

UNCANNY Midnight Tales

by John “The Gneech” Robey

SECRETS OF THE UNCANNY MIDNIGHT

Welcome! These materials were written up primarily for my own reference and are therefore a bit breezy and abbreviated, particularly compared to the player guide, but I hope you’ll find them entertaining and useful.

Oh, and by the way, my players? Keep out! ;)

SANITY LOSSES

The general guidelines for Sanity loss are the same as in the d20 SRD or *Call of Cthulhu d20*. Sanity loss is generally listed as two amounts separated by a slash, such as “0/1d4” or “1/2d6.” The number before the slash is what the character loses with a successful Sanity check; the number after the slash is what the character loses with a failed check.

REWARDS

EXPERIENCE

The usual d20/SWSE guidelines about CR/CL don’t really work in *Uncanny Midnight Tales* – most PCs are not combat machines, most monsters are terrors, and the whole point of the game is roleplaying and mood. Therefore, experience awards in *UMT* are “goal-oriented,” rather than based on “challenge level.” For each adventure, you should identify a handful of goals or key encounters. These goals shouldn’t be too confining, since you never know what players will toss your way, but they should be clear enough that you can definitively say “yes, they were met” or “no, they weren’t.” For example, “Destroy the Horror From Beyond” is probably too restrictive – it could be banished, enslaved, tricked into eating the cultists instead of the innocents or what-have-you – but “Confront the Horror From Beyond” or even “Survive the Horror

From Beyond” are probably good goals. Similarly, not every little bit of small talk in a scenario qualifies as an encounter. To be an encounter worth XP, a scene must either move the overall story forward or be particularly significant to an individual character (such as relating to that character’s Flaws), and usually it should require some form of test, skill check, puzzle, etc.

The GM should decide for each goal/encounter whether it counts as minor, key, or major. For instance, in “The Phantom of Braddock Hall,” the scenario included in this booklet, going out to Hillwood Cemetery to visit Olivia’s grave gives the party a small hint that she might not be “resting in peace,” but has no major obstacles to overcome, so it is a minor encounter. Meeting with Jack and Penny, on the other hand, gives the party an important clue as to why Olivia became a ghost and may require several Persuasion, Knowledge, or other checks, so it is a key encounter. Confronting (and hopefully exorcizing) Olivia is probably the climax of the adventure and puts the characters’ Sanity (if not their lives) at significant risk, so it is a major encounter. Usually there should only be one or two major goals in a single adventure – more than that and you should probably break your adventure down into smaller ones and call it a campaign!

For each encounter, you use the minor/key/major designation to determine the base XP award on the Experience Awards chart (e.g., 300 XP for a key goal/encounter). This amount is multiplied by the average level of the party to determine the party XP award for each encounter, which is divided equally among the individual players.

For example, a 5th level party consisting of four heroes has a major encounter with a vampire. The

Rewards

overall party award for this encounter is (500 x 5 =) 2500, so each character gets (2500 / 4 =) 625 XP.

I recommend that the overall adventure XP be awarded at the end of the scenario; however, I also recommend that at the end of each session of play, you award XP as if for a minor encounter to all characters involved, plus a similar amount as a bonus for good roleplaying after any particularly intense or memorable (in a good way, of course) sessions.

Experience	XP Award ¹
Minor Goal/Encounter	100
Key Goal/Encounter	300
Major Goal/Encounter	500
Per Session ²	100
Roleplaying Bonus ²	100

¹This is the base award. Multiply by the average level of the party and divide by the number of characters to determine individual XP.

²This is awarded at the end of each session; the others are only awarded at the completion of a scenario.

SAN RECOVERY

Characters who achieve their goals and “set things right” may have some amount of their confidence and mental stability restored; this is represented by a SAN award at the end of each scenario. (NOTE: *Not* each game session.) This award shouldn’t be too much – dread mystery should take its toll on the characters – but it should be enough that characters have a fighting chance to make it to the end of a campaign with at least some of their mind intact.

Characters already get +1d6 SAN when they level up. The base SAN award for each adventure is therefore fairly low (1d4) in order to keep them from recovering so much on their own that they’re always at or near their starting SAN without therapy. At the end of each adventure, look at how they did and compare it to the conditions on the SAN Awards chart to determine what their SAN recovery should be, starting with “Typical” (1d4) and then moving up or down depending on the appropriate (and cumulative) circumstances. These are very rough guidelines – the GM always has the right to shift these awards up or down depending on how rough or easy the players have had it that evening.

Sanity Award	Amount
None	–
Low	1 point
Typical	1d4
High	1d6
Very High	2d4
Extreme	2d6
Maximum	2d8
Accomplished major goal(s)	+1 step
No “Mythos” elements this adventure	+1 step
“High stress” adventure	+1 step
Extreme SAN loss	+1 step
Failed major goal(s)	-2 steps
Failed minor goal(s)	-1 steps
“Low stress” adventure	-1 step
No SAN loss	-2 steps

So, for example, “The Phantom of Braddock Hall” has no Mythos elements (+1 step) but does have the risk of extreme SAN loss from Olivia’s Sanity-draining attack (+1 step). Therefore, the basic SAN reward for the adventure is Very High (2d4). If they return Olivia to her rest, that counts as accomplishing a major goal, and will bump it up to Extremely High (2d6). However, letting too many NPCs die or go insane as a result of Olivia’s haunting counts as failing minor goals, as do letting Jack, Penny, or Father Gayle be driven insane. If Olivia’s reign of terror goes on too long, or the party fails to put Olivia to rest all together, the heroes could easily find themselves not getting any SAN awards at all.

What counts as a “high stress” or “low stress” adventure? That’s largely a judgment call, but generally speaking if there are six or more “challenge” encounters, three or more “tough challenge” encounters, or any “extreme challenge” encounters, particularly in the form of combat or running up against monsters, it’s probably a “high stress” adventure. Similarly, if there are only one or two “challenge” encounters, and no “tough” or “extreme” encounters, or even just an evening of pure roleplay, it’s a “low stress” adventure.

Players roll their own SAN award (at the table). This cannot take them above their starting SAN (only leveling-up can do that).

MAGIC AND SPELLS

Magic in *Uncanny Midnight Tales* is dangerous to the mind, body, and soul – not only of those targeted by it, but those performing it as well. This doesn't necessarily mean that it should never be used by the players; in fact, there may be situations where it's necessary that they do so. But it should always be an option they have to weigh carefully.

FINDING AND LEARNING SPELLS

Finding spells is easy – even the public library probably has a book full of them. Finding spells that actually *work* is much harder. For that you may have to consult rare and dangerous tomes, learn from an established sorcerer, or find a way to convene with powers beyond the normal human ken. Each of these situations has their own dangers and should be worked into the scenario carefully and deliberately by the GM. It's not enough for a player to announce that they want to learn a spell, the GM has to decide if such a task is possible, and how it might be achieved. Guidelines for tomes are listed here; finding sorcerers or other powers is something the GM will have to work into the scenario on a case-by-case basis, but should always be difficult and usually hazardous.

Dangerous Tomes

These have to be found, first. Most are in the hands of private collectors, although some may be found in old libraries or even antique shops or used book stores. The various incarnations of *Call of Cthulhu* have classic descriptions of such items as *The Necronomicon*, *Unspeakable Cults*, and so forth, but it's easy and often preferable to create your own. Each tome should have a unique history, which does not need a lot of detail but should have enough to set it apart. Each tome should also have a language, reading time, a number of spells associated with it (the spells contained should be chosen by the GM to fit the story if possible, otherwise they can be randomly determined), a Sanity loss component, and a number of ranks of Knowledge (Mythos) learned. Here are two sample tomes, one a minor fragment, the other a major work.

Pages from the Diary of John Wellington Wells

John Wellington Wells was a peculiar character who lived in London from 1827-1883 and traveled about the English countryside peddling his services as a professional sorcerer with the jingle, "My name is John Wellington Wells, I'm a dealer in magic and spells!" Most people dismissed Wells as a harmless nutter, but the truth of the matter was that he was indeed quite capable of using magic – he just had such a tenuous grip on reality that he often couldn't tell if he was actually casting a spell or simply spouting gibberish. He died penniless and insane in a mental hospital, with all of his worldly possessions scattered to collections agencies years before. Fragments of his personal effects turn up from time to time, including pages of his diary, which contain a mixture of actual spells and nonsensical babble. The hardest part about learning spells from these pages is figuring out which is which.

Language English (Victorian-era)

Reading Time 2d6+3 days

Spells 1d2+1, generally of a summoning or abjuration nature

SAN Loss 1d3

Mythos Ranks 1

Liber Mutatis (The Book of Change)

Only a few medieval hand-copied transcriptions of this book are known to exist. The author of the book is unknown, but it can be inferred from the text that it was a Greek scholar who lived under Roman rule c. 100 B.C. The book is a lengthy study, treatise, and speculative work on lycanthropy, not only the history and folklore around the subject, but also what claim to be firsthand accounts of case studies and research into the physical mechanism by which shape-shifting takes place and theories of how these principles could be applied to alchemy. In several places, the book also references an un-named (but apparently well-known to the expected audience of *Liber Mutatis*) manual that supposedly explains how to inflict and cure lycanthropy.

Language Latin (classical)

Reading Time 2d6 weeks

Spells 2d6, all related to shapeshifting, lycanthropy, alchemy, or seasons/weather (particularly phases of the moon etc.)

SAN Loss 1d6+1

Mythos Ranks 3

LEARNING A SPELL

Once you've found a spell, you have to learn it. Some spells have Prerequisites you must meet before you can learn them – usually in the form of minimum ability scores or trained skills. If your character does not meet the prerequisites, they will know after a short period of study that the spell is beyond their ability and roughly what abilities they need to develop in order to learn it.

Magic and Spells

Every spell has a Learning Time and Skill Check. To learn the spell, you must spend the Learning Time studying the spell, at the end of which period you make a Sanity check and an appropriate Knowledge check against the listed DC. If the Sanity check fails, you lose SAN as if you had cast the spell (see below); this has no bearing on whether or not you actually learn the spell, it's simply a matter of how much damage the knowledge does to your mind. If the Knowledge check succeeds, you learn the spell and may cast it without restriction. If the Knowledge check fails, you fail to learn the spell on this attempt and must start over, risking the same SAN loss, but gaining a cumulative +1 to your Knowledge check every time you make another attempt.

Note that you may take 10 on this Knowledge check, but you may not take 20. Also, Knowledge skills cannot be attempted untrained unless you have the Educated feat. Thus, all spells can be considered to have the prerequisite: "1+ Ranks or Trained in Knowledge (_____), or Educated feat."

CASTING A SPELL

Once you know a spell, assuming you have all of the materials and prerequisites, you may cast it freely whenever you wish. Every spell has Components, Casting Time, a SAN Cost, Target, Duration, and Effects. Some spells also have Conditions (time of day/time of year/environmental factors, etc.), a Spell Check, and Side Effects. These elements can vary wildly, but as a general rule simpler spells that have small effects should have lower DC's, lower SAN costs, and less casting time, while more major effects should have much more stringent requirements.

Conditions

Some spells can only be cast under the right conditions, such as by moonlight, or when the star Aldebaran is visible, or at the top of a mountain peak, etc. This is usually pretty straightforward, either the condition is met or it isn't.

Components

These are, as the name implies, items that are needed to cast the spell. These usually involve verbal requirements, such as chanting, somatic requirements (i.e., gestures), and material compo-

nents (such as potion ingredients, valuable items or creatures to be sacrificed, etc.). A focus is a special kind of material component that is not destroyed by casting the spell, such as a crystal ball or a holy symbol.

Casting Time

To cast a spell, you spend the Casting Time making the appropriate movements, incantations, etc., during which time you spend at least two swift actions every turn concentrating on your spell casting, or the spell is lost. If you take damage while attempting to cast a spell, you must make an Endurance check, with a DC of 15 + the amount of damage taken, or the spell is also lost. If you become incapacitated while casting the spell, it is lost.

Spell Check

If the spell requires a Spell Check, the caster makes the indicated check at the end of the casting time, usually an arcane attack or a Charisma or Knowledge (Mythos) check against an indicated DC. If the check succeeds, the spell is successful; if the check fails, the spell is lost but the components are still destroyed, and the SAN loss and Side Effects still apply.

Multiple spellcasters can work together on a spell requiring a Spell Check using the Aid Another action. One person (usually the person with the highest Charisma or Mythos Knowledge) is designated as the primary spellcaster; the rest make the same type of Spell Check as indicated by the spell but at a DC of 10 – each one who succeeds adds +2 to the primary spellcaster's Spell Check.

At the end of the casting time, assuming nothing has interrupted the spell, the material components (if any) are destroyed, the effects of the spell go off (including the resolution of any skill checks or attack rolls required), the caster loses the indicated amount of SAN, and finally the side effects (if any) are applied.

Unless specified otherwise in the spell description, spells requiring attacks use a character's Arcane Attack bonus against the target's Will defense.

SAN Loss for Spellcasting

The SAN cost for casting a spell is automatically deducted when the spell is cast and cannot be avoided unless you have the Dispassionate Caster

feat, which gives you a Sanity check to avoid the SAN loss. SAN resistance (from Disciplined Mind, etc.) applies, however. Casting spells can lead to temporary or indefinite insanity, just as any other form of SAN loss – but you can at least rest assured that the spell effect will go off first, for whatever that's worth. NPCs who are already insane are not susceptible to SAN loss, but are still susceptible to any side effects from the spell (see below).

Side Effects

Many spells have side effects; the most common are hit point loss, Endurance checks to avoid moving down the condition track, or ability damage. These are described with the individual spell.

Target

If a target must be touched, this requires a melee attack roll against the target's Ref defense. The attack does no damage directly, but the effects of the spell might. "Line of sight" means that the caster must be able to perceive the target somehow, although this does not actually have to be visual. Any targeting sense (such as blindsight or tremorsense) will also work. Spells requiring line of sight cannot be used on invisible targets unless that target can be made visible or perceived with some other targeting sense.

Duration

This works exactly the same as for other d20 System games. "Instantaneous" spells go off immediately and are not subject to dispelling, although they may be counter-spelled. (D) in a duration listing indicates that the spell may be dismissed by the caster as a free action on the caster's turn.

SAMPLE SPELLS

There are also some spells in the scenarios at the end of this booklet.

Body of Smoke

Learning Time/DC 1d3 days/Knowledge (Mythos) DC 15

Prerequisites n/a

Conditions n/a

Components verbal

Casting Time 1 round

Spell Check Cha DC 10, DC 15 if you can interact with the world

SAN Cost 1d6

Side Effects caster loses 3 hit points per round in smoke form, to a minimum of 1

Target self

Duration 1 round/level or indefinite (see below) (D)

Effect This spell transforms you and possessions on your person (but not any creatures you may be carrying) into a cloud of smoke. In this form you may pass through small openings, fit into tiny spaces, or even hide in plain sight masquerading as a creepy fog. You can fly 10 squares. However, you are prey to all things a cloud of smoke would be prey to, including strong winds or being sucked into a bellows. If you are still in smoke form when the spell duration ends, you are trapped in that form until you can get into an open space, although some sorcerers have smuggled themselves in and out of guarded locations by getting someone else to carry them in a sealed bottle. You cannot dismiss the spell if you are trapped in a container.

