

# CALL of CTHULHU

246

CORBITT STREET

ABRAHAM CASTRO



# 246 CORBITT STREET

This document stands as a partial game sample for 246 Corbitt Street, and as such only contains excerpts of the original game.



**AUTHOR**

Abraham Castro «Zero»

**EDITING**

Francisco Valverde García  
Marta de la Serna

**PROOFREADING**

Marta de la Serna

**TRANSLATION**

Jay Noden

**DESIGN**

Andrés Sáez Martínez «Marlock»

**ILLUSTRATION**

Alberto Martínez Benito

**LAYOUT**

Claudia Andrade  
Laura Failde

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<https://shadowlandsgames.com/> [info@shadowlandsgames.com](mailto:info@shadowlandsgames.com)

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# INTRODUCTION

*246 Corbitt Street* is an investigative scenario for 4 or 5 players set against a Mythos backdrop. Its design allows the players' actions to determine how events unfold, although a more linear approach can be adopted, with investigators being led step by step to the final scene. As the Keeper, you decide.

246 is the code used by the US police force to call in a possible gunfight and serves as the curtain-opener to our scenario. The investigators in our story, men and women from the city's police department, are on a mission to get to the bottom of what happened in a house in the suburbs with a reputation for being haunted. The characters know nothing at all about Mythos, so 246 could be an ideal scenario for introducing the topic.

The action of *246 Corbitt Street* takes place in 2019, although it wouldn't be too difficult to choose a different era if you'd rather -bearing in mind you would have to swap the comfortable Internet searches for hour upon hour spent in the library. You can also set the story in whichever city you prefer.

The story revolves around what happened before the players' characters enter the scene, which is why a thorough description is given of events prior to this moment. Nevertheless, there may be a multitude of unspecified elements. Feel free to invent and improvise anything that is not written here as part of the case.

Lastly, it is worth knowing that *246 Corbitt Street* constitutes a homage to the classic "The Haunting" scenario from *Call of Cthulhu*, by Chaosium. With a bit of work you could certainly modify this story so that it becomes a continuation of the other, although it works just as well as an independent narrative.

## WHAT THIS BOOK CONTAINS

**Prologue: The Background:** You'll find out here what has happened before the investigators enter the scene. A detailed explanation enables the Keeper to fully understand the events, thereby providing a good base from which to improvise scenes or clues during the story's development.

**Act I. Code 246:** This describes the scenario the investigators must try to resolve and the clues they can find there.

**Act II. Following the trail:** Here we outline the plans the antagonist and his henchmen have for the immediate future. It contains a multitude of likely scenes, as well as advice for their development and optional investigative pathways.

**Act III. Ascension:** Here you have various possibilities for a final showdown, which depend on how the players' actions have guided the story's development. Included here are possible conclusions.

**Appendices:** This is a brief guide for a more linear approach to directing the story and includes character profiles and handouts.



# PROLOGUE: THE BACKGROUND

The following is a detailed account of the events that give rise to this scenario. It is important that, as the Keeper, you understand these events and how and why they came to pass. This should allow you to improvise any detail that the players wish to know and cannot be found specifically described in the story.

## SOREN MADE SOME MONEY

The story of *246 Corbitt Street* begins a few days before our investigators arrive on the scene, when a businessman and investor named Soren Lehmann, —child of a German father and Swedish mother— hires three detectives to solve a problem he has with a recently purchased property.

Lehmann made some money through a series of smart investments under the advice of a broker, who then recommended he use his earnings to invest in a property. The same broker pointed Lehmann in the direction of a series of police auctions where, from time to time, real treasures can be picked up at bargain prices.

Lehmann went to one of these auctions and browsed through the catalogue. His attention was immediately drawn to a house on Corbitt Street with an exceptionally low starting price. His inquiries into the property revealed that it had been presented in events such as this one on half a dozen occasions, yet nobody had ever shown any interest in its purchase. According to rumour, the place was haunted.

Needless to say, Lehmann paid no heed to such superstitious hearsay and snatched up the property for a few tens of thousands of dollars; this was an opportunity too good to pass up.

