

Dark Island©1994,1999

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Call of Cthulhu

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Keeper's Timeline

1956: Dr. David Johnson's Antarctic expedition recovers artifacts from the ruins of an ancient city. These artifacts are confiscated by the government and put into storage.

1964: Major Gerald Green is put in charge of Operation Dark Ice, a special project involving the artifacts Johnson found.

1965: Major Gerald Green contacts Dr. David Johnson. Green attempts to persuade Johnson to join his project, but Johnson refuses and threatens to go to the press. Green has Johnson killed.

1966: Operation Dark Ice is renamed "Angband" and is moved from its location in a remote part of Maine to a small Pacific island after an unpleasant accident.

1970: Operation Dark Ice steps up its operations due to pressure to produce weapons for the Vietnam war. Green is promoted to Lt. Colonel.

1971: A terrible accident on "Angband" results in the horrible deaths (and worse) of all the personnel, except Green. Green escapes in a damaged helicopter, which crashes in the sea. He is rescued after several days at sea and spends several months recovering for his ordeal. An expedition to the island vanishes without a trace. The government declares the island quarantined and spreads a cover story about radiation. To back up the story, canisters of nuclear waste are dumped (by air) on the island.

1972-1974: Green heads up a variety of special projects (mostly "black ops") during the war.

1993: After a leak, a congressional investigation of certain special projects begins. Representative Janet Sloane learns of "Angband" and begins her investigation of the project.

1994: Sloane contacts the investigators and requests their aid in her investigation. General Green learns of Sloane's plans and starts putting together a team to recover material from "Angband" and put an end to Sloane's investigation once and for all.

Keeper's Introduction

This adventure takes place on a small island in the Pacific that was once the site of a top secret government project involving dreadful Mythos artifacts. During the course of the adventure, the investigators will face threats from the horrible remnants of an accident that occurred over thirty years ago and from General Green's "clean-up" crew.

Getting the Players Involved

At some point prior to the running of this adventure, the investigators should become known (directly or indirectly) to Representative Sloane. This may be done in an earlier adventure or the

investigators and the congresswoman could have a mutual friend. In any case, the investigators will receive a letter or fax from the congresswoman that requests their aid in one of her investigations. The letter provides some details of her current investigation and these details are provided in Handout #1.

If the investigators do not know Sloane personally, they will have at least heard of her exploits in the newspaper and on TV. Most of her activities have focused on devastating investigations into various illicit and illegitimate government projects and she has built quite a reputation (and a substantial number of powerful enemies).

If the investigators agree to go along with Sloane, she will send (by government courier) them a briefing packet and tickets to Bangor, Maine. The briefing packet contains a variety of news clippings, declassified documents, notes and photographs. The more interesting information is given in the form of handouts for the players. Briefly, the contents of the packet suggest that a Dr. Johnson was involved in some sort of research in the Antarctic that was later taken over by the government. The details are sketchy, but there is a suggestion that Dr. Johnson was later murdered as part of a cover up. The packet also contains a few details and some guesswork about a project called "Angband", which began in a wooded section of Norway, Maine and was later moved to a small Pacific Island. The information suggests that something rather unwholesome was going on that began in the frozen wastes of the Antarctic and ended on a tropical island.

If the investigators do not go along with Sloane, they will read of her tragic death in a helicopter accident in the Pacific. In actuality, Green's "clean-up" crew will have arranged the "accident"

for her, before they went on to meet their deaths (or worse) on "Angband."

A Trip to Maine

Sloane's investigation will begin in Maine. She learned that a top-secret project, "Operation Dark Ice", was originally located in Maine and was moved to an island in the Pacific. She suspects that General Green eliminated all evidence at the site in Norway, but she wants to check, just in case. Besides, she has to wait for her transportation to the island.

As noted above, Sloane will provide the investigators with tickets to Bangor International Airport. Bangor is a small city in Maine. Investigators can find almost anything they need (provided it is legal) in Bangor or in a nearby town (such as Orono or Old Town). Sloane will meet the investigators at the airport. Sloane (as well as two Secret Service Guards and two aides) will accompany the investigators to Norway, Maine.

