Why don’t we have JJ and Liberty come with us?”

Staci’s face went pale for a moment before she started laughing.

“Damn, babe,” she giggled. “For a second there, I thought you were serious.”

Josh smiled, but something in his eyes made Staci stop laughing.

“I am serious,” he said softly. “You’ve heard the whispers about Isis DeCroix... you’ve probably heard more of them than I have... This is the only way to get into her place and find out for sure.”

Staci let out a deep sigh. “You’re determined, aren’t you?”

Josh just smiled, handing her his cell phone.

“Oooh... I hate you, Joshua Forester,” she said flatly, pressing in JJ’s home phone number. “You know that, don’t you? And one of these days... JJ, Liberty – this is Staci. Hey - give Josh or me a call when you get in. There’s something going on you might be interested in...”

his first purchases with his newfound wealth was the modest mansion he acquired in Delora Valley.

Samarah Leed

The exotic leading lady of Hollywood’s newest ‘brat pack,’ Samarah Leed has always been in the public eye. Her parents, TV sensation Chris Leed and European songbird Madyson, groomed her to appreciate the love of the public and the beautiful things that money can buy. After her mother’s untimely death, Samarah’s acting career kicked into high gear, and she was able to make the strategic move to Delora Valley. Her father, who has avoided television appearances since his wife’s death, visits his daughter occasionally in her seaside palace.

David Dyer

The youngest son of one of the west coast’s ‘old money’ families, David Dyer is a spoiled man. He has spent thirty years with a silver spoon firmly placed in his mouth, and now he’s purchased a flat in Delora Valley. His plan is to keep his eye on the young ladies graduating from The Rutherford Academy, in order to snag one with sufficient money and skill to keep him as spoiled as he’s been all his life. He has yet to find anyone who fits his idea of a perfect wife, so he stays in town and keeps watching the girls.

GM Notes:

Dyer is a selfish man, but knows quite a bit about the ladies who have graduated from the Rutherford Academy in the last few years. He is likely to share what information he has gained (often through illicit sources), if the PCs can make it “worth his trouble.”

Andrea Baily

One of the few people in Delora Valley who earned her money the hard way, Andrea Baily spent years climbing up the corporate ladder. After fighting her way out of a dead-end secretarial position and into management, Andrea brought XanTech out of its near-bankrupt slump

and almost single-handedly forced it to the top of the technology food chain. The software company has expanded in size and worth and Andrea is now its CEO. Andrea's lack of publicity has not saved her from the inevitable rumors that fly around Delora Valley residents.

Other Information

Delora Valley is almost entirely supported by its ultra-rich, part time, population. The mafia, Hollywood, and American "old money" provide the largest amounts of revenue for the coastal resort. Local taxes are collected on a semi-regular basis, with the township's bloated treasury balancing the books when county and state officials call for tax dollars. There is a small job market, made up almost entirely of service occupations. Hotel Eden, the three clubs, and private homes are the largest employers. The handful of shops and galleries along Bridge Street are usually run by their owners, who do not hire employees for various reasons.

Delora is a bastardization of the phrase "del oro" – the name, however, has always been Delora. The founders established the town as Delora Valley in order to avoid any of the "pretentious Hispanic influence that plagued cities like Los Angeles."

Community Events

Delora Valley does not keep to any particular schedule. The only things that occur with any real regularity are meetings of the various councils –

Town Council meetings are held the evening of the second Monday of every month

Parents' Council meetings are held the first Friday of January, April, July, and October

The Academy's Student Government meets the first Thursday of every month.

Town Council meetings are held in the President's

Banquet Hall of the Hotel Eden. Parents' Council and Student Government meet on the Academy grounds.

Time Line of Important Events

1938 – The land that makes up the majority of the Delora Valley township is purchased by Antonio Giovanni

1939 – Giovanni pays to have Hotel Eden built and staffed. The hotel opens with a lavish party and the "who's who" of Hollywood is in attendance.

1940 – Giovanni and his business partners officially establish the township of Delora Valley

1941 – Ethan Rutherford chooses Delora Valley as the site of his boarding school. The land for the school is donated by Giovanni in a closed meeting of the town council. Construction begins within the month.

1942 – The Rutherford Academy enrolls its first class of students.

1943 – Giovanni leaves Delora Valley to "deal with some things" in New York

1944 – Delora Valley continues to grow – many homes are built near the grounds of the Hotel Eden.

1946 – Delora Valley becomes *the* place to vacation. Much to the shock of the community, Giovanni returns to Delora Valley in a wheelchair

1947 – Deliah Reynolds, one of the starlets to take up permanent residence in Delora Valley, begins to pen strange stories of the "lives of Delora Valley"

1948 – The Rutherford Academy holds its first graduation ceremony – among the graduates is Giovanni's son, Mario.

1949 – Deliah Reynolds' book, The Questionable Lives of Delora Valley is released, but largely ignored by the public. A very limited number of books are released. The book provides intimate details of the lives of several of the more colorful personalities of Delora Valley – including Antonio Giovanni, Ethan & Miriam Rutherford, Allison Davisson, Derek Grantland, and Marguarite DeCroix.

GM Notes:

A few copies of Reynolds' book are available, but they are extremely rare (Purchase DC 35)

1950 – Ann Marie Monitor, a second year student at the Academy, hangs herself from her dormitory window. The suicide shatters the peace of the resort town.

1952 – Deliah Reynolds is murdered in her home. The population cries for something they never expected to need... a police force. Giovanni promises to "handle the security issue."

1953 – Giovanni's son, Mario, takes his father's place in the daily routines of the Hotel Eden. This 'passing of the torch' takes place with great pomp and celebration. Also this year, the Delora Valley Security Taskforce begins operation. The group consists of 12 men who answer to the city council and are responsible for the security of residents. They look and act remarkably like stereotypical "mob enforcers"

1954 – Ethan Rutherford is found dead in his apartment at the Academy. The Security Taskforce investigates, but finds no evidence of foul play. The doctor confirms that he died of natural causes.

1955 – Rutherford's widow, Miriam, takes over as headmistress of the Academy. Several parents are outraged due to Miriam's inadequate lineage.

1956 – A large-scale earthquake destroys several buildings in Delora Valley. Aftershocks thwart initial clean-up efforts. When Academy students contact the county geological survey station, they are informed that the quake did not register on any of the equipment. (Knowledge (History) DC 20)

1958 – Giovanni relinquishes his seat on the city council. Voters quickly elect Mario in his place.

1959 – Miriam steps down as headmistress of the Academy, exhausted from trying to prove herself to the parents and students. She is replaced by Benjamin Mattox.

1960 – Academy students in this year's graduating class have the highest test scores in the state. All credit is given to Mattox's administration, regardless of the fact

“Yes, mother... yes, mother... I know, mother... yes, mother...”

Staci rolled her eyes as her mother continued to drone instructions over the phone. Liberty shook her head, tossing the brush hopelessly on the vanity and throwing her hands up in disgust.

“Yes, mother... alright, mother... alright, mother... look, mom, I have to help my roommate do her hair... yes, mother... yes, mother...” Staci hung up the phone and ground her teeth together, letting out a stifled howl of frustration. “Sit down, Liberty, let me see if I can help.”

Liberty flopped back down on the chair, wondering out loud how she’d ever managed to let herself be talked into this situation.

“I think it probably had something to do with Josh reminding JJ about that Scott guy getting caught up with fangs on the coast,” Staci grumbled, arranging Liberty’s blonde waves into a crown. As she secured the style with small diamond-encrusted combs, she smiled. “There. That should do it.”

Liberty looked at herself in the mirror. “How do you do that?” she asked Staci in amazement.

Staci laughed, handing Liberty the small silk handbag that matched her dress before placing her own black velvet bag into the crook of her arm. “Pure talent. Let’s just hope the guys are ready, huh?”

Josh and JJ waited in the courtyard outside the women’s dorm. While Josh remained calm and relatively unruffled, JJ continued to glance anxiously at his watch.

“What’s taking them so long?” he grumbled.

Josh laughed. “With Staci involved, man, there’s no telling.”

“It’s called being fashionably late, darling,” Staci said gently as the girls came out of the building. “That, and my mother refusing to get off the phone.”

“Let me guess,” Josh said dryly. “Don’t forget what a great honor it is to be asked to Ms. DeCroix’s social...” he mocked. “Try not to offend anyone... and make friends... and don’t forget what an honor it is...”

Staci giggled. “Got the same speech from your father, did you?”

Josh scowled in response, but quickly shifted gears and wore his best social-climbing smile. With a flourish, he held out his arm to Staci.

“Well, shall we?”

Staci smiled, forcing herself into the role of socialite. “Of course, darling,” she said softly, her voice light and airy.

Liberty rolled her eyes as she and JJ followed them to the waiting limousine. “You know,” she said, leaning her head on JJ’s shoulder. “Staci said to remember it could always be worse...”

“How?” JJ laughed.

that Miriam was in charge for much of these student’s time at the Academy.

1962 – Mario throws a lavish going-away party for his father at the Hotel Eden. At the party, Giovanni announces that he is going “home to New York.” His limo leaves at the end of the night.

1963 – Seaside Rendezvous, a nightclub specializing

in over-priced drinks and dark booths, opens. The club is built overlooking the ocean, with a glass elevator transporting patrons between the rooftop gazebos, the main building, and the beach below.

1965 – Ambiance, another nightclub whose main specialty is looking the other way, opens near Hotel Eden. No one can find any connection between the two,

but many of the Hotel’s guests end up walking down the quiet street to the Ambiance.

1967 – In order to keep its guests’ money in-house, the Hotel Eden opens its own nightclub in an adjoining building. The Secret Garden is, like the other establishments, well skilled in ignoring everything about its customers but their wallets.

1969 – Trixi Darrington purchases a large tract of land adjacent to the Seaside Rendezvous. She begins construction on an extravagant seaside mansion.

1971 – Trixi Darrington’s mansion is completed and she celebrates with a huge open house. Trixi breaks all tradition in town by inviting Academy students, as well as adults, to the event. Some of the local adults are offended at Trixi’s lack of respect for tradition, but the parents of the students are divided on the issue.

1972 – Trixi rocks the boat of tradition again by hosting the Academy’s senior prom at her estate.

1973 – Mattox announces his plans to retire. He commits to another two years as headmaster, but “cannot continue with the students behaving as they have these past two years.” Trixi Darrington accuses Mattox of libel and forwards, along with her request that he “rethink his choice of words,” a statement from her lawyers detailing just how much he can expect to owe her when the case reaches its conclusion. Within a week, Mattox’s letter of resignation is resubmitted without the time reference.

1974 – A nationwide search begins for Mattox’s replacement. After an exhausting search, his replacement is named.

1975 – Mattox hands over control of the school to his replacement, Elizabeth Kensington, at the commencement exercises that summer.

1976 – Elizabeth Kensington makes drastic changes to the curriculum at the Academy. Her plan is to modernize the education process while maintaining the integrity of the Academy’s history.

1977 – Mario fades from the public eye. Many of his duties (including his seat on the city council) are assumed by his wife, Geneva.

1978 – The Academy’s Parents’ Council votes to begin the replacement process for Elizabeth Kensington. She is not, according to the Council’s minutes, “maintaining the educational and social integrity required by the Academy’s students.”

1979 – Several possible replacements for Kensington are found, but none are willing to actually accept the appointment.

1980 – In spite of some minor local protests, Trixi Darrington is named the new headmistress of the Academy.

1981 – Rumors begin regarding Mario’s longtime absence from the public eye. Common opinion seems to be that Geneva has caused him some terrible illness and/or tragedy that keeps him from his duties. In response to escalating rumors and negative feelings toward Geneva, Mario makes several public appearances. On these occasions, he is certain to paint Geneva in a favorable light so the people will begin to trust her again.

1982 – Estephan Giovanni, Mario’s nephew, is enrolled at the Academy. He is the son of Mario’s baby sister, Angelina.

1983 – Geneva fades from the public eye as Mario returns to his duties.

1984 – Word reaches Delora Valley that Antonio Giovanni is dead. He was, according to reports, gunned down in a New York club.

1985 – Several vacation homes begin to be used more and more frequently. The Security Taskforce notes several situations it considers “odd,” but the homeowners dismiss the news.

1986 – Elizabeth Kensington returns and fires several shots into the school. She is quickly arrested and confesses to the Taskforce that her only reason for returning to was “kill that bitch [Trixi Darrington] that stole my job.” Elizabeth Kensington kills herself in her hotel room that night (there is no jail in town, so the taskforce returned her to her room with an armed guard in order to transport her to the nearest county jail in the morning).

1987 – Isis DeCroix, daughter of Marguarite DeCroix, begins construction on a small development of ‘apartment homes,’ to be rented to hotel, nightclub, and domestic staff who no longer wish to live on-site at their various places of employment. Her plan is met with great support from her target market.

1988 – Isis DeCroix begins construction on a second development of apartments. The designs are meticulously planned so as to cause the least amount of interruption in the “feel of Delora Valley” Also this year, Estephan Giovanni graduates from the Academy and leaves for Las Vegas.

1990 – Isis DeCroix begins construction on her third and final apartment development.

1991 – Trixi Darrington is in an auto accident and is left hospitalized for several months. The deputy headmistress, Eliza Holts, assumes the duties of headmistress for the remainder of the term.

1992 – Trixi Darrington announces her inability to continue as headmistress due to the injuries sustained in the wreck. Eliza Holts is named as her official replacement.

1994 – Another earthquake destroys most of the seaside town. Like the quake of 1956, it does not register on the county’s geological equipment. Science students at the Academy, however, have built their own seismograph, and the quake measures on their equipment at 6.5. Aftershocks plague the town for several days.

GM Notes:

Information on this quake is more easily available because of the Academy’s equipment. A successful Research check (DC 15) will uncover details about this quake. The epicenter of is 5½ miles north of Delora Valley.

1995 – Academy students exceed all previous standards in testing, sports, and arts.

1996 – The Academy creates its first-ever “waiting list” for new enrollment. Parents who have already visited the campus or been in correspondence with the

administration are placed at the top of the list.

1997 – The Parents’ Council, at the request of Holts, denies all pleas for expansion of the Academy. According to Holts’ lengthy memo on the subject, campus expansion would “dilute the quality of education received by each student and make our school just like any other.” Tuition doubles, but the waiting list continues to grow.

1998 – Drake Forester is elected to the Parents’ Council. He sends his secretary to the first of the regular meetings.

1999 – Hotel Eden is quietly listed as up for sale. The asking price is just under \$14 million. Rumors circulate regarding possible reasons the Giovanni family might sell the hotel.

2000 – An extravagant New Year’s Eve party is held in the Hotel Eden ballroom. An announcement is made during the evening that the hotel has now changed owners, but the new owner is not named and is believed to not be in attendance.

GM Notes:

Hotel Eden was purchased by Drake Forester, but is not listed in the registry of Forester Industries. Official records list the new owner of Hotel Eden as Victory Star Entertainment.

More Important People

Mario Giovanni

Mario is the oldest son of Antonio Giovanni. He is generally kind and gentle, and does not conduct ‘family business’ well – usually leaving such matters to his wife.

Isis DeCroix

Isis DeCroix is the only child of silver screen vixen Marguarite DeCroix. No one knows who Isis’ father is, but it is generally believed that she is the first actual “native” of Delora Valley who has become part of its

resident aristocracy. Her staff is insanely protective of their mistress, and it is rumored that a few intruders have ventured into the house and were never seen again.

GM Notes:

The stories are quite fanciful compared to the truth – see Isis DeCroix’s house description for details. Isis’ statistical information is found later in this section.

Nathan Dillan

The quintessential “old man,” Nathan Dillan, while an established film star, is a relatively recent addition to the Delora Valley population. His connections in town are few and he is seldom seen outside his home. He seems to have a close relationship to Mario Giovanni, but the exact nature of their acquaintance has never been made public, and not even Geneva – who is normally quite adept at dropping names – has any real knowledge of the reasons behind the old man’s relationship with her husband.

GM Notes:

Dillan was actually a friend of Antonio’s and is treated, by Mario, like an uncle. He has privileged information, but will not share it.

Edward Granelli

The current commander of the Delora Valley Security Taskforce, Edward Granelli is a long-time friend of Mario Giovanni. Known in select circles as “Eddie the Snake,” Granelli is well-known, respected, and even feared, by Delora Valley residents. Edward graduated from the Rutherford Academy two years after Mario and has never left the small town. A member of the Taskforce since 1955, Granelli is considered one of the most reliable men in Delora Valley.

Statistical information on Granelli is found later in this section.

Mac Kelly

David MacKenzie Kelly, the rock guitarist known simply as Mac Kelly, is another recent addition to Delora Valley’s new elite. His music has been called “innovative and intoxicating” by reviewers from Rolling Stone, and he is heralded as “the newest of the guitar gods” by radio DJs, trade magazines, and other well-known artists. He is being actively courted by several different record labels and a handful of established bands.

Drake Forester

His personal assistant describes Forester as an “entertainment development specialist.” As the owner of several independent and extremely popular nightclubs, and the new owner of the Hotel Eden, Forester has become a member of the Delora Valley aristocracy by default. His son is enrolled at The Rutherford Academy, and while Forester was elected to the Parents’ Council, he has been unable to attend any meetings thus far, sending his secretary to sit on the prestigious panel in his stead.

Statistical information on Drake Forester is found later in this section.

Cicili Tran

Natural debutante and professional gold-digger Cicili Tran is currently involved in more than half a dozen different investment ventures – all using her husband’s money. Her only child has been trained to follow in her footsteps, but Staci has tried to distance herself from her mother’s influence. Cicili maintains a suite at the Hotel Eden and is often seen in the company of Drake Forester and/or Isis DeCroix.

Statistical information on Cicili Tran is found later in this section.

Geneva Giovanni

Geneva Castiglione Giovanni was raised to be the perfect mafia wife. Her father, Raphael Castiglione was an old friend of Antonio Giovanni, and Raphael’s only daughter

was the obvious match for Antonio’s soft-hearted son. Geneva knows how to “run a family” better than any of the younger generation of dons, and she is vastly more efficient when it comes to “family business” than her quiet and mild-mannered husband.

Campbell Richardson

Unlike most other residents of Delora Valley, Campbell Richardson is relatively unknown in both show-business and so-called straight-business circles. He is one of the few men in history to have purchased the single winning lotto ticket for a \$215 million jackpot. The twenty-nine year old restaurant manager retired when he received his first check, and, while he is considering opening his own restaurant in the stylish resort town, for the next few years (at least) he is happy to sit quietly in his new home and enjoy the fact that he doesn’t actually *have* to go to work.

Trixi Darrington

An early TV drama (read “soap opera”) star, Trixi has spent many years in Delora Valley. She has been an influential member of the town, even serving as the headmistress at the prestigious Rutherford Academy for a time.

Michael “Quest” Crimson

Part of the new age/rock synthesis ensemble of *Shadowed Sun*, *Moonlight Quest*, Michael Crimson is a relative new-comer to the back stabbing and intrigue that go along with being in the public eye. Crimson has spent a huge amount of money creating a hide-away where he can escape from the anxieties of “public life.” His estate boasts a recording studio and huge greenhouses – complete with tropical ecosystems capable of supporting his collection of exotic birds in their natural habitat.

Andrew Masterson

Action writer Andrew Masterson is one of Delora Valley’s many reclusive residents. He is seldom seen

Delora Valley

outside his home, and can normally only be reached via e-mail. He does not respond to visitors and his time is jealously guarded by his personal assistant.

Zyrinnia King

Alternative musical genius Zyrinnia King has become one of the hottest names in music – her music has been called everything from magical to haunting to intoxicating. Zyrinnia has created a new genre of music, and with it, a new group of radicals and crazies who think her music is the greatest thing available today. She tries to keep herself isolated from the madness created by her fans, and her estate in Delora Valley is part of that isolation.

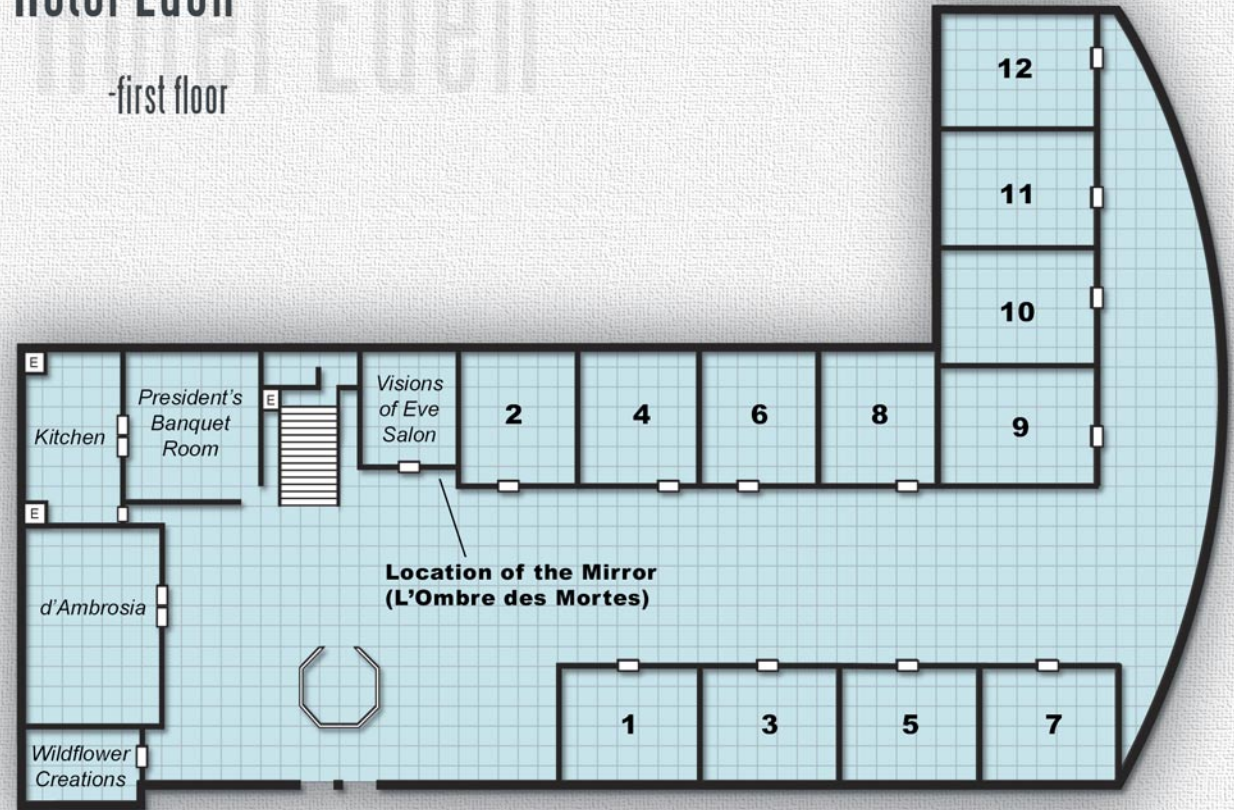
Kevin & Rebecca Kartan Sinclair

Flamboyant basketball sensation Kevin Sinclair is in Delora Valley for one reason: the prestige. His eccentricities are tolerated by the town's more somber residents for two reasons – the first is the size of his bank account, and the second is the presence of his beautiful wife, ex-cheerleader Rebecca Kartan Sinclair. Having spent most of her life with pom-poms in her hands, Rebecca is happy to settle into the quiet town, and has recently been hired as a modern dance instructor at The Rutherford Academy.

