

"Demon of Catheway" ©1996

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Introduction

This adventure is intended for a moderate sized group of PCs and it is set primarily in an isolated Maine town called Catheway. The adventure is set in the 1990s, but can be set in another time period and in another location (with suitable modifications, of course). The investigators will be primarily be facing human opponents, but there is a good chance they might go up against a rather unpleasant Mythos being.

Keepers Introduction

In 1795 two English adventurers, William Catheway and Samuel Longstock, discovered an ancient tomb in Egypt. The two men found the ancient remains of an Egyptian magician as well as his "demon" This "demon" was sealed into an enchanted cage along with the magician's treasures. Catheway, an exceptionally greedy man, negotiated with the "demon" and was able to work out a deal with it. In return for parts of the treasure, Catheway agreed to provide the "demon" with specially prepared human hearts. For a short time, Catheway and Longstock worked together in Egypt to acquire victims for the demon, but in 1796 Catheway decided to keep the loot for himself and murdered Longstock and gave his heart to the "demon." Longstock's brother was not convinced when Catheway said that he had returned to Europe and threatened him, forcing Catheway to flee to the new world.

Catheway wandered around the United States for several years, never able to stay in one place for very long because of his need to find victims to exchange for treasure. In 1800 Catheway hit on the idea of starting a religion. Since Catheway had a "demon" at his disposal, he was able to start up a real "fire and brimstone" religion. He was cunning enough to recruit his followers among those who would not be missed, such as new immigrants and people without families. He continued to recruit followers until he had a fairly sizable following. In order to avoid the attention of the authorities, Catheway used some of his wealth to buy a plot of land in what is now Maine. He brought his followers to this land and they built a small town. Catheway was able to provide his "demon" with the hearts it craved by

"sending the chosen to Heaven."

Things went very well for Catheway until 1810. In the fall of that year Longstock's brother, who had been hunting Catheway across the globe for years, came to the town and killed Catheway. Longstock took some of Catheway's loot and returned to England, causing Catheway's followers to assume that he had been killed by a robber. With the death of Catheway, the religion he founded soon died out. Despite the death of the religion, the town survived (but barely). In fact, the survival of the town was due, in part, to Catheway's death. The "demon" had persuaded Catheway to conduct a ritual that would free the "demon" and this ritual would have required the death of everyone in the town. Without the ritual, the "demon" remained caged.

With the death of Catheway, the "demon" was denied fresh hearts. Catheway's "demon", which he kept carefully hidden in a secret underground vault, went into a form of suspended animation to await the arrival of a new provider. It turned out to be a very long wait, one which the "demon" almost did not survive.

The town of Catheway recovered in 1896 when a small lumber company started operations in the area. This operation grew rather slowly, but it was productive enough to keep the town alive over the years. Through all this the "demon" slept in its vault.

In the late 1980s the vault was exposed by years of erosion. In 1990, a troubled teenager named Bill Leland stumbled across the vault while looking for a place to smoke some marijuana. Over the next four years, the "demon" corrupted Leland and taught him the spell needed prepare the hearts.

In 1994, Leland worked up the courage to kill an old man, take his heart and give it to the "demon." Leland dumped the old man's body in the woods and was rewarded by the "demon." Over the next two years Leland found victims who would not be missed and gave their hearts to the "demon." In return, the "demon" provided Leland with numerous small trinkets which Leland sold to buy drugs and prostitutes in Bangor, Maine. Leland used his new wealth to impress some other troubled individuals and gathered them into a small gang with him as the head. Any gang member who caused him trouble or defied his leadership soon ended up a sacrifice to the "demon." Leland also used the "demon" to impress and win over a group of Satanists, so he has small force to aid him.

Two weeks before the adventure starts, Leland will try to kill a homeless person in Bangor and fail. The man will report the attack to the police, who will investigate, but will not find any leads. Leland will return to the "demon" empty handed and it will refuse to pay him. Angry, and badly in need of a fix, Leland will drive back to Bangor, kill a prostitute and take her heart back to the "demon."

Three days before the adventure begins, the "demon" will finish teaching Leland the Dispel Cage spell and will do its best to talk Leland into casting it. Leland will consider whether to cast the spell or not for several days (he does not fully trust the "demon") and this will give the investigators time to find out what is going on and put a stop to it.

Getting the Players Involved

A week before the adventure begins, a piece of jewelry which Leland pawned will be purchased by Brian Dumont, a University of Maine student, as a present for his sister. By pure chance, one of the sister's professors, Dr. Armedt, will recognize the piece as a genuine Egyptian artifact. Excited, and wanting to see if there are any more pieces available, he will ask Dumont to see if he can find any more pieces. After visiting the LaVec pawn shop, Dumont will contact Leland. Leland will force the student to go to Catheway and then show him the "demon." After killing Dumont, Leland will give his heart to the "demon" and dump Dumont's body in the woods.

The adventure will begin with a phone call from Dr. Armedt. Dr. Armedt is an old friend of one of the more scholarly investigators in the party and Dr. Armedt has some knowledge of the investigator's involvement in the strange and unusual.

Dr. Armedt will tell the investigator that the brother of one of his students disappeared shortly after he asked him to try to find more about an ancient Egyptian artifact. This artifact had been purchased at a pawn shop in Bangor, Maine. Dr. Armedt knows that the pawn shop is called "LaVec's Pawn Shop" and

that Dumont called him to say that he was going to a town called "Catheway."