Normally, as a cloud of smoke, you cannot interact with the world (and few physical powers can harm you). However, you may choose to take on the shape of a creature of smoke with semi-solid hands or claws, enabling you to pick up, hit (as an unarmed attack), or carry things per your normal Strength score. You do not have fine control, and may not wield weapons or perform intricate motions such as crafting objects or picking locks. You may not speak or cast spells requiring incantations in this form. Any physical attack does ½ damage to you in this form as if you were incorporeal; arcane attacks against your Will defense act normally against you.

This spell drains 3 hit points per round you spend in smoke form, as bits of you are blown off or evaporate away.

However, this spell will not kill or incapacitate you. Even if you are trapped in a bottle for 100 years, you will come out of the bottle with 1 hit point. You do not need to eat or breathe in smoke form, although you do still need to sleep, which as led to some very interesting philosophical discussions.

Dispel Spirit

Learning Time/DC 1d6 hours/Knowledge (Occult or Religion) DC 15

Prerequisites Cha 12

Conditions n/a

Components verbal

Casting Time 1 round/2 levels of target

Spell Check n/a

SAN Cost 2

Side Effects caster loses 1 hp/level

Target one incorporeal undead within line of sight

Duration 6d6 hours

Effect Upon casting this spell, the caster gets an arcane attack against the Will defense of a ghost or haunt (essentially, any incorporeal undead). If the attack is successful, the ghost is dissipated and unable to reform for the duration of the spell. If the attack fails, the ghost immediately becomes hostile to the caster. The spell may be repeated, but if it fails to dissipate a given spook three times in a row, that target becomes immune and it will never work on that target.

Special This spell is actually fairly common in various occult books. It can be found with a successful Gather Information DC 20 or Knowledge (Occult) DC 18 check. This costs 1d3 SAN.

Non-Player Characters (NPCs)

Dread Sending

Learning Time/DC 3d6 hours/Knowledge (Mythos) DC 15

Prerequisites Cha 12

Conditions n/a

Components verbal, somatic

Casting Time 1 rounds

Spell Check n/a

SAN Cost 3

Side Effects caster loses 1d6 hit points

Target one or more intelligent beings in line of sight

Duration 1 round or 1 round/level (D)

Effect Make an arcane attack against up to (your level) targets within line of sight. If successful, the target's mind is filled with terrifying visions (typically an enormous, monstrous version of yourself, or possibly reliving some traumatic event or confronted with a particular phobia) that costs them 1d6 SAN and immobilizes them with fear for one round, rendering them helpless. If the attack roll fails, they see the vision, but realize that it is an illusion and overcome it, gaining +1 SAN.

The basic effect lasts a single round; if you wish, you may maintain the attack on any effected target by taking a move action and a new arcane attack roll each round (although neither you nor they lose any additional SAN). The effect ends if line of sight is broken or if you attack your target, or after a number of rounds equal to your level.

This spell is commonly used by sorcerers to cover an escape or to immobilize a would-be attacker and slay them instead.

Exorcism

Learning Time/DC 1d3 days/Knowledge (Religion) DC 20

Prerequisites Cha 15, trained in Knowledge (Religion)

Conditions n/a

Components verbal, focus (holy symbol or book)

Casting Time 1 round/attack roll, minimum 5

Spell Check n/a

SAN Cost 2d4 or 1 (see below)

Side Effects caster loses 1 hp/level every 2 rounds

Target one undead or outsider of (caster's level +1) or lower

Duration indefinite

Effect Each round this spell is cast, the caster makes an arcane attack against the target's Will defense. If successful, the target moves -1 step down the condition track. When the target reaches -5 steps, it is banished (in the case of a spirit or demon) or destroyed (in the case of corporeal undead). Most creatures don't respond nicely to being exorcised, and will usually try to attack or otherwise disrupt the caster's efforts. Banished spirits may return, in theory, but this is rare.

If the first attack roll fails, or the first succeeds but any three subsequent attack rolls fail, all condition track penalties caused by exorcism attempts are removed from the target and it is immune to exorcism attempts for 24 hours.

If the target is successfully banished, the SAN Cost is 1 point. If the target is not successfully banished for any reason (the target successfully resists, the spell is disrupted, or the caster passes out before the spell is finished), the SAN Cost is 2d4.

Special Priests with the Licensed feat can learn this spell from their church, assuming they meet the prerequisites and can make the skill check. This imparts 1 rank in Knowledge (Mythos) and costs 1d3 SAN.

NON-PLAYER CHARACTERS (NPCS)

There are two basic types of NPCs, "Heroic" and "Nonheroic." "Heroic" NPCs are on the same level as the player-characters, highly unusual people of ability and skill. These include fellow party members, master villains, and so forth. "Nonheroic" NPCs are the ordinary people of the world, from the soda jerk at the diner to the cop on the beat. This isn't to say that nonheroic NPCs can't ever do extraordinary things, but it's not really what they're cut out for.

HEROIC NPCs

"Heroic" doesn't necessarily mean that these NPCs are the good guys – it means that these are key NPCs who are fully statted-out using the same basic rules as player characters. They may be party

members, major antagonists, or even just wildcards whose role in the story has yet to be determined. Whoever they are, they are critical enough to warrant creating full stats for.

A heroic NPC's level will have a major impact on how much aid or challenge they present your players. Allies particularly, unless filling the role of the "often absent advisor/mentor" type, should generally be 1-3 levels lower than the party average, or they will tend to steal the spotlight from your players. Major enemies' levels should be determined by how much difficulty you want them to give your players. Not much challenge: 2-3 levels lower than your party average. A moderate challenge: within 1-2 levels of your party average. A tough challenge:

2-3 levels higher than your party average. A deadly challenge: 4+ levels higher than your party average.

An NPC can also have nonheroic allies in the form of servants, henchmen, etc. Usually these allies should be one or two “Low Challenge” level NPCs or a handful of “Everyday People” level NPCs. More than that and you could easily overwhelm your party.

Creating Heroic NPCs

As mentioned above, heroic NPCs are built using mostly the same rules as PCs. The main difference is that you don’t have to randomize their ability scores – in fact, you probably shouldn’t. Either simply choose values that seem appropriate, or use the following ability score array: 16, 14, 12, 11, 10, 8. Don’t succumb to the temptation to make your NPC superhuman in every ability score! Remember that the players are the stars of the show. NPCs, even the biggest, baddest villain, are supporting characters.

NPCs and Sanity

Starting SAN and maximum SAN are determined as for PCs, but current SAN can vary wildly depending on the nature of the NPC. The average person on the street may have had a few nasty shocks in their day but nothing all that terrible, so they’ll be down 1d8 points of SAN. Somebody who’s delved into things better left alone or gone through a horrifying experience (such as the Great War) may have lost up to 4d6 SAN. On the other hand, the last surviving member of the Antarctic Expedition who saw all of his comrades eaten alive by a shapeless gibbering thing may only have 1d10 points of SAN *left*. Most sorcerers and many cultists have 0 SAN, and therefore are not susceptible to SAN loss.

The only reason to keep track of an NPC’s Sanity or to roll the NPC’s SAN checks is to determine if they might become insane during the course of the story; however, as the GM, it’s your prerogative to simply decide that “yes, they do,” or “no, they don’t” instead if you’d rather. And of course, the most dangerous foes your party will face are probably already completely insane anyway.

CL

A heroic NPC’s CL is equal to their level.

NONHEROIC NPCs

Nonheroic characters in *Uncanny Mystery Tales* are defined largely by their role in the story; as such, it generally isn’t worth the time or effort to write up a complete character sheet for them, you simply choose a few salient details and go. To quickly create a nonheroic NPC or group of nonheroic NPCs on the fly, cross-reference the average level of the PCs on the Quick NPC Creation Chart to find the NPC’s ability scores, attack bonuses, etc. To modify the difficulty of the encounter, simply move up or down on the scale as indicated. Note that tougher challenges override easier challenges. For instance, if your party is all 1st level, the “Everyday People” level is the same as the “Challenge” level (so you should only use 1-2 at most), and there is no “Low Challenge” level.

Everyday People: Use the 1st-3rd level tier only. Joe the Milkman, unless he’s somehow important to the story, has no reason to be higher than 3rd level. This is also the tier you should use for trivial foes (sometimes referred to as “mooks” or “minions”), such as rowdies in a barroom brawl, the rabble members of a cult, spear-carriers in an army, etc. You can generally use up to the party’s average level of these in an encounter.

Low Challenge: Use one tier below the average party level. These are foes who make life difficult for the players, but are probably not a deadly threat: a gang of street punks, low-level cult assassins, police detectives, etc. You can use up to one of these for every party member in an encounter.

Challenge: Same tier as party level. These are foes who present real danger to the players, such as hardened criminals, cult leaders, G-Men, etc. You should generally only use 1-2 of these at most in any one encounter.

Tough Challenge: One tier above party level. These are very dangerous foes, generally the most threatening NPC the players are likely to encounter in a given adventure: a gangland boss, a powerful sorcerer, an elite agent, etc. These should usually be single encounters, possibly with some Everyday People-level minions as cannon fodder.

Extreme Challenge: Two or more tiers above party level. You should be very wary of including a challenge like this, as if it goes sour it’s almost certain to lead to most or all of the party being wiped

Non-Player Characters (NPCs)

Avg. Party Level	Combatant NPC	Noncombatant NPC
1-3	Level 1 Init +1 or +6; Senses Perception +0 Defenses Ref 14 (flat-footed 13), Fort 13, Will 11 hp 4 (d8 hit die); Threshold 13 Speed 6 squares Melee unarmed +2 (d4 + 1) Melee weapon +2 (wpn + 1) Ranged weapon +2 (wpn) Arcane none -1 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +1 (melee, ranged); Grp +2 Sanity 50 or less; SAN Threshold 5 Abilities Str 12/+1, Dex 12/+1, Con 11/+0, Int 10/+0, Wis 10/+0, Cha 8/-1 Skills Trained +5, Default +0	Level 1 Init +0; Senses Perception +1 or +6 Defenses Ref 13 (flat-footed 13), Fort 11, Will 14 hp 3 (d6 hit die); Threshold 11 Speed 6 squares Melee unarmed -1 (d4 -1) Melee weapon -1 (wpn - 1) Ranged weapon +0 (wpn) Arcane none +0 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +0; Grp -1 Sanity 60 or less; SAN Threshold 6 Abilities Str 8/-1, Dex 10/+0, Con 10/+0, Int 12/+1, Wis 12/+1, Cha 11/+0 Skills Focus +10, Trained +5, Default +0
4-6	Level 4 Init +3 or +8; Senses Perception +2 Defenses Ref 17 (flat-footed 16), Fort 17, Will 14 hp 22 (d8 hit die); Threshold 17 Speed 6 squares Melee unarmed +5 (d4 + 3) Melee weapon +5 (wpn + 3) Ranged weapon +5 (wpn + 2) Arcane none +2 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +4 (melee, ranged); Grp +5 Sanity 50 or less; SAN Threshold 5 Abilities Str 12/+1, Dex 13/+1, Con 12/+1, Int 10/+0, Wis 10/+0, Cha 8/-1 Skills Trained +7, Default +2	Level 4 Init +2; Senses Perception +3 or +8 Defenses Ref 16 (flat-footed 16), Fort 14, Will 17 hp 14 (d6 hit die); Threshold 14 Speed 6 squares Melee unarmed +2 (d4 + 1) Melee weapon +2 (wpn + 1) Ranged weapon +3 (wpn + 2) Arcane none +4 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +3; Grp +2 Sanity 60 or less; SAN Threshold 6 Abilities Str 8/-1, Dex 10/+0, Con 10/+0, Int 13/+1, Wis 12/+1, Cha 12/+1 Skills Focus +12, Trained +7, Default +2
7-9	Level 7 Init +4 or +9; Senses Perception +3 Defenses Ref 20 (flat-footed 19), Fort 20, Will 17 hp 38 (d8 hit die); Threshold 20 Speed 6 squares Melee unarmed +8 or +9 (d4 + 4) Melee weapon +8 or +9 (wpn + 4) Ranged weapon +8 or +9 (wpn + 3) Arcane none +4 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +7 (melee, ranged); Grp +8 Sanity 50 or less; SAN Threshold 5 Abilities Str 12/+1, Dex 13/+1, Con 12/+1, Int 10/+0, Wis 10/+0, Cha 8/-1 Skills Trained +8, Default +3	Level 7 Init +3; Senses Perception +4 or +9 Defenses Ref 19 (flat-footed 19), Fort 17, Will 20 hp 24 (d6 hit die); Threshold 17 Speed 6 squares Melee unarmed +4 (d4 + 2) Melee weapon +4 (wpn + 2) Ranged weapon +5 (wpn + 3) Arcane none +6 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +5; Grp +4 Sanity 60 or less; SAN Threshold 6 Abilities Str 8/-1, Dex 10/+0, Con 10/+0, Int 13/+1, Wis 12/+1, Cha 12/+1 Skills Focus +13, Trained +8, Default +3

out, driven insane, or both. If you do include a challenge of this level, try to make sure there is some kind of “out” for the party – otherwise it would be easier and faster to just say “rocks fall, everybody dies.” An encounter like this should only happen every three or four adventures at the most, or it quickly becomes overwhelming.

Epic NPCs: Once you reach 15th level, most challenging NPCs become rare and unique individuals and should generally be custom made by the GM. (“You’d think we’d notice all these Green

Berets wandering the streets...”) At that stage of the game, assuming they’ve survived that long, the players are probably focusing on monsters and sorcerers who wield incredible cosmic powers rather than bothering with mooks.

Sanity

The same principles that apply to heroic NPC Sanity apply here.