Lacking the money and time to invest in his recent acquisition, he spent a few weekends working on the property to get it into a decent enough state to rent.

It wasn't long before a family showed an interest: the Natales, comprising Severano, Fabrizzia and their children, Philip and Cameron, who were six and three years old respectively.

## THE ACCIDENT

Lehmann received his check for the rent of the property every month without any news from the Natales. But then something happened that dramatically changed the course of history: Severano had an accident in the house. He fell down the stairs, cracked open his head and was left virtually catatonic. After the paperwork for the insurance was completed and Severano had received the medical attention he needed, he was admitted into hospital, where he remains today, entirely disconnected from reality.

When Severano's insurance company contacted Lehmann, he answered their questions as best he could and tried to look out for the welfare of Fabrizzia and her children. But she brusquely shunned his efforts to help and refused to leave the property, arguing that the insurance would only pay half the rent if she remained in the house where the accident took place —clearly, an abusive clause. Lehmann, therefore, carried on with his life as normal, receiving his monthly rental payments, with the only difference that now the checks came from the insurance company and not the Natales.

## “HE CAN'T REACH ME HERE”

Little over a month ago, Lehmann received another call regarding the property, this time from the local hospital's psychiatric department. Fabrizzia Natale had apparently admitted herself, given up custody of her children and had been committed because of her aggressive behaviour, sparked by hallucinations —the preliminary report stated that it was related to her husband's accident and the appearance of a



ghostly figure. She kept repeating the same words: "He can't reach me here".

Puzzled by this turn of events, Lehmann began his own investigation, made some phone calls and spent several hours searching on the Internet. He remembered the rumours surrounding the house at the auction, and then decided to call on the help of some detectives who might be able to figure out whether the property could pose a threat to anyone.

That was how Lehmann came to hire Franklin Johnson, Michael Philips and Trevor Armstrong, a motley crew recommended by someone from work. Lehmann called them to a meeting to fill them in on everything he knew about the place and left them to work at their own discretion, on the condition that they came up with something as soon as possible.

## THE PRELIMINARY INVESTIGATION

### First Day

Franklin, Michael and Trevor had been working together for a long time and, judging by how quickly they were able to set things in motion, they were clearly a well-oiled machine. Franklin and Trevor travelled in the former's car, while Michael drove his own —Franklin was splitting up with his girlfriend and used the car as a provisional storage space, so there was only room for two.

During the first day, they tried to find out as much about the history of the house as possible: they looked through the archives of relevant newspapers, ran intensive internet searches, called up contacts, and, lastly, visited Severano and Fabrizia Natale in hospital.

Their inquiries revealed that the house was built in 1935 by order of its owner and that, around fifteen years later —in 1950—, the neighbours started complaining about noises they heard at unearthly hours. A number of property surveys were carried out, without these revealing any sign of abnormalities.

Another fifteen years later —in 1965—, Comstock died. His funeral was held in the house and what happened with his body remained a mystery. After his passing, the only person with a connec-

tion to Comstock was Gabriel Bartholomew, the executor of his will, who, when questioned by police, revealed nothing about the whereabouts of Comstock's corpse.

Following the trail of Gabriel Bartholomew, the detectives discovered he had been sent to jail for life forty-five years later, after being convicted over the disappearance of several children. However, shortly after being put behind bars, he escaped.

It seems Bartholomew was the head of a religious organization that went by the name of the Church of Contemplation, which was dismantled following a police raid in 2010. The operation ended with several arrests, although only half a dozen went to trial. Most were charged with minor offences, with the exception of the aforementioned Bartholomew and a man called Samuel Taggart, who was handed an eight-year prison sentence.

### Second Day of Investigation

With the overwhelming amount of information gathered so far, Franklin, Trevor and Michael followed the trail of the now-dissolved Church of Contemplation. They found out that the place where they used to meet was a small chapel, which was over a hundred years old and sandwiched between two newer buildings. The place was burnt down as a result of the 2010 raid on the organization and the site became a half-deserted wasteland, taken over by vegetation and fenced off by the City Hall, in a pathetic attempt to stop people snooping around.