Dr. Armedt, who is 68 years old, will be unable to make the trip to Maine. Instead, he will ask his friend to go and investigate what happened to Dumont (and find out more about the artifacts, if possible).

A Trip to Maine

If the investigators are not already in Maine, then they will need to journey there. There are two main airports in Maine: the Portland airport and the Bangor international airport. Portland is the largest city in Maine and is about two and a half hours (driving) from Bangor. Bangor is a relatively small city and is about two and a half hours from Catheway (driving).

Unless the Keeper is feeling particularly vicious, the trip to Maine should be uneventful. If the investigators are in dire straits financially, the Keeper may wish to have Dr. Armedt provide them with some travel funding from his university. Dr. Armedt is no fool and the Keeper should not allow the investigators to dupe him out of money.

Players' Information

Once the investigators arrive in Maine they will probably begin their investigation in Bangor. The investigators will have little trouble in securing information about Catheway and there will be some additional information that might catch their attention.

The following information about Catheway can easily be found by checking various sources of historical information. The particular passage quoted is from Sam Johnson's *A Short History of Small Maine Towns*:

The town of Catheway, Maine was founded in 1807 by William Catheway. Catheway was the leader of a very small, but rather unusual, religious group and he founded the town as a religious community. The religion was surprisingly successful and grew rapidly for a short while and so did the town. However, this growth turned out to be short lived. In 1810, Catheway was killed by a robber and the religion he followed declined quickly, as did the town. For some reason, the town never completely died and in 1896 a small lumber operation started up. This operation grew slowly over the years, but it grew enough to keep the town alive.

The following information about Catheway is available in Dr. Deborah Jones' *Small Cults of America*. This book is a respected scholarly work in the field of religion and would be known to experts in the field. It could also be found by a search in the area of small American religions and obscure American cults.

Sometime around 1800 an Englishman named William Catheway began an obscure cult in America. Information about the cult is extremely limited, but the few available accounts from the time period indicate that the cult focused on Catheway who promised protection from the demons of Hell. According to some rather outlandish accounts, Catheway had an imprisoned demon which he used to demonstrate his powers over Hell to his followers. In 1807 Catheway founded a town and populated it with his followers. During this time period, rumors arose that people were being murdered in the town. There was no official investigation and the followers always insisted that their fellows had been chosen to go to Heaven. This rather obscure cult died out in 1810 when William Catheway was killed by a thief.

The following information can be found in "Violence in Maine", a special column in the *Bangor Daily News* by local writer Carl Fox. Similar information can be found in news reports in newspapers and on TV.

A few days ago Wilbur Horton reported being attacked by a man. He was slightly injured and released from the Eastern Maine Medical Center after treatment....The next morning, a young woman was found murdered in an alley. Police are withholding the name of the woman until the next of kin are notified, but a confidential source revealed that this innocent woman's heart was missing....Just recently, a University of Maine student has been reported as missing...

If the investigators wish to talk to Fox, they will be able to find him at the offices of the Bangor Daily News. As long as they are civil, he will be willing to talk to them for a short while. Fox is in his fifties and is fairly sedentary. He will tell the investigators what he knows about the incidents, which is as follows. He knows that Horton was attacked by a young man wearing a nice leather jacket. He also knows that a young woman was found dead. The cause of death was a stab wound in the lower back. He will say that his police source said that the woman's body had been marked with odd, probably Satanic symbols and that the woman's heart appeared to have been cleanly removed. He knows that the missing student's name is Dumont. If the players impress him favorably and offer to give him first shot at what they might turn up, he will let him know the name of his police informant.

If the investigators go to Lavec's Pawn Shop, they will find that it is fairly typical of that sort shop. The owner, Paul LaVec, is not a bad person but is a trifle too eager for profits at times. He knows Leland, since Leland has pawned a lot of stuff at his store. He is slightly afraid of Leland and his associates, but he will be willing to say that he sold a piece to some "college boy" and that the student asked him about Leland. If the investigators ask about this, he will say that he told the student that Leland lives in Catheway but he can often be found at the local bars. For some cash incentive, LaVec can provide a decent description of Leland. If the investigators go looking for him in the bars they will eventually run into someone who knows of him and, at the Keeper's discretion they might run into him. If Leland learns that LaVec said anything to the investigators, he will kill him and take his heart.

If the investigators look around LaVec's shop, they might recognize some of the pieces as Egyptian artifacts. Such pieces can be discerned using Archeology or History. The investigators can also find the pieces Leland pawned by asking LaVec. LaVec has no idea that the pieces are priceless Egyptian artifacts. He does think that they are valuable since he does know that they are made out of gold. He is asking about \$150 to \$400 per piece depending on its size and quality. He has six pieces,. If the investigators seem overly interested, he will ask for more. He has records for twenty sales of the items Leland pawned, in case the investigators decide to follow up on the other pieces later. What happens in such cases is left up to the Keeper.