Norway, Maine

Norway is about a three hour drive from Bangor. It is an extremely small town whose main industry is a lumber yard and the nearby Oxford Hills Speedway. There are a few stores (a small department store, a drugstore, a sporting goods store, and some others) on main street and there is a hospital in the town (which serves Norway, Oxford Hills, and nearby communities). Near Norway is a small mall and some other stores. Aside from fishing at Norway Lake and hunting in the vast woods, there is not much to do in Norway.

The local people will be curious about the presence of Sloane and the investigators, but they will be friendly as long as the investigators behave properly (Sloane and her people will not instigate any problems). As long as the investigators behave appropriately, the worse threat they will face in Norway is

a couple of high school kids who might try to steal some of their possessions (to get money for drugs).

A Meeting with Captain Joseph Leland, Retired

The primary reason for Sloane's trip to Maine is to talk to Captain Leland. Leland was part of Green's operation from the start and was with him until the accident in Maine. Horrified by the "accident", Leland requested transfer from Green's unit and was promptly sent to the worst combat zone in Vietnam. After losing his right arm, Leland was given a medical discharge and returned to the States. After returning to the states, he wandered around and spent several years as a homeless vet. He finally ended up in Norway after hearing about a "killer bear" in the woods. Leland rightly suspected it was some surviving product of Project "Dark Ice." Leland hunted it through the woods, finally tracking and killing it at the old compound. Since then, Leland has resided in Norway.

Leland lives in a modest cabin in the woods near Norway. The cabin is well kept and two German Sheppards romp about the yard. They are friendly, but will bark a warning and not allow anyone to approach the cabin without Leland's permission.

Leland will be home when the investigators arrive (he retired as a schoolteacher some years ago and he is too sick to get around much). He will greet them at the front door and then slump into his chair. He is suffering from several types of cancer and knows he will be dying soon, so he wants to pass on what he knows to somebody else.

After any small talk, he will tell the following story:

"Back in 1964 I was assigned to

Major Green's special operations. It was a real honor to be assigned to such a project and the pay was great. Green was a man of vision and his fanaticism was contagious. For some time I believed him, then I began to see what went on behind the closed doors. The things I saw...you wouldn't believe the things I saw. Green had these items that were way beyond any technology I had ever seen. I think they might have been from crashed space vessel...or maybe something worse. In 1966 things came to a head here in Norway. One of Green's experiments got out of control and several people died. Dave didn't die...something far worse happened to him. Since things were getting a bit to public, Green's superiors ordered him to shut down operations. We burned everything that would burn and then we sealed the area with concrete. I told Green I had had enough of his projects. The next thing I knew I was on a plane to Vietnam. It was hell there. I lost a lot of friends and my arm, too. After I came back to the States, I was a real mess. I wandered the streets for years, until I read about a killer bear in the woods near Norway. Since I never actually saw Dave die, I suspected that he, or what was left of him, might have been still out in those woods. I traveled back to Norway and went hunting. After weeks of tracking and stalking, I ambushed Dave by the ruins. Dave was horrible...half man and half...half something else. It took five shots from my .30-30 to take him down. I soaked the remains in gasoline and then prayed for Dave while they burned. I decided to stay in the area, just in case anything else survived out there in the woods. So I could stay alive and keep watch, I kept quiet about what I know. I'm dying now, so I have nothing to lose by telling you what I know. Even though my time is nearly at an end, it is good to know that there are people who will be

watching out for the things that come out of the dark."

Leland knows a fair amount of what went on at Dark Ice. If asked about the operation, he will tell the investigators that it was a military operation that involved research on a variety of strange items. According to Leland, the items were extremely strange and were composed of materials that did not appear to be native to earth. These items were taken from the project site when it was shut down. If asked about the accident, Leland will say that one of the containment chambers failed and Dr. David Norton was infected with something that seemed to melt half his body down to the bone. If asked more about David's fate, Leland will say that the thing he encountered in the woods was completely mad, violent, and monstrous in appearance. According to Leland, David had an unnatural vitality and was able to sustain wounds that would have killed any normal man. On closer examination, some parts of his body appeared normal, while other parts seemed to be composed of a translucent jelly and twisted rubbery flesh.