Bent on finding out more about the place, the detectives managed to get into the site. As they wandered around it, they noticed that one of the stones from the building's foundations had a simple shape carved into it which must have been hidden for centuries by the mortar and the stone laid on top of it. The carving was of a hexagon with the palm of a hand inside it —apparently, the symbol of the organization.

While they were there, Trevor stepped on some old floorboards, which broke under his weight, causing him to fall into a semi-basement that must have been buried under the rubble after the fire.

In a corner of this room, they found an old, mould-infested tome, its pages cracked and

flaking. Without any further investigation, they grabbed the book and made a quick exit in search of emergency medical help for Trevor's injured leg.

Back in their respective hotel rooms, and while Trevor rested, Michael and Franklin looked through the book. It was written by different hands, in different languages and was very disor-

dered. The text on the first page identified it as the Necronomicon, although this version of the book was both incomplete and unconvincing.

Franklin seemed concerned about the book's poor condition and, after a quick internet search, he contacted a museum specialized in books and ancient manuscripts to ask for advice on how best to preserve it. According to their instructions, Franklin wrapped the book in a pillowcase and placed it in an air duct, leaving it turned on to keep the book fresh and dry.

### KEEPER'S NOTE

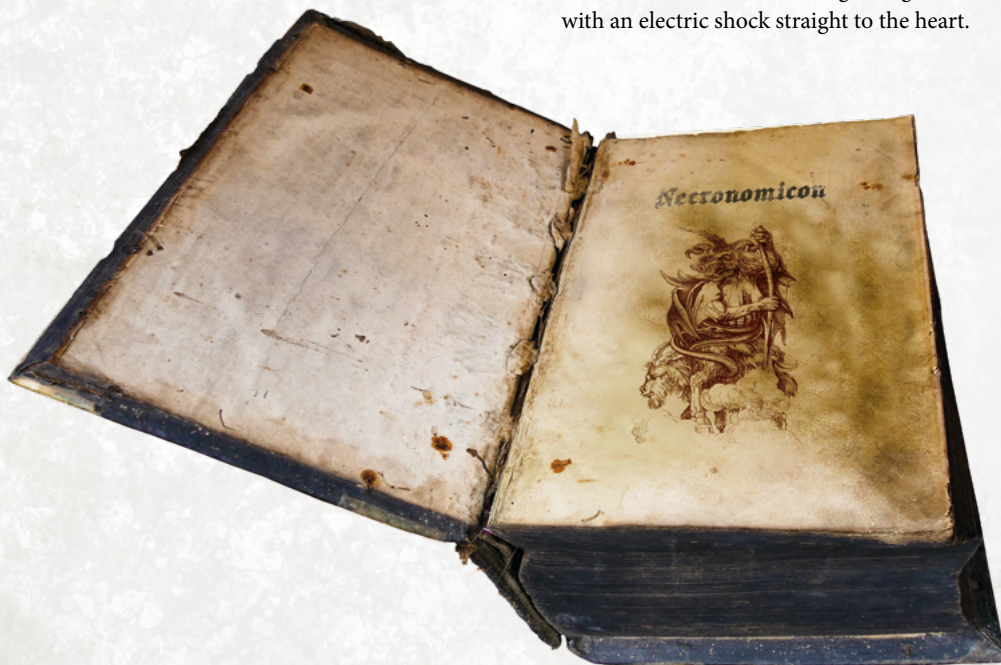
If as a Mythos enthusiast, you consider the Necronomicon too important to fall into your players' hands at this point in time, we suggest you swap this tome for any other that you deem appropriate, such as the *Liber Ivonis*, for example.

In whichever book you choose, there must be mention of a summoning spell for bringing a being referred to as "the one that waits in the dark" into our reality.

### Third Day of Investigation

Once Trevor's leg was better again, the detectives decided to go to Wilbur Comstock's house.

While wandering around the different rooms, Franklin and Trevor began to feel overcome by tiredness; but Michael was in the worst state of them all. Unknown to him, he had a particular sensitivity "to the other side", and as soon as he stepped foot in the house, it was like someone had rung a bell in Comstock's head. His spirit was immediately alerted to Michael's presence and wasted no time in "feeding" on him. Although he was draining the energy from all three of the visitors to the house, with Michael it was like being brought back to life with an electric shock straight to the heart.