If the investigators are able to get access to the police records or talk to Fox's police source, they will be able to get a description (from the report given by the man Leland attacked) that matches Leland very closely. They will also be able to get a look at a photograph of the murdered woman. The photo shows a half naked woman lying on garbage bags in an alley, with a gaping hole in her chest. Other photos show close ups of the wound. The wound is very precise and some odd marks are visible on the body. If an investigator has Cthulhu Mythos and makes his skill roll, he will recognize the markings as being similar to those used in Mythos related spells. If the investigators try to find the man who survived Leland's attack, they will have only a slight chance of doing so. If they do find him, he will not be able to add much more to what he said to the police. If the investigators decide to follow up on the dead prostitute, they will find that she has been buried and that her apartment has been rented out. If they seek information from other prostitutes, they might be able to find a woman who will tell them that Trixie Brown (the prostitute) picked up a guy at a bar. She will not know his name, but can give a description that closely matches Leland.

If the investigators seek information in Catheway, their best source is Dan Jacobs. Jacobs is a former police officer and is the unofficial leader of the town. He knows that Leland is trouble and thinks that he has been pulling some small thefts in Bangor. Jacobs will point out the fact that Leland does not work a job, yet he is able to afford to rent a house and that he was able to buy a Trans-Am and a pick up trucks. Jacobs does not suspect that Leland is involved in anything as horrible as what he actually is

involved in.

There are other potential avenues of investigation which can be handled by the Keeper.

Maps

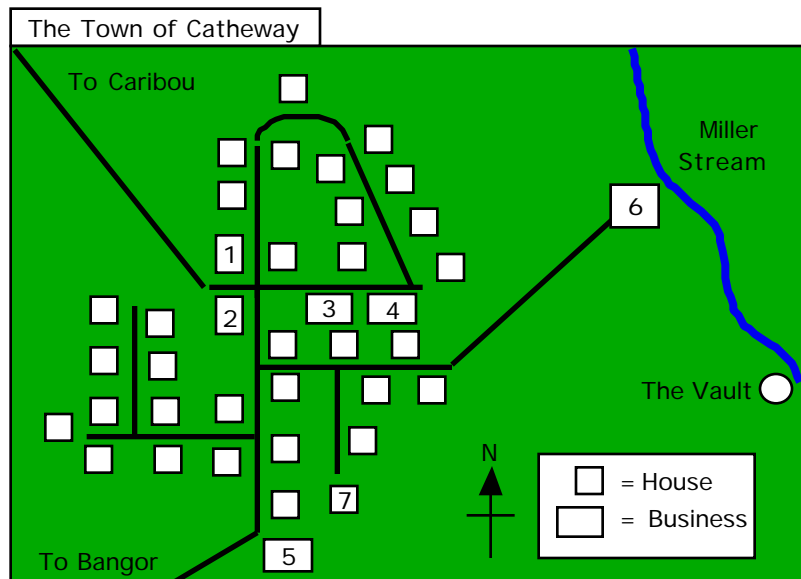
The Town of Catheway

Catheway is a very small town and has a population of less than 100. There are just over thirty houses in the town, not all of which are inhabited. The main industry for the town is the sawmill on Miller Stream, but it has been doing very poorly and only employs ten people. It is scheduled to shut down operations in less than a year and this will mark the death of Catheway.

The inhabitants of Catheway are mostly older people who retired from work at the sawmill or the associated wood cutting operations. A few of their children have stayed on in the town, but most people who are not of

retirement age have either moved on or are packing. The inhabitants are friendly, although they will not take kindly to people who are rude or troublemakers. The inhabitants know about Leland and his boys and do not like them. However, they know that unless Leland actually gets caught breaking a law they will be stuck with him.

The houses in Catheway tend to be two story wooden houses, some of which were built in the 1800s. The inhabited houses are all well maintained.



1. Gas Station/Convenience Store: This small store is run by Gus Hawkings. He worked at the sawmill until he lost an arm in an accident. After that, he used the money from his settlement to start his store. The store serves the towns inhabitants and it does not make very much money. It is scheduled to be closed by the owning chain as soon as the mill shuts down.
2. Grocery Store: This store is now closed down. The building is empty except for the shelves and such that were not worth removing. The windows have been boarded up. The inhabitants of Catheway now drive to Bangor or nearby towns to do their shopping.
3. Lodge: This lodge is run by Harold Marquette and his wife Edith. It has twelve rooms and a common dinning area. The rate is \$25/night. The lodge is the most successful business in town as the deer hunting is quite good on the other side of Miller Stream.
4. Office: This building served as the office for the sawmill and cutting operations. Because of the decline in operations the office closed. This building is empty except for a few items of old furniture that were not worth shipping out.
5. School: This building was the school for the town. It was closed down by the state two years ago and has stood empty ever since.

6. The Sawmill: The foundation for this old structure was laid down in the last century. The operation was modernized in the 1940s but is now on the verge of being shut down. There is still some cutting going on, but not much. Once the current employment contracts run out, the mill will be shut down for good.