Mickey Davies

His career cut short by a devastating auto accident, quarterback Mickey Davies has retreated into the security of Delora Valley. The privacy insured by the presence of the Security Taskforce is considered a blessing by the wheelchair-bound Davies. He has begun to come out of his self-imposed isolation, but is still seldom seen by residents of Delora Valley.

Hotel Eden -first floor



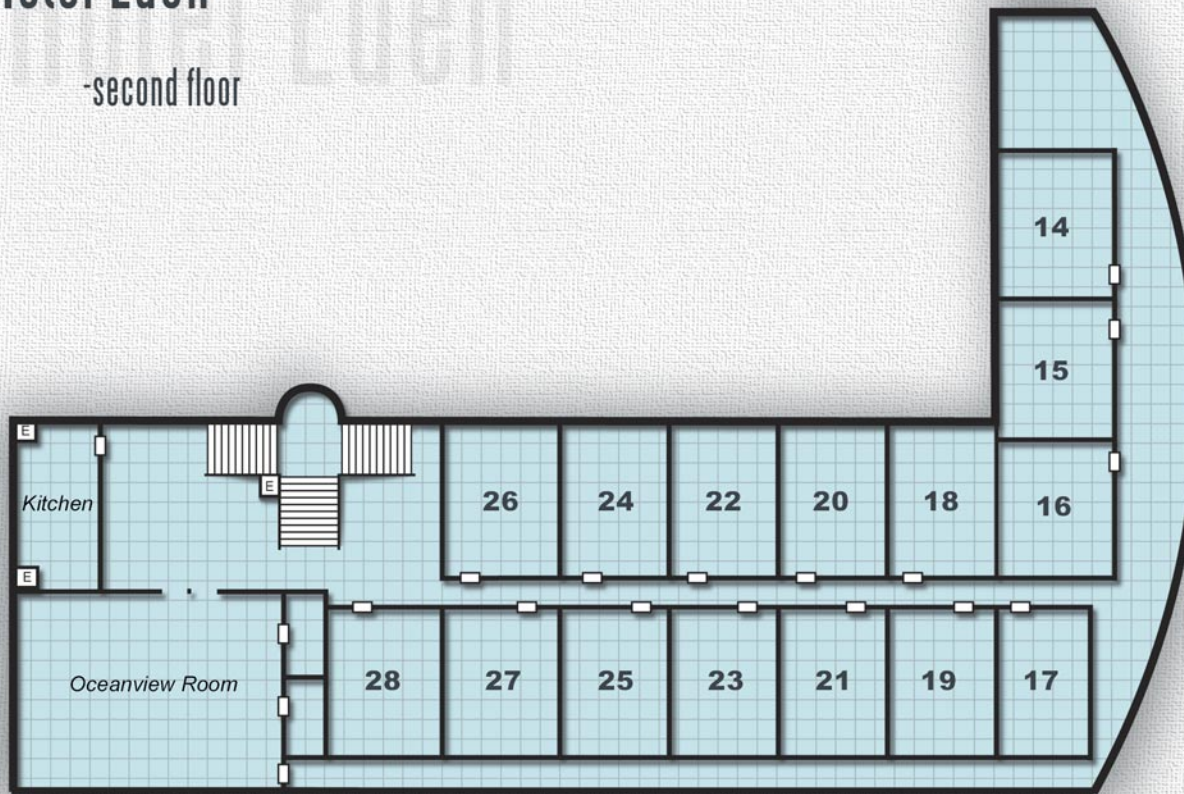
Hotel Eden - Ground Floor

The massive kitchen is split over the Hotel's four levels, linked by high-speed elevators in order to facilitate all dining requests. Wildflower Creations is a unique designer clothing & jewelry boutique. L'ombre des mortes is pictured placed outside the Salon.

1 square = 5 feet

Hotel Eden

-second floor



Hotel Eden - Second Floor

At the top of the first floor staircase, stairs to the third floor split off from the main stairs in front of a stained glass window. A large balcony faces out over the grounds at the end of the floor. Restrooms for the Oceanview Room are located against the conference room's inner wall.

1 square = 5 feet

Places To Go

Hotel Eden

The oldest building in town (although it is no longer completely original due to the unexplained earthquakes in the area), the Hotel Eden sprawls over a 250 acre piece of property. The hotel itself boasts 45 rooms, each decorated to reflect the lavish lifestyle of high society. The hotel restaurant, *d'ambrosia*, is among the most premiere gourmet establishments in the northern hemisphere. Stylists are on a five-year waiting list to get into a chair at the salon, and high profile designers pay top dollar to be showcased in the downstairs boutiques. Room rates start at \$350 per person per night and reservations are required at least a year in advance.

Seaside Rendezvous

This cocktail room, draped in fishing nets and strings of shells, was first built to cater to the more indiscreet guests of the Hotel Eden. The club has 5 semi-private gazebos on the roof, 15 curtained booths inside the building itself, and an elaborate glass elevator that transports patrons from the rooftop gazebos, to the main floor, and to the beach below. The Seaside Rendezvous is known to be the site for illicit affairs and shady dealings. The staff is trained in 'discretion.'

Ambiance

The first competition for the Seaside Rendezvous, this club's clientele tends to be of a more genteel sort. Where the Seaside is known as the place for shady dealings, the Ambiance, with its miniature fireplaces, deep red velvet curtains, and candlelight is meant to take the edge off the same sort of activities. Because of the town's particular population, Ambiance is known for providing dark corners with silken cushions and velvet tapestries. It caters to extravagance, where the Seaside simply turns the other way.

Delora Valley

The Secret Garden

Hotel Eden's addition to the darkened club industry of Delora Valley. The club vaguely resembles an overgrown forest, with roses blooming along the edges of the booths and morning glories and moonflowers creeping through the ivy on the ceiling. Like the other clubs, The Secret Garden boasts extensive privacy measures and a strict no-tell policy.

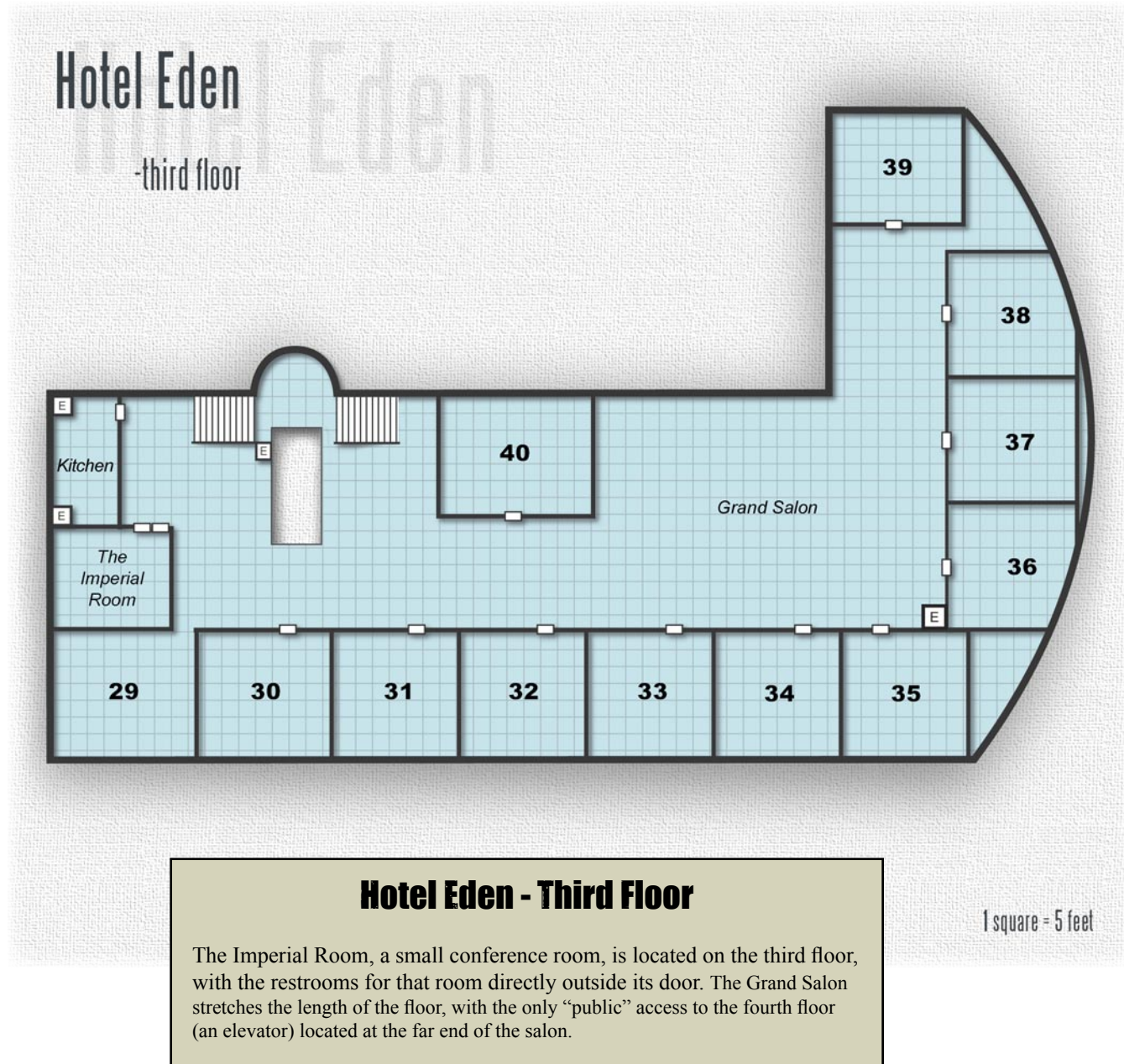
Organizations

Delora Valley has very few issues concerning its organizations. Most residents are simply too wrapped up in themselves to be concerned with the affairs of others. A few organizations do exist, although their elite membership is likely to be offended at the recognition of their association as such.

Members of the Giovanni family, the Delora Valley Town Council, and the officers of the Delora Valley Security Taskforce are likely to be separated from the general population on a fairly regular basis. Likewise, the Rutherford Academy Parents' Council and Student Government each have their own agenda, but nothing that could be perceived as dissention.

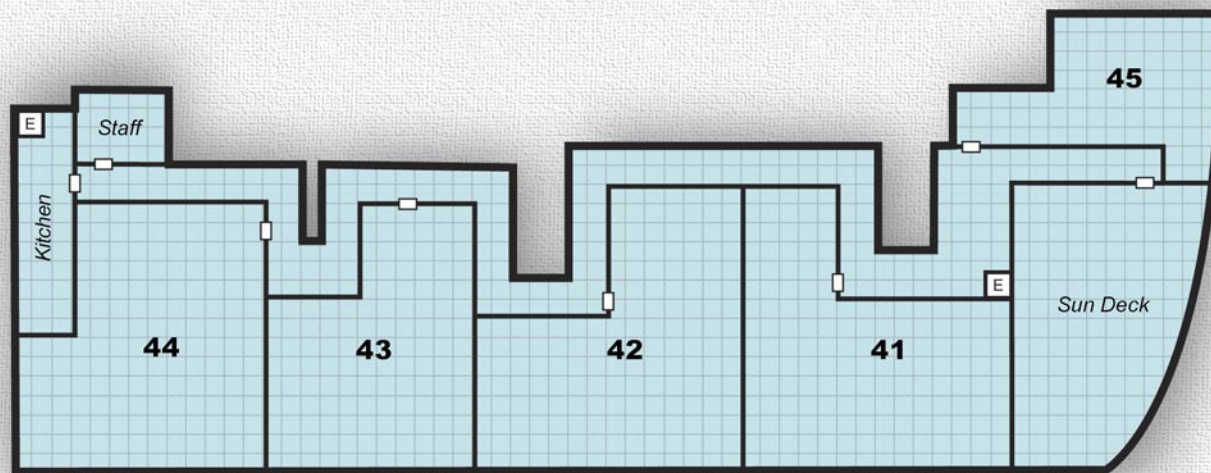
Official Reports

Delora Valley is ultimately ruled by one demon and one demon alone – that beast being the all-mighty American Dollar. There is no “official opinion” regarding this, or any of the other beasts, that have made Delora Valley their homes and playgrounds. When it comes down to it, it's difficult for an outsider to tell the beasts from the men in Delora Valley.



Hotel Eden

-fourth floor



Hotel Eden - Fourth Floor

The elite fourth floor contains five very large suites, an area for housekeeping supplies, and a lavish sun deck. The rooms are linked by a glass hallway that snakes around the structure.

1 square = 5 feet

Places of Power

The Secret Garden

The back booth of The Secret Garden was a favorite business spot of Geneva Giovanni. Many shady deals are said to have taken place there, although all allegations of wrong-doing were dropped before they ever became issues. The booth, however, has retained a certain stigma that makes locals believe it is an unlucky location for making deals.

It is also quietly understood to be the site of an illicit affair gone terribly wrong. Allegedly, Estephan Giovanni and a Hotel Eden maid were interrupted by Geneva. In a rage, she sent Estephan back to the Academy and pulled the curtains around the table. No one remembers when Geneva left the club, but the girl's dead body was found behind the drawn curtains shortly after closing that night. No charges were ever filed regarding the girl's death.

Seaside Rendezvous

Designed to be a place where visitors could do whatever they chose, the Seaside Rendezvous was a favorite of silver screen vixen Marguarite DeCroix. Rumors of the bombshell's sexual exploits within gazebo number two still haunt the club. While the gazebo itself has no real 'power,' there is a great deal of residual energy left over from Marguarite's escapades.

GM Notes:

In addition to her excessive mundane sexual encounters, Marguarite participated in a very large number of occult activities within the privacy of gazebo #2. It has been whispered, though never proven, that Isis DeCroix is actually the daughter of a demon summoned by her mother during one such evening.

Delora Valley

Ambiance

While Ambiance caters to the city's opulent tastes, table number five has been a thorn in its side for some time. The infamous booth has had more than its share of unexplained phenomena.

From the club's opening night, guests have constantly complained about one thing or another when seated at the table. Extreme temperature variation, suddenly spoiled food and drink, unexplained noises, and the touch of invisible, icy hands, are but a small sampling of the complaints filed by customers.

Even regular patrons are reluctant to brave the experience of dining at table five, and they will wait up to several hours for a different booth, or move their business to another club.

GM Notes:

The rumors of the Delora Valley area once belonging to the Native Americans are very true. The Ambiance was actually built over the corner of a small village – intruding on the land where the tribal shaman had intended to build a monument to the dead. There is some question as to the translation of these facts, however, and it may well be that the Ambiance is actually built atop a burial ground.

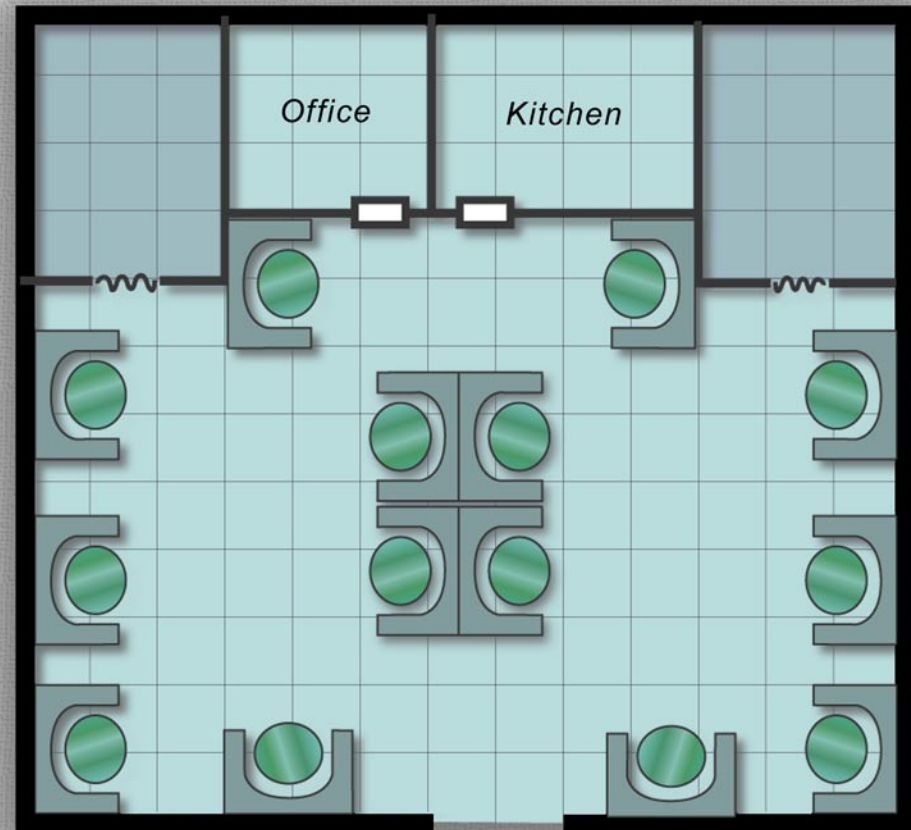
Hotel Eden

By cleverly numbering the rooms, it is easy for the casual eye to skip the fact that while the rooms at the Hotel Eden are numbered consecutively on each floor, somewhere between the ground floor and the second floor, the decorators seemed to miss the number 13. The careful eye will note that the cheapest rooms, on the ground floor, are numbered 1 through 12, but numbering on the second floor begins with 14.

The Secret Garden

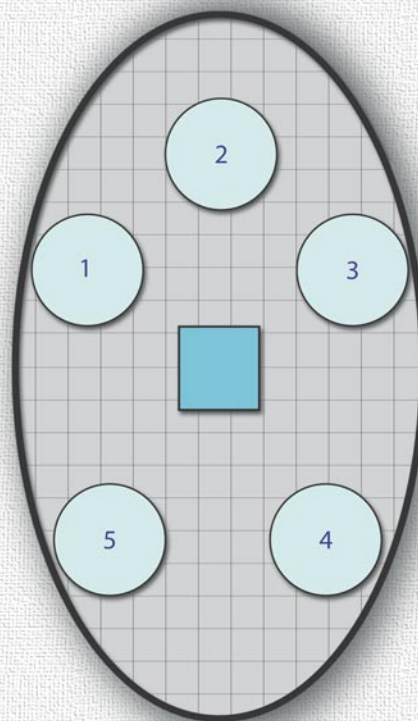
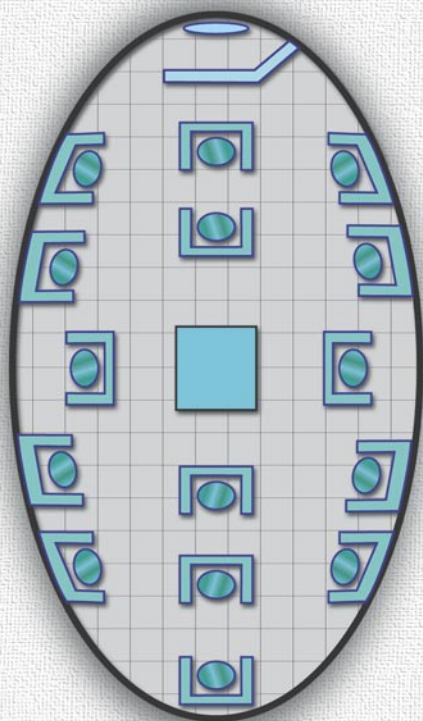
Smaller tables may be moved into the room as necessary, but the pictured booths are the only stationary seating. Men's and Ladies' lounges are located in the back corners of the small club, with a kitchen and office area taking up the space between the two.

The Secret Garden



1 square = 5 feet

Seaside Rendezvous



1 square = 5 feet

Seaside Rendezvous

Each of the booths on the first floor has thick layers of mosquito netting which may be drawn “for privacy.”

At the center of the structure is the extravagant glass elevator, which runs from the roof, through the main club, and to the beach below.

The five gazebos are located on the roof.

There is an unspoken understanding that the decorators are to blame for the oversight, but given the unlucky association with the number 13, it is unlikely that it was truly an oversight. In spite of the numbering, suite 14 has never been a nice place to stay.

A string of unreported murders took place in suite 14 in the late 1940s. Several individuals, whose reservations were all made well in advance, were found dead in the room. Some appeared to have died of somewhat natural circumstances, but most were brutally murdered. Their

limbs were torn from their bodies and what was left of their bodies was drained of blood.

Since the unexplained (and unresolved) murder spree, suite 14 has become a room used for only very short periods of time. It is almost always available for a “walk-in” stay, but rumors of the evil in the room will reach the ears of the guests before they get all the way to the door.