Non-Player Characters (NPCs)

Avg. Party Level	Combatant NPC	Noncombatant NPC
10-12	Level 10 Init +7 or +12; Senses Perception +5 Defenses Ref 24 (flat-footed 22), Fort 23, Will 20 hp 65 (d10 hit die); Threshold 23 Speed 6 squares Melee unarmed +10 or +11 (d4 + 6) Melee weapon +10 or +11 (wpn + 6) Ranged weapon +11 or +12 (wpn + 5) Arcane none +6 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +9 (melee, ranged); Grp +10 Sanity 50 or less; SAN Threshold 5 Abilities Str 13/+1, Dex 14/+2, Con 12/+1, Int 10/+0, Wis 10/+0, Cha 8/-1 Skills Trained +10, Default +5	Level 10 Init +5; Senses Perception +5, +11, or +16 Defenses Ref 22 (flat-footed 22), Fort 20, Will 23 hp 45 (d8 hit die); Threshold 20 Speed 6 squares Melee unarmed +6 (d4 + 4) Melee weapon +6 (wpn + 4) Ranged weapon +7 (wpn + 5) Arcane none +8 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +7; Grp +6 Sanity 60 or less; SAN Threshold 6 Abilities Str 8/-1, Dex 10/+0, Con 11/+0, Int 14/+2, Wis 12/+1, Cha 12/+1 Skills Focus +15, Trained +10, Default +5
13-15	Level 13 Init +8 or +13; Senses Perception +5 Defenses Ref 28 (flat-footed 24), Fort 27, Will 24 hp 84 (d10 hit die); Threshold 27 Speed 6 squares Melee unarmed +14 or +15 (d4 + 7) Melee weapon +14 or +15 (wpn + 7) Ranged weapon +15 or +16 (wpn + 6) Arcane none +11 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +8 (melee, ranged); Grp +13 Sanity 50 or less; SAN Threshold 5 Abilities Str 13/+1, Dex 14/+2, Con 12/+1, Int 10/+0, Wis 10/+0, Cha 8/-1 Skills Trained +11, Default +6	Level 13 Init +6; Senses Perception +13 or +18 Defenses Ref 25 (flat-footed 25), Fort 23, Will 26 hp 58 (d8 hit die); Threshold 23 Speed 6 squares Melee unarmed +8 (d4 + 5) Melee weapon +8 (wpn + 5) Ranged weapon +9 (wpn + 6) Arcane none +10 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +9; Grp +8 Sanity 60 or less; SAN Threshold 6 Abilities Str 8/-1, Dex 10/+0, Con 11/+0, Int 14/+2, Wis 12/+1, Cha 12/+1 Skills Focus +17, Trained +12, Default +6
16+	Level 16 Init +14; Senses Perception +8 Defenses Ref 31 (flat-footed 29), Fort 30, Will 27 hp 104 (d10 hit die); Threshold 30 Speed 6 squares Melee unarmed +17 or +18 (d4 + 10) Melee weapon +17 or +18 (wpn + 10) Ranged weapon +17 or +18 (wpn + 8) Arcane none +11 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +15 (melee, ranged); Grp +17 Sanity 50 or less; SAN Threshold 5 Abilities Str 14/+2, Dex 14/+2, Con 13/+1, Int 10/+0, Wis 10/+0, Cha 8/-1 Skills Trained +13, Default +8	Level 16 Init +8; Senses Perception +14 or +19 Defenses Ref 28 (flat-footed 28), Fort 26, Will 29 hp 88 (d8 hit die); Threshold 26 Speed 6 squares Melee unarmed +11 (d4 + 7) Melee weapon +11 (wpn + 7) Ranged weapon +12 (wpn + 8) Arcane none +13 Fighting Space 1 square x 1 square; Reach 1 square Base Atk +12; Grp +11 Sanity 65 or less; SAN Threshold 6 Abilities Str 8/-1, Dex 10/+0, Con 12/+1, Int 14/+2, Wis 12/+1, Cha 13/+1 Skills Focus +18, Trained +13, Default +8

Age

Unless making a child NPC, don't bother making any changes for age. To make a child, simply change a 1st-3rd tier noncombatant to size Small, which gives them -2 Str, +2 Dex, +1 Ref defense, +5 to Stealth checks, -5 to Grapple, changes their fighting space to 1/2 square, and changes their base move to 4 squares.

Skills

To determine a nonheroic NPC's check for any given skill, you simply decide if they have it as a trained skill or not, add the salient ability modifier, and roll it. For example: a player is attempting a Perception check to spot a 2nd tier combatant NPC they know is hiding in a room. You decide that this particular combatant has Stealth as a trained skill, so the NPC's Stealth check is +7 for their level and training, +1 for the NPC's Dex modifier, for a total of +8.

Hey – The Universe Scales Up With Me???

Some GMs may find themselves bothered by the sliding scale of encounter difficulty – i.e., if cult leaders are 7th level NPCs when the players are 8th level, shouldn't those same cult leaders be 7th level NPCs when the players are 15th level?

The answer is, “It depends.”

There are a lot of ways to look at it. First of all, if your game is like most, the cult leaders the PCs fought at 8th level ended up dead, fled, or in jail; you could argue that this new batch of cult leaders they're meeting at 15th are simply more powerful than the others were. Alternatively, if you are facing the same individuals again, it could be that they've been gaining experience points just as the player characters have.

Finally, you can certainly leave the world “static” if you wish. The idea that “Everyday People” are all in the 1st-3rd tier reflects this. The problem is, particularly as the campaign progresses, you will find yourself harder and harder pressed to challenge your players this way. Once your party starts getting skill checks and attack bonuses in the double-digits, they will quickly get bored with encountering the same 1st level mooks, 4th level leaders, and 7th level elites all the time. By sliding the challenge up as the party goes up, the dangerous moments of combat or contested skill checks are still dangerous, but the players still feel like they're making progress as more mundane tasks (such as picking locks or researching data) become progressively easier.

Most combatant NPCs do not have Skill Focus because they are concentrating on BAB, Improved Hit Die, etc. Give them 3-5 trained skills at 1st level and then an additional one at every third tier. Combatant NPCs tend to focus on things like Initiative, Climb, Jump, Acrobatics, etc.

Noncombatant NPCs concentrate more on skills and use Skill Focus to develop their expertise in a given field. Give them 4-6 trained skills at 1st level (-1 for each skill they then put Skill Focus on), an additional trained skill each time their Int bonus goes up, and another additional one at every third tier if desired. Noncombatants often have a wide variety of skills, including several Knowledge skills.

Weapon Proficiencies

Assume that nonheroic NPCs are proficient with whatever weapons you choose to equip them with unless it's an improvised weapon (such as a mug or chair in a barroom brawl for instance).

Other Feats

Nonheroic NPCs feats are considered to be things like Skill Training, Skill Focus, Licensed, Connections, Wealth, Improved BAB or Improved Hit Die, etc., and are figured into the stat blocks above already. If you want an NPC to have a particular feat (a boxer should have at least Martial Arts I, for instance), go ahead and give it and any prerequisites it may have to them – just keep an eye open that this doesn't inadvertently bump them up a tier, particularly where BAB prerequisites are involved. Generally speaking, you should only do this if you have a specific reason to ... randomly deciding that Joe Thug has +3d6 Sneak Attack is just being mean to the players. Somebody that skilled should probably be a heroic NPC.

Flaws

Nonheroic NPCs don't generally take flaws – they're not that interesting!

NONHEROIC NPCs FROM SCRATCH

If the stat blocks above aren't sufficient, it's easy enough to quickly create nonheroic NPCs from scratch. They're built just like PC's, except for the following differences:

CL: A nonheroic NPC's CL is $\frac{3}{4}$ their level, rounded down.

Ability Scores: Nonheroic NPCs have a default array of 12, 12, 11, 10, 10, 8, unless you want them to have something different. They get +1 to

2 ability scores at 4th, 8th, 12th, 16th, and 20th. (Although the idea of a 20th level nonheroic NPC is kinda strange.)

BAB: As PCs.

Defense Bonuses: As PCs.

Hit Dice: Nonheroic NPC's start with a d6 hit die but can improve it via the Improved BAB feat. They do not start with the 3x hit point bonus at 1st level that heroic characters do – instead they get the average roll of the die plus their Con mod each level, rounded down. Thus:

Nonheroic Hit Die	HP/level
d6	3.5 + Con mod
d8	4.5 + Con mod
d10	5.5 + Con mod

Skills: Nonheroic NPCs get (4 + Int mod) trained skills at 1st level (minimum 1).

Feats: Nonheroic NPCs get four feats at 1st level, plus Weapon Proficiency (Simple). They gain additional feats at 3rd, 6th, 9th, 12th, 15th, and 18th (rather than every odd-numbered level, as heroic characters).

BEASTS AND MONSTERS

THE EASY WAY

There are some rough guidelines in *SWSE* for creating beasts “natively” in the Saga Edition d20 ruleset, and I’m gradually working on expanding those for *Sword & Sorcery SAGA*. For most *Uncanny Midnight Tales* scenarios, however, the easiest way to go is to simply convert existing creatures from *D&D 3.x*, *Call of Cthulhu d20*, or other compatible sources. There are lots and lots of monsters out there! To determine the new stats for *Uncanny Midnight Tales*, use the following guidelines.

CL

Roughly equivalent to the creature’s CR. Given that characters in *Uncanny Midnight Tales* aren’t generally combat monsters the way they are in *D&D* et al., this is a sketchy guideline at best, so don’t depend on it. At high levels particularly it falls apart fast as *UMT* characters don’t have access to +5 vortal backscratches and whatnot.

Level

This is the creature’s hit dice. Most creatures have d8 or d12 hit dice; when advancing the creature, give them the same hit die as if they had the Improved Hit Die feat.

Defenses

These are the creature’s saving throws, +10. If the creature has natural armor, size modifiers or other changes to its AC, add those to its Ref defense. If the creature is wearing armor, remove that value from its AC and convert it to DR.

Hit Points

Unchanged.

Damage Threshold

Equal to the creature’s Fort defense, modified by its size. Large: +5. Huge: +10. Gargantuan: +15.

Speed

1 square / 5 feet.

Attacks

Unchanged. If the creature uses a weapon such as a gun or club, change the weapon damage to the *Uncanny Midnight Tales* equivalent.

These Numbers Don’t Add Up!

Creatures converted this way are pretty much guaranteed to end up with peculiar stat blocks that can’t be reverse-engineered into the *Uncanny Midnight Tales* framework – don’t fret about this. The only reason to include a creature in a scenario at all is to make an exciting encounter. When looking to put a beast or monster into your adventure, you should pay attention to how its stats compare with the party, but you don’t need to worry overmuch about whether it’s “balanced” or not. Eldritch horrors obey no laws, not even those of the game system!

Beasts and Monsters

Ability Scores

Unchanged.

Skills

Convert the skills to their *Uncanny Midnight Tales* equivalent, but do not change the bonuses. When skills overlap, take the highest bonus.

Standard d20 Skill	UMT Skill
Appraise	Knowledge (Worldly)
Balance	Acrobatics
Bluff	Deception
Climb	Climb
Concentration	Endurance
Craft	Mechanics
Decipher Script	Decipher Script
Diplomacy	Persuasion
Disable Device	Mechanics
Disguise	Deception
Escape Artist	Acrobatics
Forgery	Deception
Gather Information	Gather Information
Handle Animal	Survival
Heal	Treat Injury
Hide	Stealth
Intimidate	Persuasion
Jump	Jump
Knowledge	Knowledge
Listen	Perception
Move Silently	Stealth
Open Lock	Security
Perform	Perform
Profession	Knowledge
Ride	Ride
Search	Perception
Sense Motive	Perception (+ Sense Motive feat)
Sleight Of Hand	Deception
Speak Language	Linguist Feat
Spellcraft	Knowledge (Mythos) or Knowledge (Occult)
Spot	Perception
Survival	Survival
Swim	Swim
Tumble	Acrobatics
Use Magic Device	Knowledge (Mythos) or Knowledge (Occult)
Use Rope	Survival

Feats

Convert feats to their *Uncanny Midnight Tales* equivalent; in the case of monster-only feats (such as Flyby Attack), use the feat as described in the creature's source material. Any feat that gives "+2 to X and Y" is simply Skill Focus in disguise. For instance, "Acrobatic" boils down to Skill Focus (Acrobatics +2/Jump +2), while Alertness is simply Skill Training/Skill Focus (Perception). Improved Initiative, similarly, is Skill Training/Skill Focus (Initiative). When adding such skills to the creature, their bonus is 5 + ability mod. + 1/2 their level (round down).

Special Qualities/Special Attacks

These are usually the trickiest parts of a creature to convert and have to be done on a case-by-case basis. There are some general guidelines to keep in mind, however.

Ability/Level Drain: To avoid having to track cascading effects, the *Saga Edition* d20 does not generally use ability drain, negative levels, or other things that require the restoration line of spells, preferring instead to impose penalties to checks based on an ability score, or simply persistent steps down the condition track. Since restorative magic is not generally available, there should always be some kind of skill check that can remove the effect after the encounter, generally with a DC of 15 + the level of the monster. For example, a ghoul (with 2 hit dice) does 1d3 Dex and 1d3 Con drain with its ghoul fever. This should be converted to imposing a -1 penalty on Dex- and Con-based checks, Reflex defense, and -1 hit point per level, which can be negated by a Treat Injury DC 17 check. For another example, a wight (4 hit dice) imposes a negative level with its slam attack, which requires a DC 14 Fort save to remove. This should be converted to moving the target -1 persistent step down the condition track on the initial attack, with an additional arcane attack at +4 against the target's Fort defense the following day to become permanent until restored by a successful Treat Injury check against DC 19.

Damage Reduction: Does not change.

Displacement: Instead of rolling for miss chance, creatures with displacement gain a +1 bonus to their Ref defense for every 5% displacement chance.

Incorporeal: Incorporeal creatures are immune to non-magical damage, as usual. However, instead of rolling a miss chance from magical damage, they simply take half damage.

Petrification: Consider changing this to temporary paralysis, unless you provide some way for the players to negate it. Otherwise, a petrified character is effectively dead.

Racial Bonus: When a creature has a racial bonus to a skill, assume they are trained for purposes of trained/untrained applications of that skill.

Regeneration: Creatures with regeneration can only be slain by an attack that overcomes their damage threshold via the type of damage they are vulnerable to.

Saving Throw: When a monster attack calls for a saving throw, this is turned into an attack against the appropriate defense, with an attack bonus equal to the target saving throw -10. For example, a mummy's Despair ability calls for a Willpower save vs. DC 16. In *Uncanny Midnight Tales*, this becomes an arcane attack at +6 against the target's Will defense.

Spell Resistance: Is ignored.

Turn Resistance: Is ignored.

Sanity Loss

There are guidelines for monsters and sanity loss in *Call of Cthulhu d20* and the SRD. As of this writing, these guidelines can be viewed online here: <http://www.d20srd.org/srd/variant/campaigns/sanity.htm>. Generally speaking, normal beasts do not provoke a SAN loss unless they're engaged in truly unnatural behavior. Being attacked by a bear in the woods doesn't cause you to lose SAN – but being stalked in the woods by a bear that's drooling and chanting “YOG-SOTHOTH! YOG-SOTHOTH! YOG-SOTHOTH!” ... yeah. That's a brain-hurter.

UNCANNY MIDNIGHT CREATURES

Here are some converted beasts and monsters, ready to use. These were converted from the SRD or *Call of Cthulhu d20* using the guidelines above. There are also some creatures in the scenarios at the end of this booklet.