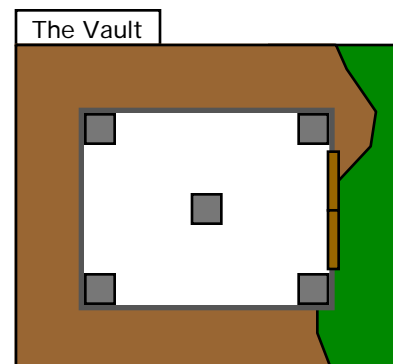
7. Leland's House: Leland is renting a two story house with an unfished (dirt) basement. The house is fairly messy as Leland is not a great house keeper. The first floor has a kitchen, living room and an dining room. The upstairs has three bedrooms and a bathroom. Leland sleeps in the main bedroom. He keeps a lock-box in his closet which holds \$1,542 in cash, a stash of drugs, a scarab brooch from the "demon," and two modern gold rings (taken from victims). He keeps an address book by his phone which contains the phone numbers and addresses of Hansen, Wence and the hard core Satanists. Devoe sleeps in the second bedroom. He keeps paper taped over the window so the light from his room will not be visible. His room is rather filthy. One corner of the room has sheet metal on the floor and it is covered with all sorts of burned up things. Devoe keeps a lot of flammable material in the room. The third bedroom is empty, but is sometimes used by a visiting Satanist. Leland is fairly careful not to keep anything in his house that would link him to his victims. However, he has six credit cards from past victims which he has put in a plastic bag and buried in a coffee can in the basement. If the investigators check the basement, they can spot the area where the can is buried by making a spot hidden roll. One of the credit cards belongs to Dumont.

The Vault: The vault is located outside of town in a hilly, wooded area. The area has a reputation as a bad area to hunt (the deer and other animals can sense the presence of the "demon" and stay away) and it is fairly tough terrain. Hence it is avoided by just about everyone. Leland discovered the vault some time ago by pure chance. He has worn a slight trail to it (requires a Tracking skill roll to find and follow) but he has been careful not to create an obvious path to it.

The Vault

The vault is a solidly built structure and it is made of local granite. The walls and ceiling are supported by solid granite columns. The doors are made out of thick wood and were treated with oil and tar to make them last. The hinges are badly rusted and the doors are slightly decayed, but they still work. When Leland is not at the vault he chains the doors shut. To get in, the investigators would have to cut the chains, pick the lock, or pry the handles out of the door (this would be easiest).

The vault has been exposed by years of erosion, but it is fairly hard to spot since the granite is also worn. The interior is dark, mossy and damp and the ceiling is only six feet high. Against the back wall is the cage that holds the "demon." Also in here are a couple folding chairs, an old card table, a Coleman lamp, a can of fuel for the lamp, and a plastic cooler. There are cigarette butts and beer cans scattered about on the floor.



Action

The action begins when the investigators received the call from Dr. Armedt and agree to find out what has happened. While the adventure will unfold differently for each Keeper, the following events are suggested.

First, the investigators will begin their investigation in Bangor. While there they should acquire the information provided in the handouts. They should also learn about Leland from the pawn shop owner.

They might even have a brief encounter with Leland. The Keeper should try to arrange some contact between the investigators and John Wence. Perhaps they will meet him at the pawn shop or at one of the bars (if they go looking for Leland).

Unless the investigators are particularly inept, they should find that the clues lead to Catheway and to a man named Leland. The investigators should be in little danger in Bangor as long as they do not make it clear to Leland that they are after him. If Leland learns that the investigators are after him early in the adventure, he will have time to prepare and act against him. Leland may well decide to kill the investigators or they may provoke him into trying to dispel the cage early. If the investigators are competent, they should have little trouble in getting the information they need and then they will probably move on to Catheway.

Second, the investigators are likely to follow the leads to Catheway. The Keeper should give them some time to poke around a bit in Catheway and time to meet Dan Jacobs. Leland does keep an eye on what is happening in Catheway, so the arrival of strangers will not escape his attention. If the investigators maintain a plausible cover, Leland will keep an eye on them but probably will not try anything, as he prefers not to take victims so close to home. If the investigators let it be known that they are looking for Dumont or Leland, he will keep a careful watch on them and will take steps to eliminate them, should he feel sufficiently threatened.

The investigation in Catheway should be reasonably uneventful unless the investigators provoke Leland into acting against them. He will tend to start off with threats and property damage and then move up to direct violence if the investigators do not get the message. If possible, he will let his boys and the Satanists do any direct violence for him. It is not likely that the "demon" will need a new heart while the investigators are in Catheway. The last victim had a POW of 8, so the "demon" should still have a couple weeks left. If the Keeper wishes to have Leland get another heart, the date the heart was taken can be pushed back or the victim's POW can be lowered.

Third, the "demon" will eventually talk Leland into casting the Dispel Cage spell. It will promise that it will give him all of the treasure and continue to aid him once it is freed. Leland is convinced that the "demon" will do these things and he thinks that it will be great once the "demon" is free to rip apart his enemies. After discussing matters with the "demon," Leland will decide to cut the power and phone line, burn down as many buildings in Catheway as possible and then shoot any survivors. He then plans to complete the spell and free the "demon." Leland will be able to talk Devoe, Hansen and four of the Satanists into going along with his plan. He will be able to talk Wence into mixing up some homemade napalm and other flammable chemicals but he will not tell Wence what he plans to do.

The Keeper should give the investigators a chance to learn of Leland's plan and give them a chance of stopping him. If the investigators go after Leland while he is still preparing, he will resist them to the death, but he will probably only have Devoe with him. Of course, Keepers who have a vicious streak may wish to force the investigators into action at the last minute.

If the investigators do not learn of Leland's plans or are unable to stop him, he will put his plan in motion. Hansen and the four Satanists will drive to Catheway in the morning and will help Leland and Devoe prepare the firebombs. Leland lives in a house in Catheway and they will do this work in the basement. If they are interrupted, they will try to kill the investigators. At some point Wence will overhear what they are planning to do. He will not go along with it and will slip away at the first opportunity. If he has met the investigators and they are in town, he will warn them that Leland is planning on burning down the town and then he will flee as fast as he can.