GM Notes:

The murder spree was the work of the Giovanni crime syndicate. While Giovanni did hire vampires to carry out the murders, there is no supernatural being at work in suite 14. There is, however, a large amount of residual psychic trauma left behind by the victims.

The grand salon located on the third floor, Napoleon’s Hall is considered one of the most haunted places on the California coast. It is widely believed that the majority of the spiritual activity in the hall is directly tied to the furnishings that were brought in by Giovanni to decorate in an extravagant style similar to that of the Paris Opera House. Spiritual activity in the hall is entirely benign, but the presence of the sheer number of beings can be overwhelming to those with any sort of paranormal sensitivity. Apparitions appear at all hours of the day and night, wandering through the decorations and furniture as though lost. They are lost, in a sense, as the items that lock them to our world are now displaced.

The clubhouse on the Hotel Eden golf course is within sight of the Ambiance night club. It is generally understood that this close proximity to the disturbance that plagues the Ambiance is the reason for the problems that occur at the clubhouse. The majority of the complaints deal with misplaced items and spilled drinks, but every once in a great while, something more spectacular happens.

Guests have been physically assaulted by the beings that terrorize the clubhouse, and, on at least five

occasions, young girls who work at the clubhouse have been found in a back storage room; bound and assaulted by invisible forces.

Only one of these cases has ever been proven a hoax, but three have been witnessed by numerous employees – when the witnesses attempted to assist the girls, they were restrained by unseen hands. One man, a witness to two of the attacks, is certain he heard the sound of a woman laughing behind him as he pushed against the invisible restraining forces.

GM Notes:

The burial ground scenario for the Ambiance works well to tie these two together, but if you prefer a more divided community, the clubhouse may be the work of one of the demons summoned by Marguarite DeCroix, Ethan Rutherford, or any of the local supernatural sympathizers.

Covering a fairly large area directly in front of the main entrance, the Hotel Eden's reflecting pool has become a sort of paranormal tourist attraction.

A large number of construction workers disappeared while the Hotel Eden was being built, many of whom were "dealt with" by Antonio Giovanni for their indiscretions dealing with "family business." In order to deal with the large number of troublesome employees, Giovanni ordered a large pool built in the courtyard. He arranged for all the employees in question to be in the large hole when he had concrete poured over the top of the men, burying them alive beneath what would become the reflecting pool.

When moonlight shines directly on the pool, it is possible to see the spirits of the men buried beneath it. They pound against the still water, which is only 8 inches deep, as if it were a solid wall. The apparitions are harmless, but disturbing.

Rutherford Academy grounds

The building that houses the second-year girls' dormitory, and especially room 22, are haunted by the spirit of Ann Marie Monitor, a young girl who committed suicide in 1950 by flinging herself out of the window with a silken rope fashioned into a noose tied tightly around her neck.

The girl's spirit wanders the halls of the building and is often seen in her room (#22) studying, dressing, and chatting with, one would assume, other girls on the floor. There is no known reason for Ann Marie's suicide – she was a star pupil with a stable life and appeared, to all, to be happy. There was no note found and no one can come up with any reason for her death.

GM Notes:

Ann Marie witnessed a ritual by Ethan and Miriam that resulted in the death of several people she did not recognize. The authorities took her report, but nothing was done about it, and, in the end, the Rutherfords found out who the witness had been.

Ann Marie was called to the headmaster's office, where the Rutherfords confronted her about the report. When Ann Marie denied having witnessed the murder, she was taken into the back room of their apartment and beaten. Ann Marie was half dead when they stopped beating her – Miriam healed her and she was sent back to her class with strict instructions that this was never to happen again. That night, Ann Marie threw herself from the dormitory window.

On the grounds, in front of the Main Hall, there is a statue of Ethan Rutherford. It was commissioned by Miriam shortly after his death. The eyes of the statue are extremely lifelike, and it is said that the spirit of Ethan Rutherford somehow watches over his school through the eyes of the statue.

Students in the last ten years or so have taken to asking "the old man" for a kind look on exam days, but there is no proof that this superstitious practice has any effect on the students' scores.

The headmaster's office is one of the most uncomfortable places at any school, but at the Academy, it brings whole a new sense of fear and dread. Aside from the normal stresses of being in the headmaster's office, Academy students often feel an overwhelming evil in the office. The power of the place seems to have taken over all of the headmasters and –mistresses in its own time, and there is speculation that the true reason for Trixi Darrington's car wreck was *not* the road conditions, but her own desire to be free of the Office of Headmistress before she succumbed to the evils that attached itself to that building, school, and position.

The third floor of the library houses the Rutherford Academy's extensive collection of rare and antique texts. There have been numerous reports of strange occurrences on the third floor – most of a general and benign sort.

The original librarian, Alexander Cramer, is said to reside on the third floor, even though he has been dead for many years. He has been known to appear to students who are searching for volumes and point them in the right direction, or stand over a student who is talking a bit too loud and look down his nose at them, just as he did in life.

Some of the texts on the floor were, apparently, heirlooms of a sort for the family of Ethan Rutherford. He was very clear in his will, however, that all of his belongings were to become the property of the school, governed over by the Parents' Council and headmaster. There have been a few legal battles over particular volumes that his family has requested be returned to England, but the books have always remained on the shelves at the Academy.

Scattered among the standard texts, the third floor is home to Rutherford's extensive occult library, and a number of volumes that seem to be original journals. These journals cannot be traced to any library collection in the world.

Allen Kerridan's Bridge Street Gallery

Allen Kerridan's oil paintings demand the highest prices. He seldom consents to lithographs or prints of any kind, preferring, in his own words, "to keep his art pure." Kerridan's coastal landscapes and pastoral sailing ships are not, however, his biggest sellers in the Bridge Street Gallery.

The tastes in Delora Valley run a little more to the obscure... the abstract... and it is the darker images, especially his set inspired by the horror of the Spanish Inquisition, that seem to command the dollars of the Delora Valley social set. Kerridan's oils are prominent in nearly every building in town.

However, the popularity of this somber line has created a change in Kerridan and the gallery. He seems darker now; brooding and intense, where he was once light-hearted and carefree. The gallery has become a sort of chamber of horrors, with the images that made him famous rotting in a corner while these new paintings fill the gallery. Demons, vampires, sacrifice and slaughter are the only themes that seem to be found hanging on the walls.

GM Notes:

Kerridan has been possessed. The demon that now paints through him thrives on visual stimulation, and it uses Kerridan's skill to create its own power centers. As the paintings are placed throughout town – popular with the residents for their own reasons, not the intervention of the demon – he gains power and is slowly able to further his agenda.

Statistical information on Kerridan and the demon is found later in this section.

The Home of Deliah Reynolds

Deliah Reynolds, once a beautiful Hollywood starlet, was a has-been when she purchased her home in Delora Valley. By the time her book, *The Questionable Lives of Delora Valley* was released in 1949, she had become the 'old maid' in town – the busybody that other residents

treated with a strained respect, but still attempted to avoid at all costs.

Her home, which among other oddities was the site of her murder, was placed up for sale by the publishing house that was foolish enough to bank on her name bringing in the money. Questionable Lives was a flop, and the house sold cheaply.

It has changed hands many times, and currently, the ghost of Deliah Reynolds is said to frighten off anyone who enters the place. While the outside is kept immaculate, so as not to disturb the appearance of Delora Valley, the interior is filled with dust covered and rotting furniture.

Deliah is not a violent ghost, but she is absolutely unwilling to share her home with anyone. Paranormal investigators have been able to establish that her distrust of visitors stems from the stories in Questionable Lives, but she has not cooperated with them in finding any way to resolve the situation. She simply does not trust anyone and refuses to share her home.

The Estate of Isis DeCroix

Isis inherited her home and her money from her mother, Marguarite DeCroix, at the time of her death in 1984. Then eighteen, Isis remained sequestered in the mansion for six months after her mother's death. She had only been out of the Academy and 'back home' for six weeks when she found her mother floating in the swimming pool.

When she emerged, she had become a completely different person. The quiet charm she had exhibited throughout her young life was gone – replaced with a sharp tongue, sinister wit, and relentlessly unforgiving attitude. Strange things tend to happen to people who crossed beautiful Isis DeCroix. Shortly after rejoining society, Isis fired her entire staff. They did not, according to the speech she gave them, live up to the life she planned to live. She paid them a year's worth of salary and shooed them away, suggesting loudly that they leave town altogether.

Rather than risk her anger, they all took their checks and did just that. Within a week, her house was re-staffed – each new employee coming to town with little or no connection (or desire for connection) with the world outside Delora Valley. By 1988, the house and grounds had been completely renovated, apparently all during the night, and Isis threw a huge open house party to celebrate.

She has continued to offer large amounts of money to the Delora Valley town council, as well as the Rutherford Academy. She has remained unmarried, though it is well-known that she has had numerous lovers over the last several years.

GM Notes:

Isis has been associated with a vampire tribe since her graduation from the Academy. After her mother's death, she chose to bring the tribe into the house, which now belonged to her, and offer it to them as a permanent base of operations. In 1990, Isis was turned into a vampire by the leader of the tribe, in thanks for all she had done for them.

The Home of Trixi Darrington

Trixi Darrington amassed a substantial fortune early in her career by starring in several short-lived television dramas, later called "soap operas." She bought her property and began building her mansion very early in her career, and, by the time it was complete, she had already made several deals that she knew she might grow to regret.

The final pieces of landscaping done to Trixi's manor are the ones that seem to be the most problematic. Trixi commissioned a topiary zoo to be created near the south wing of the house. The zoo was beautifully sculpted, but there was a very high price to be paid. The designer, apparently, wanted more than Trixi's money for his work. When she refused his advances, he left, swearing some sort of revenge.

GM Notes:

The horticulture artist was a demon, and more than her money, he wanted access to her bloodline. When she refused to have sex with him, he transformed into his true form and called several of his underlings to inhabit the grounds and, especially, the garden he had created. The things have slowly driven Trixi to the edge of insanity, and she took the job as headmistress of the Academy largely to get away from the madness of her own estate. Finding, however, that the Academy was just as bad, she attempted to kill herself by running her car into a rocky hillside.

The Shrine In Honor Of Derek Grantland

Derek Grantland was one of the original residents of Delora Valley. At the time he settled in the area, he had already retired from the ‘public scene.’ A celebrated silent film star and radio personality, Grantland was never comfortable in the transition to “talkies.” He performed an occasional radio production until the rise of television ended his career entirely.

Grantland died quietly in his home, where his spirit remains.

He is a gentle spirit and goes about his business with no cares that there is another family now living in his home. Most of his belongings have been auctioned off, but one room in the house has been turned into a shrine to Grantland’s career. Often, Grantland’s ghost is visible in this room. He sits in the armchair and looks back through the memorabilia showcasing his career.

Grantland’s spirit is entirely harmless.

Things to See

The Rutherford Collection

Ethan and Miriam Rutherford had quite a collection of classical art pieces before they left England, and their acquisition of such pieces did not stop when they reached America. In fact, by the time that Miriam died, the collection rivaled many of Europe’s great museums, and certainly shamed every curator in the United States.

The collection is now the property of The Rutherford Academy, with the Parents’ Council and the Delora Valley Town Council acting as regents for the collection. The collection is reappraised every three years for insurance purposes. The last figure, which was recorded last year, was just over \$5.2 billion.

Ethan Rutherford was a slightly eccentric collector by nature and spent a great deal of his life going out of the way to acquire many of the books housed in the King’s Library of The Rutherford Academy. The collection includes family histories, journals, rare and exotic texts, a number of rare first-printings, and a few books which remain locked in the librarian’s office – listed as “unreadable” and in need of translation.

In addition to Rutherford’s extensive collection, the library also holds the collection of its first librarian, Alexander Cramer. Cramer, a friend of the Rutherfords, migrated to the United States at Ethan’s request. He brought his own extensive collection of rare and exotic texts with him, and added them to the collection already in place. When he died, the collection remained in the hands of his dear friend, Ethan Rutherford, and eventually was considered abandoned property and assumed by the Rutherfords as part of their own collection.

GM Notes:

Everyone knows that Cramer and Rutherford were deep into something in England, but they never told anyone what it was. Miriam found out shortly after her marriage to Ethan, and was quickly brought entirely into the fold in order to avoid more permanent means of securing her silence.

Ethan and Alex were both destined to be Sentinels, but after their training, decided their predestined future was not the way they wanted to spend their lives. Ethan thought he could avoid assignment by marrying Miriam, but the society enlisted her rather than lose him.

Ethan and Miriam fled to the United States, where they could establish their own power sources and be free of the Sentinels. Shortly after the school’s site was selected, Ethan sent a message to Alex that he should join them and be free of the society. Cramer left England two days later.

Hotel Eden

From its grand opening celebration, the art and furnishings of the Hotel Eden have been highly coveted in the art world. Many pieces are worth more than any single employee of the hotel would earn in their lifetime.

A large amount of the collection came from overseas markets – France, Portugal, and the United Kingdom parting (often unknowingly) with some of their greatest treasures in order for the Giovanni family to maintain the aura of wealth that permeated the walls of the Hotel Eden.

Any single room in the hotel is likely to boast nearly \$1 million worth of antiques and art (the only exception being suite 14, which is less extravagant than the other rooms, and worth only about \$30,000).

GM Notes:

While some items within the Hotel Eden may or may not have paranormal/supernatural connections, the major point of interest is the amount of money a less-scrupulous and/or desperate character might be able to get in an underground art market for the furnishings and decorations of a few empty rooms.

A full length mirror set in a heavy gold frame rests just inside the doors of the Visions of Eve Salon. Under a casual examination, the mirror, while expensive, is nothing more than an antique mirror. Careful inspection will reveal the intricate designs carved into the frame: images of beasts, human faces with no eyes, demons and angels dancing, and several couples in less than polite positions can be observed. Under intense investigation, paranormal study, or when viewed by someone who has had intimate contact with Shadow, the designs seem to come alive and the mirror's glass shimmers at the edges near the frame.

GM Notes:

The mirror is called l'ombre des morts. The mirror itself absorbs a bit of the essence of any who stare directly into it for more than a few seconds.

The first hundred pieces of soul collected by the mirror molded themselves into a new creature.

This creature collects bits of life force and molds them into its servants.

These servants, in turn, escape through the gateways at the edges of the mirror and attach themselves to people of power. Thus the creature that has been created within the mirror is able to place its own agenda in the minds and hearts of powerful people who have looked into its domain. The first person in Delora Valley to be influenced by the mirror was Antonio Giovanni – the thing within the mirror, in fact, is the one that gave Giovanni the desire to build the hotel in the first place.

Game information regarding l'ombre des morts is found later in this section.

The Secret Garden

In keeping with the theme carried over from its parent establishment, the Secret Garden is home to a wide variety of exotic plants. These plants are cared for by a specially trained botany team and have been the subject of many news articles and documentaries. One plant in particular, however, stands out among her counterparts.

The Blood Rose, whose name (according to the public) comes from its rich crimson blossoms is an extremely rare vine. It boasts large, dark red blooms and long, nearly razor-sharp thorns. Unlike most roses, it thrives in shadow and will actually wither under prolonged exposure to direct sunlight. Some groups have tried to transfer the vine by taking cuttings, but none of their cuttings have survived.

The vine is possessed, the staff whisper, by the spirit of a vengeful young girl who fell prey to a vampire in the booth nearest the vine's planter. While the vampire fed, however, he also fell prey to the vine, deeply piercing his own skin as he drained the life from the girl.

The vine apparently inherited both the girl's angry spirit and the vampire's need for blood.

Game information on the Blood Rose is found later in this section.

Seaside Rendezvous

Hanging on the wall, behind the bar, is a seven foot clam shell. Any close examination of the shell will show that it is, however picturesque and incredibly unlikely, entirely genuine.

There are, however, a few fundamental differences

L'ombre des morts

When an individual gazes into the mirror for more than a few seconds, a tiny piece of their psyche is taken from them and stored within the mirror.

The controlling force of the mirror belongs to a being created from the souls of one hundred angry wizards who had been sentenced to death by the fledgling Church. The being created when their souls merged is strongly against any sort of organized power structure (that doesn't have itself at the center) and has been able to attach itself to several important residents of Delora Valley.

When the mirror reattaches itself, the character must make a Will Save (DC 15) or become influenced by the mirror's desires. The mirror is more likely to attach itself to those who have power in its current surroundings – and the more power the victim holds, the more the mirror will try to gain influence.

If the character is able to resist the mirror's first attempt, and the mirror considers the target an important addition, it will continue to attack the target. Each time the mirror tries to attach itself to the person, the DC for the will save increases by 1.

Neither the acquisition of part of the gazer's soul, nor the mirror's psychic attachment, inflicts any damage to the target.

L'ombre des morts has a hardness of 10, 150 hit points, Break DC 25, SR 2, and is immune to cold, sonic, heat, and acid based attacks. *Type:* Artifact (magic); *Caster Level:* --; *Purchase DC:* 75; *Weight:* 120 lb

between this shell and others of its species.

The first is, of course, the incredible size of the thing – too large even to be used as a prop for a live version of The Birth of Venus.

The second, much harder to discern than the first, is its incredible psychic power.

Unlike a "typical clam shell," this shell was more than a home to the creature that once lived within it... it is, itself, a living creature. A completely benevolent creature, the shell uses its incredible power to ease the emotions of the patrons, and, occasionally, bend reality in such a way as to benefit particularly desperate and lonely individuals.

Its power has never been corrupted by the ambient evil of Delora Valley, and prominent parapsychologists theorize that the shell does its best to work as a balancing force against the evils that thrive around it.

Game information for the shell is found later in this section.

Ambiance

Although most guests tend to order mixed drinks and fine wines, there is the occasional couple who calls for a bottle of champagne. Due to the nature of the community, there is a certain level of sophistication expected at such an establishment, and so there must be, on hand, a fine set of champagne flutes for use on special occasions.

The flutes used at the Ambiance, however, seem to possess a special quality – use of the flutes seems to greatly cloud, and at times negate entirely, memories of the evening when they were used.

The Art Collection of Isis DeCroix

Isis DeCroix's exotic tastes and life long association with the occult have created an art collection in her home that is a far cry from any of the other collections in town – perhaps even in the world.

The last appraisal of her collection, based on their value as antiques alone, placed the lot at just under \$3 billion. Each piece in her collection has some mystical and/or paranormal value – usually worth far more to someone than the antique value alone.

Several pieces are housed in an underground vault, hidden from everyone but Isis and her staff.

GM Notes:

Pieces in Isis' collection could be associated with any critter used in your game. Specific demons, particular breeds of beasts, or more 'generic groups,' i.e. this talisman will grant any evil creature a bonus to his intimidate check. The beauty of her collection is simple... It's probably all there.

Alex Cramer (Ghost) 8th Level (Dedicated 3/Smart 5): CR 10; Medium undead (Ghost); HD 8d12; HP 52; Massive Damage -; Init +4; Spd Fly 30 ft.(Perfect); Defense 18 (14 from Ethereal attackers), Touch 18, Flat-Footed 18 (+4 Class, +4 Charisma); BAB +4; Atk +4 ranged (1d6 improvised weapon- wielded telekinetically); Full Atk +4 ranged (1d6 improvised weapon- wielded telekinetically); FS 5 ft by 5 ft; Reach 5 ft; SQ Manifestation, Rejuvenation, Telekinesis, Empathy, Intuition; AL; Occupation Academic; Wealth -; SV Fort +3, Ref +2, Will +5; AP 4; Rep +3; Str 12, Dex 11, Con 0, Int 13, Wis 10, Cha 18.

Skills: Knowledge (Theology and Philosophy) +13, Treat Injury +6, Listen +6, Sense Motive +6, Knowledge (Arcane Lore) +13, Knowledge (History) +13, Research +10, Search +8, Investigate +8, Knowledge (Current Events) +10, Knowledge (Popular Culture) +3

Feats: Simple Weapon proficiency, Alertness, Educated (Theology and Philosophy, Arcane Lore), Educated (History, Current Events), Archaic Weapon Proficiency, Improved Initiative, Iron Will, Studious

Drake Forester 8th Level (Charismatic 4/Smart 4): CR 8; Medium humanoid; HD 8d6+8; HP 44; Massive Damage 12; Init; Spd 30 ft.; Defense 15, Touch 12, Flat-Footed 15 (+2 Class, +3 Equipment); BAB +4; Atk +5 ranged (2d6 Glock 17); Full Atk +5 ranged (2d6 Glock 17); FS 5 ft by 5 ft; Reach 5 ft; SQ Charm, Favor, Savant (Knowledge Business), Plan; AL Isaiah Jordan; Occupation Dilettante; Wealth +20; SV Fort +3, Ref +4, Will +6; AP 4; Rep +5; Str 10, Dex 11, Con 12, Int 14, Wis 13, Cha 15.

Skills: Bluff +11, Diplomacy +11, Gather Information +11, Intimidate +13, Knowledge (Behavioral Sciences) +9, Knowledge (Business) +17, Knowledge (Civics) +9, Knowledge (Current Events) +13, Knowledge (Streetwise) +13, Computer Use +9, Forgery +9, Research +9, Search +9

Feats: Simple Weapon proficiency, Windfall, Trustworthy, Combat Expertise, Iron Will, Personal Firearms proficiency, Armor Proficiency (light), Weapon Focus (Glock 17), Deceptive

Possessions: Undercover Vest, Glock 17

Cicili Tran 8th Level (Charismatic 3/Personality 5): CR 8; Medium humanoid; HD 8d6+8; HP 48; Massive Damage 12; Init +1; Spd 30 ft.; Defense 14, Touch 14, Flat-Footed 13 (+3 Class, +1 Dexterity); BAB +3; Atk +3 melee (1d3 nonlethal Unarmed Strike); Full Atk +3 melee (1d3 nonlethal Unarmed Strike); FS 5 ft by 5 ft; Reach 5 ft; SQ Charm, Favor, Unlimited Access, Bonus Class Skill (Gather Information), Royalty, Winning Smile; AL Isaiah Jordan; Occupation Dilettante; Wealth +20; SV Fort +6, Ref +6, Will +3; AP 4; Rep +11; Str 10, Dex 12, Con 12, Int 14, Wis 13, Cha 16.