Beasts

Ape (CL 2)

Large Animal 4

Sanity Loss 0/1d4 (unusual circumstances only)

Init +2; **Senses** Perception +6, low-light vision, scent

Defenses Ref 18 (flat-footed 16), Fort 16, Will 12

hp 29 (d8 hit die); **Threshold** 21

Speed 6 squares, climb 6 squares

Melee 2 claws +7 melee (d6+5) and bite +2 melee (d6+2)

Fighting Space 2 squares x 2 squares; **Reach** 2 squares

Base Atk +3; **Grp** +12

Abilities Str 21/+5, Dex 15/+2, Con 14/+2, Int 2/-4, Wis 12/+1, Cha 7/-2

Feats Skill Training (Perception), Toughness

Skills Climb +14, Perception +6

Natural Climber: Apes can always take 10 on Climb checks, even when rushed or threatened.

Bear, Black (CL 2)

Medium Animal 3

Sanity Loss 0/1 (unusual circumstances only)

Init +1; **Senses** Perception +4, low-light vision, scent

Defenses Ref 16 (flat-footed 15), Fort 15, Will 12

hp 19 (d8 hit die); **Threshold** 15

Speed 8 squares

Melee 2 claws +6 (d4+4) and bite +1 (d6+2)

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +2; **Grp** +6

Abilities Str 19/+4, Dex 13/+1, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Run, Skill Training (Endurance)

Skills Climb +4, Endurance +8, Perception +4, Swim +8

Bear, Brown (Grizzly) (CL 4)

Large Animal 6

Sanity Loss 0/1d4 (unusual circumstances only)

Init +1; **Senses** Perception +7, low-light vision, scent

Defenses Ref 21 (flat-footed 20), Fort 19, Will 13

hp 51 (d8 hit die); **Threshold** 24

Speed 8 squares

Melee 2 claws +11 (d8+8) and bite +6 (2d6+4)

Fighting Space 2 squares x 2 squares; **Reach** 1 square

Base Atk +4; **Grp** +16

Abilities Str 27/+8, Dex 13/+1, Con 19/+4, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Run, Skill Training (Endurance), Track

Skills Endurance +12, Perception +7, Survival +9 (tracking), Swim +12

Improved Grab When a brown bear hits with a claw attack, it may immediately, as a free action, attempt to start a grapple without provoking an attack of opportunity.

Beasts and Monsters

Horse (normal riding horse) (CL 1)

Large Animal 3

Sanity Loss 0/1d4 (unusual circumstances only)

Init +1; **Senses** Perception +4, low-light vision, scent

Defenses Ref 16 (flat-footed 15), Fort 15, Will 12

hp 19 (d8 hit die); **Threshold** 20

Speed 12 squares

Melee 2 hooves -2 (d4+1)

Fighting Space 2 squares x 2 squares; **Reach** 1 square

Base Atk +2; **Grp** +8

Abilities Str 14/+2, Dex 13/+1, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Run, Skill Training (Endurance)

Skills Endurance +8, Perception +4

Lion (CL 3)

Large Animal 5

Sanity Loss 0/1d4 (unusual circumstances only)

Init +3; **Senses** Perception +5, low-light vision, scent

Defenses Ref 19 (flat-footed 16), Fort 16, Will 12

hp 32 (d8 hit die); **Threshold** 21

Speed 8 squares

Melee 2 claws +7 (1d4+5) and bite +2 (1d8+2), plus rake

Fighting Space 2 squares x 2 squares; **Reach** 1 square

Base Atk +3; **Grp** +12;

Abilities Str 21/+5, Dex 17/+3, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Run

Skills Acrobatics +7, Perception +5, Stealth +11

Pounce If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake Attack bonus +7 melee, damage 1d4+2.

Rat (CL 0)

Tiny Animal 1

Sanity Loss 0/1 (unusual circumstances only)

Init +2; **Senses** Perception +1, low-light vision, scent

Defenses Ref 16 (flat-footed 14), Fort 14, Will 11

hp 1 (1/4d8 hit die); **Threshold** 14

Speed 3 squares, climb 3 squares, swim 3 squares

Melee Bite +4 (1d3-4)

Fighting Space 1/2 square x 1/2 square; **Reach** 0

Base Atk +0; **Grp** -12

Abilities Str 2/-4, Dex 15/+2, Con 10/+0, Int 2/-4, Wis 12/+1, Cha 2/-4

Feats Weapon Finesse

Skills Acrobatics +10, Climb +12, Stealth +16, Swim +10

Natural Climber A rat can always take 10 on Climb checks, even if rushed or threatened, and uses its Dex modifier instead of its Str modifier for Climb checks.

Natural Swimmer A rat can always take 10 on Swim checks, even if rushed or threatened, and uses its Dex modifier instead of its Str modifier for Swim checks. A rat can use the run action while swimming, provided it swims in a straight line.

Rat Swarm (CL 2)

Tiny Animal (swarm) 4

Sanity Loss 0/1d4

Init +2; **Senses** Perception +7, low-light vision, scent

Resistance 1/2 damage from slashing and piercing

Defenses Ref 18 (flat-footed 16), Fort 14, Will 12

hp 18 (d8 hit die); **Threshold** 14

Speed 3 squares, climb 3 squares, swim 3 squares

Melee swarm (1d6, no attack roll needed) plus disease

Fighting Space 2 squares x 2 squares; **Reach** 0

Base Atk +3; **Grp** n/a

Abilities Str 2/-4, Dex 15/+2, Con 10/+0, Int 2/-4, Wis 12/+1, Cha 2/-4

Feats Skill Focus (Perception +2/Stealth +2), Weapon Finesse

Skills Acrobatics +10, Climb +10, Perception +7, Stealth +16, Swim +10

Swarm A rat swarm can occupy any 4 contiguous squares, cannot make attacks of opportunity, and automatically deals damage to all targets within swarmed area.

Disturbing Appearance Rat swarms are unsettling, forcing a SAN check if confronted in confined, dark, or threatening places.

Disease +2 vs. Fort after 1d3 days; -1 to Dex- and Con-based checks, Ref and Fort defense, and -1 hit point (persistent) per level; Treat Injury DC 19.

Distraction As a free action, each turn the rat swarm attacks everyone within it at +2 vs. Fort defense; success indicates the target is nauseated for one round.

Natural Climber A rat swarm can always take 10 on Climb checks, even if rushed or threatened, and uses its Dex modifier instead of its Str modifier for Climb checks.

Natural Swimmer A rat swarm can always take 10 on Swim checks, even if rushed or threatened, and uses its Dex modifier instead of its Str modifier for Swim checks. A rat swarm can use the run action while swimming, provided it swims in a straight line.

Wolf (CL 1)

Medium Animal 2

Sanity Loss 0/1 (unusual circumstances only)

Init +2; **Senses** Perception +3, low-light vision, scent

Defenses Ref 17 (flat-footed 15), Fort 15, Will 11

hp 13 (d8 hit die); **Threshold** 15

Speed 10 squares

Melee Bite +3 (1d6+1) plus trip

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +1; **Grp** +2

Abilities Str 13/+1, Dex 15/+2, Con 15/+2, Int 2/-4, Wis 12/+1, Cha 6/-2

Feats Skill Training (Survival), Weapon Focus (bite)

Skills Perception +3, Stealth +3, Survival +7

Trip A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Monsters

Allip (CL 3)

Medium Undead (incorporeal) 4

Sanity Loss 1/1d6 (plus SAN drain attack)

Init +5; **Senses** Perception +7

Immunities incorporeal

Defenses Ref 15 (flat-footed 14), Fort 11, Will 14

hp 26 (d12 hit die); **Threshold** 11

Speed fly 6 squares

Melee +3 incorporeal touch (2d6 SAN damage), *plus* babble

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +2; **Grp** -3

Abilities Str 0/-5, Dex 12/+1, Con --/+0, Int 11/+0, Cha 18/+4

Feats Lightning Reflexes

Skills Perception +7, Persuasion +7 (intimidate only), Survival +0 (+2 to track)

Babble Every round, as a free action, the allip babbles, creating a hypnotic effect. This acts as an arcane attack at +6 vs. the Will defense of all creatures within 12 squares. A successful attack captivates the target (like the feat) for 2d4 rounds. After this time, or if the initial attack was not successful, the target cannot be affected by the same allip's babbling for 24 hours.

Incorporeal An allip may pass through any solid surface and is immune to all non-magical damage. Physical sources of magical damage (such as enchanted weapons) only do half damage on a successful hit.

Madness Anyone targeting an allip with a thought-detection, mind control, or telepathic effect (including ESP feats) makes direct contact with its tortured mind and loses 2d6 SAN.

Maddening Touch An allip causes 2d6 SAN damage each time it hits with its incorporeal touch. On each successful attack, it gains 5 hit points.

Ghoul (non-Lovecraftian) (CL 1)

Medium Undead 2

Sanity Loss 1/1d6

Init +2; **Senses** Perception +7, darkvision

DR 5/bludgeoning

Defenses Ref 14 (flat-footed 12), Fort 10, Will 15

hp 13 (d12 hit die); **Threshold** 10

Speed 6 squares

Melee +2 bite (1d6+1) *and* 2 claws +0 (1d3) *plus* paralysis and disease

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +1; **Grp** +2

Abilities Str 13/+1, Dex 15/+2, Con --/+0, Int 13/+1, Wis 14/+2, Cha 12/+1

Feats Multiattack

Skills Acrobatics +6, Climb +5, Jump +5, Perception +7, Stealth +6

Ghoul Fever Disease +2 vs. Fort each day, incubation period 24 hours, -1 to Dex- and Con-based checks, Ref and Fort defense, and -1 hp/level (persistent); Treat Injury DC 17. If the disease continues a number of days equal to 1/2 the target's Con, the target dies and rises as a ghoul at the next midnight. If the target is 4th level or higher, it rises as a ghast instead.

Paralysis When a ghoul hits with its bite or claw attack, as a free action it makes an additional arcane attack at +2 vs. the target's Fort defense. A successful attack paralyzes the target for 1d4+1 rounds. A failed attack has no effect.

Beasts and Monsters

Gibbering Moulder (CL 5)

Medium Aberration 4

Sanity Loss 1/1d6

Init +1; **Senses** Perception +9, darkvision

Defenses Ref 22 (flat-footed 21), Fort 17, Will 15

hp 42 (d8 hit die); **Threshold** 17

Speed 2 squares, swim 4 squares

Melee 6 bites +4 (1d4 acid) *plus* blindness

Ranged spittle +4 (1d4 acid) *plus* blindness

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +3; **Grp** +3

Abilities Str 10/+0, Dex 13/+1, Con 22/+6, Int 4/-3, Wis 13/+1, Cha 13/+1

Feats Lightning Reflexes, Weapon Finesse

Skills Perception +9, Swim +8

Gibbering As soon as a moulder spots something edible, it begins a constant gibbering as a free action, making an arcane attack at +3 vs. Will defense to all creatures (other than moulthers) within 12 squares. Success indicates that the target is confused for 1d2 rounds. If the attack fails, that target cannot be affected by the same gibbering moulder's gibbering for 24 hours; but until an attack misses, a target can become confused again and again every round.

Spittle As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 6 squares. The moulder makes a ranged attack; if it hits, it deals 1d4 points of acid damage, and gets an immediate second attack at +8 against the target's Fort defense. If this second attack hits, the target is blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage.

Improved Grab To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut or blast its way out by dealing 5 points of damage to the gibbering moulder (same Ref defense). The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

Blood Drain A swallowed opponent automatically moves -1 step down the condition track due to blood loss each round. When the opponent reaches -5 steps on the condition track, they pass out. On the following round, they are slain.

Ground Manipulation At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move action to avoid becoming mired (treat as being pinned).

Amorphous A gibbering moulder has no "front" or "back" and thus cannot be flanked. It can also easily squeeze

through tight passages without taking any penalties for doing so.

Natural Swimmer A gibbering moulder can take 10 on any Swim check, even if distracted or endangered. It can also use the run action while swimming, provided it swims in a straight line.

Invisible Stalker CL 7

Large Elemental (Air, Extraplanar) 8

Sanity Loss 1/1d8

Init +13; **Senses** Perception +13, blindsight, darkvision

Defenses Ref 23 (flat-footed 19), Fort 14, Will 14

hp 52 (d8 hit die); **Threshold** 19

Speed 6 squares, fly 6 squares

Melee 2 slams +10 (2d6+4)

Fighting Space 2 squares x 2 squares; **Reach** 2 squares

Base Atk +6; **Grp** +14

Abilities Str 18/+4, Dex 19/+4, Con 14/+2, Int 14/+2, Wis 15/+2, Cha 11/+0

Feats Combat Reflexes, Skill Training (Initiative), Weapon Focus (slam)

Skills Initiative +13, Perception +13, Survival +2 (+13 to track), Stealth +15

Natural Invisibility This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and is not subject to invisibility purge or similar effects.

Improved Tracking An invisible stalker is a consummate tracker and makes Perception checks instead of the usual Survival checks to trace a creature's passage.

Mi-Go (The Fungi From Yuggoth) (CL 2)

Medium Aberration (Lesser Independent Race) 2

Sanity Loss 0/1d6

Init +2; **Senses** Perception +7, darkvision, blindsight

DR 10/+2; **Resistance** cold 30; **Immunity** Vacuum; **Vulnerability** drowning

Defenses Ref 13 (flat-footed 10), Fort 11, Will 15

hp 11 (d8); **Threshold** 11

Speed 4 squares, fly 6 squares (24 squares in space)

Melee 2 nippers +1 (1d6)

Ranged by weapon +3

Arcane none -2

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +1; **Grp** +1 (+4 to snatch)

Abilities Str 10/+0, Dex 15/+2, Con 12/+1, Int 17/+3, Wis 15/+2, Cha 6/-2

Feats Dodge, Mobility, Point Blank Shot

Skills Acrobatics +5, Endurance +6, Knowledge (Science) +8, Mechanics +10 or Psychoanalysis +7, Security +10 or Treat Injury +12, Stealth +6

Nipper Snatch A Mi-Go may snatch a target with its pincers (acting like an Improved Grab) and lift the target into the air. Their favored tactic is then to drop the target from a great height or simply carry the target into space to die.

Spells Roughly a third of all Mi-Go know 1d3 spells.

Weaponry Mi-Go have advanced biotechnology devices and may be equipped accordingly. Assume that Mi-Go have Familiarity with any weapons or armor they may bring from their home planet. They can also pick up guns, but must take Exotic Weapon Familiarity to use them without penalty.

Mi-Go Advancement Mi-Go advance as characters. As they start as second level, their next level will be 3rd, gaining them +1 to their Defense scores, a feat, and +1d8 hit points.