Once it gets to be fairly late, Devoe and three of the Satanists will place the firebombs around the town while Leland, Hansen and the fourth Satanist cut the power and phone lines. Shortly after the power and phone lines are cut, the bombs will go off. After the bombs go off, Devoe and three of the Satanists will cruise the town in cars to shoot or run over any survivors. Meanwhile, Leland and Hansen and the other Satanists will be driving two four wheel drive pickup trucks and loading them with corpses for the ceremony. Once they get a full load of bodies (at least ten per truck) , they will drive the trucks to within 100 meters of the vault and dump them. While the others are keeping any survivors and the investigators busy, Leland will begin the spell.

Conclusion

How the adventure ends depends primarily on whether or not Leland succeeds in casting the Dispel Cage spell. If the investigators prevent this spell from being cast or if the spell fails, the "demon" will remain trapped. If the investigators are able to find the trapped "demon," they should have no trouble killing it. Since it is caged, it can only attack them if they come within its reach. An effective way to kill it is to fire at the cage with a shotgun until it dies.

If the investigators cannot find the trapped "demon" or have no idea that it even exists, any survivors from Leland's group will probably return to it eventually. If this occurs, then the trouble will start up again. If the investigators end up taking care of Leland and his fellows, the "demon" will probably never be found and it will perish in its cage.

If the spell is cast successfully, the "demon" will want to work out centuries of pent up rage. It will go on a brutal killing spree in what is left of Catheway. If the investigators do not kill it, then it will eventually start up a cult dedicated to Nyarlathotep. It will make use of Leland or Hansen if they survive the night. Surviving investigators might end up tracking the "demon" down in another adventure.

In terms of Sanity Point awards, the investigators should receive 1D3 Sanity Points for defeating Leland and his associates and 1D10 Sanity Points if they kill the "demon." If the town is destroyed by Leland, the investigators should lose 1D3 Sanity Points. If the investigators know that the "demon" has escaped, they should lose 1D6 Sanity points. It is possible to combine rewards and loses. For example, if the investigators defeat Leland and kill the "demon" after the town is destroyed, they would receive $1D3 + 1D10 - 1D3 = 1D10$.

In any case, Catheway is a doomed town. If Leland and his cronies burn most of it and kill many of the inhabitants, the town will die a quick death. If the investigators prevent Leland from killing the town, it will die a slow death as people move away and pass on.

NPCs

Bill Leland

Leland is a 20 year old man who has brown hair, a thin moustache and brown eyes. He wears tattered jeans, t-shirts and an expensive leather jacket. Most of the time he is under the influence of drugs, alcohol or both so his eyes are usually fairly clouded.

Leland has been serving the "demon" for years and his constant exposure and murders for it have rendered him permanently insane. These years have left him capable of any evil and he has no qualms about murder or worse. Despite his madness, he has learned an almost inhuman cunning from the "demon" and he can be a very dangerous man. He is skilled at Fast Talk and will try to talk his way out of trouble first. If that doesn't work, he always carries a loaded .38 revolver and a hunting knife and he is always happy to use them.

While Leland knows that his "demon" is supernatural, he suspects that it is not associated with the Devil he learned about during his years at the orphanage. However, the Satanists do believe that the "demon" is a minion of the Devil and Leland is happy to use this belief to control them.

He is greedy for the treasure that the "demon" has to offer him and is willing to kill people to trade their hearts to the demon.

Bill Leland, Servant of the "Demon"

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

Damage Bonus: +1D4

Weapons: Knife 65%, 1D4+2+1D4, .38 Special 60%, 2 shots/round, 1D10, Base Range 15 yards, 6 shots, .45 Automatic, 40%, 1D10+2, 1 shot/round, Base Range 15 yards, 7 shots, Fist 70%, 1D3+1D4, Kick 45%, 1D6+1D4

Skills: Bargain 35%, Conceal 35%, Cthulhu Mythos 8%, Drive Auto 28%, Fast Talk 55%, Hide 25%, Listen 35%, Occult 25%, Sneak 35%

Spells: Ceremony of the Heart, Dispel Cage

Bud Devoe

Devoe is a large 19 year old man who has greasy black hair and brown eyes. He wears old jeans, heavy metal t-shirts and a dirty old coat in the winter. When he can afford drugs or when Leland decides to share, he will be quite high.

Devoe has been one of Leland's boys for three years and is Leland's right hand man. Devoe thinks Leland is just great and will do anything he says. Despite his youth, Devoe has an impressive criminal record that includes rape, murder and arson. He recently escaped from prison and there is a warrant out for his arrest. The family of a girl he raped and murdered have put up a \$10,000 reward for Devoe's capture (they will throw in an extra \$5,000 if he is killed during an attempted capture).

Devoe is large and strong, but is not terribly intelligent. His main way to interact with people is through violence.

Devoe has seen Leland's "demon" and was sincerely impressed by it. Devoe is a Satanist and is convinced that Leland is an emissary from his master. Hence, Devoe will do anything Leland says and will gladly kill people for him. Devoe is still technically sane, but he is thoroughly wicked. He also is a pyromaniac.