Skills: Bluff +14, Diplomacy +14, Disguise +9, Perform (acting) +16, Gather Information +14, Knowledge (History) +8, Knowledge (Popular Culture) +13, Perform (Dance) +16, Knowledge (Streetwise) +13

Feats: Simple Weapon proficiency, Renown (x2), Combat Expertise, Windfall (x3), Creative (Acting, Dancing)

The Jewelry Collections of Trixi Darrington And Geneva Giovanni

Interest in Darrington and/or Giovanni's jewels is entirely monetary. The women share a love of lavish jewels, and their collections are each worth millions of

dollars. Industrious and unscrupulous characters could make a lot of money if they could get their hands of the ladies' collections. The trick, of course, is getting to them. Both collections are heavily guarded and neither Trixi nor Geneva is very kind to thieves.

Supernatural Residents

The Rutherford Academy ghosts

Ann Marie Monitor

The second-year student who flung herself from her dormitory window, Anne Marie still resides in the dormitory, and is harmless, although extremely pained.

Ethan Rutherford

In a hurried escape from his destiny, Ethan forgot that the people he was to serve did not take kindly to cowards. It was decided by the Conclavis Sentire that, since he cared so much for this school of his, that he should remain there. His spirit was bound to the place without his knowledge and has left him somewhat stir crazy. He is approachable, and a great wealth of information, if the characters can force their way past his insanity.

Victoria Rutherford

Ethan and Miriam's daughter, Victoria was born shortly after their arrival in Delora Valley. She vanished from the Academy grounds in 1953, and was not seen for forty years. In the fall of 1993, as the new class of students enrolled, she was seen walking through the campus. It took the observation of several students to learn her identity, but they were finally able to find an old picture in an archive. Victoria is a friendly child, playing games and dancing merrily through the campus on sunny days and warm nights.

Alexander Cramer

Cramer, like his friend Ethan Rutherford, was destined to be a Sentinel. His entire life had been one long training session, leading up to his own initiation and intense training. In the end, however, he and Ethan shared a common disdain for the sort of assignments they would be handed.

When Ethan wrote with news of a school in California,

Isis DeCroix 3rd Level (Charismatic 3): CR 3; Medium undead; HD 3d12; HP 23; Massive Damage -; Init +8; Spd 30 ft.; Defense 15, Touch 15, Flat-Footed 11 (+1 class, +4 Dexterity); BAB +1; Atk +5 melee (1d6+4 slam); Full Atk +5 melee (1d6+4 slam); FS 5 ft by 5 ft; Reach 5 ft; SQ Charm, Favor, Blood Drain, Create Spawn, Domination, Energy Drain, Alternate Form, Fast Healing 5, Gaseous Form, Cold Resistance 20, Electricity Resistance 20, Spider Climb, Turn Resistance, Darkvision; AL; Occupation Dilettante; Wealth +8; SV Fort +2, Ref +4, Will +1; AP 2; Rep +2; Str 19, Dex 19, Con 0, Int 13, Wis 15, Cha 22.

Skills: Bluff +12, Diplomacy +12, Gather Information +12, Intimidate +12, Knowledge (Streetwise) +7, Knowledge (Arcane Lore) +7, Knowledge (Current Events) +7, Knowledge (History) +7

Feats: Simple Weapon proficiency, Lighting Reflexes, Combat Reflexes, Improved Initiative, Dodge

Special: Vampiric Weaknesses: Direct Sunlight, Garlic, Holy Symbol, Inviolable Sanctuary, Mirror, Running Water, Wooden Stake

Edward Granelli 12th Level (Tough 4/Bodyguard 8): CR 12; Medium humanoid; HD 4d10+8d12+31 (+24 Con, +4 Robust, +3 Toughness); HP 105; Massive Damage 15; Init +3; Spd 30 ft.; Defense 25, Touch 20, Flat-Footed 22 (+7 Class, +3 Dexterity, +5 Equipment); BAB +9/+4; Atk +11 (1d4+2 Combat Martial Arts) +12 ranged (2d6 Beretta 93R); Full Atk +11/+6 melee (1d4+2 Combat Martial Arts) +12/+7 ranged (2d6 Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ Remain Conscious, Robust, Harm's Way, Combat Sense +2, Sudden Action, Improved Charge, Defensive Strike; AL S'dahll; Occupation Criminal; Wealth +8; SV Fort +8, Ref +10, Will +3; AP 6; Rep +3; Str 14, Dex 16, Con 15, Int 12, Wis 11, Cha 10.

Skills: Concentrate +8, Intimidate +15, Drive +20, Knowledge (Streetwise) +16, Craft (Mechanical) +5, Spot +5

Feats: Simple Weapon proficiency, Personal Firearms proficiency (from Occupation), Toughness, Vehicle Expert, Armor Proficiency (light), Armor Proficiency (medium), Advanced Firearms proficiency, Combat Expertise, Combat Martial Arts, Combat Reflexes, Point Blank Shot, Double Tap

Possessions: Beretta 93R, 4 clips 9mm ammunition, Light-Duty Vest, Tactical Vest (stored), Ak-47 (stored), 4 clips 7.63 mm ammunition (stored)

Alex leapt at the chance to escape. He packed up his books and weapons, and booked passage on the next ship he could find. Over the years, Alex became an accomplished sorcerer. His magic was the backbone of rituals presided over by Ethan and Miriam Rutherford – meant to ensure success of the Academy and its students.

He was the first to put up defenses when supernatural beings were drawn toward the paranormal powerhouse that seemed to be an underlying force at the Academy. When he died, his spirit refused to leave the King's Library – which had become his responsibility upon arriving at the Academy.

There is some question as to the circumstances of his death – for even though he was quite old, he was still remarkably fit.

Game information on Cramer's ghost is found later in this section.

The Civic Center Guardian

Beneath the stylish Art Nuevo inspired building that houses the Delora Valley Civic Center, lives a huge serpent. Aside from its incredible size, there is nothing particularly spectacular about this snake. Witnesses believe that the creature is somehow related to the

Delora Valley

pseudechis porphyriacus (the Australian Red-Belly Black Snake).

At least one person, however, understands that the snake is something more. Edward Granelli, the current commander of the Delora Valley Security Taskforce has spent several years serving the beast.

GM Notes:

Granelli's master, the serpent-like fiend known as S'dahll, has rewarded Eddie's faithful service by granting him certain characteristics which have become legendary in his crime-fighting career. Game information on S'dahll is found later in this section.

The Newest Residents of Delora Valley

Something about the opulence and glamour of Delora Valley just attracts the wrong sort of people. Founded by the mafia and made popular by Hollywood, there was only one thing missing from the insanity of Delora Valley: death.

But when the demons, vampires, and other beasts began to move in, that set of odds was quickly covered.

When evil moved in, the town became even more powerful... and more deadly. Nearly every building in town has a vampire or demon associated with it – as tenant, employee, owner, or squatter.

There is a large den in Isis DeCroix's home, as well as a smaller tribe working in the Hotel Eden as night maids and bellhops.

GM Notes:

Like Isis DeCroix's art collection, the number of beasts and their particular associations are limited only by your use of the homes and businesses as locations worth expansion. Any home, any hotel room, any coffee house or art gallery can house a demon, vampire, or beast of some sort.

Allen Kerridan 3rd Level (Fiendish Vessel) (Charismatic 3): CR 9; Medium fiend; HD 3d6; HP 11; Massive Damage 10; Init +0; Spd 30 ft.; Defense 20, Touch 20, Flat-Footed 20 (+9 natural, +1 Class); BAB +1; Atk +1 melee (1d6+poison bite); Full Atk +1 melee (1d6+poison bite); FS 5 ft by 5 ft; Reach 5 ft; SQ Charm, Favor; AL S'dahll; Occupation Celebrity; Wealth +15; SV Fort +2, Ref +2, Will +1; AP +1; Rep; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 18.

Skills: Craft (Visual Art) +11, Diplomacy +10, Gather Information +10, Knowledge (Arcane Lore) +8, Knowledge (Art) +8, Knowledge (Current Events) +8, Knowledge (Popular Culture) +8, Knowledge (Theology and Philosophy) +8, Bluff +10

Feats: Simple Weapon Proficiency, Creative, Renown, Windfall (x2)

Special: Kerridan has been possessed by S'dahll, and now has all of that creature's spell-like abilities, immunities, and vulnerabilities. His bite is also poisonous, with a save DC of 12, Initial and Secondary damage 1d3 Dexterity. Kerridan also possesses S'dahll's Snake Gaze, with a Will save DC of 14.

Delora Valley's Dark Secrets

Family Business

All the worst mafia stories regarding Delora Valley are true. It is a money laundering front for Giovanni family businesses, a safe-haven for hit men and others who need a place to lay low for a while. The Giovanni family will always run Delora Valley, regardless of who is elected to the Town Council. This is an established fact, and not one that anyone dares to question or challenge.

The Suicide Solution

Ann Marie Monitor's death was neither unexpected nor accidental. When she stumbled onto Ethan and Miriam's ritual, she was marked. The Rutherfords, Alex Cramer and Geneva Giovanni all saw the mark and worked toward her eventual suicide. Throwing herself from the window seemed the simplest way to make the voices – which ultimately belonged to Alex Cramer and Miriam Rutherford – stop plaguing her about the ritual mass murder she had witnessed.

The Perfect Wife

Geneva (Castiglione) Giovanni is responsible for more of the mafia-related deaths in and around Delora Valley than her husband and father-in-law combined. Her short temper and swift justice make her one of the most feared women on the west coast. She will order a murder at the drop of a hat and move through anything or anyone that gets in her way. One of the local vampires has his eye on her, hoping to convince her to become part of his tribe, but he has been unsuccessful in his attempts so far.

Plot Hooks

Level I

Estephan's Revenge

The PCs are somehow affiliated with Estephan's crime network in Las Vegas. Estephan loves his uncle dearly, but Geneva is another matter entirely. He's had enough of the dominating bitch. He sends a group of his best men (this will include the PCs) to "quietly deal with" the woman that made his young life a living hell.

GM Notes:

The PCs are not necessarily a willing part of Estephan's network, but are associated with it in one way or another. They may be the children of his associates, under cover police officers, they may owe Estephan money, or they may simply be 'punk kids' who have been offered a chance to make a quick buck.

Fashion Police

The PCs are in the employ of one of the lower levels of Department 7. They are sent by their commanding officer to perform recon on the mafia activity in Delora Valley. The Department, of course, expects the agents to run into some sort of supernatural problem, but if they stick to their mission – simply gaining all the information they can about the Giovanni family – they should be able to report back to headquarters without any encounters... but with some strange stories about Geneva's activities.

Level II

Reflection

Guests at the Hotel Eden have always spoken of the strange and disturbing sight of the men who seem to be trapped in the reflecting pool. But the workers buried beneath the pool have become more restless – more desperate to escape their eternal prison.

The Hotel Eden Assistant Manager, Trevor Davies, has hired a team of paranormal investigators to discover the source of the men's disturbance. The PCs may be part of the investigation team, the team's support crew, hotel guests, or curious on-lookers. Careful and thorough investigation will uncover the source of the men's agitation – a demon's nest that has been formed directly beneath the pool.

Overdue

The PCs, students at the Academy, are cramming for finals on the third floor of the King's Library. The ghost

S'dahll "the sleeper below" (Serpent Fiend): CR 14; Gargantuan outsider; HD 16d8; HP; Massive Damage 24; Init -2; Spd 20 ft.; Defense 24, Touch 24, Flat-Footed 24 (+18 Natural, -4 Size); BAB +15/+10/+5; Atk +28 melee (2d8+13+poison bite); Full Atk +28/+23/+18 (2d8+13+poison bite); FS 30 ft by 30 ft; Reach 15 ft; SQ spell-like powers and immunities (see below); AL chaos, evil, power; Occupation -; Wealth -; SV Fort Ref Will; AP; Rep; Str 36, Dex 6, Con 24, Int 12, Wis 14, Cha 16.

Skills: Knowledge (Arcane Lore) +21, Knowledge (Theology and Philosophy) +21, Knowledge (History) +21, Escape Artist +18, Balance +16, Hide +18, Move Silently +18

Feats: Stealthy, Power Attack

Snake Gaze (Ex): Anyone meeting S'dahll's gaze must make a Will save (DC 21) or be mesmerized, unable to move or look away for one round. On the next round the save may be rerolled.

Poisonous Bite (Ex): S'dahll's bite carries a paralytic poison. DC 22, Initial and Secondary damage 1d6 Dexterity. A victim whose dexterity is reduced to 0 is unable to breath, and will suffocate without CPR or other aid being applied (in other words the victim will perish unless under the constant care of someone with the Treat Injury skill or hospitalization until Dexterity becomes 1).

Possession (Su): S'dahll may attempt to possess anyone who comes within 240 feet of his resting place. If a personal effect of someone is within that range, S'dahll may attempt possession at any distance. See the possession rules in the new rules section at the end of this book.

Dreamweaving (Su): S'dahll can invade the dreams of others, causing them to have horrible nightmares. These dreams progress in stages. Until a victim fails a save against Stage 1, S'dahll cannot inflict Stage 2, and so forth. S'dahll can inflict up to 4 dream attacks per evening, but never more than one against the same target.

Stage 1 requires a Will save (DC 21) or the victim is fatigued the next day. Stage 2 requires a Will save (DC 23) or the victim is exhausted until the dream attacks are halted. Stage 3 and on will be semi-prophetic visions which will attempt to lead the PCs either to Granelli, Kerridan, or S'dahll itself (particularly if the creature has recently been awakened).

Creatures with an Allegiance to S'dahll communicate with the creature nightly through their dreams, and receive instructions, or helpful advice from it (Granelli has used these prophetic dreams to enhance his law-enforcement career).

Spell-like abilities (Su): S'dahll can use the following abilities at a caster level equal to his HD. Animate Dead 3/day, Bane at will, Invisibility 3/day, Charm monster 3/day

Immunities and Resistances (Ex): Immunity to Poison, Fire Resistance 20, Damage Reduction 15/+1

Vulnerabilities: Holy Water causes S'dahll to take 2d4 points of damage; a weapon blessed by an Acolyte of 5th level or higher ignores the creature's damage resistance.

of Alex Cramer, always ready to assist the students, glides from table to table, pointing out volumes that might assist the students and smiling kindly when they yawn and stretch.

According to the library's wall clock, the study session breaks up about 11:30, but as students try to leave, they

are confronted by an extremely angry Cramer. The spirit, through a sort of pantomime, accuses the characters of stealing one or more of the library's priceless volumes. While the students attempt to convince Cramer of their innocence, the apparition zeroes in on the missing volume – nestled in the bottom of one of their backpacks.

GM Notes:

This particular text is actually the prison of a particularly nasty demon. His captivity is dependant on two conditions – the book must remain closed, and the incantation to call him must never be used within thirteen feet of the volume. Care of this demonic prison was Cramer’s first assignment as a Sentinel, and he has, from that time, never left the book anywhere that it might be opened. Cramer is, more than anything, trying to get the book back – but rumors of his involvement with dark sorcery have remained whispered in the halls of the Academy, and his short temper will likely cause the characters to think he means them harm.

Level III

Open House

One of the PCs receives a lavender envelope in the mail.

His/her name and address are written in a beautiful script with silver ink.

Inside the envelope is an invitation to a party at the home of Trixi Darrington – described on the invitation as an open house, the recipient is invited to attend the gala event and to bring with him/her as many friends and acquaintances as would care to attend.

No rsvp is required, it reads. Just attend.

When the PCs arrive, they are met by a wheel-chair bound Darrington. She has become a rather pale image of her former glory – actually appearing to the characters as a “has been soap star.” She is desperate for company and assistance, she informs them.

A man who once cursed her is coming back, she says. She can feel it. And she fears for her life. The recipient of the invitation is the only person she knew she could trust (*motive is entirely circumstantial and up to the GM*).

As she pours out her story, a car pulls up outside and Trixi’s face goes white. She stops talking mid-sentence.

“Oh god, it’s him...”

GM Notes:

The man arriving in the car is the demon that created her topiary zoo. Trixi’s car wreck called him back to this place – his desire for revenge bringing him back to Delora Valley when she was vulnerable. He believes he is owed the price he intends to collect... but as far as Trixi was concerned, the only payment he would ever receive would be monetary. She predicted his return and sent for help – she got the PCs

Dreamweaver

The PCs, all residents of Delora Valley (students, starlets, and servants are likely choices), are plagued with strange and unsettling dreams. Although everyone’s dreams are unique, they all have one thing in common. They always end with the dreamer walking into Allen Kerridan’s Bridge Street Gallery.

The PCs investigate the gallery and find that Kerridan has gone missing. His latest painting, half finished, sits on an easel in the back of the room. While there is no way to tell for sure, the painting seems to be of the PCs (down to clothing details) – they are half painted against a dark and cloudy background. There is no indication of where they are, but one thing is certain – they are not happy to be there. The PCs are fascinated by the picture; unable to turn away from it for an undisclosed length of time.

The sound of a door opening jars them back to reality... or does it? The group stands in a darkened room with mist swirling around them. On the wall in front of them, there is a painting of their fairly normal-looking and calm group, staring back at them from the interior of the Bridge Street Gallery.

Behind them, Kerridan chuckles.

“There is no way back from here,” he tells them. “Not unless he lets you out.”

This is the part of Kerridan that still lives in spite of the possession. He is kept within the mind of the demon that possesses his body – where the PCs are now. The

only way out is to resolve the dreams they have been plagued with; the ones that brought them to the gallery in the first place.

GM Notes:

The demon that possesses Allen Kerridan will do everything in its power to keep the PCs prisoner within its mind. It is growing bored with Kerridan’s personality, but must retain part of his psyche in order to access his artistic talent.

The demon attaches itself to mistakes and “what-if’s in the character’s subconscious. If the group has been together for a while, the GM might choose failed missions or dead comrades to use against them in their dreams.

The Shell

The being that is now the shell behind the bar at the Seaside Rendezvous began its service as the guardian of a small group of natives who solicited the assistance of “the spirits” in a battle against evil.

In spite of the significant reinforcement, the natives lost their battle, and the being that had answered their call for aid was captured by the attacking forces. The prisoner was too powerful to be destroyed, but the victors were able to change it into a form they felt would be less harmful to them.

The village was entirely destroyed.

The Shell now takes steps to remain in place to combat (as well as it can) S’dahl.

The Shell: CR 16; Medium construct; HD 14d10+10 18087 Mas -; Init +0; Spd --; Defense 13, touch 5 (+8 natural); Hardness 30; BAB +14; Grap -; FS 5 ft. by 5 ft.; Reach -; SQ: construct qualities, spell like abilities, immunity to electricity, immune to cold, immune to acid, regeneration 5; AL good, law; SV Fort -, Ref -, Will +14; AP 0; Rep +0; Str --, Dex --, Con --, Int 15, Wis 20, Cha 1.

Spell Like Abilities: 1/day – Restoration, Raise Dead. 3/day – Faith’s Fury (DC 19), Flaming Wrath (DC 20), Lesser Restoration, At will - Dispel Magic, Remove Curse, Remove Disease, Remove Fear. Always Active - Discern Lies, Tongues.

Skills: None.

Feats: None.

Advancement: None

Blood Rose

The Blood Rose is created under a very specific set of circumstances. The rose’s thorns must draw the blood of a vampire for at least three rounds while he feeds on his victim. If the thorn remains in contact with the vampire’s fresh blood, it will absorb aspects of both the vampire and its victim through the blood.

The Blood Rose inherits the victim’s pain and fear, leaving a small part of the victim’s consciousness alive within the rose. This small bit of humanity keeps the rose from destroying those who care for it. It also inherits several vampire-like abilities from the blood of the vampire who creates it.

Species Traits:

Plant: Blood Roses have the traits and immunities common to plants.

Improved Grab (Ex): To use this ability, a blood rose must hit with its thorn attack.

Blood Drain (Ex): The Blood Rose can suck blood from a victim through its incredibly long thorns. The vine must make a successful grapple check in order to pin its victim. The vine deals 1d4 points of temporary Constitution damage each round the pin is maintained. The vine must feed for a minimum of five rounds every twenty-four hour period.

Domination (Su): As an attack action, the Blood Rose can hypnotize an opponent by drawing its victim near with its fragrant blossoms. The Blood Rose can dominate one target at a time. If the target fails a Will save (DC 16) it will be hypnotized by the vine and will remain in the rose’s grasp until the rose feeds its fill or allows its victim to leave.

Damage Reduction 15/+1 (Su): In campaigns without magic weapons, the GM can disregard the blood rose’s damage reduction, change it to 15/silver or 15/wood, or apply the damage reduction only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Fast Healing 5 (Ex): The Blood Rose heals 5 points of damage each round as long as it has at least one hit point. If reduced to 0 hit points or lower, the vine appears to wither and will sit dormant until the following sunset or until it is fed.

Cold Resistance 15 (Ex): A blood rose ignores the first 15 points of cold damage from any cold-based attack.

Electricity Resistance 15 (Ex): A blood rose ignores the first 15 points of electricity damage from any electricity-based attack.

Darkvision (Ex): The Blood Rose has darkvision with a range of 60 feet.

Vulnerabilities: Like it’s vampire creator, the Blood Rose suffers when faced with direct sunlight. Exposure to any amount of direct sunlight for more than one round will result in 2d6 points of damage. If the Blood Rose is exposed to direct sunlight for more than 3 rounds, it will wither and die.