Mummy (slow shambler) (CL 5)

Medium Undead 8

Sanity Loss 1/1d6

Init +0; **Senses** Perception +8, darkvision

DR 5; **Vulnerability** fire

Defenses Ref 22 (flat-footed 22), Fort 14, Will 18

hp 55 (d12 hit die); **Threshold** 14

Speed 4 squares

Melee Slam +11 (1d6+10), *plus disease plus despair*

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +4; **Grp** +11

Abilities Str 24/+7, Dex 10/+0, Con --/+0, Int 6/-2, Wis 14/+2, Cha 15/+2

Feats Improved Defenses, Skill Focus (Perception), Toughness

Skills Perception +8, Stealth +7

Despair As a reaction, a mummy may make an arcane attack at +6 vs. the target's Will defense when the target first spots it. If successful, the target is paralyzed with fear for 1d4 rounds; if failed, no effect. Whether successful or not, that target cannot be affected again by the same mummy's despair ability for 24 hours.

Mummy Rot Although it acts like a disease, this is actually a magical curse, inflicted by a successful slam attack. +6 arcane attack vs. Fort defense after 1 minute; successful attack moves the target -1 step down the condition track. When the target reaches -5 steps, they pass out. With the next successful attack, the target dies, crumbling into dust and ash. Regardless of success or failure of any attack, attacks continue every minute thereafter until target dies or the curse is lifted. This may be done with an appropriate curse-lifting spell (if any) or a Knowledge (Occult) check vs. DC 23.

Zombie (CL 1)

Medium Undead 2

Sanity Loss 1/1d6

Init -1; **Senses** Perception +0, darkvision

DR 5/slashing

Defenses Ref 11, Fort 10, Will 13

hp 16 (d12 hit die); **Threshold** 10

Speed 6 squares; can't run

Melee Slam +2 (d6+1) *or* club +2 (d6+1)

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +1; **Grp** +2

Abilities Str 12/+1, Dex 8/-1, Con --/+0, Int 0/-5, Wis 10/+0, Cha 1/-5

Feats Toughness

Skills none

Single Actions Only Zombies have poor reflexes and can only perform a single move action, a single standard action, or two swift actions per round. A zombie can move up to its full movement and attack, but only by attempting a charge action.

THE HARD WAY

Sometimes, you've just gotta have a new monster – there just isn't any d20 writeup for a Batwinged Arglebargle-Eater!

Well, maybe. But first take a look around and see if you can find something that's sorta like your intended monster and tweak it. A green, glowing, four-legged mutant pack animal that sprays acid? Well, *D&D* has a red, glowing, four-legged demonic pack animal that breathes fire – namely, the hell hound – why not take one of those, slap a coat of phosphorescent paint on it, and change the fire to acid? Done!

If that fails, and you really want to build your monster from scratch, go ahead, it's not that hard. *Star Wars Saga Edition* has some rudimentary rules for creating beasts, and that's your starting point. Use the tables there to determine your monster's ability scores, size modifiers, and so on. But from there, you'll need to go back to the standard 3.x d20 rules for each monster's type/subtype, hit dice, special abilities and so forth. For instance, if you are making a new kind of undead, the creature should have no Con score and a d12 hit die.

The key things to remember when assigning a new monster's abilities are the same as when converting an existing monster:

- ☞ The monster's level is based on its hit dice, not its CR. That is converted (very roughly) into CL, or ignored entirely.
- ☞ Natural armor, size modifiers, or other changes to a standard d20 monster's AC are applied to the *Uncanny Midnight Tales* monster's Ref defense, but worn armor becomes DR.
- ☞ Use the *Uncanny Midnight Tales* skills, feats, and special ability guidelines whenever possible.
- ☞ Special abilities requiring saving throws become attacks.
- ☞ Avoid ability damage or level drain in favor of check penalties.

Sometimes, this process can be as simple as tweaking just a couple of details. For instance, the Walter Corbitt stat block in the conversion of "The Haunting" at the end of this booklet was created by building Corbitt as a heroic NPC, then turning him into an undead creature by applying "undead traits," giving him a d12 hit die (which, as a heroic NPC, gave him 36 hit points at 1st level), and then adding the special abilities his writeup required.

INTRODUCTORY SCENARIO: THE PHANTOM OF BRADDOCK HALL

This adventure is designed to bring characters into the world of *Uncanny Midnight Tales* and introduce most of its core concepts, particularly research, the spooky tone, and the Sanity rules. There is little-to-no combat (at least physical combat) in this scenario – but that’s not to say there is no danger. Reckless players may find their characters quickly driven barking mad by the creature they face tonight...

BACKGROUND

Nine years ago, Olivia McGuinness, a sophomore living in Braddock Hall, fell in love with Jack Ken-slow, who was a senior at the time. Unfortunately for Olivia, Jack was already in love, and in fact engaged to, another senior by the name of Penny Carter. Jack did his best to spare Olivia’s feelings in the matter, but Olivia became more and more obsessed and despondent, eventually becoming what modern psychologists would refer to as a stalker. Eventually there was a confrontation between the three of them in which Penny lashed out in a long verbal tirade of her and her fiancé’s tormentor, which caused Olivia to flee back to her dorm room in shame and anguish. There she posted a long, rambling, and incoherent letter to Jack before committing suicide by means of an overdose of sleeping pills.

This sad event cast an unhappy pall over Jack and Penny’s relationship for a few years, but eventually they did happily marry and get on with their lives. Jack is now a lawyer in Madison; Penny is a contented housewife who volunteers at the civic center three days a week. They have a young daughter, Lisa, and hope to have another child soon.

Olivia’s spirit, unfortunately, found no peace in death. Her last thoughts as she slipped out of consciousness were of Jack, desperately wishing for him to come rescue her and realize what a fool he’d been, and wondering why, why, why he loved Penny instead of her – and even when her body died, her spirit lingered there, tormented by the same obsession.

For the past nine years, the girls who have had that dorm room have occasionally had brushes with Olivia’s ghost, in the form of lingering depression,

bad dreams, or the nearly-silent echo of someone crying in the dead of night, but it was never anything definite enough to give the room a reputation for being “haunted.” But then, recently, something happened that changed that.

The room’s current occupants, Janie Mosby and Kim Moorehouse, were having an after-hours party a few weeks ago with three of the other girls from the floor, including a bottle of cheap wine acquired somewhere, and somebody brought a Ouija board. Janie remembered a few spooky experiences she’d had in the room, so the five of them decided to have a séance and see if the room was haunted. In their “receptive” state, and with the Ouija board as a conduit, they inadvertently provided the ghost with enough psychokinetic energy to manifest. Olivia appeared as a twisted, howling, wailing spirit, driving all five girls into a frenzy of madness and terror. The three guests fled to their rooms, babbling incoherently to their roommates about a woman with no eyes. Kim fainted, overcome by terror, and when awakened remembered nothing of the night’s events. Janie merely sat, curled up in a ball under the window, wide-eyed until the dawn.

Now, Olivia’s ghost appears in the room every night at midnight, babbling and wandering the dorm until dawn, plaguing the students with long nights and horrible dreams. Many have complained to the school administration of strange noises; as yet none who have seen Olivia have dared to admit that they’re seeing the ghost of a woman floating about the halls, but as their terror mounts their reluctance will quickly fade. The adventure truly begins when Janie, unable to face another night of mind-blasting horror, leaps from the dorm room window to her death.

GETTING THE PLAYERS INVOLVED

Any character associated with Chesapeake University has an instant connection – if they’re a teacher, Janie was one of their students. If they’re a student, Janie was a friend. Honor students may also be residents of Braddock Hall, in which case you might want to back up the start of the adven-

The Phantom of Braddock Hall

ture to the night of the séance or even have the character take part in it.

Characters in law enforcement will naturally be brought in to investigate Janie's death. Private detectives might be hired by Janie's parents to investigate why their bright, cheerful daughter would suddenly kill herself – or if indeed she did kill herself.

Finally, just about anybody might be an old friend of Janie's family or of some other student who confides in them about the horrible thing tormenting them at night.

THE HAUNTING

The haunting is very straightforward. At midnight, Olivia's ghost materializes in the center of the room, crying, howling, and babbling, and drifts out from there at random to the hall, adjacent rooms,

or other floors looking for Jack Kenslow. By a merciful quirk of fate, Kim has gone indefinitely insane and completely blocks the ghost out of her mind – which may strike the investigators as odd, later, when they question her about it. Kim flatly denies that anything is happening; she knows that Janie committed suicide, but has no idea why. If anyone talks about the ghost, or reports of the ghost, Kim simply looks confused and asks what they're talking about. The players may suspect her of lying, but she isn't – not exactly – her conscious mind simply does not accept it and refuses to even hear about it from other people.

For the first few days, the ghost confined itself to the ladies' wing of Braddock Hall. Then, after Janie's death, she expands her nightly search to the rest of Braddock Hall. From there it will go on to

the surrounding areas of campus, then to the rest of town. The ghost dematerializes at dawn, leaving any number of gibbering, terrified victims in its wake.

When the ghost sees a person, there's a 45% chance (9 or less on d20) that she thinks the person is either Jack or Penny and attempts to use her incorporeal touch on him or her (an embrace for Jack, a violent attack for Penny) once, before realizing the target isn't either of them and wandering off. If somebody deliberately attempts to interact with the ghost, by talking to her, throwing things through her, or otherwise drawing attention to themselves, she will automatically do this. She will not use the touch attack on the same person more than once per night unless they manage to provoke her somehow, as she has no interest in anyone who is not Jack or Penny.



INTERVIEWING THE STUDENTS (KEY ENCOUNTER, 300 XP)

However the characters get involved, at some point they're likely to start asking the students about the ghost. They'll have to do this during daytime hours if male (the R.A., Delores Michener, doesn't care who they are, no men after 5:00!), or arrange for the students to come out to meet them.

By the time Janie kills herself, most of the female students will have at least heard the ghost's babbling at night, and several will have seen her. **Gather Information DC 10** is enough to get a basic description of the haunting, including at least one young lady who has actually seen the ghost. Interviewing Kim, as mentioned above, is an exercise in futility but should occupy the investigators for at least a little while.

Gather Information DC 17 will reveal that the strange events seem to have started with something that scared the people at the mini-party in Kim and Janie's room that night; neighbors and roomies will describe frantic running and slammed doors. (See the dorm map and room chart for likely candidates to impart this information.)

Cora Wilcox, Susan Miller, and Barbara Sawyer are the three besides Janie and Kim who were at the party. With Janie dead and Kim having only a vague memory that they had talked about having a party, these three are the only ones who can explain the story of the Ouija board and the ghost, but they are loathe to do so because they'll get in big trouble for having alcohol in the room, and because they feel guilty about Janie's death. They will start out Unfriendly to the investigators, and will not reveal what they know until they can be made Friendly.

None of the students have any clue as to the identity of the ghost, but they can at least inform the party that it is of a woman, with hollow black pools where her eyes should be and a strangely-twisted visage, who keeps babbling "Why not me?" or calling out for "Jack."

All of the students (including Cora, Susan, Barbara, and Kim) are 1st level noncombatant NPCs with one or two Knowledge skills related to their area of study and one other skill such as Athletics or Perform related to their hobbies. Many have taken SAN damage from their encounters with Olivia,

particularly Kim, who currently has a SAN score of 38 (+7 SAN check).

BRADDOCK HALL

Braddock Hall is three stories tall, consisting of offices, a small communal kitchen, and a dance hall on the ground floor, and dormitory rooms on the upper floors. Janie and Kim's room was on the top floor overlooking the concrete walk – not a terribly long fall, but enough to break Janie's neck. There is also a basement that contains the boiler, plumbing access, and some storage. The top floor has roof access via a ladder to a locked door in the janitorial rooms on the boys' side.

To ensure propriety, the upper floors are bisected into two halves that do not connect. The stairwell doors are locked (but can be opened from the inside in the event of an emergency); the men's and women's respective sides use different keys and there is a paid student attendant on the ground floor with a clear view of the stairwells 24 hours to prevent (or at least hamper) any monkey business. Each floor's R.A. (Resident Advisor) is also tasked with making sure there's no after-hours mingling or other trouble.

The décor is bland but pleasant enough; most of the students have put up movie posters, pennants for the school or favorite sports teams, or family photos to give their room a more homey feel. A few students have phonographs, which are constantly being borrowed for parties.

Here is a randomly-generated list of student names for each floor. If any of the party is rooming in Braddock Hall, replace an appropriate name with theirs (thus assigning them an NPC roommate).

The Phantom of Braddock Hall

Second Floor

North Wing

R.A. (N209): Janine Collinsworth
N201: Gabriella Coggins & Ester Lenahan
N202: Patricia Hampson & Alisa Bessey
N203: Carolina Nunemaker & Ursula Kohler
N204: Elizabeth (Betty) Winglan & Stephanie Rushford
N205: Isabelle Strawn (sister of Zachary) & Anne Barker
N206: Eugenia (Jeanie) Mackley & Sandra Delp
N207: Polly Griffey & Daphne Fernald
N208: Joan Holloman & Rosetta Wells

South Wing

R.A. (S209): Derrick Tannenbaum
S201: Bill Correia & Leon Craig
S202: Floyd Mendel & Zachary (Zach) Strawn (brother of Isabelle)
S203: Louis (Lou) Eckers & Greg Floris
S204: Dustin (Dusty) Hayne & Peter Caples
S205: Greg Delker & Timothy (Tim) Lipsey
S206: Ronald (Ronnie) Warrington & Warren Blanch
S207: Lewis Penna & Gordon Wesley
S208: John Finnegan & Archibald (Archie) Cox

Third Floor

North Wing

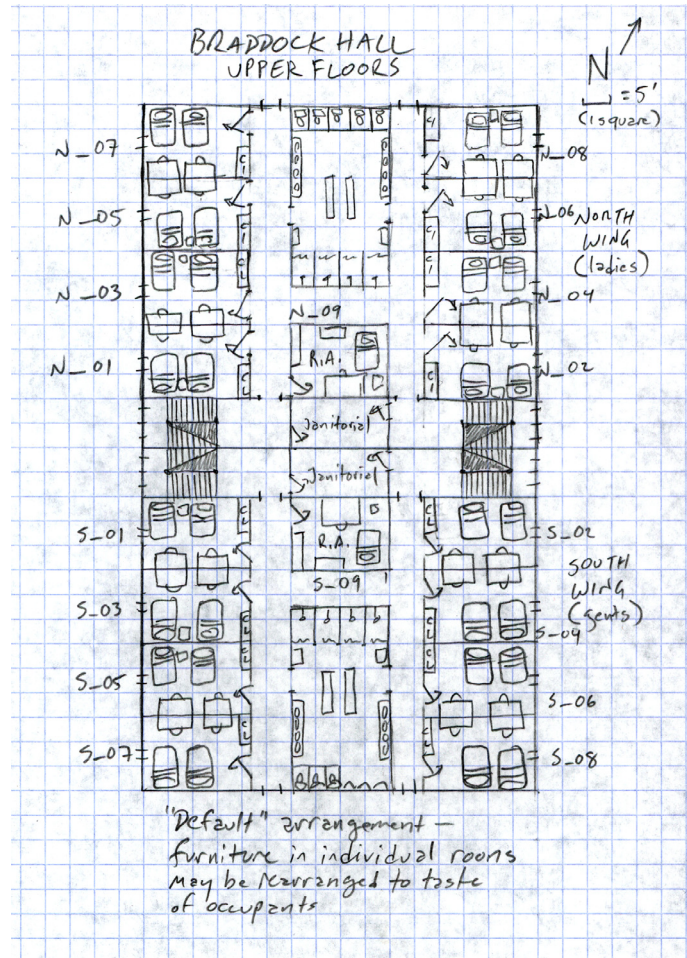
R.A. (N309): Delores Michener
N302: Barbara Sawyer & Dorothy Smith
N303: Rebecca (Becky) Raffe & Laurel Strickland
N304: Janine (Janie) Mosby (deceased) & Kim Moorehouse
N305: Adriana Maglio & Camille Wakeland
N306: Miranda (Anna) Bowley & Sally Bridgelow
N307: Cora Wilcox & Susan Miller
N308: Estella Dockery & Shawna Allgood

South Wing

R.A. (S309): Alex Temple
S301: Warren Chisum & Darrel Rowsey
S302: Jay Shrewsbury & Oscar Woodlend
S303: Lloyd Jacobi & Jonathan (Little Jon) Merryman
S304: Leo Hershey & William (Billy) Jameson
S305: Jerome Steptoe & Derek Czerwinski
S306: Theodore (Ted) Mammock & Oscar Mancini
S307: Calvin Eager & Kevin Sterling

UNIVERSITY GROUNDS (MINOR ENCOUNTER, 100 XP)

Any character who has been associated with the university for a while (such as a professor or grad student) who asks about the history of Braddock Hall can make **DC 12 Int** check or **Knowledge (Worldly)** check to remember that there was another suicide there roughly a decade ago. Otherwise, if they ask around the campus for any strange events associated with Braddock Hall, a **Gather Information DC 15** check will introduce them to Henry the Groundskeeper, who's been with the university since "19-ought-6" and says "Acourse, there was that other girl who killed herself there.