Bud Devoe, One of Leland's Boys

STR 15 CON 12 SIZ 13 INT 9 POW 12 DEX 13 APP 11 EDU 10 SAN 41 HP 13

Damage Bonus: +1D4

Weapons: Knife 55%, 1D4+2+1D4, .357 Magnum, 34%, 1D8+1D4, 1 shot/round, Base Range 15 yards, 6 shots, Fist 75%, 1D3+1D4, Kick 55%, 1D6+1D4

Skills: Drive Auto 27%, Drive Motorcycle 35%, Fast Talk 35%, Hide 25%, Listen 35%, Occult 20%, Sneak 35%

John Wence, One of Leland's Boys

Wence is an average sized 21 year old man who has long black hair and blue eyes. He wears fatigues and clothes from Army surplus stores. He uses drugs occasionally, but not nearly as much as Leland and Devoe.

Wence has been with Leland for a year. Before meeting Leland, Wence was a small time drug dealer in Bangor. When he met Leland, he decided that hanging with Wence and serving as a regular supplier would be a better way to make money. Wence will help out Leland and is not above killing people if a lot of money is at stake. However he does not revel in killing like Leland and Devoe.

Wence is the second smartest member of Leland's little group and has some education beyond high school. He is also the most normal and might balk if and when Leland starts to kill people for the Dispel Cage spell. He has not seen Leland's "demon" and is still sane.

John Wence, One of Leland's Boys

STR 11 CON 12 SIZ 12 INT 13 POW 11 DEX 12 APP 11 EDU 13 SAN 55 HP 12

Damage Bonus: none.

Weapons: .22 Long Pistol, 35%, 1D6, 3 shots/round, Base Range 15 yards, 6 shots, Fist 55%, 1D3, Kick 35%, 1D6

Skills: Bargain 35%, Chemistry 25%, Drive Auto 30%, Fast Talk 35%, Hide 25%, Law 10%, Library Use 30%, Listen 35%, Pharmacy 5%, Sneak 35%

Jane Hansen

Jane is a small, extremely attractive 23 year old woman who has long red hair and green eyes. She favors black clothing, black lipstick, and black fingernail polish. She also wears at least a pound of exotic, occult style jewelry.

Hansen was college student at a private New England school. As a sophomore, she became heavily involved in the occult and was drawn in deeper than most people. Two years ago she met Devoe at a meeting of Satanists. He was impressed by her desire to know the "Master" and he brought her to Leland. Attracted by her beauty, Leland decided to keep her and used the "demon" to drive her over the edge. Since then she has served as the leader of a small group of hard core Satanists. These people are fanatically loyal to Hansen and Leland. Since Leland showed them the "demon," they are duly convinced of his infernal status.

Hansen is very intelligent and quite evil. She is convinced that the Devil is her true master and she will do all she can to earn his favor. Hence, she will gladly kill people for Leland and the "demon." Hansen could prove quite dangerous to the investigators as she is very adapt at acting. One of her favorite roles is the good girl who has gone astray, but can be redeemed by trust and care. Of course, once she earns someone's trust, that is when they end up dead.

Hansen lives in Bangor and runs a small occult shop there. Her mother is a corporate CEO in Boston and keeps her daughter supplied with cash in the mistaken belief that her interest in the occult is "just a phase." Hansen's mother has a fair amount of clout and it could be turned against the investigators if they harm her and her mother learns of this.

Jane Hansen, Satanist

STR 7 CON 9 SIZ 8 INT 15 POW 7 DEX 13 APP 15 EDU 14 SAN 16 HP 9

Damage Bonus: -1D4

Weapons: .22 Short Pistol 20%, 1D6, 3 shots/round, Base Range 10 yards, 6 shots.

Skills: Accounting 15%, Acting 55%, Anthropology 5%, Bargain 10%, Credit Rating 50% (thanks to her mother), Fast Talk 15%, History 30%, Library Use 35%, Occult 55%, Psychology 10%

Satanists

There are four Satanists in Hansen's group who are screwed up enough to willingly and knowingly participate in murder. These individuals are extremely loyal to Hansen and they believe that their "salvation" depends on doing their master's work. These four people have seen the "demon" and hence fear and respect Leland. All four of them live in or near Bangor, although they sometimes visit Leland in Catheway.

While they are rather evil and murderous, they are not particularly brave nor are they skilled at combat. They are unlikely to stay and fight for long in the face of determined resistance. However, they are quite up to murdering unarmed or helpless individuals.

Satanists, Servants of Hansen and Leland

	Bill Punce	Sam Davidson	Diane Weston	Jill Jones
STR	12	14	11	8
CON	11	13	15	9
SIZ	11	14	12	9
INT	10	9	12	11
POW	9	10	11	10
DEX	11	12	13	15
APP	10	9	12	13
EDU	12	10	13	12
SAN	37	41	46	42
HP	11	14	14	9
Weapon	.22 Pistol	Hatchet	Shotgun	.22 Pistol
Attack %	25%	40%	35%	20%
Shots/Rd	3	1	1	3
Damage	1D6	1D6+1+1D4	4D6	1D6

Dan Jacobs

Jacobs is 50 years old and is a retired police officer. He has gray hair (at least, what is left of it is gray) and a beard. He is an average size man, although he has started putting on weight since he retired. He dresses casually, except at town meetings.

Jacobs is very dedicated to the town since it is where he grew up and he is the informal leader of the town. He takes his responsibility very seriously and does all he can do to make Catheway a good place to live.

Jacobs knows about Leland and his boys and keeps a careful eye on them. They try to avoid attracting his attention since Leland knows that Jacobs would be able to get the police to come down on him very hard.