## WHAT LIES HIDDEN IN THE HOUSE

Willbur Comstock's body was, in actual fact, lying in the basement, where he had carried out his dark rites for so many years that he came to forge a close link with the house.

When he died, a young Gabriel Bartholomew executed Willbur's will, in which it was specified that he was to be entombed within the walls of the house following the instructions of a being worshipped by the Church of Contemplation, known as the one that waits in the dark. First, a ritual was performed which saw his body wrapped in an impenetrable membrane; impenetrable, that is, by anything except Comstock's ritual axe. Willbur planned to return one day, bringing part of his master with him from the other side.

Unfortunately for Comstock, Bartholomew was not as diligent as he had initially thought and couldn't find the way to bring him back. So, Comstock's spirit remained forgotten in the house, feeding off the little energy it was able to pilfer from its occupants, which was never enough for him to do anything more than generate the occasional poltergeist disturbance.

Bartholomew was on the verge of working out how to go through with his predecessor's plan when the house was raided and he was put in prison, from where he subsequently escaped. Bartholomew fled without looking back, leaving behind anything to do with the occult and the Mythos.

During their inspection of the house, the detectives exchanged ideas on the case so far, discussing their respective theories. All the while, they were unwittingly giving Comstock a detailed account of their findings, his spirit being fully aware of anything that happened in the house.

Michael, feeling increasingly weak, lost his footing several times and came close to passing out. He lay down on the sofa in the living room to rest, while Trevor lit a fire in an attempt to assuage the bitter coldness emanating from the house.

Franklin, meanwhile, delved deeper. In the basement, among the hundreds of piled-up boxes, he found some small handwritten diaries bearing the initials of the house's old owner: W. C.. In them, Comstock confessed his membership to the Church of Contemplation and how the organization used the children it kidnapped to conduct occult experiments, his family's hand-axe being the ritual weapon that ended their lives.

At that moment, unleashed by the energy he was absorbing, Comstock projected his psyche throughout the house, generating poltergeist activity everywhere: chairs dragging across the floor, the beds moving and other such disturbances.

Shaken by the experience, the detectives decided to take a breather and get something to eat. Franklin took the diaries with him and left them in the glove compartment of his car.

## The Body... the Body

After lunch they continued to inspect the house until, in the basement, they found a cavity in the wall, inside of which lay the corpse of Willbur Comstock, in a surprisingly good state of preservation.

At that moment, Comstock, concerned by what might become of his body, generated an onslaught of poltergeist activity on the second floor to draw the detectives away. Michael, who was armed, went upstairs alone to investigate. It was the biggest mistake of his life.

Comstock unleashed all his power against Michael, who, unable to deal with the attack, collapsed to the floor. He was first shut in one of the bedrooms, then harassed by moving furniture, before Comstock finally revealed his terrifying ghostly form. Michael tried, in vain, to defend himself, firing two shots from his handgun... but in his weakened state there was nothing he could do to resist Comstock's psyche taking possession of him.

Alarmed by the shots, Franklin and Trevor came running up from the basement and, from the living room, could see Michael descending the stairs. Franklin smelled a rat, there was something he didn't trust about his partner. Keeping his suspicions to himself, when Michael was close enough, he pounced on him and managed to handcuff him

to the metal bar above the fireplace. Michael, he said, would have to stay there until they'd fathomed what was going on.

On seeing he'd been trapped, Comstock connected with what had been his ritual weapon of choice: the hand axe that had been in his family for generations and had been left in the basement for decades.

Under Comstock's telekinetic control, the axe rose into the air and came spinning towards Franklin, who just managed to turn around before being hit square in the chest. From the other side of the room, Trevor watched on in silent horror.

Franklin, frozen to the spot, was hacked repeatedly in the chest. Trevor tried to stop the attack, but Comstock's power was too strong and there was nothing he could do.