Blood Rose: CR 4; Medium Plant; HD 6d8+6; hp 39; Mas 13; Init +2; Spd 10 ft.; Defense 18, touch 11, flat-footed 15 (+2 Dex, +6 natural); BAB +4; Grap +8; Atk +8 melee (1d4+4, thorn); Full Atk +8 melee (1d4+4, thorn); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ plant, improved grab, blood drain, domination, DR 15/+1, fast healing 5, cold resistance, electricity resistance, darkvision 60 ft.; AL chaos, evil; SV Fort +6, Ref +4, Will +2; AP 0; Rep +0; Str 19, Dex 15, Con 13, Int -, Wis 10, Cha 14.

Skills: None.

Feats: None.

Advancement: None

Dunklin

Dunklin is viewed by outsiders as “just another farm town.” There is little spectacular about the city, and all that is spectacular is antique. The only reason for people to visit there is if they have family there... but the family would sooner come visit you than have you come to Dunklin. The only things about Dunklin that are even passingly interesting are the things that make the cover of the National Enquirer.

What Every School Kid Knows

The city of Dunklin grew to its bustling 980,000 people largely due to the huge farms that sprang up in the fertile flatland. It has never been the site of any major artistic advances, although it tries very hard to appear sophisticated. Dunklin’s attempts at remaining on the cutting edge, however, have fallen short time and again.

The appearance of Dunklin varies widely within the city limits and into the outlying areas. Typical of many larger cities, the appearance and repair directly correspond to the amount of money in the area. The town is separated into several neighborhoods – cut off from one another by social and economic issues – and the lines between them are very clear. Money moves south in Dunklin, and nearly anything in town that is north of the Dunklin College campus is considered under par.

The following population information was gathered from the last regional census.

GM Notes

Both the College Life and Operation: Sunshine stories are suitable for characters from 1st to 3rd level. Operation: Sunshine may be made more difficult by having the killer come after the boy, or creating supernatural involvement in the case.

Things That Go Bump is suitable for characters of at least 3rd level. This story is easily modified to accommodate higher level characters by increasing the amount of interference – both mundane and supernatural.

In spite of the rumors regarding the Dalles family, the root of the problems at Dalles Castle is Tara. Because she is the instigator of all happenings on the grounds, The Castle Guard is not suitable for characters below 3rd level.

Discovering a secret civilization should not be left to inexperienced adventurers. Initial encounters in the Backstage story are suitable for characters of 3rd level, but actual dealings with the civilization itself should be delayed until 5th level.

Evidence drops characters into essentially alien environments without any preparation, and is suitable for characters of 3rd level or above.

Racial/Occupational (as reported):

25%	Migrant farm workers
35%	Assorted minority/non-migratory
37%	White (not of Hispanic decent)
3%	Mostly white/business leaders

Economic Standing (as reported):

17%	Below national poverty level
20%	Are considered “Upper Middle Class”
45%	Are considered “lower middle class”
15%	Are considered “middle class”
3%	Are well-above national average

Rumors

Dunklin’s Turner Theater is now a historical landmark, but in its heyday, there was a rash of disappearances and unexplained murders that bore a striking resemblance to Gaston Leurox’s Phantom of the Opera.

The beautiful downtown area is understood to be a safe place – as long as the sun is shining. After dark, however, it is best to steer clear of the old brick buildings. Several people have vanished over the years, and there has been no resolution to any of the cases.

Hundreds of strange and unidentifiable beasts run rampant on the Dalles Castle grounds. These creatures cannot be explained by any scientific evidence and they are incredibly adept at evading capture. The beasts have been responsible for the deaths of several park patrons over the years.

The old buildings, although they have been rebuilt several times, still house the ghosts of several students and teachers. The college, well known for its high standards, has been the site of some of the most disturbing and frightening episodes in Dunklin’s history. Currently, no less than 250 spirits haunt the campus – and very few of them are friendly.

Important People

Richard Raymond

Richard Raymond has been an influential member of Dunklin society for nearly forty years. He clawed his way to the top of the agricultural corporate ladder. In spite of his rocky personal life, Raymond has managed to keep his record clean, and was elected mayor nearly three years ago. He is an ambitious man, and rumors of unethical practices abound, even though they cannot be proven.

GM Notes:

Raymond is available for appointments, but has very little information that could be of any use. He can quote statistics about the city and its agricultural standing, but is too busy hiding his own questionable activities to offer any useful information.

Mitch Perry

Dr. Perry was imported to Dunklin after the death of his predecessor, Andrew Martin. Dr. Perry was chosen by the school board for his unequalled work with migrant populations and his extraordinary record with underprivileged students and facilities. His unorthodox methods are considered a blessing by the school board and parents, but are a thorn in the side of the ultra-conservative city council.

Cameron Mirianna

Mirianna retired to her home town of Dunklin after a Hollywood career spanning three decades. She lives a quiet life – happy to return to, what she refers to as, “a normal town.” Cameron has dropped a great deal of money into the city, including substantial grants to the Dunklin Municipal School District, Dunklin College, and the Turner Theater Foundation.

Sebastian Baile III

Early in 1982, one of the early eighties most eligible bachelors chose to move to Dunklin. Handsome, charming, and extraordinarily wealthy, Sebastian Baile spent most of his youth investing in hot-shot new companies and real estate ventures that others believed would fail. It seemed, however, that every enterprise that was touched by Baile’s money turned in unbelievable profit. His lifestyle has grown slightly less extravagant in recent years, but the return on his investments is far from diminishing.

“So, what’s the big deal about this place, anyway?” The longer they sat at the diner, the more uncomfortable Liberty grew. “I mean... wouldn’t somebody who knew sooooo much about... well... everything... like... already know that we were here?”

JJ glanced around the small diner at the other tables. It was past 3:00 a.m., and Charlie’s was pretty much deserted. This wasn’t the first time one of Maria’s solid leads turned into a wild goose chase.

“Maria’s usually got good information. I’m sure if she sent us here to meet this woman, that the woman will show.”

The door opened, but the newcomers were not the stranger JJ and Liberty had been expecting.

“What took you two so long?” JJ demanded as Josh and Staci took seats at the table.

“Well, you know, school and traffic...” Josh smiled.

“Uh huh,” Liberty scoffed, looking once again at her watch.

“So who’s the unknown face this time?” Staci asked, flagging the waitress down to order coffee.

“Tanya Rydelle,” Liberty answered. “Name mean anything to either of you?”

Josh shook his head.

“Who?” Staci’s voice shook, and her eyes flashed around the room at the other late-night patrons of Charlie’s.

“Some investigator named Tanya Rydelle,” Liberty repeated. “What’s wrong, Staci? Who is she?”

Staci took a deep breath.

“It’s not a question of who she is, exactly...”

The bell on the door rang again as an older man entered the diner. He skulked through the door and stood just inside, scanning the room with his glassy eyes.

“It’s who she was,” Staci whispered, without knowing why. “She’s been dead for six years...”

The man who had just entered the diner began to approach their table.

“I think I liked you better when you didn’t know anything, Staci,” Liberty grumbled.

“You must be Ms. D’Mato’s associates,” the man said as he neared the table. “Charlie Mason,” he said, sticking his hand out to JJ “Ms. D’Mato said you’d be here tonight. Have you been waiting long?”

JJ looked directly into Mason’s eyes and smiled, sticking his hand out, not to Mason, but toward Josh.

“Josh... phone...”

Josh pulled the phone out of his jacket pocket and dropped it into JJ’s hand.

“She’s on speed-dial, you know. Just press number 4 and send.”

JJ dialed the phone and put it up to his ear, never taking his eyes off Mason.

Mason, to his credit, was unfazed by JJ’s reaction, and quietly folded his hands. He stood near the table, his head bowed, as if waiting for some sort of authorization to continue.

“D’Mato,” the woman’s angry voice answered quickly.

“This is not going the way you told us it would,” JJ said stiffly.

“Damn it, Dawson. I don’t have time for your games tonight! What’s the problem this time?”

JJ cursed the officers who were surrounding Maria. “They’re all over you tonight, huh?”

“Well,” she bit back. “You know how it is. Busy night. What the hell do you want, Dawson?”

“You sent us here to meet with that Rydelle woman, who, by the way, has been dead for six years, did you know that? Anyway, there’s some guy here who says you said...”

GM Notes:

Sebastian is not, as the paperwork claims, the third member of his family to bear the name. By falsifying records and spending exorbitant sums of money, he has managed to keep his records current by simply becoming his fictional son. The graves of Sebastian Baile and Sebastian Baile II both contain empty coffins, as will the grave of Sebastian Baile III. Through powerful dealings with evil forces, he has been virtually guaranteed immortality. This lifetime, however, he has been plagued with a new problem... paranormal investigator Tanya Rydelle knows more about the mysterious Mr. Baile than she lets on, and the relocation of Rydelle & Waitte to Dunklin just a few short years after Baile's arrival makes him nervous.

Other Information

Most of the money in Dunklin still centers around farming. Some industry has moved in as the city has grown, but business is not booming. Small businesses thrive in this city, and revenue continues to be just a little higher every year.

Migrant farm workers are well paid and well cared for, although their children often suffer a lack of educational stability. The few large industries, and hiring centers like Dunklin College, keep the majority of the city above the poverty level. The very rich are usually from out of town, and have collected their money through any means necessary – and aren't willing to part with much of it for any reason.

Community Events

The event year in Dunklin begins with the annual St. Patrick's Day parade. The parade is held either the Saturday before or after St. Patrick's Day – whichever is nearer the actual date. Local businesses and schools

"She what? Well, listen Dawson, I really can't help you with your personal life, and frankly I'm not interested. Why don't you go run off and talk to that Mason friend of yours like a good little delinquent, huh? I've got work to do."

"Thanks," JJ said, hanging up the phone and handing it back to Josh. "So, Mr. Mason, is it?"

Mason lifted his head slowly, looking around the table. "Yes," he said softly. "Charlie Mason. I am a friend and student of Ms. Rydelle's."

Staci took a sip of her coffee, her eyes shooting back and forth between her companions and Mason.

"You do know that Ms. Rydelle has been dead for some time?" Liberty jabbed, silently wishing the man would turn around and leave.

Mason smiled grimly. "Oh yes, miss," he said quietly. "And the lessons she has taught me since that time are... amazing." His voice lifted as he spoke of her, but the words themselves sent chills down Liberty's spine.

"Okay," she said, grabbing her jacket from the back of the chair. "This guy gives me the creeps. Let's just go home."

"Hold on, babe," JJ said soothingly, dropping a hand on her arm. JJ sat back in the chair, collecting every detail he could from the way Mason moved and spoke. "This might be just what we're looking for."

Liberty dropped her jacket and slumped back in the chair. "It better be good," she snarled.

"Well," JJ smiled. "You heard the lady, Mr. Mason. It better be good."

create floats and compete for prizes.

The Saturday before Easter, Dunklin community leaders host an Egg Hunt in the park surrounding The Twilight Garden. This event is free, although participants are asked to donate canned food to local relief societies.

The second weekend of May boasts the annual Dunklin Rodeo. Timed with special consideration for other nearby "circuit towns," Dunklin's rodeo has become as much a tourist attraction as a sporting event. The Rodeo Parade moves toward the ground on Friday morning, and the dance after the competitions on Saturday is considered by local teens to be just as important as the senior prom.

On Labor Day, the lawns of Dunklin College are transformed into a large-scale community picnic. Portable grills and picnic tables are brought in, with local bands performing in a gazebo-type amphitheater. For those who do not wish to bring their own food, several local restaurants have pre-made lunches on hand for purchase.

The morning of November 11, the downtown

area becomes a virtual military showcase. Veterans from every branch of service are honored in special ceremonies, while high school and college marching bands perform patriotic songs.

The last major city-wide event of the year is the Christmas Parade. Held on the first Saturday in December, the parade is followed by the annual Santa's Workshop Gift Boutique. The Workshop, a large-scale craft fair, is held at the Convention Center, and the tree in front of City Hall is lit at dusk.

Several clubs and organizations hold parties on New Year's Eve, but none is considered a community event.

Timeline of Important Events

1858 – The first of the large farms is established in the area that would become Dunklin.

1860 – The next of the farms is established, creating the need for regulation of labor in the area.

1862 – Marcus Dunklin establishes his farm near the

others. He spends a large amount of money making his farm as modern as possible, and puts an equal amount of money into the establishment of the community.

1863 – The township of Dunklin is formed.

1870 – Shelby Turner purchases one of the older farms and imports several exotic crops.

1885 – Bishop Dalles arrives in Dunklin. He funnels money into the community and begins building a sprawling house that will become known as Dalles Castle.

1886 – Construction begins on the beautifully constructed brick buildings that will become the ‘historic downtown area’ – the buildings are designed to be used for many purposes, including housing, shops, and municipal services.

1888 – Shopkeepers and town services move into the beautiful downtown area.

1890 – Construction begins on the original Dunklin College buildings.

1892 – Dalles’ main house is completed, but construction continues on the estate.

1900 – Dunklin College expands – five more buildings are commissioned. The town is booming.

1910 – Ashton Turner, Shelby’s youngest brother, moves to Dunklin. His first order of business is to find a lot and build his theater.

1912 – The Turner Theater opens, drawing talent (and money) into the community.

1918 – Bishop Dalles dies, leaving his incredible fortune and property to his daughter, Sheila Dalles.

1925 – Sylvia Tristan vanishes from her dressing room at the Turner Theater. Stage hands broke in the door after hearing sounds of a struggle, but found no one inside. Foul play is suspected, but there is no evidence of any kind.

1931 – Fire destroys much of the interior of Dunklin College and the downtown buildings. Downtown is refurbished immediately, but the college is left forgotten for some time.

1935 – Sheila Dalles dies, leaving the majority of

her father’s fortune to Dunklin College. The board decides that new buildings would be more practical than rebuilding the old ones, and construction begins, bringing many much-needed jobs to the area.

1940 – The Dalles Castle grounds are opened to the public as a park.

1945 – The Turner Theater remains closed for stretches of up to six months. “Movie houses, with their newsreels, have taken the place of wholesome family entertainment,” says Turner in a newspaper interview.

1950 – Workers clearing debris from the old college buildings stumble on the skeletal remains of six women who were apparently murdered and buried in shallow graves inside the building’s shell. Their discovery prompts an intense investigation of the old college campus.

1955 – The case of the “college women” is closed. Dunklin police have been unable to find any information about the women or the possible reason behind their murder.

1960 – The Turner Theater becomes a ‘special hall.’ It is no longer used on a regular basis, but is cared for in order to maintain its historical glamour.

1963 – Agriculture and industry begin to work hand-in-hand. Local business leaders from both areas draw up several documents that come to be known as The Dunklin Procedures.

1964 – Dunklin College business students use The Dunklin Procedures as their cooperative management text.

1966 – Dunklin College is shocked by a series of mysterious crimes. Six women are abducted from the grounds over a three-month period. Several buildings are vandalized. The women are never seen or heard from again.

1968 – Dunklin police close the case of the missing women.

1970 – The Dunklin Monitor, the city’s local paper, moves into a large building in the “historic downtown neighborhood” and begins operation from this new

headquarters. The Monitor’s move triggers a chain reaction, bringing many businesses into the beautiful old buildings and revitalizing downtown.

1972 – Production drops on the town’s large farms. Officials blame the drop in production (and thus in profit) on changing environmental conditions.

1974 – Dunklin city officials reveal their plans for “The New City of Dunklin” – among their ideas: drawing more large businesses into the Dunklin area, strengthening the school district and working to raise test scores, and funding research by Dunklin College students into the failed crops of the last two years.

1976 – Throughout the year, seven people vanish from the downtown area. Police are mystified.

1977 – A group of teens breaks into the Turner Theater. Their purpose is to explore the magnificent building, which none of them has ever been inside before. Three days after the break-in, the teens are found by a routine maintenance crew – their bodies are found sitting in seats in the front row of the theater.

1979 – The mysterious deaths of the teens remain unsolved, and Dunklin police close the case.

1980 – Dunklin Vocational School’s agriculture students develop new growing processes that renew production in the area’s nearly barren fields. The process is jealously guarded by the school district, city council & county board of supervisors – ensuring that only local farms will reap the benefits of the students’ discovery. Funding for further study and implementation is provided by newcomer Sebastian Baile.

1985 – Controversial paranormal investigators, Tanya Rydelle and Cameron Waitte, arrive in Dunklin. The pair lease office space downtown and begin sifting through the Hall of Records and working their way through the archives of the Monitor. When interviewed by a local news station, Tanya Rydelle had this to say:

“We are here in Dunklin to find out the truth. A lot of strange things have happened here, over the years. We just want to get to the bottom of it. That’s what we do. Cameron and I have been watching this place for a long

time. We just decided that now was the time to move in and work on fixing your problems.”

1987 – Rydelle and Waitte spend January of 1987 living in the Dalles Castle. During that month, odd occurrences throughout the city almost completely stop, but the grounds of the Dalles Castle are plagued by strange sounds and mysterious, bestial shapes, running over the lawns and in and out of the house. When Rydelle and Waitte emerge from the house, these strange occurrences and sightings cease. Rydelle and Waitte spend the next two months in seclusion – sequestered within their downtown office. At a press conference held on April 17th, they offer a report which is considered controversial at best, and is met with skepticism and disbelief. The only people to take their report seriously are a group of students from Dunklin College – who approach the investigative team to offer their support and assistance. With the help of the students, Rydelle and Waitte renew their efforts and begin deeper investigations.

1989 – Tanya Rydelle submits a report to the Dunklin Police Department that advises them to reopen the 1966 abduction case and the 1950 unsolved mass murder. Her report advises that a deep investigation of the remains in each case will show that the bodies belong to the same women. Police ignore Rydelle’s report.

1990 – Rydelle submits another report to Dunklin Police detailing the events surrounding the deaths of the teens who broke into the Turner Theater in 1977. Her report contains what police call a “fanciful story full of ghosts and ghouls and things that go bump in the night.” Like the report of the previous year, this one is also ignored.

1991 – In February, Cameron Waitte writes a seething editorial, which is printed in The Monitor, calling the police “cowards and fools” for ignoring Tanya’s reports. The article pleads with the families of the missing women and the dead teens to “force your police department into finding the answers you need.” The editorial sparks renewed interest in both cases from the

“As I told you,” Charlie said, maintaining a remarkable calm considering the abuse Liberty has been subjecting him to for the past hour. “Tanya Rydelle is still very active in this area. She has been in contact with Ms. D’Mato by various means and has some information that you might find useful in your search for Ms. Mallory.”

Liberty looked skeptically around the ruined building.

“If you’ll just follow me,” Mason invited gently, as though inviting him into his home, rather than into a decaying building.

“I don’t like this,” Liberty hissed as she followed JJ through the doorway. “I don’t like this at all.”

They followed Mason through the building’s rotting interior until they came to a thin shaft set into a wall. He slipped the light over a hook set in the side of the shaft and began climbing down the rusted ladder. “Come along, then,” he called over his shoulder.

“I am really not liking this,” Liberty protested.

“I agree with Liberty,” Staci whispered.

“Well, it’s time to be scared now, JJ” Josh said, gently herding the girls toward the shaft. “The girls are agreeing.”

At the base of the ladder, however, Josh and JJ began to share the girls’ feelings of apprehension. At the far end of the large cavern, an area of the stone wall was distorted by a strange shimmering. Wrapped around what appeared to be the base of the shimmer was a thick, dark ring of black smoke.

Mason walked around the chamber, gathering up chairs and a small table, and set them up near the ladder. He produced a perfect crystal sphere from his backpack and placed it on a stand in the center of the table.

“If you’ll all take a seat,” he said quietly, “we’ll be ready to begin momentarily.”

Liberty’s eyes darted around the chamber. When she was satisfied that the only entrance or exit was the ladder, she flopped into one of the chairs. Staci chose the chair closest to the ladder so that she would be nearer the only normal light source; the flashlight hung at the top of the ladder. Josh and JJ flanked the girls, each alternating his attention between the ladder and the shimmering form across the cavern.

Mason sat in the last chair and leaned back, closing his eyes.

In the center of the table, the crystal ball began to glow with a soft blue light. The light grew stronger and brighter until it became painful to watch. Within a moment, its light was extinguished, and a beautiful, although translucent, young woman sat cross-legged on the table.

You seek Patricia Mallory, they heard a soft voice say in a matter-of-fact tone. You will not find her here, but you may be able to communicate with her... if you can trust me...

families of the victims and from the community at large. By September, police have been pressured into taking Rydelle’s reports seriously and re-open the case of the six Jane Does that were discovered in 1950. In reviewing the files, sufficient similarities appear in the facts found in 1950 and items in Rydelle’s report. The Jane Does are exhumed and dental records provide proof that they are the same women who were abducted from Dunklin

College in 1966. Families, police, and officials are shocked and develop a new sense of unease regarding the paranormal investigative team. No explanation is given for the fact that the women’s remains were discovered sixteen years *before* their disappearance. Tanya’s report gives no information regarding the identity or whereabouts of the murderer, and suggests that, due to her lack of evidence, he may, in fact, already be

deceased.

1992 – In January, the police reopen the investigation of the teens’ deaths, and find several indications of the accuracy of Rydelle’s report. Within three months, the case is solved – the investigation follows the clues laid out in Rydelle’s report and the details match perfectly. The police begin a quiet investigation of Rydelle and Waitte – checking their backgrounds and their locations during the crimes in question. They close the case when they discover that Waitte was twelve years old at the time of the most recent crime, and Rydelle – who has supplied all the information – was nine.

1995 – Rydelle and Waitte return to Dalles Castle. The park is closed for the month they stay in the house – a strange set of calls are reported to police by neighbors and passers-by while the investigators are sequestered in the house. Screaming voices, huge shadowy figures, and fiery eyes staring out from the shadows are among the most common complaints. When the investigators emerge, they file their report with the city council. Acting on the investigators’ report, the city changed the park’s operating hours so that it closes at dusk. No other information is offered to the public.