Jacobs has dealt with many crisis situations during his time as a police officer, so he is not likely to panic if things go wrong. However, he has never had to deal with anything radically out of the ordinary.

The investigators will find that Jacobs will be willing to aid them, provided they approach him properly. He would love to nail Leland and his punks and will be pleased to hear that the investigators are after him.

Dan Jacobs, Former Cop

STR: 12 Con: 12 SIZ: 13 INT: 13 POW: 11 DEX: 12 APP: 10 EDU: 13 SAN: 55 HP: 13

Fast Talk 27%, First Aid 30%, Hand Gun 55%, Night Stick 50%, Law 25%, Listen 35%, Drive Automobile 40%, Spot Hidden 35%, Shot Gun 50%

Weapons: 12 Gauge Shotgun Damage: 4D6/2D6/1D6 Range: 10/20/50 Shots: 8,

9mm Semiautomatic Damage: 1D10 Base Range 20 yards, 15 shots, Night Stick: 1D8

Mythos Being

Kadariak Kepf, Lesser Servitor Race

The Kadariak Kepf are a race that serve Nyarlathotep in his Egyptian avatars. Their name appears to be a corruption of an ancient Egyptian name whose pronunciation has been long lost in the dust of history. These beings used to dwell in sections of ancient Egypt and other parts of the Middle East, now they are only encountered in ancient tombs and terribly isolated sections of the deepest deserts.

These beings look very much like human corpses that have been mummified by the desert. The main differences between the human form and the form of a Kadariak Kepf are that the Kadariak Kepf has no mouth in its face, its hands are taloned, and there is a horrid, circular mouth in the chest where its heart should be. This mouth is filled with needle like teeth which grind constantly.

Kadariak Kepf often wrap themselves in strips of cloth (like mummies) and cover their faces with golden death masks. It is likely that some mummy stories actually involved Kadariak Kepf. They sometimes carry weapons, such as swords or iron rods.

Kadariak Kepf are very intelligent and capable of learning a great deal. They also possess a devilish cunning and are masters of deception and bargaining. These beings were often loaned to particularly wicked magicians.

Kadariak Kepf are believed to have once been human beings who were transformed into horrible servants by Nyarlathotep. Whatever the truth of the matter, it is the case that Kadariak Kepf need to feed on the hearts of human beings. These hearts must be prepared using the Ceremony of the Heart spell, which all Kadariak Kepf know. This spell may be cast by the Kadariak Kepf or another being who knows the spell.

Kadariak Kepf need to feed on human hearts. They will be able to remain active for one week for every point of POW the victim possessed in life. The heart will be in the "mouth" in a cavity and will be held in place by maggot-like tendrils which burrow into the heart. The heart will eventually be consumed and need to be replaced. Each day the Kadariak Kepf goes without a heart it will lose one point of POW each day until either it dies at 0 POW or gets a new heart. If it gets a new heart, it will regain one point of lost POW each day, but each point of POW it regains will take a week off the "life" of the heart. A Kadariak Kepf can also go into a form of suspended animation in order to stay alive. In this state the Kadariak Kepf can survive for 10 years for every point of POW the victim possessed. Provided it has a regular supply of hearts, a Kadariak Kepf can live indefinitely.

The Kadariak Kepf in this adventure was given to an ancient Egyptian magician. Before his death, he devoted his time and energy to create a mighty cage in which to imprison his Kadariak Kepf. To create the cage, the magician slew twenty other powerful magicians and used their bodies to forge the cage. After it was complete, the magician forced the Kadariak Kepf into the cage and sealed it in along with his treasures. The magician placed many prepared hearts in special urns so that the Kadariak Kepf would survive. The magician believed the Kadariak Kepf would serve as his guardian in the afterlife. Although the Kadariak Kepf has doled out some of the treasure in the cage as bribes, there is still a fortune in ancient Egyptian artifacts in it.

The Kadariak Kepf in this adventure speaks and reads English (Catheway taught it) and it has a vague idea about recent human history and technology through books and magazines Leland brought to it. However, its knowledge of modern times is very limited.

Kadariak Kepf, Eater of Hearts

Characteristic	Rolls	Averages	Stat
STR	2D6+10	17	20
CON	3D6+10	20-21	25
SIZ	3D6+2	12-13	15
INT	3D6+2	12-13	16
POW	3D6+2	12-13	15
DEX	3D6	10-11	14
Move 8		HP 13-14	20

Average Damage Bonus: +1D6

Weapons: Claws* 30%, 1D6+db, Bite 1D6+db

* *Can attack with both claws at once, at the same DEX rank.*

Armor: 3-point skin.

Spells: a Kadariak Kepf always knows the Ceremony of the Heart. A Kadariak Kepf has INTX2 of knowing 1D3 other spells. This one knows Contact Nyarlathotep, Shriveling and Dispel Cage.

Sanity Loss: 0/1D10 Sanity points to see a Kadariak Kepf.

New Spells**Ceremony of the Heart**

This spell can only be cast on a freshly killed human being (dead for no longer than twenty minutes) and it must be cast by the killer. Casting the spell involved making precise markings over the corpse's heart with his own blood. When the spell is being cast, the markings glow faintly and the victim's skin and rib cage will split open. This process produces a thick black smoke and a terrible stench. Once the process is done, the heart can be easily removed from the corpse. The heart will now have magical properties. First, it will remain fresh for 10 years for every point of power the victim had. Second, it now serves as "food" for Kadariak Kepfs. These hearts are the only source of nourishment for these horrid beings. These hearts can be preserved for centuries in special urns which are created in accord with the rules for enchanting items. Casting this spell costs 1D4 Sanity points and 1 Magic Point. Seeing the process of the spell working costs 0/1D4 Sanity Points.