When Franklin fell to the floor, the axe firmly embedded in his heart, Trevor stared at the scene overwhelmed by the blood gushing from his partner and friend. At the same time, he saw out of the corner of his eye the corpse they'd found just moments before in the basement walking up the stairs. Comstock, unable to possess his own body due to the membrane, was controlling it with his mind.

The situation was too much for Trevor's fragile mind, who tried to flee in terror, muttering the same thing over and over: *"The body, the axe, he's taking our lives, almost passed out, he must save himself... He's very brave... Fresh and dry, fresh and dry..."*

Unfortunately for Trevor, the previous house's tenant —Fabrizzia Natale— had nailed all the windows shut, fed up with them opening and slamming shut in the middle of the night, while the door to the house was kept firmly closed under Comstock's will.

In the end, Trevor dashed up the stairs without stopping to think what he was doing, shutting himself in the first room he found: the bathroom. He collapsed against the door to hold it closed, clutching his ears to keep out the deafening noise of furniture being shaken and moved throughout the house.

The sound of police sirens alerted Comstock to the fact that the neighbours must have heard the shots and called the police. He knew he didn't have



much time and decided to focus all his energy on saving his body, leading it to Michael—who he was still possessing. He searched Michael's pockets and found two keys, one to the detective's hotel room and the other to his car.

Just as the lights from the police cars began to filter through the thick curtains of the house, Comstock hurled the key to the hotel room into the fire to stop the police from finding it.

Next, under the cover of the pitch-black night, he led his corpse to the trunk of Michael's car, where it would stay, along with the car keys, until the situation settled down.

The hotel key remained hidden in the ashes of the fireplace, invisible to anyone not actively searching for it and with the hotel's plastic logo melted beyond recognition.

### Summary of "The Background"

1. Little over a year ago, Soren Lehmann bought a house at a police auction, rumoured to be haunted, and rented it out to a married couple with two children: Severano, Fabrizzia, Philip and Cameron. Shortly after, Severano had an accident that left him catatonic. He has been in hospital ever since. Fabrizzia decided to remain in the house because of the insurance conditions, but a month ago she admitted herself to the psychiatric department of the local hospital, after voluntarily handing custody of her two children over to family that live a long way away.
2. Soren Lehmann hires Franklin Johnson, Trevor Armstrong and Michael Philips to investigate the house.

What they find out:

- The house was built in 1935 by order of Willbur Comstock.
- In 1950 the neighbours complained about noises in the early hours of the morning.
- In 1965 Willbur Comstock dies. The funeral is held in his house as requested by his executor, Gabriel Bartholomew. Nobody knows what happened to the body.
- Comstock and Bartholomew belonged to a religious organization known as the Church of Contemplation, dismantled in 2010 after a po-

lice raid. Consequently, Gabriel Bartholomew was sentenced to life in prison and a man called Samuel Taggart to eight years. Gabriel Bartholomew escaped from jail without a trace.

- In the ruins of the old Chapel of Contemplation, they find a stone bearing the organization's symbol: a hexagon with the palm of a hand in its centre.

3. On the third day of investigation they go into Lehmann's house. There, entombed in the wall of the basement, is the body of Willbur Comstock, buried according to ritual, where it awaits resurrection. Comstock's spirit maintains a psychic connection with the house.

What happens in the house:

- Franklin finds Comstock's diaries, in which he confesses to the rituals he performed.
- They find Comstock's body entombed in the basement wall.
- Comstock creates poltergeist disturbances on the second floor. Michael goes upstairs to investigate and is brutally harassed by Comstock's ghost. He tries to defend himself firing two shots, alerting the neighbours who call the police.
- Comstock possesses Michael's body and Franklin handcuffs him to the fireplace.
- Comstock uses his psyche to summon his ritual axe and kills Franklin. He then telekinetically controls his original body, bringing it up from the basement. Trevor shuts himself in the bathroom.
- Comstock finds Michael's hotel room key in his pocket and throws it into the fireplace; the fire melts the plastic bearing the hotel's name leaving it unreadable. He then takes Michael's car keys and leads his original body to his car. He leaves the body in the trunk, along with the keys.