1996 – In mid-October, Rydelle and Waitte sequester themselves in their downtown office. They will accept phone calls from a handful of Dunklin College students with whom they have developed a friendship, but other than that, they refuse to leave the building or talk to anyone in person. Their friends are unable to coax them from their seclusion. On December 1, Cameron Waitte emerges from the office. He contacts some friends, asks them to check on Tanya and then drives away. The friends contact the police and both parties meet at the office. Tanya Rydelle is found dead in the back room. An autopsy reveals she was under great physical stress, and that her heart simply stopped. She has thick bunches of white hair and, according to one witness, “seems to have died while she was suffering some sort of shell shock.” Cameron Waitte is unreachable. By December 10, there has still been no contact from next-of-kin for

Tanya Rydelle. She is cremated, and her ashes are let loose from the roof of the building where Rydelle and Waitte had their office. A simple ceremony is performed by a friend, with only a handful of people in attendance.

GM Notes:

Specific information on the death of Tanya Rydelle is difficult to uncover. A successful Research or Gather Information check (DC 30) will provide some detail, but the only way to get the whole story is to convince Cameron Waitte or Charlie Mason to offer the information. Regarding this issue, both men are habitually silent and will not offer their sides of the story freely.

1998 – On November 10, Cameron Waitte returns to Dunklin. He is arrested shortly after he checks into the hotel, held on the suspicion that he had something to do with Tanya’s death. Less than a month later, Natasha Visconte arrives in Dunklin. She finds Waitte is in jail and lists herself as his attorney. She gets him out on bail, and proceeds to build his case.

2000 – On January 3, Natasha’s opening statement forces the judge to clear Waitte of the charges against him. On March 1, Waitte renews the lease on the office. He and Visconte begin working in the area of paranormal investigation. Some of Rydelle and Waitte’s previous partners are uncomfortable with Visconte’s presence and cut off relations with the office.

More Important People

Historical Figures

Bishop Dalles

Throughout his life, Bishop Dalles was politely considered eccentric. His only constant companion, a woman named Gabrielle, vanished shortly after the birth of their daughter. The strange and sometimes sinister happenings at Dalles Castle began shortly after

Gabrielle’s disappearance. Rumors have varied from deals with demons to questioning the mortality of Bishop and Gabrielle.

Ashton Turner

A spoiled and wildly optimistic entrepreneur, Ashton Turner followed his brother to Dunklin with one purpose in mind: to bring enlightenment to the masses. Turner’s apparently unending flow of money amazed the community, and the extravagantly decorated theater became an instant favorite with the people of Dunklin. Ashton’s older brother, Shelby, was either unwilling or unable to disclose any information regarding the family’s business dealings “back home,” and the source of Ashton’s fortune has remained a mystery.

Thomas Krauss

During the last part of 1895, Thomas Krauss was called in to oversee the completion of the Dunklin College campus. The previous supervisor, a man named Jakob Coll, was replaced by the regents in favor of Krauss’ proven results. Within a matter of months, the speed at which the college was built increased exponentially – and the buildings were actually ready for use *before* the date laid out in the original plans. Because of the increased efficiency of Krauss’ crew, more buildings were added to the college as the city began to boom. Krauss vanished in 1922.

Current Community Figures

Richard Raymond

Rich has been an influential member of Dunklin society for nearly forty years. He clawed his way to the top of the agricultural corporate ladder, stepping on anyone who stood in his way. Divorced twice, with a total of five children (only three of whom are the children of either ex-wife), the now-single Raymond has managed to keep from having to pay exorbitant amounts in child support and alimony through a set of questionable deals

and high priced lawyers. Although he is known for his indiscretions, he has managed to keep his errant behavior from becoming a legal issue, and has thus far kept a clean record. He is considered by many in Dunklin to be the picture of a perfect politician, in spite of his sometimes questionable behavior.

Sarah Riley

The accomplished Doctor Riley is the first woman to be appointed to the prestigious office of President of Dunklin College. Dr. Riley is a strong supporter of alternative education methods and works closely with Mitch Perry of the Dunklin Municipal School District. Dr. Riley was born and raised in Dunklin, leaving town only long enough to earn her Masters of Education degree at Princeton University. Before pursuing her educational training, Dr. Riley served as an interpreter for the United States Department of Justice.

GM Notes:

Riley has a great deal of knowledge regarding the workings of the United States government, and her public classification as an interpreter is highly questionable. Long periods of her history are hidden from public record, but their loss did not effect her selection for the presidency of Dunklin College. At the GM's discretion, she may be involved in any sort of government agency that may serve to help or hinder PCs in their tasks.

Tanya Rydelle

When Rydelle & Waitte appeared in Dunklin in 1985, the citizens were shocked into admitting that there might be forces at work that in their city that they could not control. The young and charismatic Tanya, however, had some special connection to this 'otherworld' that plagued the region – which made her dangerous, exotic, and strangely popular. Her psychic discoveries in the investigations regarding the abduction of the collegiate Jane Does in the mid-sixties (two years *before* her

birth) paved the way for a new era in Dunklin's history. Paranormal investigation had been seen as a hoax by a majority of Dunklin's rather conservative population, but by the time her reports were confirmed in 1991, Cameron Waitte's continual assault on the press had paved the way for Rydelle & Waitte to become recognized as one of the most accurate investigative teams in the field – not to mention one of the richest.

The details of beautiful Tanya Rydelle's death remain a mystery. The twenty-eight year old psychic investigator was found dead in the offices she shared with her partner, Cameron Waitte, late on December 1. An autopsy revealed her heart simply ceased to function, and that prior to her death, she had been under incredible physical stress. Witnesses say her lush dark hair was streaked with white when she was found. Since her make-shift funeral, where friends quietly released her ashes from the top of the building she and Waitte had occupied before her death, many of the students who had worked closely with the pair have reported her presence to one another. She is always a benevolent spirit, often assisting them in their own investigations. When Waitte returned to Dunklin, nearly two years after her death, one of the young investigators asked Tanya's spirit why she had not returned to assist her old partner. If Tanya responded in any way to the young man's question, he has not shared her answer with anyone.

Game information for Tanya Rydelle is found later in this section.

Cameron Waitte

The quick-tempered companion of Tanya Rydelle, Cameron Waitte was considered as little more than a tag-along. His past remains shrouded in mystery, and the appearance of Natasha Visconte did little to ease the minds of Dunklin residents. Tanya's charm and beauty had made her popular with many in town, in spite of the growing uncertainty that people felt due to her psychic strength. Waitte, on the other hand, caused fear and unease in the most gentle of their friends and

acquaintances. His volatile temper and unchained emotion caused many to blame him for Tanya's death, even though there was no solid proof that he was involved. Considering the sorts of powers the pair dealt with on a daily basis, there was little reason to suspect Waitte, but his immediate arrest upon his return to Dunklin caught him by surprise, nonetheless. It wasn't until after Visconte secured his release that he was able to begin the work he had returned to do. Visconte is the only living person who knows of Waitte's plan – to seek out the thing that killed Tanya and wreak vengeance against it for her murder.

Game information for Cameron Waitte is found later in this section.

Natasha Visconte

Little is known of Natasha's past. She came into town shortly after Waitte's arrest, and quickly secured his release. Natasha appears to be several years older than Waitte, but bears an uncanny resemblance to the dead Rydelle. People in Dunklin find that they like her, in spite of her mysterious past, purely as a reaction to her appearance. Visconte has used this to her advantage wherever and whenever possible, using her looks to get information on Dalles Castle and work her way into the police records regarding the cases solved by Rydelle's information, as well as the case surrounding her death.

Game information for Natasha Visconte is found later in this section.

Charlie Mason

The unofficial leader of Pandora's Box, Charlie is as handsome and charismatic as his mentor, Tanya Rydelle. Charlie's increasingly uncontrollable psychic energies, however, have been cause for alarm more than once among the members of Pandora's Box, and since Rydelle's death, he has become even more dangerous. He is often visited by his mentor, he tells members of Pandora's Box, but he is reluctant to share any details of such meetings. He has asked Tanya to identify her killer,

but if she has answered his request, he has not shared the information with anyone else. Charlie, once a bright and loving man, has fallen into a dark despair. He seldom visits with friends and refuses to participate in social activities organized by Pandora's Box members.

Game information for Charlie Mason is found later in this section.

Places To Go

Kingsley Hall

Kingsley Hall opened in 1979, offering Dunklin youth a place to study, play, or just relax. Kingsley caters to preteens and young adults, with a variety of activities in a safe and controlled environment. Kingsley has kept up with the latest trends in youth activities, and currently houses three pool tables, a full video arcade, a large computer lab, several video viewing rooms, and a handful of bunks available for teens who need to "escape for a while" (staff will contact the teen's parents prior to allowing them to stay overnight). Kingsley is staffed by volunteers and is open twenty-four hours a day.

Charlie's

Charlie's served its first milkshake in 1958, and has been going strong ever since. Shifting to a 24/7 schedule in the late 1970's, Charlie's quickly became a favorite haunt of college students and young couples who had few things better to do at 3:00a.m. than go for a cup of coffee. The diner has changed hands several times over the years, but each new owner has retained the feel of the place from the previous owner. Charlie's has become a standard meeting place for members of Pandora's Box.

Illusions

Offering a stage-magic theme, Illusions transports club goers into a world of magic and excitement. Smoke machines, mirrored walls and ceilings, optical illusions, and laser light shows are just the beginning

of the "Illusions Experience." Rumors fly regarding the activities in the private rooms – everything from strippers, to illegal gambling, to orgies of the cocktail waitresses and city officials. These rumors have been neither investigated nor confirmed in any way. Mayor Rich Raymond is a frequent patron of Illusions, along with several members of the city council.

The Twilight Garden

Somewhat hidden within a beautifully manicured park, The Twilight Garden Restaurant is a favorite with nature lovers and young couples. The Twilight Garden fills up months in advance of the senior prom each year, with young men making reservations as early as November. The kitchens of The Twilight Garden are housed in a small building adjacent to the dining room, which is a large patio-type structure draped in fine mesh. Once the sun moves behind the buildings of downtown, The Twilight Garden depends on large candelabras placed around the dining room and smaller hurricane candles placed on the tables. The mesh that surrounds the dining room becomes almost invisible at night, offering guests a view of the park, its quiet lake, and the stars.

Mystery

Hidden deep within the rich red brick of downtown, Mystery is considered to be one of the most elite nightclubs in the county, if not the state. A review of the establishment, printed in a prestigious "who's who" directory, listed the Mystery as "the single most compelling evidence for rewriting the standard for the nightclub experience." Mystery's interior is furnished more like a living room than a club, with lush black velvet couches and chaise-type lounges and low hung blue-bulbed chandeliers. Mystery staff undergo an intense training session to teach them the mannerisms that compliment the film-noir-esque club. The club is popular with many different groups and is a favorite place for Dunklin's 'alternative' society.

The Downtown Revue

Working almost as a bookend to Dunklin's dark, film noir inspired, Mystery, The Downtown Revue is a cavalcade of amusement. Short comic theater and the biggest names in stand-up comedy are offered in a comfortable, table-and-chair setting. Prices are reasonable, but The Downtown Revue has very limited seating and a combination of reservations and ticket sales normally keep the Revue filled to capacity.

The Pit

The Pit is a multi-themed sports bar, catering almost exclusively to the younger adult male population of Dunklin. Waitresses are typically young and beautiful, with enough sense to keep track of the scores and records of at least half a dozen organizations in various sports.

The Pit is divided, through a combination of décor and audio/visual system, into five sections – racing, football, basketball, hockey, and baseball. Three waitresses work each section and are assigned by their interest in the sport, therefore giving The Pit an edge when it comes to wiping out the competition in the sports bar area. The girls are able to interact with customers regarding the current standing of the sports in question and the impression keeps customers coming back.

The owner, D.J. Callahan, is never seen within the restaurant itself, but is always known to be on the premises. Rumors fly regarding D.J.'s solitude, but the fact is far less spectacular. D.J. is actually Donna Callahan, but she feels that her marketing schemes would be wasted if her largely male customer base knew D.J. was female.

Joe's Bar & Grill

Joe's Bar & Grill has been on the same corner for as long as anyone in Dunklin can remember. There has never been an "Under New Management" sign hanging over the door, nor has the neon arrow pointing toward the door ever changed color. Joe's has always been. When the original owner, Joe Baxter, died, it was understood that

Joe's would remain named for him, but the continuity of the establishment has amazed many who remember Joe's "from the old days." Dark, smoky, and generally unsophisticated, Joe's remains popular in spite of Dunklin's attempts at sophistication. When asked about the bar's continued popularity, the newest owner told *The Monitor* that "...Joe's is a symbol of what made Dunklin great. Just because we've grown up since then, that doesn't mean we can forget where we started."

Things To See

Tanya Rydelle's Crystal Ball

The crystal ball that belonged to Tanya Rydelle is now in the possession of her pupil, Charlie Mason. The ball was used by Rydelle throughout her investigative career, as a focal point and a divination device. She was also, allegedly, able to use the ball as a psychometric magnifying glass – focusing on the psychometric signatures through the ball in order to amplify the images. Charlie came into possession of the ball after Tanya's death, but he refuses to use it. According to Mason, he has received strict instructions from Rydelle prohibiting his use of the item.

The Dunklin College Museum Art Collection

The Dunklin College Museum Art Collection is one of the city's 'crown jewels.' Pieces in the collection range from classical Italian Renaissance to fairly modern (albeit exotic) artists, including several pieces attributed to M. C. Escher and Salvador Dali. While the museum holds no special significance, there are several obscure pieces that have become popular with members of Pandora's Box for reasons they refuse to share. Several pieces have been rotated out of display over the last ten years, with no reason offered by the administration. Cataloging of the pieces is extensive, but the actual inventory location tracking leaves much to be desired.

Dunklin Police Department Impound and Evidence Locker

Locked in an underground storage area is a collection of impounded vehicles, confiscated weapons, and unclaimed evidence from closed cases. If PCs can find their way into the storage area, they will be presented with a virtual smorgasbord of weapons and high-priced gear.

Organizations

Like most large cities, Dunklin's City Council has its own agenda. The council members usually have their own personal plans, but it is quietly understood that the council does not always act in the best interests of its constituency.

In contrast to the City Council's lack of credibility, the Dunklin Municipal School District Board of Trustees and the Dunklin College Board are both known for their strict accountability policies. They are known for working through their public agendas for simplicity.

The Dunklin Historical Society is active in the restoration of the old Dunklin College buildings, as well as the push to get businesses back into the old downtown district. The Dunklin Historical Society has received large grants over the years, but their donations are always well-accounted for. The Dunklin Historical Society worked closely with Rydelle & Waitte during their investigation of Dalles Castle, but none of the Historical Society members will elaborate on the role the society played in the controversial investigation.

Kingsley & Cooper is an offshoot of Kelly Kingsley's incredibly successful youth intervention programs. Kingsley relocated to Dunklin for a short time, educating Maxwell Cooper in her wildly successful techniques and helping him to create the network that would come to be known as Kingsley & Cooper Youth Services. While Kelly Kingsley has since removed herself from the Dunklin area, Max Cooper continues to operate under the name Kingsley & Cooper. Kelly Kingsley offers her endorsement of all Max Cooper's projects and is fond

of referring to him in her lectures as her "best and most loyal student." Kingsley & Cooper works closely with the Dunklin Municipal School District and local youth groups to maintain a working model for youth activities in Dunklin.

Formed shortly after the arrival of Rydelle & Waitte, Pandora's Box was originally comprised of those who were sympathetic to the investigators' quest in Dunklin. It has grown, originally at the gentle urging of Tanya Rydelle, into a close-knit study group who worked closely with Rydelle & Waitte before Tanya's death. Some members have reprised their roles with Waitte & Visconte, but others have refused to join up with the new investigative team – feeling that Waitte's disappearance after Tanya's death was morally unacceptable. Members of Pandora's Box are not bound by any sort of oaths or asked to keep secrets, and so, if they can be located, they could be a great resource for PCs in need of information regarding Rydelle & Waitte's investigations, or any of the other supernatural or paranormal activity in Dunklin.

Official Reports

Dunklin works hard to convince the world that it is "just a little better" than other cities of its size. To that end, officials gloss over the city's problems in public forums, avoid difficult questions, and blur figures in order to create the illusion.

The presence of supernatural and/or paranormal activity within the city is considered distasteful, at best, by members of the city council. They prefer to ignore the issue completely and have never forgiven Rydelle & Waitte (or *The Monitor*) for bringing the issue out into the open. If confronted directly, the council members will emphatically deny the presence of any supernatural power in Dunklin, often using condescending tones to those espousing the belief in "*ghosts.. and goblins..*".

Places of Power

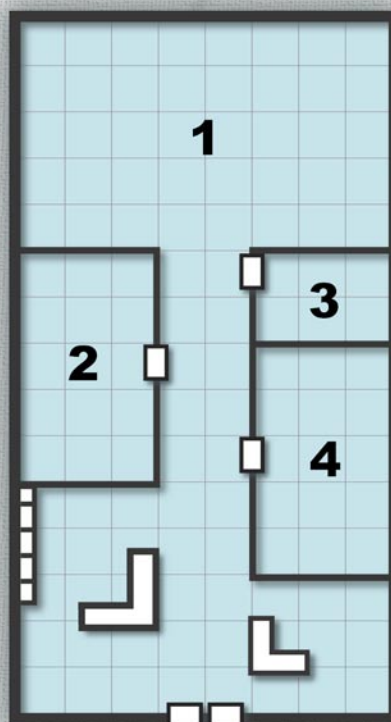
The Offices of Rydelle & Waitte

Tucked neatly into one of the beautiful old downtown buildings, the suite of offices belonging to Tanya Rydelle & Cameron Waitte were chosen by the pair for their incredible concentration of paranormal energies. Rydelle's first order of business was to contact the beings that resided in and around the office; making friends with them. She worked closely with these beings in creating the reports offered to the police and continued a fruitful relationship with them up to the time of her death.

The Offices of Waitte & Visconte

Nearly two years after Tanya Rydelle's death, Cameron Waitte returned to Dunklin. His plan, although he shared it with no one, was to contact the beings who had been Tanya's friends, and enlist their assistance against the creature that had killed her. His plans were cut short, however, when he was arrested for her murder. Natasha Visconte, another paranormal investigator, heard of the situation and flew to his assistance. With Waitte's freedom secured, the pair moved into the still vacant offices Waitte once shared with Rydelle. Rydelle's friends, they discovered, were still closely tied to the location, as was Rydelle herself. Tanya, however, refuses to communicate with either Waitte or Visconte, using other beings as intermediaries.

Offices of Rydell & White



1 square = 5 feet

The Offices of Rydelle & Waitte

1. The back room – a multipurpose area, and the location of Tanya Rydelle's murder
2. A small kitchen/lunch room
3. Restrooms
4. A semi-private office, used mainly for interviews

Prior to Rydelle's death, the front office was occupied by herself and Cameron Waitte – with Rydelle's desk being near the file cabinets (to the left of the doors)

When the offices became the headquarters of Waitte & Visconte, Cameron refused to allow Natasha to take over Tanya's desk. Visconte now uses Waitte's old desk (to the right of the door) and Waitte uses a small table set up next to Rydelle's desk.

Dalles Castle

Rydelle & Waitte locked themselves in the Dalles Castle main house many times over their stay in Dunklin. The Castle, according to local legend, was haunted by Bishop Dalles. But the truth, according to Rydelle & Waitte, was far more unsettling. While Bishop Dalles does inhabit his former home, their report read, he is not the being with whom we should be concerned. His mentor, it seems, also inhabits the Castle. No details were given regarding the "mentor," but the huge number of reports

of strange events – from the sound of footsteps, to an old woman standing in a window, to the bloodcurdling cries of some unseen youth – were more than enough to convince the Historical Society to follow Rydelle & Waitte's advice.

GM Notes:

The main house is home to five spirits – Bishop Dalles, Sheila Dalles, Mitchell James, Bishop's mentor, and Jim Drake (Sheila's friend and bodyguard).

Dunklin College

The original buildings that made up Dunklin College in the late 1890s are filled with living memories. Throughout its turbulent history, Dunklin College has been the backdrop for some traumatic events, and these happenings have left their mark on the grounds. The campus is a hotbed of paranormal activity, although most of it seems to be benign. Those who are sensitive to psychometric impressions are often overwhelmed with the sheer volume of action and emotion contained within the buildings and grounds of the old college.

Dunklin College

1. Lecture Classrooms
2. Foyer
3. Science Classrooms
4. Offices and Small Rooms
5. Fine Arts
6. Unknown

Labels on the buildings are based on historical evidence regarding the use of the buildings.

When compared to their counterparts within the main house, the beings that inhabit the Dalles Castle grounds are relatively benign. Several large, shadowy figures have been witnessed loping through the yard, as well as the occasional large snake (which cannot be described in enough detail for a breed to be determined). In fact, the only creatures who have been described in any detail are a half dozen individual hyena-type humanoid creatures that have been viewed from a distance by straggling visitors. Rydelle & Waitte report these beings as “land spirits” who resided in this place long before Bishop Dalles selected the site.

GM Notes:

The land spirits are generally benign, in spite of their fearsome appearance. They will not attack or harm a human unless that person is involved in willful destruction of the area. The gnolls, on the other hand, are rather unfriendly and will attack anyone they believe is invading their home. Bishop made deals with all of these creatures when he began building that allowed him to cause some minor destruction in order to keep the majority of their home – the Dalles Castle grounds – intact.



Centerview Cemetery

The final resting place of many of Dunklin's founders, the Centerview Cemetery is cared for in a joint effort between the cemetery's administration, the city parks service, and the Historical Society. While there is very little paranormal activity in the cemetery, wild stories are told at every bar and in every back room in town. The stories say that there is a group of ghosts that rise up and kill those who trespass there at night. There is no evidence to support this story.

The Vortex

Deep within the earth, below one of the original Dunklin College structures, an abstract configuration of stone is all that marks this gaping hole between the worlds. The man responsible for the abduction of the six women from the Dunklin College campus in 1966 found this vortex by mistake, and used it to successfully hide the seven other people he abducted from the downtown area. While investigating the abductions of the six women, Tanya Rydelle stumbled onto the vortex and spent several weeks exploring its properties. When she emerged from the underground cavern, she had nearly all the information on the case of the Jane Does – leaving only (what she referred to as) minor details to be sorted out. Rydelle gave no indication of what these “minor details” might be.