McGillicutty? McGuinness? Sumpin' like that. Sad tale, that was! Sleepin' pills, all fer some boy who didn't care a whit for her." Knowing about this event gives the investigators **+2** on history checks at the library.

THE LIBRARY (KEY ENCOUNTER, 300 XP)

Searching for information about Braddock hall turns up basic information – built in 1897 with a grant by the Braddock family (ancestors of the current owner of the *Beacon-Examiner*, in fact), renovated in 1915 to facilitate coed occupancy. **Knowledge (History) or Gather Information DC 20** (remember the +2 from above, if applicable) finds **Handout A**.

HILLWOOD CEMETERY (MINOR ENCOUNTER, 100 XP)

If the players decide to head over to the cemetery and find Olivia's grave, it takes a 45-minute search and a **Perception DC 15** check. There they

find a small but elegant headstone with the inscription, “Olivia C. McGuinness, beloved daughter, 1904-1921, *in sp̄rando quietus reperiat.*” Anyone who speaks Latin can translate the phrase as “In the hope she finds peace.”

Anyone here at or after midnight makes a **Sanity check**. Those who fail hear the faint echo of sobbing, and lose 1 SAN.

OLIVIA’S FAMILY (MINOR ENCOUNTER, 100 XP)

Olivia’s parents and two siblings are all still alive, but only her parents still live in Madison. (Her brother Martin moved to Washington and is now a congressional aide; her sister Angela married and moved to Richmond.) Her parents, **Patrick and Moira**, are Irish immigrants and have a noticeable accent. Both are upstanding, God-fearing

Catholics, and take very badly to any implication that their daughter might be anywhere but resting quietly in her grave waiting for judgment day. Patrick is a fairly regular patron of the Thistle and Shamrock; if the investigators make him mad enough, he’ll take a swing at one of them (treat him as a 1st level combatant NPC), not with deadly intent but definitely looking for a brawl.

CHURCH OF ST. MARY (KEY ENCOUNTER, 300 XP)

The players may be led here by the mention in news articles; this is the largest Catholic church in town and the one that most of the local Irish Catholic community (including the McGuinness family) attend. **Father Eugene Gayle** has been the pastor here since 1914, is a friend of the McGuinnesses, and remembers Olivia’s death quite clearly.

HANDOUT A

Madison Beacon-Examiner – Sunday, October 23, 1921

TRAGEDY ON CAMPUS

Students and faculty alike were stunned this morning by the discovery of a student death, apparently due to drug overdose. At 8:57 a.m. this morning, rescue workers were summoned to the Braddock Hall dormitory of Chesapeake University to treat an as-yet-unidentified female student. Unfortunately, the girl was pronounced dead on arrival at Madison-Rappahannock General Hospital a short time later. The cause of death has not been officially announced, but there are rumors that the girl was depressed and that an empty bottle of sleeping pills was found near the body. The girl’s family has been notified.

Madison Beacon-Examiner – Monday, October 24, 1921

DETAILS OF CAMPUS DEATH RELEASED

Madison Chief Medical Examiner August Thompson released his official ruling on yesterday’s tragic death at Chesapeake University. The 17-year-old victim, Olivia McGuinness, took her own life by means of a deliberate overdose of sleeping pills. The body was discovered yesterday morning by the girl’s roommate, who was returning from an overnight stay with her family in Richmond. Dr. Thompson estimates that the suicide occurred Saturday evening between 7 p.m. and 9 p.m.; this is consistent with statements police have received from Mr. Jack Kenslow and Miss Penelope Carter, acquaintances of the late Miss McGuinness, who saw her alive and well, but emotionally upset, at 6:30 Saturday evening.

Miss McGuinness will be buried at Hillwood Cemetery on Wednesday, October 26 after a graveside service at 2:00 p.m. Friends and family members are asked to make donations to the Catholic Church of St. Mary, Cornwall Avenue, in lieu of flowers.

The Phantom of Braddock Hall

If approached by the players with wild stories of a babbling ghost, he will be very dubious – while his overall attitude is Friendly, he will react as if Unfriendly in regards to any discussion of the idea of Olivia as a ghost until persuaded to listen with an open mind (at Friendly). If the players ask for his help exorcising Olivia’s ghost, they will have to make him Helpful to get him to agree. Any Licensed priests of a Christian denomination get a +2 bonus to their Persuasion checks.

When they first contact him, Father Gayle does not know how to perform an exorcism, but if convinced to help will research it. This will take him 2 days, give him Knowledge (Mythos) +2, and cost him 3 SAN. But he’ll be able to do it. See Showdown, below, if the players persuade him to try.

Father Gayle (CL 2)

3rd level (nonheroic) Priest

Init +1; **Senses** Perception +2

Defenses Ref 13 (flat-footed 13), Fort 13, Will 14

hp 10 (d6 hit die); **Threshold** 13

Speed 6 squares

Melee unarmed +1 (d4-1)

Ranged none +2

Arcane none +4

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +2; **Grp** +1

Sanity 74 (+14 Sanity Check)*; **SAN Threshold** 6

**(71/+14 after learning Exorcism spell)*

Abilities Str 8/-1, Dex 10/+0, Con 11/+0, Int 11/+0, Wis 12/+1, Cha 15/+2

Feats Licensed, Skill Focus (Knowledge: Religion), Skill Training (Perform), Skill Training (Psychoanalysis), Skill Training (Treat Injury), Weapon Familiarity (Simple)

Skills Knowledge (Bureaucracy) +6, Knowledge (History) +6, Knowledge (Occult) +6, Knowledge (Religion) +11, Perform +8, Persuasion +8, Psychoanalysis +7, Treat Injury +7 (plus Knowledge: Mythos +2 after learning Exorcism spell)

Possessions Bible, crucifix, wristwatch, petty cash

JACK AND PENNY (KEY ENCOUNTER, 300 XP)

Investigators who find Jack and Penny’s mention in the newspaper articles may wish to interview them. Searching for “Penelope Carter” turns up her student record at the university (graduated 1922 magna cum laude with a degree in French literature), or a **Gather Information DC 20** turns up her marriage license (to Jack Kenslow, 1925). Otherwise, they’ll have to search for Jack instead.

Finding “Kenslow, J.” in the phone book is easy. Alternatively, anyone who works in the legal profession can make a **Knowledge (Bureaucracy) DC 15** check to know that a “Jack Kenslow” is a junior partner at the Pickman & Sons law firm. From there it’s relatively simple to contact them by phone or drop by their home, a two-story townhouse in a pleasant northwestern neighborhood.

Jack and Penny have read about Janie’s death in the newspaper, and while it briefly brought back painful old memories, they certainly didn’t see any connection to themselves in it. So when approached by the PCs, they’ll be confused and slightly defensive (Indifferent attitude), although they’ll do their best to be polite. The party will be invited into the house and served coffee and muffins; Jack will do most of the talking, but Penny will interject to defend him or clarify points as needed.

Jack and Penny are a basically nice, traditional, dull couple. If told that students at Chessie U. are being driven mad by the ghost of Jack’s former stalker, they’ll probably come rather quickly to the conclusion that the PCs are bonkers unless confronted with some kind of tangible evidence – and even then they’ll continue to have doubts.

They’ll relate the events of Olivia’s death as fairly as they can, but will take pains to emphasize that Olivia’s obsession with Jack was her own doing. Penny will say that if anything, Jack was too forgiving of Olivia’s unwanted attentions. “She would follow him around, slip notes under his door or get people to do it for her at all hours – she even snuck into his room one night, which could have got him into big trouble! And heaven forbid that he and I should try to have a few minutes alone together on campus!” They will readily admit that there was a fight between the three of them, ending with Penny’s verbal tirade and Olivia’s running off in tears. “But what could we do?” Jack asks, obviously still feeling guilty about it after nine years. “She wouldn’t respond to anything else!”

If brought around to Friendly, Jack will dig out Olivia’s suicide letter from an old box in the back of the closet and turn it over to the party (**Handout B**).

Jack and Penny are both 1st level noncombatant NPCs. Jack has Gather Information +6, Knowledge (Bureaucracy) +11 and Persuasion +5, all related to his job as a lawyer. Penny’s skills are Knowledge

(History) +6, Knowledge (Literature) +6, and Knowledge (Home Economics) +6. If asked, Jack did not serve in the Great War, although he did register for the draft in 1918 and would have gone if called.

BRINGING THEM TOGETHER (KEY ENCOUNTER, 300 XP)

Some players may get the idea that it would resolve the situation to somehow bring about a confrontation between these three – this would, in fact, be a tragic mistake. Upon seeing Jack, Olivia’s ghost would immediately surround and cling to him, draining 2d6 points of SAN every round and shattering his mind while wailing, “WHY?”

Handout B

10-22-21

My dearest Jack,

Tonight, I leave this Earth, so that I shall no longer be a burden to you. You and she have made it quite clear that you have no desire for me – and without you, my life is not worth living, so I shall end it.

This may bring you some pain, which I deeply regret from the bottom of my soul; it is only my dearest wish that you should be happy, and it is clear that although I was so sure that we were meant to be together, this cannot be, for you have found your happiness in the arms of another, and I am in the way.

I know that you never meant to hurt me; you are too sweet and noble for such a thing. And I am sure that even she doesn’t wish me ill – just that I go away. Well, she’ll get her wish, tonight. I hope this pleases her, and that she may think on me kindly one day. I can only guess at why you chose her and not me. I’m sure you have your reasons. Obviously, she makes you happy in ways that I can’t, and so I must go. Without you there is nothing in this world for me. Wherever I go after death, if indeed I go anywhere at all, know that I’ll always be thinking of you.

Farewell, my love,

Olivia

P.S.: Please come to my funeral. It would make me happy to know that you at least cared that much. And if my parents ask why I died, tell them it was for love.

WHYYY JAAACK? WHYYYY NOT MEEEEEEE?”

Once Jack was irretrievably insane, the ghost would then launch itself screeching at Penny, relentlessly attacking her while shrieking, “YOU STOOOLE HIM! YOU STOOOLE HIM FROM MEEEEEEEE!!!” Watching this horrific event costs witnesses 1/1d6 SAN.

THE ATTACKS GET WORSE

In the days following Janie’s death, Braddock Hall residents will start looking for other places to stay at night – friends and family residences, hotels, some even find sleeping in their cars preferable to the madness of the dorm. As the dorm becomes less populated, Olivia’s ghost will be compelled to widen her search, causing her to encounter people in a wider area. For each day of the adventure, tick off an entry from the list below, having the indicated event happen that night unless the players intervene.

- **Night 0:** Janie’s death; Olivia haunts the dorm as normal.
- **Night 1:** Olivia haunts the dorm as normal.
- **Night 2:** Several students are gone. Olivia haunts the dorm and grounds.
- **Night 3:** More students are gone. Olivia haunts the dorm and grounds, attacking one of the campus security guards. He is found early the next morning, curled in a ball and whimpering.
- **Night 4:** Olivia haunts the dorm, the grounds, and finds Kilmarnock House, where she terrorizes several more students. Many complain of strange noises and “a prowler” to the administration the next morning. That, combined with the attack on night 4, compels the university to request help from the Madison police. Captain Archer is his usual gruff, dubious self, but assigns two patrolmen on motorcycles and two on foot.
- **Night 5:** Only a few shell-shocked students remain in Braddock Hall, wearing blindfolds and earplugs to get through the night. Olivia haunts the dorm, the grounds, and Kilmarnock House. She is confronted by one of the police and attacks him, rolling 12 points of SAN loss. He has a heart attack and dies of fright. Captain Archer takes personal charge of the case, shuts down night classes, and adds several more patrolmen.

Ye Ghostes and Hauntes: On Many True and Beneficiall Meanes of Treating the Unquiet Dead

This dense tome was written in 1699 by an excommunicated friar who only refers to himself as “Ye Goode Brother William.” This particular copy was published in London, 1866, with copious annotations and marginalia of dubious accuracy or value. The entire text is packed with religious and symbolic imagery, much of which was likely more significant to people of the time.

Language English (Medieval and Victorian)

Reading Time 2d4 days

Spells *dispel spirit, exorcism, séance, warding circle*

SAN Loss 1d3

Mythos Ranks +1

Dispel Spirit

Learning Time/DC 1d6 hours/Knowledge (Occult or Religion) DC 15

Prerequisites Cha 12

Conditions n/a

Components verbal

Casting Time 1 round/2 levels of target

Spell Check n/a

SAN Cost 2

Side Effects caster loses 1 hp/level

Target one incorporeal undead within line of sight

Duration 6d6 hours

Effect Upon casting this spell, the caster gets an arcane attack against the Will defense of a ghost or haunt (essentially, any incorporeal undead). If the attack is successful, the ghost is dissipated and unable to reform for the duration of the spell. If the attack fails, the ghost immediately becomes hostile to the caster. The spell may be repeated, but if it fails to dissipate a given spook three times in a row, that target becomes immune and it will never work on that target.