# ACT I

## CODE 246

**F**or the investigators, the story of *246 Corbitt Street* begins with the red and blue lights of a patrol car approaching a house in a lower-middle class residential neighbourhood. The two-story house looks considerably down-at-heel, its unkempt front garden overgrown with brown weeds. A small metal fence standing a metre high surrounds the property, a gate in the middle of it tapping to the rhythm of the wind as it swings open and shut. A sign hangs on it that reads *Keep out*.

Our first investigators are the two officers in the patrol car. As soon as they step foot outside of the vehicle they see the neighbours on the porch of the house next door, about 20 metres away, pointing inquisitively towards the house. They must have been the ones that made the call.

As the Keeper, you decide how to approach the next scene, but our suggestion is that you take your time, creating an atmosphere of tension. Let the investigators go from room to room checking that everything is in order, and reporting back to the station on their radios.

Remind the players that they are patrol officers: their job is not to investigate the scene of the crime—not yet at least—but rather secure it to allow the detectives and forensics to do their jobs.

### THE SETTING

#### The House

The house looks as if it has been cared for, but recently abandoned—remember that the last person to live here was Fabrizzia Natale with her children, and that was just a month ago.

Also, the house is in darkness: the fuses have tripped and need to be flicked back to their original positions. The fuse box is in the basement.

#### First Floor

**1. Entranceway:** This is a small hall with a table for leaving your keys on, a corner for muddy footwear and a rack from which three coats hang—those of Franklin, Trevor and Michael.

In Franklin's coat pocket are the keys to his car, which is parked on the same street as the house, just in front of Michael's. From the entranceway leads a long corridor, its walls covered in photographs of the Natales, alongside of which are numerous images of saints and Virgin Marys.

**2. Kitchen:** The first door along the corridor leads to the kitchen. This room is filled with old household appliances and ageing seventies-style furniture. There is a small round table with three metal-framed chairs upholstered in burgundy, which look like they've seen better days.

All perishables were removed by Soren Lehmann when he found out that Fabrizzia Natale had admitted herself to the hospital's psychiatric department, so in the cupboards there are only a few jam jars, cutlery, pans and other similar items.

**3. Dining room:** This has a door that leads directly into the kitchen. The only furniture here is a table for eight diners and a few cupboards filled with dishes and other similar household objects.

What immediately grabs one's attention here are the many crucifixes and religious paraphernalia dotted around the room.

When the investigators reach this room, they see Franklin's body on the floor, at the exact spot where the dining room opens onto the living room. He is lying face up with Comstock's hand axe still sticking out of his chest—the only prints the investigators find when they check the axe back at the station are Trevor's (see "The Forensic Surgeon")—.

In Franklin's back pocket are the keys to the handcuffs used to keep Michael locked to the fireplace.

4. **Living room:** This room can be accessed from the corridor and the dining room, it is medium-sized, with a two-seater sofa and a large armchair against one of the walls. In front of these is a small piece of furniture on wheels upon which sits an old, bottom-of-the-range television.

On the opposite wall, there's a fireplace with a fire burning in it, whose glow amid the darkness of the room fills the place with unnerving shadows.

The fireplace has a golden bar attached to its upper part. Presumably, this was where bellows were hung, along with other iron elements for handling the firewood. It is to this bar that Michael is handcuffed.

Michael—who is still possessed by Comstock remember—is pretending to be an innocent victim and blames Trevor for everything (see “Michael's Version”).

Comstock's previous efforts have left him exhausted and he therefore limits himself to using Michael to draw the investigators' attention to the upper story, where Trevor is, warning them that he is dangerous and deranged.

With a **Spot Hidden** roll at Regular difficulty the players can find a number of different things. If they fail or decide not to search the room, their colleagues who will comb the area the next day in search of evidence will be tasked with finding these objects.

Under the big armchair there is a notepad—**Handout 1**. This is what Franklin used to jot down notes in the cases he was investigating.

In the ashes in the fireplace is the key to Michael's hotel room, with the burnt remains of a keyring, the origin of which is impossible to identify. Michael, of course, denies ever having seen it.

5. **Bathroom:** A little old perhaps, but there is nothing particularly out of the ordinary here.