Supernatural Residents

Tanya Rydelle

Psychic/paranormal investigator Tanya Rydelle came to Dunklin to get answers. She chose to come here, working toward opening the eyes of the people, and closing the doors to the terrible beings that torment the place. Her death did nothing to squash her resolve, however, and she has remained active in the investigations carried out by members of Pandora's Box. Her spirit is best contacted from the top of the building

which housed her office (the site of her funeral) or within close proximity to her crystal ball, now in the possession of Charlie Mason.

The Guardian

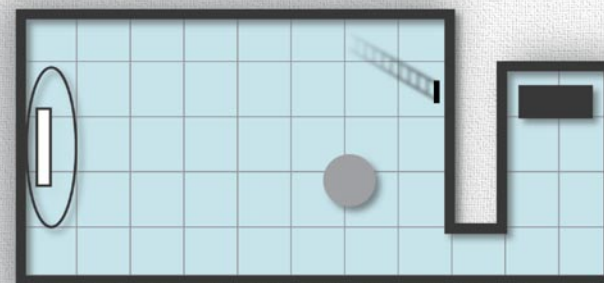
When Rydelle & Waitte discovered the vortex that lead to the identification of the Jane Does, they also woke the being that had been responsible for guarding the gateway. The guardian had been placed in a sort of stasis by an unknown adversary late in the 1800s. Part of Rydelle's investigation was centered on discovering the identity of the adversary, but the evidence was too muddled for her to accurately interpret. The guardian immediately resumed its duty once awoken by Rydelle, and has refused passage to any who were not in her direct presence.

Game information on the Guardian is found later in this section.

The Land Spirits of Dalles Castle

The normally benign spirits that inhabit the land upon which Bishop Dalles built his estate are seldom seen, although always present. Their presence is usually considered soothing to park visitors. It is only when they are provoked by the being that resides in the house that they become aggressive. In spite of the wild stories attributed to them, the beings that inhabit the Dalles Castle grounds have never harmed any park visitor.

The Vortex



The Vortex

The chamber is mostly empty. Against the far wall lies the Vortex, circled by its guardian. A small table is usually found in the chamber, near the ladder. Another smaller chamber, which is difficult to see, is used by Mason as sleeping quarters when he spends long periods underground

1 square = 5 feet

Bishop Dalles

Bishop Dalles was considered, by most, to be both extraordinary and eccentric. His

grandiose plans for his own estate, as well as for Dunklin in general, were met with a mixture of amazement and amusement. While his ideas were well-regarded, and his donations were always cheerfully accepted, the back-handed compliments and half-hidden giggles weighed heavily on the darker parts of his mind. His mysterious lover, Gabrielle, seemed to work as a balancing force for him. Shortly after the birth of their daughter, Gabrielle vanished and Bishop began his steady decline into

insanity. He raised Sheila with the assistance of an unseen nurse, known only as Tara. Bishop died a deeply disturbed and paranoid old man.

GM Notes:

Bishop Dalles is essentially benign, although if he feels threatened he will retaliate fiercely. On very rare occasions, the ghost of Bishop's true form is witnessed on the grounds. Game information on Bishop Dalles is found later in this section.

Sheila Dalles

Sheila Dalles spent most of her life sequestered on the Dalles Castle grounds. Her father, by this time considered to be extremely eccentric and most likely insane, refused to allow the girl to leave the grounds. Sheila learned, from her father's example, to be distrustful of the citizenry of Dunklin. She was raised and educated by her nurse, Tara, who took over caring for the girl shortly after her mother's disappearance. After Bishop's death, Sheila became even more reclusive, and eventually died in her home, with only her personal assistant for companionship.

GM Notes:

Sheila learned at an early age that disobedience meant near-torture at the hands of her nurse. She became withdrawn and paranoid – falling into many of the same traps that had ensnared her father. In the end, the only one who knew anything about her was Jim Drake.

Like those of her father and brother, the ghost of her true form is witnessed on rare occasions.

Game information on Sheila Dalles is found later in this section.

Mitchell James

Mitchell James was employed by Bishop Dalles in the first stages of Dalles Castle's construction. As the head groundskeeper, Mitch was deeply involved in all stages of construction and landscape modifications. He was also involved, much against his will, in a strange series of rituals designed – according to what he was told – to keep the peace between the spirits that inhabited the land and the humans who had invaded it. Reluctant to participate in the “unholy” rituals, Mitchell attempted to leave the Castle grounds, but was detained by Bishop and Gabrielle. Mitchell participated, against his will, and found himself increasingly bound to the land.

GM Notes:

Mitchell was used by Bishop and Gabrielle as an identity who was to answer to the land spirits should things go wrong. He understood that he had been placed in such a position and remained out of fear that the land spirits would cause harm to himself, his family, or the community if he tried to escape. Because of his dedication to preserving the peace, he remains to this day.

Tara

The woman known only as Tara first appeared to Bishop upon his arrival in the Dunklin area. She took up residence in Dalles Castle shortly after its completion, bringing Gabrielle to meet Bishop soon after. When Gabrielle vanished, Tara remained in the home and acted as nurse to the young Sheila. Tara gave birth to her own child when Sheila was sixteen. The boy, James K. Drake, would become Sheila's constant companion. Tara vanished the night Bishop Dalles died, leaving her young son in Sheila's care.

GM Notes:

Tara is the name chosen by this particular demon for the female form it used to gain control of the Dalles family. Gabrielle was one of her servants, instructed to create a male child, and was banished after Sheila's birth. Jim Drake is Bishop's son, although Bishop and Tara were the only ones ever to know of this fact. It was Tara's intention for Sheila and Jim to have children, but Jim refused to follow his mother's instructions in the matter. When Tara left, outraged at her son's disobedience, Jim told Sheila everything he knew about his mother and her plans. She returned shortly after Sheila's death, shedding the disguise of Tara's human form. The creature remains in the house, tormenting Sheila and Jim for their part in ruining her plan. Tara is the most malevolent of all the Dalles Castle spirits – striking out at anyone it feels capable of harming.

James Drake

Sheila Dalles' sole companion for much of her life, Jim Drake was the son of Tara – Sheila's childhood nurse. After his mother's disappearance, Jim was seldom seen away from Sheila's side. Rumors surrounded the pair for several years after Bishop's death, but there was no truth to any of them. Jim remained in the house after Sheila released all the inside staff, causing even more rumors about their relationship to move through the community. To put an end to the whispers and sneers Jim, acting against Sheila's wishes, delivered an ultimatum to the city council – “put an end to the whispers that blacken my employer's name, or all funding from Dalles Castle will cease.” When asked why he delivered the message, Jim had this to say to the city council:

“You cannot judge Sheila on the actions of her parents. Nor can you judge me by the actions of my mother. Sheila and I have spent my entire life together – living like spoiled children and trying to ignore the whispers that come from outside the gates of the estate. Sheila

has been the only constant and good thing in my life, and I refuse to sit by and watch as you people continue to batter at her spirit. Sheila is my friend, my employer, and to a great extent, something like a sister to me. Her safety, happiness, and peace of mind are my chief concerns."

Within six months of Sheila's death, Jim died in his sleep. He had settled most of her affairs, but still had a 'to do' list on his bedside table. Members of the Historical Society were given the responsibility of burying Jim's body, and it was only in death that their true relationship was recognized. James Drake's headstone identifies him as Sheila Dalles' "beloved friend, champion, and brother."

GM Notes:

From the time Jim first began to suspect his mother's true origins, his only concern was for protecting Sheila from harm. His original plan had been to move away from the estate in the likely event that Sheila died before him. With the return of his mother, he knew that this course of action would be impossible – especially when Sheila's spirit had woken him from a sound sleep the night before his mother returned. Sheila was crying, afraid of what would happen when Tara returned. Jim promised the frightened ghost that he would not let anything happen to her and has remained at the estate to fulfill that promise. Jim's ghost is very active, and is almost always seen with Sheila's. If he is seen without Sheila nearby, it is usually at the site of one of Tara's more severe actions – and when he appears, it is to force her away from her victim.

Jim's true form was far more terrifying due to his mother's demonic heritage. When truly malevolent forces are present, it is likely that Jim will alternate between his true form and the human façade.

Game information on James Drake is found later in this section.

Tanya Rydelle's Killer

The vortex discovered by Rydelle & Waitte during their investigation of Dunklin College had been left unguarded for many years before Tanya's intense psychic signature woke the guardian. During the time it spent open, many terrible forces moved through it freely. One such being was trapped in Dunklin after Tanya woke the guardian and spent a considerable amount of time tracking down the human who had made return to its home impossible. When it discovered the location of Rydelle & Waitte's offices, it placed the investigators under a sort of psychic siege. It spent nearly two months battering at the investigators – taking control of Cameron Waitte early in its assault. Cameron's body turned out to be the creature's best weapon against its true target – Tanya Rydelle. Tanya refused to harm her partner, and so the creature was able to chip its way through her defenses using Cameron's form as a shield. In the end, the creature succeeded in killing Tanya. Cameron was kept aware of his actions, although he had no control over them, and since his return to Dunklin, he has been a very different man. The creature usually remains in or around the offices, or near the vortex, looking for another chance to harm its adversary, Tanya Rydelle.

GM Notes:

Tanya's killer can often be found near her – its continual attacks being little more than a nuisance to Tanya's spirit. The creature, however, has such a strong grudge against Tanya that it will use anything and anyone it can against her. Tanya will not harm her friends or those she perceives as innocent, so this creature may be used as the mastermind behind nearly any dark deed in Dunklin.

Dunklin's Dark Secrets

Who Was Bishop Dalles?

Bishop Dalles had almost no history before he arrived in the Dunklin area. His mysterious past frowned upon by Dunklin area residents when he arrived, but his willingness to sink his fortune into the development of the city was a benefit the city founders could not ignore.

Bishop Dalles has never been adequately identified, and his past remains shrouded in mystery. Only one thing is certain – whoever he was, and whatever he was involved with, it made him an incredible amount of money.

GM Notes:

At the time of his death, the man known as Bishop Dalles was merely a human form of a copper dragon named Khyrralkjhryddann. At the time of the old wrym's death, his children (Sheila Dalles and James Drake) were already aware of their draconic heritage, although they were both unaware that Bishop was James' sire. Both Bishop and Sheila were driven mad by Tara, and their insanity was, ultimately, the cause of each of their deaths. James chose death in order to better protect Sheila from Tara.

Khyrralkjhryddann's incredible fortune is hidden somewhere deep beneath Dalles Castle. Hidden on the grounds, protected by the gnolls who continue to fear their dragon landlords, is the smaller fortune amassed by Sheila and James during their lifetimes. The remaining treasure, totaling more than \$3.5 trillion dollars, has remained undiscovered – although Tanya Rydelle's personal journals (which are not available to the public) mention the possibility of the treasure's existence due to "the odd and unsettling possibilities surrounding the Dalles family's origins."

Behind The Curtain

Hidden deep beneath the city, Thomas Krauss created his own underground version of Dunklin. This underground complex became Krauss' home after his disappearance in 1922.

Krauss became infatuated with Sylvia Tristan early in her run at the Turner Theater. By the summer of 1923, Krauss and Tristan were romantically involved, Sylvia would spend several days at a time in the underground city.

After two years of illicit encounters, which would have shocked Sylvia's conservative fans, she became pregnant with their first child. In order to preserve her reputation, Thomas had her abducted by his servants, and brought down into the underground city permanently.

Over the years, many people have made Krauss' underground city their home, but the hidden population has managed to keep themselves relatively unknown.

A Walk Downtown

One of the many terrifying phenomena to make use of The Vortex, one beast has ravaged the downtown area for several years. This creature made use of the doorway under the town to free itself from the prison that had held it for two thousand years.

It was behind the rash of disappearances in 1976, and several other single cases thereafter. Being intelligent enough to understand the danger of the media, it has made certain not to create the same sort of spectacle again.

The gargoyles that make their home in the rooftops of the downtown area, however, continue to raise the suspicions of the citizens, and keep the disappearances fresh in the minds of the population.

Charlie Mason 7th Level (Dedicated 4/Psionic Student 3): CR 7; Medium humanoid; HD 7d6; HP 22; Massive Damage 11; Init +1; Spd 30 ft.; Defense 15, Touch 15, Flat-Footed 14 (+4 Class, +1 Dexterity); BAB +5; Atk +5 melee (1d4 Combat Martial Arts); Full Atk +5 melee (1d4 Combat Martial Arts); FS 5 ft by 5 ft; Reach 5 ft; SQ Empathy, Faith, Psionic Skills, Psychoanalyst; AL Tanya Rydelle; Occupation Student; Wealth +4; SV Fort +3, Ref +2, Will +5; AP 3; Rep +2; Str 10, Dex 12, Con 11, Int 13, Wis 15, Cha 14.

Skills: Sense Motive +9, Knowledge (Arcane Lore) +8, Knowledge (Behavioral Sciences) +8, Listen +9, Spot +9, Treat Injury +9, Psicraft +7, Remote View +7, Knowledge (Psionics) +7

Feats: Simple Weapon proficiency, Alertness, Educated (Arcane Lore, Psionics), Iron Will, Combat Martial Arts, Blind-Fight, Improved Combat Martial Arts, Combat Expertise.

Psionics: Power Points per day: 7; Powers known: 0 level: Detect Psionics Wis DC 13, Distract Cha DC 14, Missive Cha DC 14, Level 1: Object Reading Wis DC 12.

Natasha Viscount 9th Level (Charismatic 3/Fast 3/Smart 3): CR 9; Medium humanoid; HD 6d6+3d8+9; HP 43; Massive Damage 12; Init +2; Spd 35 ft.; Defense, Touch, Flat-Footed (+6 Class, +2 Dexterity); BAB +4; Atk +6 ranged (2d6 Colt Double Eagle); Full Atk +6 ranged (2d6 Colt Double Eagle); FS 5 ft by 5 ft; Reach 5 ft; SQ Charm, Favor, Evasion, Increased Speed; AL; Occupation Investigative; Wealth +6; SV Fort +4, Ref +5, Will +4; AP 4; Rep +4; Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 16.

Skills: Bluff +9, Diplomacy +9, Disguise +9, Gather Information +9, Intimidate +9, Knowledge (Streetwise) +10, Knowledge (Current Events) +10, Perform (Act) +9, Hide +8, Move Silently +8, Forgery +7, Investigate +7, Knowledge (Behavioral Sciences) +7, Research +7, Search +7

Feats: Simple Weapon proficiency, Personal Firearms proficiency (from occupation), Deceptive, Stealthy, Combat Expertise, Trustworthy, Combat Martial Arts, Point Blank Shot, Double Tap, Precise Shot

Possessions: Colt Double Eagle

Cameron Waitte 9th Level (Dedicated 3/Smart 3/Tough 3): CR 9; Medium humanoid; HD 6d6+3d10+18; HP 55; Massive Damage 14; Init +0; Spd 30 ft.; Defense, Touch, Flat-Footed (+5 Class); BAB +5; Atk +5 ranged (2d6 Colt Python); Full Atk +5 ranged (2d6 Colt Python); FS 5 ft by 5 ft; Reach 5 ft; SQ Skill Emphasis (Investigate), Aware, Savant (Investigate), Plan, Damage Reduction, Remain Conscious; AL; Occupation Investigative; Wealth +7; SV Fort +5, Ref +3, Will +5; AP 4; Rep +2; Str 14, Dex 10, Con 14, Int 13, Wis 16, Cha 11.

Skills: Investigate +18, Sense Motive +11, Listen +11, Spot +11, Knowledge (Streetwise) +10, Knowledge (Current Events) +10, Computer Use +7, Disable Device +7, Research +7, Search +7, Drive +4, Intimidate +5

Feats: Simple Weapon proficiency, Alertness, Combat Expertise, Brawl, Personal Firearms proficiency (from Occupation), Knockout Punch, Attentive, Improved Disarm, Defensive Martial Arts, Combat Throw

Possessions: Colt Python

The True Story of Tanya Rydelle's Murder

In September of 1996, the creature that murdered Tanya Rydelle attached itself to Cameron Waitte. Angered by Rydelle's efforts to close the Vortex, the creature integrated itself with Waitte's psyche in order to learn her weaknesses.

By the beginning of October, her murderer had found that, by using Cameron Waitte, it could do whatever it wanted to Rydelle and still remain safe. The woman's devotion to her partner made it easy for the creature to torture her and plot its ultimate revenge.

When they became sequestered in their offices in mid-October, it was at the creature's urging. It had been able to convince Rydelle that she was in great danger, and that the only place she was safe was with Waitte.

For the next six weeks, the creature tortures her magically and emotionally for a few days, then allows Waitte to take control of his body and nurse her back to health. During this time, an even deeper relationship builds between Rydelle and Waitte, resulting in a strong romantic involvement as well.

Infuriated, the creature twisted its control of Waitte and kept him conscious during its final, relentless assaults, which ended with Rydelle's death early the morning of December 1.

Cameron Waitte vividly remembers his body murdering the only woman he ever loved, and suffers an intense guilt over not having been able to protect her. His return to Dunklin was fueled by the need to avenge her murder.

Plot Hooks

Level I

College Life

A series of thefts plague the Dunklin College Art Museum. The pieces taken are not especially expensive, but – as the local artists have all died – they are

Tanya Rydelle 7th Level Ghost (Dedicated 3/Investigator 4): CR 9; Medium undead; HD 7d12; HP 45; Massive Damage -; Init +1; Spd Fly 30 ft. (Perfect); Defense 20, Touch 20, Flat-Footed 19 (+4 Class, +1 Dexterity, +5 Charisma); BAB +5; Atk +5 melee (1d4 Corrupting Touch); Full Atk +5 melee (1d4 Corrupting Touch); FS 5 ft by 5 ft; Reach 5 ft; SQ Manifestation, Corrupting Touch, Rejuvenation; AL good; Occupation Investigative; Wealth -; SV Fort +3, Ref +4, Will +6; AP 3; Rep +3; Str 10, Dex 12, Con 0, Int 13, Wis 14, Cha 20.

Skills: Investigate +13, Sense Motive +14, Listen +14, Knowledge (History) +7, Knowledge (Streetwise) +13, Knowledge (Behavioral Sciences) +10, Search +8

Feats: Simple Weapon proficiency, Alertness, Personal Weapon proficiency, Advanced Firearms proficiency, Educated (Streetwise, Behavioral Sciences), Attentive, Armor Proficiency (light)

The Guardian (Air Elemental): CR 5; Medium elemental; HD 8d8+16; HP 56; Massive Damage -; Init +5; Spd Fly 60 ft. (Perfect); Defense 24, Touch 24, Flat-Footed 19 (+9 Natural, +5 Dexterity); BAB +6/+1; Atk +6 melee (1d6 Slam); Full Atk +6/+1 melee (1d6 Slam); FS 5 ft by 5 ft; Reach 5 ft; SQ Darkvision, Elemental; AL good, Tanya Rydelle; SV Fort +2, Ref +6, Will +2; AP 0; Rep +1; Str 10, Dex 20, Con 14, Int 8, Wis 8, Cha 10.

Skills: Spot +13, Listen +13

Feats: Alertness, Iron Will.

Bishop Dalles (Copper Dragon Ghost- Great Wyrn): CR 24; Gargantuan dragon; HD 38d12; HP 266; Massive Damage -; Init +0; Spd Fly 200 ft. (Perfect); Defense 49, Touch 49, Flat-Footed 49 (-4 Size, +37 Natural, +6 Charisma); BAB +47; Atk +47 melee (1d4 Corrupting Touch); Full Atk +47 melee (1d4 Corrupting Touch); FS 40 ft by 80 ft; Reach 15 ft; SQ Stone Shape, Transmute Rock to Mud, Wall of Stone, Move Earth, Breath Weapon (Line of Acid or Cloud of Slow Gas), Manifestation, Corrupting Touch, Rejuvenation; AL greed, Sheila Dalles, Jim Drake; Occupation -; Wealth +40; SV Fort +29, Ref +21, Will +27; AP 12; Rep +4; Str 37, Dex 10, Con 0, Int 22, Wis 23, Cha 22.

Skills: Jump +24, Knowledge (Arcane Lore) +30, Knowledge (History) +30, Listen +30, Spot +30, Search +30.

Feats: Alertness, Power Attack, Cleave, Great Cleave, Flyby Attack, Sunder.

Sheila Dalles (Half Dragon Ghost) 6th Level (Smart 3/Mage 3): CR 7; Medium undead; HD 6d12; HP 39; Massive Damage -; Init +1; Fly Spd 30 ft. (Perfect); Defense 24, Touch 24, Flat-Footed 23 (+3 Class, +4 Natural, +1 Dexterity, +6 Charisma); BAB +2; Atk +4 melee (1d4 Corrupting Touch); Full Atk +4 melee (1d4 Corrupting Touch); FS 5 ft by 5 ft; Reach 5 ft; SQ Savant (Arcane Lore), Linguist, Arcane Skills, Summon Familiar, Scribe Scroll, Brew Potion, Manifestation, Corrupting Touch, Rejuvenation; AL Bishop Dalles; Occupation Dilettante; Wealth +35; SV Fort +2, Ref +3, Will +7; AP 3; Rep +4; Str 15, Dex 12, Con 0, Int 17, Wis 17, Cha 22.

Skills: Research +12, Knowledge (Arcane Lore) +15, Craft (Chemical) +12, Decipher Script +12, Spellcraft +9, Concentration +6, Knowledge (History) +12.

Feats: Educated (Arcane Lore, History), Windfall.