Exorcism

Learning Time/DC 1d3 days/Knowledge (Religion) DC 20

Prerequisites Cha 15, trained in Knowledge (Religion)

Conditions n/a

Components verbal, focus (holy symbol or book)

Casting Time 1 round/attack roll, minimum 5

Spell Check n/a

SAN Cost 2d4 or 1 (see text)

Side Effects caster loses 1 hp/level every 2 rounds

Target one undead or outsider of (caster's level +1) or lower

Duration indefinite

Effect Each round this spell is cast, the caster makes an arcane attack against the target's Will defense. If successful, the target moves -1 step down the condition track. When the target reaches -5 steps, it is banished (in the case of a spirit or demon) or destroyed (in the case of corporeal undead). Most creatures don't re-

spond nicely to being exorcized, and will usually try to attack or otherwise disrupt the caster's efforts. Banished spirits may return, in theory, but this is rare.

If the first attack roll fails, or the first succeeds but any three subsequent attack rolls fail, all condition track penalties caused by exorcism attempts are removed from the target and it is immune to exorcism attempts for 24 hours.

If the target is successfully banished, the SAN Cost is 1 point. If the target is not successfully banished for any reason (the target successfully resists, the spell is disrupted, or the caster passes out before the spell is finished), the SAN Cost is 2d4.

Séance

Learning Time/DC 1d6 hours/Knowledge (Occult) DC 15

Prerequisites n/a

Conditions all casters must be 15' of each other

Components verbal, somatic, material (candles)

Casting Time 5 minutes

Spell Check Knowledge (Occult) DC 18

SAN Cost 1d2 from all casters

Side Effects all casters have a penalty of -5 to their Will defense for the spell's duration

Target n/a

Duration 30 seconds/total level of all casters (D)

Effect This spell, intended to be cast by a group of three or more using Aid Another, is used to communicate with any nearby spirits (which may be undead, outsider, elemental, etc.). Incorporeal and invisible beings can only communicate via taps, moving objects, etc. unless they have the ability to manifest themselves somehow. Spirits can understand the meaning behind anything the casters of the spell say, but may or may not be able to respond in a language the casters know, depending on the nature of the spirit in question.

Any spirits in the area will be aware of a séance taking place; they are not compelled to respond, but most spirits with any form of intelligence are usually eager or at least willing to communicate.

If the spirits encountered are hostile, there is a danger of possession or other effects; the side effects of the séance (lowered Will defense) make this particularly pronounced.

Special Having an appropriate focus (such as a Ouija board or a crystal ball) gives a +2 circumstance bonus to the Spell Check.

Warding Circle (Minor)

Learning Time/DC 2d6 hours/Knowledge (Occult) DC 15

Prerequisites Int 12

Conditions open space 5' - 10' across

Components somatic, material (chalk/paint)

Casting Time 3 minutes

Spell Check Knowledge (Occult) DC 16

SAN Cost 1

Side Effects caster loses 1d6 hit points

Target n/a

Duration 3 rounds + 1 round/level after first contact (D)

Effect This spell is used to infuse a drawn circle 5' - 10' across with protective glyphs that prevent passage in or out by any undead or outsider. Once cast, the warding circle remains indefinitely until the first undead or outsider comes into contact with it, after which it collapses a few rounds later. Creatures that can burrow, fly, or pass through solid surfaces can easily travel above or below the circle, but even from there may not enter the space occupied by anyone within the circle until the wards collapse. Once collapsed, the warding circle may be re-established by recasting the spell. This requires additional material components, but does not incur further SAN or hit point losses.

— **Night 6:** Olivia haunts the dorm, the grounds, and Kilmarnock House. Students begin leaving Kilmarnock House the next day. A random student from Braddock Hall runs into the night, screaming “No eyes! No eyes! WHY DOESN’T SHE HAVE ANY EYES???” There’s a 35% chance (7 or less on d20) that they run directly into oncoming traffic unless the PCs are there to prevent it. Several patrolmen see the ghost with their own eyes, including one who is attacked and reduced to a babbling wreck. Captain Archer does not see the ghost, but admits that something mighty peculiar must be going on and starts looking for gas leaks or other sources of hallucination.

— **Night 7:** Braddock Hall is all but deserted, and a third or so of the students from Kilmarnock House have also fled. Olivia spreads her reign of terror to the whole of campus, attacking three policemen, one vagrant sleeping on the beach (who flees into the bay and drowns), and a random friend the PCs may have on the faculty.

Hopefully you won’t need more beyond Night 7, as the PCs will be goaded into action by this point, but if you do, simply continue the pattern of slowly-widening range and people driven mad or to their deaths in panic.

SHOWDOWN

So clearly the heroes have to do something about Olivia or Candlewick Sanitorium will be up to its ears in lunatics – and who knows when Janie or some other maddened suicide won’t also rise as an allip? The question is ... what? Guns are useless, talking to her doesn’t do anything except get your SAN drained – the players are likely to become frustrated without a little guidance. Hints such as “maybe other people have had this problem in the past,” or “there are traditional ways of getting rid of ghosts, maybe one of them will work” might point the players towards doing research, or even just looking to their own skills.

In the best of all possible worlds, the players will come up with a brilliant plan that amazes you with its wit and insight. But for the other 99% of us, here are some typical options...

THE VARDEMAN ROOM (KEY ENCOUNTER, 300 XP)

A **Knowledge (Occult) DC 20** check in the Vardeman room will turn up a book entitled *Ye Ghostes and Hauntes* (see sidebar) which has some spells likely to be of use.

DISPELLING (MINOR ENCOUNTER, 100 XP)

Knowledge (Occult) DC 15 will allow a character to know of the existence of the *dispel spirit* spell presented in this booklet; scouring the Vardeman Room or local esoteric shops will turn up *Ye Ghostes and Hauntes*, as described above. This is only of limited use – it sends Olivia away for a day, but doesn’t get rid of her – but it can be very helpful in buying the party some time.

EXORCISM (MAJOR ENCOUNTER, 500 XP)

Knowledge (Occult) or Knowledge (Religion) DC 15 will reveal the existence of the *exorcism* spell presented in this booklet. Any clergy with the Licensed feat can easily obtain and learn it – but unfortunately 1st level characters cannot use it to affect Olivia, as she’s 4th. This is where Father Gayle comes in. He can learn the spell *and* can

The Phantom of Braddock Hall

affect Olivia, but the characters have to figure out some way to keep him sane while he does so – once he starts casting it, she’s likely to go after him, and he doesn’t really have much chance of resisting her attacks for long.

If they know the *warding circle* spell, they can use that to hold Olivia off for a few rounds. If they don’t, or once the ward has fallen, their best bet may be quite simply to throw themselves into the line of fire, distracting Olivia every round by beating her Will defense with a Cha check. This will make her come after the player instead, which is rough on the player but will keep Father Gayle from running screaming into the night and disrupting the spell.

SCÉANCE (MAJOR ENCOUNTER, 500 XP)

It may occur to the players that a scéance brought Olivia’s spirit into the world, and that another scéance may be able to force her back out of it again. This is true – but it won’t be easy! Just mucking around with a Ouija board does not a scéance make, although there are times when it can lead to what is effectively spontaneous casting of the spell (as happened at the party). A **Knowledge (Occult) DC 20** check will inform the players that for the best chance of success, they should find an actual manual (which will probably lead them to *Ye Ghostes and Hauntes*). Hopefully they’ll be smart enough to set up a *warding circle* before they begin, but if not, they’ll have to learn the hard way.

Convincing Olivia to “move on” is extremely difficult – she starts out Hostile and will only give up her obsession with Jack if made Helpful (although she will cease her attacks for a night if made Indifferent or Friendly). Unfortunately, her insane mind essentially “resets” to its initial state every time she manifests again, so this conversion has to be done all in one go or it won’t work at all.

The characters may try to use their psychic energies to force her to go – essentially performing an exorcism without the *exorcism* spell – using the Ouija board as a conduit. This should have a chance of working – after all, this is how Olivia gained the energy to manifest. But it exacts a heavy toll. Every round the characters attempt to do this, they may each freely sacrifice up to ½ their hit die in

hit points to make an arcane attack against Olivia’s Will defense, getting a +1 to their attack for each 2 hit points they spend (round down). When the total hit points sacrificed equals Olivia’s (26), her own psychic energy is overcome by the party’s and she is banished, disappearing with a horrible wail that costs everyone **1/1d4+1 SAN**.

Olivia McGuinness’s Ghost (Allip) CL 3

Medium Undead (incorporeal) 4

Sanity Loss 1/1d6 (plus SAN drain attack)

Init +5; **Senses** Perception +7

Immunities incorporeal

Defenses Ref 15 (flat-footed 14), Fort 11, Will 14

hp 26 (d12 hit die); **Threshold** 11

Speed fly 6 squares

Melee +3 incorporeal touch (2d6 SAN damage), *plus* babble

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +2; **Grp** -3

Abilities Str 0/-5, Dex 12/+1, Con --/+0, Int 11/+0, Cha 18/+4

Feats Lightning Reflexes

Skills Perception +7, Persuasion +7 (intimidate only), Survival +0 (+2 to track)

Babble Every round, as a free action, the allip babbles, creating a hypnotic effect. This acts as an arcane attack at +6 vs. the Will defense of all creatures within 12 squares. A successful attack captivates the target (like the feat) for 2d4 rounds. After this time, or if the initial attack was not successful, the target cannot be affected by the same allip’s babbling for 24 hours.

Incorporeal An allip may pass through any solid surface and is immune to all non-magical damage. Physical sources of magical damage (such as enchanted weapons) only do half damage on a successful hit.

Madness Anyone targeting an allip with a thought-detection, mind control, or telepathic effect (including ESP feats) makes direct contact with its tortured mind and loses 2d6 SAN.

Maddening Touch An allip causes 2d6 SAN damage each time it hits with its incorporeal touch. On each successful attack, it gains 5 hit points.

WRAPPING IT UP

Depending on how things went, there may be quite a mess that needs cleaning up. Kim Moorehouse will never be quite right again, subject to depression and memory blackouts. Father Gayle, if brought into the situation but not driven insane, will be haunted by the realization that not only are ghosts real, but that his funerary service for Olivia obviously didn’t do the trick ... leading him to forever wonder what other people he’s buried might not come back some day.

The Heck? It's Just an Allip!

Yes, Olivia's ghost is an allip, a low-level critter straight out of the 3.0 *Monster Manual*. Some jaded old grognards out there may find themselves nonplussed at playing cat-and-mouse with a creature that most *D&D* parties can blast by the roomful with a single *fireball*. Of course, what should be the immediately-obvious flaw with that thinking is that this ain't *D&D*. If your players are tossing *fireballs* around, you're playing the wrong game.

Still, the best way to avoid this problem is simply not to tell the players what they're up against. Don't ever refer to Olivia an allip; she's a ghost, a haunt, a specter, a wraith, an apparition. Play up her piteous wailing of "Why not MEEEEEEEE? WHY NOT MEEEEEEEE?" Describe her hollow eyes and shadowy form.

And have no fear that she won't be a threat – 2d6 SAN drain, even on an average roll, is likely to send most PCs straight into temporary insanity with a successful attack. And until they get some kind of magical boost or figure out how to put her spirit to rest, *they can't touch her*. It's entirely possible that Olivia will leave behind her a trail of shell-shocked and half-insane heroes, without them once losing a hit point. *Just* an allip, indeed!

The *Beacon-Examiner* will run lots of wild reports of the events at the campus, including sending an annoying reporter by the name of Jimmy Bristol around to interview all the players and ask for proof of ghostly activity, only to be sued by Chesapeake University and settle out of court.

Many students will spend the rest of the 1930-1931 school year plagued by horrible nightmares; grades will be down across the board. On the other hand, the Candlewick Sanitorium will do brisk business in traumatized police officers.

REWARDS

The XP awards are listed with each encounter; note that the party only gets XP for the first time the party engages in a given encounter (so for instance, if they use *dispel spirit* on Olivia five times, they still only get XP for doing it once). Remember to award per-session and roleplaying bonus XP as appropriate.

The base SAN award for this adventure is Very High (2d4), because it contains no Mythos elements (the Mythos ranks from *Ye Ghostes and Hauntes* et al. are too minimal to count) and because Olivia's incorporeal touch ability puts the players at risk of extreme SAN loss. For each of the following conditions, adjust the amount of SAN awarded:

Olivia is put to rest	+1 step
Party members put Olivia to rest themselves (rather than Father Gayle doing it)	+1 step
Olivia is convinced to "move on" rather than being forcefully exorcized	+1 step
Olivia is not put to rest	-2 steps
Jack, Penny, or Father Gayle driven insane or killed (cumulative)	-1 step
Every two non-key NPCs driven insane or killed (patrolman, "No eyes!" student)	-1 step

It's fairly likely that the SAN reward will be a bit high compared to usual; this is partially to compensate for the unusually high amount of SAN drain that Olivia will probably subject the party to. As this is a starter scenario, it's hardly fair even in a mystery/horror context to hobble the player-characters right out of the gate with huge SAN losses.

CAMPAIGN SEEDS

While "The Phantom of Braddock Hall" is intended to be a mostly stand-alone adventure, it can also be used to launch a campaign by expanding on any of these dangling threads...

The Ouija Board

The scenario doesn't specify who brought the Ouija board to the party; certainly Kim doesn't remember. Who brought it and why? It could have been innocent fun, but there could have been a more sinister agenda. Maybe Kim's insanity stems from more than just seeing ghosts?

The Haunting

Father Gayle

Assuming he hasn't been driven mad by a confrontation with Olivia's ghost, Father Gayle can be a valuable contact to the party. He knows many people around town and a lot of local history, and people in trouble (particularly "strange" trouble) come to him for help, for which he can call on the PCs for assistance. A player can even adopt him as a replacement for a fallen character if desired; you

should allow the player to completely stat him up fresh as a new character for this purpose, however, since he was built as a nonheroic.

Captain Archer

Did Captain Archer see Olivia floating around the campus? Will he be forced to re-evaluate his beliefs about the supernatural, or does he think it was all done with mirrors and hallucinogenic gas? How did the investigators impress him?

THE HAUNTING – A CALL OF CTHULHU SCENARIO CONVERTED TO UNCANNY MIDNIGHT TALES

This scenario is included primarily as an example of how to adapt material from another system and use it in *Uncanny Midnight Tales*. This particular scenario was chosen because it's likely to be familiar to horror gamers, having been included in one form or another in every edition of Chaosium's main *Call of Cthulhu* rulebook. I have not included the text, maps, or illustrations – this is a "stat blocks only" conversion. NOTE: This conversion is based on the text of the 5th Edition softcover, 1994 (5.1.2) and is designed for a low-level (1st - 3rd) party.