## Upper Floor

1. **Bathroom:** On the second floor there is a trail of blood left by Trevor when he fled Comstock's poltergeist assault. It leads to the bathroom where he sought refuge. To get in, the investigators might have to knock down the door using force (10 Hit Points).

Inside, curled up in a corner, is Trevor, in a state of shock and completely out of his mind. He keeps mumbling the same words over and over again—the axe, the body, passed out, the diaries, fresh and dry, the book, etc.. Whenever anyone makes any attempt to contact him, he flies into a rage and the investigators have to use force to hold him down, using a fighting manoeuvre without a penalty die and opposing the attacker's **Fighting** skill with the defender's **Dodge** 35% or **Fighting** 25% skills.

Once held, Trevor's babbling continues, but it is much less aggressive. If pushed for a response later, Trevor's discourse remains unchanged and any attempt to get him to recall what happened will cause him to turn aggressive again—at which point, maybe the paramedics inject him with some form of tranquillizer before he is taken to the nearest psychiatric hospital.

2. **Master Bedroom:** This is the bedroom used by the Natales during their time in the house. There's nothing unusual here, bedside tables, a wardrobe, a chest of drawers containing underwear, etc.
3. **Children's Bedroom:** The bedroom that was shared by the two Natale children, Philip and Cameron. Again, nothing particularly stands out: each had his own bed, his own wardrobe and there are a few toy chests.
4. **Empty Bedroom:** This contains nothing but the metal structure of an old bed, with its base of bare springs, and an old wardrobe that, for no apparent reason, unsettles anyone who looks at it.

On the floor, near the bed, is Michael's 9mm handgun, with his fingerprints on it and registered in his name (to get this information, the investigators need to check the prints and look through the firearms register at the station). This is the gun that Michael fired trying to defend himself against Comstock.

Not far from here are the two bullet casings and two bullet holes in the wall, made when Comstock's ethereal figure passed through it.

### KEEPER'S NOTE

If you wish, you can introduce a veiled manifestation of a ghostly Comstock. You're looking to unnerve one or two of the investigators, so we recommend you have just one of them experience it: red eyes beneath the bed or inside the wardrobe, or perhaps a corpse-like hand closing a wardrobe from inside. This is an unsettling experience and creates a sense of unease with the loss of 1D2 Sanitary points.



5. **Basement:** This is accessed by a narrow and gloomy flight of stairs next to the kitchen.

On the landing by the entranceway is a light bulb hanging from a bare cable. A wooden door displays four padlocks, which the detectives hired by Lehmann broke open when they came down here. Our investigators, therefore, will have no difficulty in entering this space.

The cramped basement is cluttered with objects. At the back of the room are piles of cardboard boxes packed with the typical old stuff you would expect to find in a storeroom such as this one: a half-rusted bike, mountains of old newspapers and mouldering books.

All the items in the basement belonged to Willbur Comstock. Lehmann couldn't be bothered to get rid of them and told the Natales they could do with them as they pleased. They chose to ignore they were even there.

It was in these boxes that Franklin found Comstock's diaries. They also contained the axe used to kill him.

One of the basement walls has been smashed open by a sledgehammer, now leaning up against the wall. It's a messy opening, but big enough to reveal a surprisingly sizable space between the broken inner wall and the exterior wall of the house.

Dark arts were used to embalm Comstock's body and entomb it in this chamber. Now there is no trace of him, not even any traces of cells or fibres on the wall, thanks to the impenetrable membrane used to cover the corpse.

### The Cars

The investigators can search Franklin and Michael's cars, especially if they've found Franklin's keys in his coat, which is hanging in the entrance to the house. This clue can be found later when the investigators go to talk about the case with the forensic surgeon (see the section "The Forensic Surgeon").

- ⑨ **Franklin's Car:** this is a big, classic car and relatively well looked after. In the glove compartment are Willbur Comstock's handwritten diaries, in which he reveals his involvement with the Church of Contemplation and how he abducted children to use them in the Church's ghastly experiments.

The back of the car is packed with boxes filled with useless junk, preventing anyone from travelling on the back seat. As a result, only two people could use the car at any one time. This should lead the investigators to the conclusion that there must be a second vehicle.