Dispel Cage

This spell was created by the caged Kadariak Kepf during the centuries of its imprisonment. The spell's sole purpose is to dispel the enchantment that maintains the cage. It is not a very elegant spell, as the Kadariak Kepf does not know the exact magic used to create its cage and it is relying on Leland. Instead, the spell relies on "brute force" to do its work. This spell takes two hours to cast and consists of two ceremonies. This first ceremony involves an hour of chanting and painting special symbols on the cage using human blood. This part of ceremony requires 2 Magic Points and 1D3 Sanity Points. The second part of the ceremony must be performed within twenty minutes of the death of a large number of people who have been killed for the purpose of the ritual. These victims may be killed in any manner but their bodies must be brought to within 100 meters of the cage. The spell has a 20% base chance of success +1% for every 5 points of POW the victims possessed. While the spell is being cast, the corpses will wither and the hearts will burst from their chests. Seeing this costs 0/1D6 Sanity Points. Seeing the

corpses after the spell has been cast costs 0/1D4 Sanity Points. The caster must chant and inscribe additional symbols on the cage and the corpses while the spell is being cast. This part of the spell costs an addition 2 Magic Points and 1D3 Sanity Points (the cage is extremely powerful). At the end of the hour, if the spell is not interrupted, the roll for success is made. If the spell succeeds, the cage will drip with blood and start dissolving into a mass of bones, organ, flesh, metal and stone (the cage was constructed, in part, from human bodies). Seeing this happen costs 0/1D6 Sanity Points. After the cage dissolves completely, the components will quickly turn into dust. Naturally, the Kadariak Kepf will be free. If the spell fails, the cage will quiver, drip blood and appear to writhe and twist. However, it will remain intact and continue to trap the Kadariak Kepf. Naturally, this spell can only be cast from outside of the cage.

The Cage

The Kadariak Kepf is trapped in an ancient enchanted cage. The cage is large enough to hold a standing man and is three feet across. It is shaped roughly like a cylinder with a solid top and bottom. The bottom section is about three feet thick and is hollow. It is in this area that the treasure is kept. The treasure is reachable via a plate in the floor, which the Kadariak Kepf pried up centuries ago.

The cage is a grayish-green in color and appears to be composed out of some sort of marble. The bars and other parts of the cage appear to have been carved into the shape of horribly twisted human bodies, human bones, human skulls, and human organs. In actuality, the cage was created with terrible and powerful magic using the bodies of twenty ancient wizards. The cage is covered in engraved symbols of potent magic. The cage seems somehow odd, as if the dimensions are not quite right and some protruding parts seem to vanish when looked at from different angles. Looking at the cage extensively might cost a 0/1D2 Sanity point loss.

The cage is virtually indestructible and cannot be opened as it lacks a door. The cage also prevents any spell from being cast within its confines. The bars are spaced three inches apart and cannot be bent by anything with less than a 40 STR. The bars could be cut with modern technology, such as a high power laser or diamond-tipped cutting bits, but it would take a great deal of time. Cutting a bar does not dispel the spell of the cage, but cutting enough of them would let the Kadariak Kepf out. Repairing the cage would require powerful enchantments. The Kadariak Kepf assumes that the cage cannot be cut open by physical means (it knows nothing of lasers or industrial cutting tools) and will put its faith in the spell it crafted over the centuries.

Players' Handouts

Player's Handout #1

The town of Catheway, Maine was founded in 1807 by William Catheway. Catheway was the leader of a very small, but rather unusual, religious group and he founded the town as a religious community. The religion was surprisingly successful and grew rapidly for a short while and so did the town. However, this growth turned out to be short lived. In 1810, Catheway was killed by a robber and the religion he followed declined quickly, as did the town. For some reason, the town never completely died and in 1896 a small lumber operation started up. This operation grew slowly over the years, but it grew enough to keep the town alive.

-Sam Johnson, *A Short History of Small Maine Towns*

Player's Handout #2

Sometime around 1800 an Englishman name William Catheway began an obscure cult in America. Information about the cult is extremely limited, but the few available accounts from the time period indicate that the cult focused on Catheway who promised protection from the demons of Hell. According to some rather outlandish accounts, Catheway had an imprisoned demon which he used to demonstrate his powers over Hell to his followers. In 1807 Catheway founded a town and populated it with his followers. During this time period, rumors arose that people were being murdered in the town. There was no official investigation and the followers always insisted that their fellows had been chosen to go to Heaven. This rather obscure cult died out in 1810 when William Catheway was killed by a thief.

-Dr. Deborah Jones, *Small Cults of America*

Player's Handout #3

...Late last night Wilbur Horton reported being attacked by a man. He was slightly injured and released from the Eastern Maine Medical Center after treatment....Early this morning, a young woman was found murdered in an alley. Police are withholding the name of the woman until the next of kin are notified, but a confidential source revealed that this innocent woman's heart was missing...

- Excerpt from "Violence in Maine", a special column in the *Bangor Daily News* by local writer Carl Fox.