NEWSPAPER ACCOUNTS, P. 170 (MINOR ENCOUNTER, 100 XP)

The *Boston Globe* morgue file librarian is a 1st level noncombatant NPC (Will def 14) who starts at Indifferent, will give the party access if made Friendly, and will remark that the *Globe* files only go back to 1878 if made Helpful.

THE LIBRARY, P. 170 (KEY ENCOUNTER, 300 XP)

Each snippet of information requires a separate **DC 15 Gather Information or Knowledge (History)** check.

HALL OF RECORDS, P. 171 (KEY ENCOUNTER, 300 XP)

The party can find out about the Chapel of Contemplation with a **DC 15 Gather Information or Knowledge (History)** roll. They will know that serious crimes would be handled in the county, state, or federal courts with a **DC 10 Knowledge (Bureaucracy)** roll.

HIGHER COURTS; CENTRAL POLICE STATION, P. 171 (MINOR ENCOUNTER, 100 XP)

Gather Information or Knowledge (Bureaucracy) DC 17 will find the information about the raids in 1912.

THE CHAPEL OF CONTEMPLATION, P. 171 (KEY ENCOUNTER, 300 XP)

The irritation from the sigil has no mechanical effect but should be mentioned frequently. **Acrobatics DC 15** to avoid falling through the weakened floorboards – those who fall take **1d6** damage.

Anyone searching the basement may attempt a **DC 15 Perception** check to find the reference to Walter Corbitt's burial in the basement.

Treat Injury DC 18 will identify that the *Liber Ivonis* has been bound in human skin. See sidebar for *Liber Ivonis*.

ROOM 1, P. 171 (MINOR ENCOUNTER, 100 XP)

See sidebar for *The Corbitt Diaries*.

(DOWNSTAIRS) ROOM 3, P. 172

Perception DC 10 to notice the bolts and locks.

(DOWNSTAIRS) ROOM 4, P. 172

Knowledge (Occult), Knowledge (Religion), or Perception DC 10 to notice the unusual quantities of religious paraphernalia.

(UPSTAIRS) ROOM 3, P. 172 (KEY ENCOUNTER, 300 XP)

It costs Corbitt 1 hp to create the bloody wall effects for 5 minutes.

The bed, although moved by Corbitt's will, behaves essentially as an animated object. When a character is near the window, the bed will attack, attempting to get surprise. This is a **Stealth** check against the target's Perception skill, except that the completely mundane nature of the bed (and the fact that one normally is not confronted with killer beds) gives it a **+5 circumstance bonus** (for a total +5 to its check). If the bed gets surprise, it will get a free Bull Rush attempt on the target to push that target out the window with its slam attack. Otherwise, make an Initiative-vs.-Initiative check to see if the target can leap out of the way of the initial attack, then begin the next round using the regular initiative order. Each round the bed moves costs Corbitt 1 hit point; if he's at full power the bed will keep slamming around the room for 10 rounds if there is a target, or until it is destroyed.

If someone is knocked out the window, make a **+20 attack against their Fort defense**; if it succeeds, they take **2d6** points of damage from the fall (on top of the slam damage they took from the bed). If it fails, they take half of that. If they are

Liber Ivonis

Language Latin
Reading Time 2d6+6 days
Spells 1d4
SAN Loss 1d8
Mythos Ranks +2

The Corbitt Diaries

Language English
Reading Time 2 days
Spells *summon/bind dimensional shambler* as "Call Forth Dark Servant"
SAN Loss 1d4
Mythos Ranks +1

Summon/Bind Dimensional Shambler

Learning Time/DC 1d4 days/Knowledge (Mythos) DC 13
Prerequisites Knowledge (Mythos) 1 rank
Conditions n/a
Components verbal, focus (enchanted knife)
Casting Time 5 minutes/+1 spell check (minimum 5 minutes)
Spell Check arcane attack vs. DC 20, plus domination attempt (see text)
SAN Cost 1d3
Side Effects caster loses 1 hit point/+1 spell check (minimum 1 hp)
Target 1 dimensional shambler
Duration indefinite (see text)
Effect This spell summons a dimensional shambler, a horrid monster that inhabits cracks in the universe. The basic chance of success in summoning a shambler is determined by an arcane attack by the caster against DC 20, with a +1 circumstance bonus for every 5 minutes the caster spends chanting; if failed, the spell is lost (but hit point and SAN losses still apply). If successful, the shambler materializes ex nihilo and the caster must attempt to dominate it by making an arcane attack vs. the shambler's Will defense (13). The skill check bonus from casting the spell does not apply to the domination attempt.
 If the shambler is dominated, it is compelled to obey one finite, easily-defined command you give it in any language (or telepathically). Thus, "Protect me from all harm!" would not work, but "Slay Horace P. Lovejoy!" would. The shambler will then fulfill the command as best it can or die trying. Once the command is fulfilled, the shambler will depart this dimension, but not before. If the domination attempt fails, the shambler will attack the caster until the caster is slain or the shambler decides to leave.

The Haunting

trained in Acrobatics, they may attempt to reduce the damage.

Killer Bed (CL 2)

Medium Construct 2

Sanity Loss 0/1d6

Init +0; **Senses** Perception -4, darkvision, low-light vision

DR 5; **Immunities** Mind-affecting, poison, disease, stunning, sleep

Defenses Ref 14 (flat-footed 14), Fort 10, Will 5

hp 31 (d10 hit die); **Threshold** 10

Speed “fly” 10 squares (only within room)

Melee Slam +2 (1d6+1)

Fighting Space 2 squares x 1 square; **Reach** 1 square

Base Atk +1; **Grp** +2

Abilities Str 12/+1, Dex 10/+0, Con -/+0, Int -/+0, Wis 1/-5, Cha 1/-5

Feats Bull Rush*

Skills n/a

Construct The killer bed is not a living creature and does not eat, breathe, or sleep; it is immune to most types of harm other than straightforward damage (see immunities).

Mindless The killer bed has no mind of its own and cannot learn skills or feats; it is immune to mind-affecting or stunning effects (see immunities).

*Normally a construct cannot learn feats, nor do the base stats of the bed qualify it for the feat; in this case however, the bed is being hurled by Corbitt’s mental power rather than operating under its own volition, giving the effects of the Bull Rush feat as it’s being flung around the room.

(BASEMENT) ROOM 1, P. 172 (KEY ENCOUNTER, 300 XP)

Acrobatics DC 10 to avoid falling down the stairs for 1d6 points of damage.

Perception DC 15 to find the knife in the rubbish; of course, it then attacks. The floating knife attacks with **+3 to hit** and does **2d4+1**, costing all witnesses **1/1d4 SAN** on its first attack. Anyone who picks up a trash can lid gets a **+2 circumstance bonus to their Ref defense** to block the knife’s attack To grab the knife out of the air, a character must move into the knife’s square (provoking an attack of opportunity), then make a successful melee attack against Corbitt’s Will defense (16). If the attack succeeds, the character has wrenched it out of Corbitt’s control and now effectively has a +1 dagger (+1 to hit, 2d4+1 damage, and can damage many creatures with DR). If the attack fails, the knife is wrested free and continues its attack. Each round the knife moves will cost Corbitt 1 hit point; if he’s at full power, the knife attack will continue for 10 rounds if there is anyone in the

basement, or until it is wrenched from Corbitt’s control.

(BASEMENT) ROOM 3, P. 173 (MINOR ENCOUNTER, 100 XP)

Use the stat blocks for Rat Swarms presented in this booklet; however, I recommend you only have two or three rat swarms in the crawlspace (or even just one, if the party is really torn up by this point). The rats will not attack aggressively so much as surge their way out of the crawlspace one swarm at a time – but since one swarm fills the whole basement and everyone within the swarm automatically takes damage, that could make for a lot of badly-bitten, probably-diseased investigators. (At your option, feel free to assume these rats are not carrying as much disease as some others might in order to keep the adventure from bogging down into “A Month In the Communicable Diseases Ward.”)

Perception DC 15 to spot the writing on the inner wall.

(BASEMENT) ROOM 4, P. 174 (MAJOR ENCOUNTER, 500 XP)

Each round that Corbitt moves costs him 3 hit points, so he is reluctant to do so at all unless threatened. If he does move, he rises from his pallet, costing viewers **1/1d8 SAN** points, and attacks.

Walter Corbitt, esq. (CL 5)

Medium Undead Sorcerer (heroic) 4

Sanity Loss 1/1d8

Init +1; **Senses** Perception +9, darkvision, low-light vision, ESP, clairvoyance

DR 1d6+1/+1 (*flesh ward* spell)

Defenses Ref 13 (flat-footed 13), Fort 14, Will 16

hp 55* (d12 hit die); **Threshold** 14

**Reduce this to account for any spells he has cast; he will cast flesh ward before the party reaches him, putting him at a maximum of 50. He regains 3 hp/day of inactivity.*

Speed 4 squares

Melee fingernails +3 (d4 plus disease)

Arcane spells +6

Fighting Space 1 square x 1 square; **Reach** 1 square

Base Atk +3; **Grp** +3

Abilities Str 11/+0, Dex 8/-1, Con -/+0, Int 12/+1, Wis 14/+2, Cha 16/+3

Feats Clairvoyance, ESP, Reading, Sending, Skill Focus (Knowledge: Mythos), Skill Focus (Knowledge: Occult), Weapon Familiarity (Simple)

Skills Deception +10, Knowledge (History) +8, Knowledge (Mythos) +13, Knowledge (Occult) +13, Knowledge (Religion) +8, Perception +9, Stealth +6

Spells *dominate*, *flesh ward*, *summon/bind dimensional shambler*, *telekinesis*

Dark Vitality Corbitt powers his spells and movement by force of will; to use them drains his vitality at the rate of 1 hp/round for spells (plus any from spell side effects), or 3 hp/round to move his undead flesh. As such, he prefers to use his spells. When he reaches 0 hp this way, he goes into a state of torpor, recovering 4 hp/day (based on his level) of inactivity.

Death Claims Its Own If Corbitt is reduced to 0 hp by attacks (but not by casting spells or moving), he crumbles to dust instantly, regardless of his state on the condition track.

Disease This is the same fever spread by rat swarms. +4 vs. Fort after 1d3 days; -1 to Dex- and Con-based checks, Ref and Fort defense, and -1 hit point (persistent) per level; Treat Injury DC 19.

Dominate Corbitt's version of this spell gives him an arcane attack vs. the target's Will defense; if the attack succeeds, the target is controlled for that round and Corbitt can maintain the control by taking a swift action every round from then forward to make another arcane attack vs. the target's Will defense. Controlled targets will not take suicidal actions, but may take foolish or homicidal ones. The target will not remember what happened afterwards, feeling as if they've come out of a strange daze. Casting this spell costs Corbitt 2 hp (including the normal 1 hp it costs him to cast a spell). Corbitt can only affect one target at a time with this spell, but that target can be anywhere within the house.

Flesh Ward Corbitt's version of this spell gives him 1d6+1 points of DR every round against all non-magical attacks. Thus, if someone shoots him for 9 points of damage and he rolls 4 for his flesh ward against that attack, he only takes 5 points of damage. Casting this spell costs him 5 hit points (including the 1 hp for casting spells), but he casts it as soon as it's clear to him that the party will break through to his inner sanctum. This ability lasts for 24 hours. The flesh ward does not protect him against his own magic dagger.

Summon/Bind Dimensional Shambler Corbitt is not likely to cast this spell, as it takes too long to be of immediate use and will rapidly drain his precious hit points. He will also not be able to cast it if his magic dagger has been taken by the PCs. The most likely scenario for him using this spell is to set up the shambler as a guard in basement room 1, with the order "Kill the first human who enters the room." This spell costs him 1 hp to cast, plus the regular amount listed with the spell. With his arcane attack of +6, he will probably only chant long enough to get a +10, costing him a total of 5 hit points and taking 20 minutes.

Sunlight Vulnerability Sunlight causes Corbitt pain and is too bright for him to see in comfortably, moving him -2 steps down the condition track (to a minimum of -4). His flesh ward spell does not help him against this.

Telekinesis By spending 1 hp, Corbitt can animate any object in the basement or in upstairs room 3 that has been

in the house for more than 24 hours for 1 round. If the object is a weapon (such as the magic dagger) it attacks with Corbitt's BAB (+3) and does its base damage. If the object anything else, it behaves as an animated object of appropriate size, flying at whatever would be the object's normal movement rate, and with whatever bonus feats or special abilities are appropriate (such as constriction for a sheet, or Bull Rush for the bed to push people out the window, etc.). Corbitt usually only does this for 10 rounds at a time to conserve his hit points.

Dimensional Shambler CL 3

Large Outsider (Lesser Independent Race) 3

Sanity Loss 0/1d10

Init +4; **Senses** Perception +5, darkvision, intuit direction
DR 5/+1

Defenses Ref 15, Fort 16, Will 13

hp 22 (d8 hit die); **Threshold** 21

Speed 8 squares

Melee Claw +7 (d6+6)

Fighting Space 1 square x 1 square; **Reach** 2 squares

Base Atk +3; **Grp** +12

Abilities Str 19/+4, Dex 11/+0, Con 17/+3, Int 8/-1, Wis 11/+0, Cha 8/-1

Feats Pin, Skill Training (Initiative)

Skills Acrobatics +6, Perception +5, Stealth +4, Survival +4

Improved Grab If a dimensional shambler hits with a claw, it may attempt to start a grapple as a free action without provoking an attack of opportunity.

Planar Jaunt A dimensional shambler can shift between the physical world and another plane of existence as a free action, then shift back to the physical world as a move action. If a dimensional shambler has a medium-size or smaller foe grappled, the foe also shifts planes with the shambler. (Note that summoned shamblers will not use this ability unless commanded to.)

REWARDS

The XP award is listed with each encounter; remember to award per-session and roleplaying bonus awards as well. The base SAN reward for this scenario is **Typical (1d4)**. If Corbitt is defeated and destroyed, move **+1 step**. If Corbitt continues his existence, move **-2 steps**. If the landlord is killed, move **-1 step**.

CREDIT WHERE CREDIT IS DUE

Almost all material in this booklet is either my own creation or is a conversion of open gaming material. The Mi-Go and Dimensional Shambler stat blocks were converted from *Call of Cthulhu d20* by Monte Cook (which was in turn based on *Call of Cthulhu* by Sandy Petersen and Lynn Willis). The original “The Haunting” for *Call of Cthulhu* was written by Sandy Petersen. Madison, Virginia was created and developed by Phil Brucato and John Robey, with input by Laurie Robey, Jennifer Starling, and Gray Beeker. “The Phantom of Braddock Hall,” with the exception of the “allip” stat block, is ©2008 by John “The Gneech” Robey, all rights reserved. Permission is granted to use “The Phantom of Braddock Hall” for personal, non-commercial use only.