In a small compartment next to the gear shift are the keys to Trevor and Franklin's hotel rooms.

- ⑨ **Michael's Car:** this is a sporty but robust mid-range car and very well cared for. Inside, there is nothing especially notable, but the fact that it is open is odd.

The investigators may or may not find Comstock's body in the trunk depending on when they search the car. If they do so when Comstock or one of his followers have already got it back, they will only find the car keys there.

### What If the Investigators Find Comstock's Body?

If, when searching Franklin's car, it dawns on the investigators that there must be another vehicle, all they need do is call the traffic department to obtain the model and licence plate of Michael Philips' car.

Perhaps one of the officers could spend a few minutes identifying the cars parked in the street and check which ones belong to residents in the area.

If the investigators search Michael's car and find Comstock's body in the trunk, their attention will







Handout 2: Photograph of the Taggarts





1206

CRIME SCENE DO NOT CROSS

45B

TLC

NEW YORK CITY POLICE OFFICER  
1206

T.L.C. N.Y.

D. MORTON

**MASON MORGAN***Policeman, 27*

**STR** 65   **CON** 55   **SIZ** 65   **DEX** 65  
**APP** 65   **INT** 55   **POW** 65   **EDU** 60

**Damage Bonus:** +1D4**Build:** 1**Move:** 8**Magic Points:** 13**Hit Points:** 12**Sanity:** 65**Luck:** 80**Fighting (Brawl)** 85%, Firearms (Handgun) 45%, (Rifle/Shotgun) 45% Dodge 35%**Skills:** Drive Auto 40%, Credit rating 30%, Law 25%, Spot Hidden 65%, Charm 65%, Dodge 35%, Navigate 40%, Persuasion 30%, First Aid 50%, Psychology 50%, Stealth 50%

## BACKSTORY

**Personal Description:** He's been patrolling the streets for a number of years; doesn't feel valued by his superiors and is tired, but he's an outstanding person. There's no passion in his life.**Ideology/Beliefs:** Fate, karma or something is laughing at him; life is giving him a beating and there's nothing he can do about it.**Significant People:** Oakley Ortiz, who he has a secret, platonic love for. He needs to show him he's good at his job.**Meaningful Locations:** The place where he feels happiest is the police station. He's going through a rough period and feels at home there.**Treasured Possessions:** A baseball with great sentimental value. He caught it mid-flight at Fenway Park stadium, at a time in his life when things were good.**Traits:** Very ambitious, so when things don't go according to plan he can get very low.**Phobias & Manias:** Needs approval from the people around him.

**TREVOR ARMSTRONG**

*Investigator hired by Soren Lehmann. Loses his mind after seeing Franklin killed and Comstock's walking corpse.*

**STR** 30    **CON** 45    **SIZ** 50    **DEX** 35  
**APP** 40    **INT** 50    **POW** 50    **EDU** 50

**Damage Bonus:** -1

**Build:** -1

**Move:** 7

**Hit Points:** 9

**Sanity:** 0

**Fighting (Brawl)** 25% damage 1D3, Dodge 17%

**Skills:** Fast Talk 80%, Credit rating 10%, Listen 80%, Intimidate 85%, Stealth 75%

**MICHAEL PHILIPS**

*Investigator hired by Soren Lehmann. Has undiscovered clairvoyant abilities and is possessed by the spirit of Willbur Comstock, thereby becoming his host body.*

**STR** 55    **CON** 60    **SIZ** 65    **DEX** 50  
**APP** 70    **INT** 55    **POW** 50    **EDU** 55

**Damage Bonus:** 0

**Build:** 0

**Move:** 7

**Magic Points:** 10

**Hit Points:** 12

**Sanity:** 50

**Fighting (Brawl)** 25% damage 1D3, Dodge 25%

**Armour:** None

**Skills:** Library Use 75%, Fast Talk 50%, Occult 35%, Drive Auto 40%, Credit Rating 45%, Spot Hidden 55%, Listen 50%, Languages (English) 55%, Intimidate 65%, Psychology 55%, Stealth 55%