Jim Drake (Half Fiend/Half Dragon Ghost) 6th Level (Tough 3/Bodyguard 3): CR 7; Medium Undead; HD 6d12; HP 39; Massive Damage -; Init +2; Fly Spd 30 ft. (Perfect); Defense 20, Touch 20, Flat-Footed 18 (+4 Class, +2 Dexterity, +4 Charisma); BAB +4; Atk +12 melee (1d4 Corrupting Touch); Full Atk +12 melee (1d4 Corrupting Touch); FS 5 ft by 5 ft; Reach 5 ft; SQ Manifestation, Corrupting Touch, Rejuvenation; AL Sheila Dalles; Occupation Dilettante; Wealth +20; SV Fort +4, Ref +4, Will +3; AP 3; Rep +4; Str 26, Dex 15, Con 0, Int 19, Wis 12, Cha 18.

Skills: Concentrate +9, Intimidate +9, Knowledge (History) +9, Knowledge (Arcane Lore) +9.

Feats: Alertness, Improved Initiative, Windfall.

irreplaceable. The PCs are enlisted to assist police in finding the missing works of art. They may be college students, police, or community volunteers.

Operation: Sunshine

The PCs are volunteers at the Kingsley youth center. A particularly difficult youth comes to the center, seeking “refuge.” PCs must figure out how to deal with his story – which includes, among other things, his witnessing a recent murder. The police have no record of the murder and it is up to the PCs to find out if the boy is telling the truth... and then figure out what to do with him and how to deal with his story.

Level II

Things That Go Bump

The PCs are associated (somehow) with the building that houses the Rydelle & Waitte offices. Shortly after Tanya Rydelle’s death, tenants began to complain of strange sounds coming from the office. While the sounds have quieted some, there is still a very strong presence in the suite. Building officials enlist the aid of the PCs to discover a way to ease the problem – which is generally understood to be Tanya Rydelle.

GM Notes:

The offices were still under lease, although Cameron Waitte had disappeared, until the end of June 1997. While the property was, technically, available between the time of the lease’s expiration and the time when it was renewed by Waitte & Visconte, the building supervisors were reluctant to list the space as available due to the strange occurrences the PCs are employed to discover.

The Castle Guard

To say that Sheila Dalles was paranoid would be a gross understatement. Not only did the spinster inherit her father’s vast estate and incredible amount of money, she also inherited a sense of distrust in anyone and everyone. The only person who held any sway with her in her final days was her personal assistant – a man who served more as a body-guard than anything else.

Jim Drake remained loyal to the old woman long after everyone else in the area said she’d gone insane – and his loyalty, apparently, continues from beyond the grave. His ghost has been seen in Dalles Castle more often than most people care to admit, and the city council is getting sick of the overprotective specter. The PCs are enlisted by the council to find a way to rid the Castle of the specter quietly, but he doesn’t seem to be willing to leave.

GM Notes:

This could be before Rydelle & Waitte’s first stay at Dalles Castle or after Tanya Rydelle’s death. The only time it cannot be set (for continuity purposes) is between Rydelle & Waitte’s visits to the house.

Level III

Backstage

The PCs are enlisted by the management of the Turner Theater to uncover the source of various strange and unexplained events throughout the theater’s history. The management requests answers to two of its most terrifying questions – first, what happened to the beautiful Sylvia Tristan after her disappearance in 1925; and second, how exactly were the teens who were found dead (in 1977) poisoned.

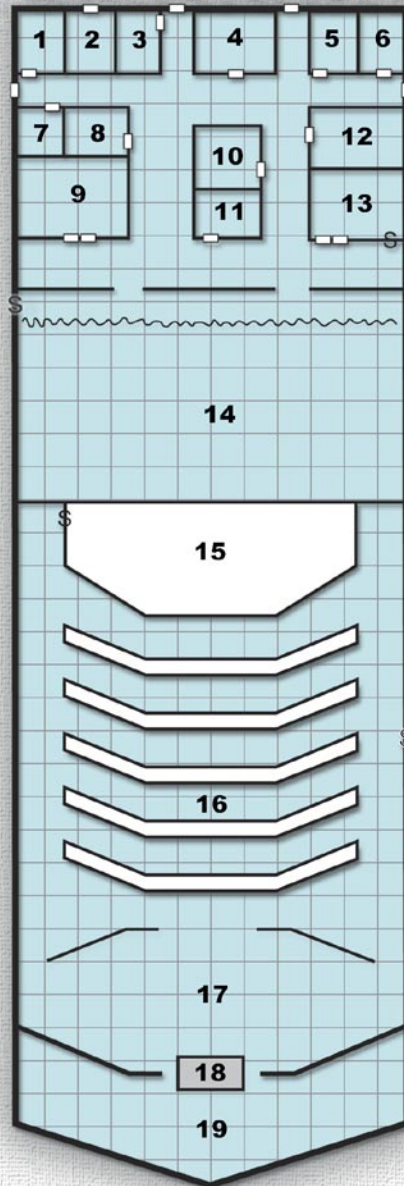
As the PCs delve into the secrets of the theater, it becomes a far stranger and far less inviting world. The theater itself is built upon a vast network of tunnels and underground passages – each apparently used as a home at one time or another. Further investigation provides clues to the inhabitants of the tunnels, but PCs must spend a great deal of time in the tunnels in order to find the civilization itself.

When the PCs finally find the people who have made their home under the Turner Theater, they will discover that they are lead by the grandson of Sylvia Tristan – his first concern is for those he considers to be his people, and the PCs are trespassing...

GM Notes:

Game information for Andrew Krauss can be found later in this section.

Turner Theatre



1 square = 5 feet

Turner Theater

1. Dressing Room
2. Administration
3. Dressing Room
3. Ensemble Dressing Room
4. Storage
5. Small Props & Signs
6. Restrooms
7. Mid-Size Props & Costumes
8. Large Props
9. Lighting & Sound
10. Star Dressing Room
11. Green Room
12. Large Props
13. Stage
14. Orchestra Pit
15. Seating
16. Foyer
17. Box Office
18. Patio

Each of the smaller dressing rooms is used by a variety of performers and guests when the theater is running a production.

Each "S" indicates a cleverly hidden entrance (DC 30) into the underground city ruled by Andrew Krauss.

Evidence

Although the cases have been solved according to the police, the families of the six women abducted from the college in 1966 are still grasping for answers. What happened to their daughters and sisters? Who did it? And how did it happen that their bodies were found on the college grounds sixteen years *before* they disappeared. Being acquaintances of Rydelle & Waitte's, the PCs are hired by the families to investigate the area where the girls' bodies were found. But the PCs find more than they bargained for when they stumble through the vortex that brought the girls' bodies back in time sixteen years.

GM Notes:

PCs may be shifted forward or backward any number of years – the trick is to make them feel uncomfortable with the culture of the time, so pick an era that you are quite familiar with. Getting back is not simply a matter of stepping back over the same spot. Something in the possession of one of the PCs is what brought them to where they are now – so they must find something that will take them back where they belong. They may skip around several different times before discovering the correct circumstances for their return.

Psionic Student

Requirements

To qualify to become a Psionic Student, a character must fulfill the following criteria:

Base Attack Bonus: +2.

Skill: Sense Motive 6 ranks, Knowledge (Behavioral Sciences) 6 ranks, Listen 6 ranks.

Feat: Wild Talent.

Allegiance: an individual allegiance to the potential student's mentor.

Class Information

The following features pertain to the Psionic Student advanced class.

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills: A Psionic Student's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Concentration (Con), Knowledge (current events, history, popular culture, Psionics) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Remove View (Int), Speak Language (none), Stabilize Self (Con), Use Psionic Device (Cha).

Skill Points at Each Level: 5 + Int modifier

Class Features:

All of the following features pertain to the Psionic Student Advanced Class.

Psionic Skills: All psionic skills are class skills for the student.

Psionic Powers: A Psionic Student must have key ability scores equal to at least 10+the power's level in order to manifest that power.

The DC to resist a psionic power is 10 + the

power's level + the Student's key ability modifier.

Psychoanalyst: At 2nd Level the character gains a +2 bonus on all Diplomacy, Bluff and Intimidate checks against living humanoids with an Intelligence score of 4 or higher.

Bonus Feats: At 3rd and 7th levels the Psionic Student gains a bonus feat. The feat must be selected from the following list, and the character must meet any prerequisites. Alertness, Attentive, Confident, Creative, Focused, Iron Will, Studious.

Table 1-1: Bonus Power Points

Cha Score	Bonus Power Pts/Day
12-13	1
14-15	2
16-17	3
18-19	4
20-21	5

Table 1-3: The Psionic Student

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+0	+0	+2	Psionic skills, psionic powers	+0	+0
2 nd	+1	+0	+0	+2	Psychoanalyst, psionic powers	+1	+1
3 rd	+2	+1	+1	+3	Bonus feat, psionic powers	+1	+1
4 th	+2	+1	+1	+3	Trigger power, psionic powers	+1	+1
5 th	+3	+1	+1	+4	Power points, psionic powers	+2	+2
6 th	+3	+2	+2	+4	Mental Adversary, psionic powers	+2	+2
7 th	+4	+2	+2	+5	Bonus feat, psionic powers	+2	+2
8 th	+4	+2	+2	+5	Trigger power, psionic powers	+3	+3
9 th	+5	+3	+3	+6	Power points, psionic powers	+3	+3
10 th	+5	+3	+3	+6	Disarm Mind, psionic powers	+3	+3

Trigger Power: At 4th and 8th level the Psionic Student chooses one power (0, 1st, 2nd, or 3rd level) from those he knows and can attempt to trigger that power without paying its cost.

In order to trigger the power, the Student must

Table 1-2: Powers Discovered

Level	Pts/Day	Powers Discovered By Level					
		0	1	2	3	4	
1 st	2	2	-	-	-	-	
2 nd	2	3	-	-	-	-	
3 rd	3	3	1	-	-	-	
4 th	4	3	2	-	-	-	
5 th	8*	3	3	1	-	-	
6 th	11	3	3	2	-	-	
7 th	14	3	3	2	1	-	
8 th	17	3	3	3	1	-	
9 th	22*	3	3	3	2	-	
10 th	25	3	3	3	2	1	

have sufficient power points in reserve to manifest the power normally. If the character succeeds at the power's ability check, the power manifests normally with no power point cost. If the character fails the check, the power manifests normally, but the character must pay the power point cost.

The DC of the ability check is determined by level: 0-level, 11; 1st level, 13; 2nd level, 15; and 3rd level, 17.

Power Points: At 5th and 9th levels, the Psionic Student's power points increase dramatically rather than following slower progressions. See Table: Powers Discovered by Level.

Mental Adversary: At 6th Level, the character may deal +1 ability damage on a successful psionic attack by paying an extra 3 power points. The character chooses whether or not to deal this extra damage after determining the failure or success of the psionic attack.

Disarm Mind: At 10th level, the character may deplete a number of power points equal to his Charisma modifier x4 on any psionic attack that deals 1 or more ability damage. The character must pay power points equal to the cost of the psionic attack +3. The character chooses whether or not to deal this extra damage after determining the failure or success of the initial attack.

Possession

(Originally from *Blood and Relics* by RPGObjects)

Possession has been considered a fact by the faithful from ancient times, until the present day. The Babylonian Talmud, for example, contains a formula for exorcism, and the powers of the exorcist were said to have been conferred on King Solomon directly by God. There are many tales in the New

Testament of Christ curing the possessed, and he expressly passed this power to his Disciples, and promised it to believers in general. In the Middle Ages, Pope Innocent VIII conferred this power on every priest in the Catholic Church, and some priests still hold the title of exorcist in the present day Catholic Church. Indeed, the call to renounce the devil's works, as a prelude to baptism and communion in the Catholic church, is part of what is known as "baptismal exorcism", removing any evil spirit that may be troubling the individual, ritually cleansing and freeing him from any outside influence, so that his sins may be expunged.

The Stages of Possession

Possession is a disease like any other. For those who know what to look for, the symptoms are unmistakable. In its earliest stage, *Obsession*, Possession will often be mistaken for a more common mental illness or spiritual affliction. However, as the influence of the fiend grows, and progresses to *Manifestation*, the signs become clearer. If left unchecked, the fiend is able to gain bodily control over the victim, and the final stage, *Possession* takes hold.

Range of Possession: Possession attempts normally have a range of 10'/HD of the creature making the attack. However, if the creature has a piece of his target, such as hair, a fingernail, a piece of skin, then a possession attempt may be made at any range.

Obsession

This earliest stage involves a general torment of the spirit, and the leading of a spirit a fiend wishes to possess toward sin, which weakens the spirit and makes the body a better "home" for the fiend. If the individual under assault has the Faith feat, this stage of possession will always first manifest itself

as the Doubt affliction, since Faith protects from Manifestation and Possession. Among other victims, Malaise and Hate are preferred, as these tend to isolate the victim and make it less likely he will receive help in time.

Obsession is resisted by a Will save, with the DC determined as follows:

Condition	DC
Fiend knows victim's name:	10
Fiend has seen victim, or conversed with him personally:	15
Fiend has something personal belonging to the victim, such as a piece of clothing:	20
Fiend has a piece <i>of</i> the victim, such as hair, fingernails, and so forth:	25

Manifestation

Once a character has failed a save against Obsession, the Fiend has a foothold inside his body, a small one to be sure, but through that small opening the Fiend will seek to grow inside the character's body, until at last he can begin to manifest himself.

Every week a character suffering from Obsession must make a Will Save, with a DC equal to the original save DC to resist Obsession (the method of entry still can make things easier for the Fiend if he has some personal effect of the character). Note that characters "merely" suffering from a Spiritual Affliction suffer no chance of Manifestation. It is only when that affliction is imposed on a character with the express purpose of leading to Possession that this save need be made. Once a character fails this save, his condition begins to deteriorate as shown on the table below. A character enters the table below at a level equal to the Charisma modifier of the possessing Fiend, or 1, whichever is higher.

Thereafter, adds one to his Possession Clock each day, until the character reaches 19. At that point, the character gains the Fiendish Vessel template, and is treated as an NPC (the Fiend controls every action of the character).

As a character moves up the Possession table, he still suffers the effects of the stages below. So, a character at stage 9, would be Frothing at the mouth, Blind, Deaf, and Dumb. Although many of these symptoms are an attempt by the victim's body to deny control to his possessor, it often plays into the fiend's hands, cutting the character off from the outside world, hearing only the voice of the beast within.

Possession Clock	Condition
1-2	Mute
1-3	Deaf
5-6	Blind
7-8	Frothing at the mouth
9-10	Projectile Vomiting
11-12	Seizures
13-14	Contortions
15-16	Poltergeist
17-18	Direct Manifestation
19-20	Fiendish Vessel

Mute: A mute character cannot speak. This gives the character a -4 penalty on all charisma-based skill checks. This condition makes use of the Knowledge (Theology) skill impossible as well.

Deaf: The hero can't hear and takes a -4 penalty on initiative checks. The character can't make Listen checks.

Blind: The hero can't see at all, and thus everything has total concealment to him or her. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective

Dexterity of 3, along with a -4 penalty on the use of Strength-based and Dexterity-based skills. This -4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character can't make Spot checks or perform any other activity (such as reading) that requires vision.

Frothing: From this point on, the Fiend can see and hear everything that happens in the victim's presence, even though the victim himself is blind and deaf. The character occasionally froths at the mouth like a rabid animal, thrashing and speaking in tongues. Anyone witnessing this display must make a Will saving throw (DC 10) or be shaken for 1-6 rounds, taking a -2 on all skill checks (including Exorcism checks).

Projectile Vomiting: The character will go into occasional fits of vomiting, as if having recently eaten an enormous amount of food, regardless of *when* the character's last meal was. Anyone witnessing this display must make a Will saving throw (DC 15) or be shaken for 1-8 rounds, taking a -2 on all skill checks (including Exorcism checks).

Seizures: The character will go into violent fits similar to those caused by epilepsy. Each hour the character must make a Will save (DC 10 + one per two points up the Possession Clock) or suffer a fit, lasting 1-10 rounds. Each round the character will suffer 1-2 points of subdual damage unless ministered to (being held down, having something placed under the tongue, and so forth). Anyone witnessing this display must make a Will saving throw (DC 18) or be shaken for 1-10 rounds, taking a -2 on all skill checks (including Exorcism checks).

Contortions: At this stage the fiend is literally torturing the body of his victim, causing it to move and bend and contort in unnatural, even impossible ways. Reports of the head turning completely around are not unknown. Anyone witnessing this

display must make a Will saving throw (DC 20) or be panicked for 1-8 minutes.

Poltergeist: At this stage, the fiend is able to manifest a "telekinetic tantrum" through the possessed. Anyone in the room when this manifestation occurs will suffer an attack with a BAB equal to the Charisma modifier of the possessing fiend. Damage is 1d6 plus the Charisma modifier of the fiend. This ability may be performed a number of times per day equal to the Fiend's charisma modifier, or 1, whichever is higher. This ability is likely to be used on any potential exorcists, and flying debris has killed exorcists according to some accounts. Anyone witnessing this display must make a Will saving throw (DC 20) or be panicked for 1-8 minutes.

Direct Manifestation: Similar to Poltergeist, except that there is limited conscious control of the fiend over his victim. A number of rounds per day equal to the fiend's charisma modifier, the fiend may exert direct control over the victim, using any ritual or spell-like ability through the possessed that the fiend has at its disposal. Each such manifestation inflicts 1d6 points of damage plus the fiend's charisma modifier on the victim, so repeated use of this ability may kill the victim, denying the fiend its prize. However, for the exorcist, both the manifestation, and the withering effect on the victim, is of concern, as a victory over a fiend by the death of the victim is a hollow one indeed.

Fiendish Vessel: At this point, the Fiend has complete control over the victim's actions, and may act freely. Usually, if no help has been called, or if that help seems naïve, the fiend will feign a "recovery", acting as though just coming out of a serious illness. If such a ruse seems unlikely to be successful, the fiend will simply depart, and will attack if restrained. The victim has the Fiendish Vessel template applied at this point.

Performing an Exorcism

Successfully performing an Exorcism requires a Knowledge (Theology) skill check. This check is made at –4 if the character does not have the Exorcism feat. The DC of this check depends on how serious the victim’s condition is. If the condition is recognized early on, the ritual will be relatively easy to perform. In the later stages, not only is this ritual more difficult, but dangerous as well, as the Fiend will use any means at its disposal to destroy the exorcist.

The Exorcist’s Tools: An Exorcist needs a Bible (devoted to any Higher Power), a Holy Symbol, and Holy Water. If an exorcist does not have all these tools, he suffers a –4 on his Knowledge (Theology) check.

Exorcising Obsession: At this stage, the Knowledge (Theology) DC is 10. At this point an Exorcism takes one hour to perform. Any material the Fiend has (such as hair or fingernails) is destroyed by the power of the Ritual, seriously harming the Fiend’s ability to possess the same target again.

Exorcising Manifestation: Once a character has reached this stage of possession exorcism becomes much more difficult. Add the character’s position on the “Possession Clock” to 10 to determine the DC of any exorcism. So, a character under assault by a Fiend with an 18 Charisma (starting position on Possession table of 4), who has been under the fiend’s influence for 6 days (current position 10), would require a Knowledge Ritual check of 20 to free from influence. An Exorcism takes one hour per DC to perform at this point. So, the victim from our previous example, the ritual would take 20 hours to perform. Any material the Fiend has (such as hair or fingernails) is destroyed by the power of the Ritual, seriously harming the Fiend’s ability to possess the same target again.

Exorcising Possession: Once a character reaches “Fiendish Vessel” on the Possession table, the Exorcism DC becomes 30, and rises by 1 every day. Obviously at some point the bond between host and master becomes effectively permanent, and the only way to free the tormented is by his death. Also, exorcism at this point become dangerous in the extreme, as the fiend will lash out at any exorcist with all of its power.

However, if exorcism is successfully executed at this point, both fiend and victim must succeed at a Fortitude save (DC 20) or perish. Any material the Fiend has (such as hair or fingernails) is destroyed by the power of the Ritual, seriously harming the Fiend’s ability to possess the same target again.

Fiendish Vessel (New Template)

A tortured soul, a prisoner inside its own body, a Fiendish Vessel is someone who has been possessed by a Fiend. Fiends use these poor vessels for disguise, or, in the case of Fiends that are trapped, such as Celestan, as a way to influence the mortal world from their prisons.

Creating a Fiendish Vessel: Fiendish Vessel is a template that may be added to any human or animal (referred to hereafter as the “base creature”). The creature’s type changes to “Fiend”. It uses all the base creature’s statistics and special abilities except as noted here.

Natural Armor: The base creature’s natural armor improves by an amount based on its size: Tiny or smaller +2, Small +5, Medium-size +9, Large +14, Huge +16, Gargantuan +18, Colossal +20.

Attacks: A Fiendish Vessel retains all the attacks of the base creature, and gains claw and bite attacks if it did not have them already.

Damage: If the base creature does not already have bite and claw attacks, use the damage values in the table below. Otherwise, use the values below or the creature’s damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	-	-
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium-Size	1d6	1d4
Large	1d8	1d6
Huge	2d6	2d8
Gargantuan	2d8	2d6
Colossal	3d6	2d8

Special Attacks: A Fiendish Vessel retains all the special attacks of the base creature, and also gains all of the special attacks of the possessing Fiend.

Special Qualities: A Fiendish Vessel retains all the special qualities of the base creature, and also gains special qualities and all the weaknesses (such as vulnerability to holy water) of the possessing Fiend.

Saves: Same as the base creature.

Abilities: A Fiendish Vessel uses the Physical Abilities of the base creature, each at +2, and the mental abilities of the possessing Fiend.

Skills: A Fiendish Vessel uses the skills of the Possessing Fiend, but uses any racial bonuses to skills allowed to the base creature.

Feats: A Fiendish Vessel uses the feats of the Possessing Fiend.

Challenge Rating: As the base creature, +1/4 HD of the possessing Fiend.

Allegiances: As the possessing Fiend.

Open game license

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open

Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Blood and Relics Copyright 2003, RPGObjects; Author Charles Rice

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Conclavis Sentire, Rio Hevri, Delora Valley.