Leland will be willing to provide the investigators with the location of the Dark Ice site. Because of his rapidly failing health (he has less than a month left), he will be unable to accompany the investigators.

Project "Dark Ice" Ruins Map

The ruins of the project are located deep in the woods of Norway. The road that went to the project was deliberately ruined and blocked years ago. The only way to reach the site is on foot, horseback, or on a cross country cycle. The site is located three miles from the nearest road.

The ruins are located in a small clearing amidst the pine trees. A few

scattered bits of wood and concrete indicate that a variety of buildings were located in the area (barracks, the mess, and storage buildings). The main complex of Project "Dark Ice" was located underground. This complex was emptied out and then filled with concrete. All that is visible is a slab of concrete. Located next to some building remains and buried beneath the soil are the remains of Norton. If the investigators exhume the bones, it will be evident that the bone structure of one side of the body appears quite unnatural. Dental records will reveal that the remains are clearly those of David Norton. Careful analysis of the remains by a competent scientist or medical examiner will reveal that the unnatural looking sections have radically altered DNA. The altered DNA will appear to contain sequences that exist nowhere else in the natural world. In fact, those sections have been altered by material recovered from the ruins of an Elder Thing city. Aside from the remains, there is nothing else that can be recovered from the area.

Because of the great care which was taken in "cleaning up" the project, there is nothing the investigators will be able to find that will link the ruins to a special military project. If the investigators do further checking about David Norton, they will find a record of his discharge in 1966. According to the files on Norton (which Sloane can acquire, if the investigators ask), he became mentally unbalanced and began private experiments. The records state that he was given a dishonorable discharge in 1964 for conducting dangerous genetic experimentation without official approval. The files also say that he was scheduled for criminal prosecution, but escaped and was never located. Naturally, these files are forgeries. If the investigators contact his sister (his only surviving relative), she

will say that she received a phone call from the government saying that her brother was a fugitive from military justice and that he was very dangerous. She didn't believe them. She won't be able to help the investigators any further and if they persist in drawing attention to her, Green will make her vanish.

The Island

Journey to the Island

Sloane has arranged transport to the island aboard a research vessel through one of her influential friends. The ship, the Neptune, is sponsored by several foundations and universities and is well equipped. It even has a helicopter pad and a small helicopter (it is actually a refitted naval vessel). The vessel will be making several stops along the way for filming and research (there are currently two major documentaries underway), giving the investigators a chance to relax a bit (except when they are asked to help out in some shark filming...). The crew of the vessel will be curious about Sloane and the investigators. Sloane's cover story is that she is concerned about the environment and that she is conducting a fact-finding tour aboard the Neptune. Since this story is true, the cover will hold quite well. The investigators might have some difficulty fitting in, but the crew won't press them too much. Unless the Keeper wishes to arrange some trauma for the investigators, the journey to the island will be interesting, but not particularly dangerous.

The Neptune will anchor about two miles from the island (the area around the island is full of coral reefs, making getting to close to the island quite dangerous) and the crew will begin operations in the area (filming, research, etc.). After two days, the captain will allow Kelley to fly Sloane and her party

to the island. The helicopter is equipped with a tool kit and a survival kit (a small raft, life vests, a medical kit, desalination kit, rations, flare gun, fishing kit, and survival knife). The helicopter can carry five passengers (and a limited amount of gear) internally. In an emergency, up to four people could stand on the landing struts and hold on to the outside of the helicopter. Doing this without safety lines of some kind would require a DEXx5 roll every mile of travel. Rolls will also be required if the helicopter performs violent movements. The results of falling off the helicopter depends on the particularly situation. A fall from a great height onto an exposed reef would certainly kill an investigator, while a fall from a moderate height into the ocean would not be particularly dangerous.

Because of the passenger limit, the helicopter will have to make multiple trips to drop people off. After all those who are going to shore have been dropped off, Kelley will return the helicopter to the ship, unless the investigators ask her to remain on the island. If the investigators persuade her to stay (which shouldn't be too difficult, since her alternative is sitting around on the ship).

If the helicopter is unavailable when the investigators decide to leave the island, they can call the ship, which will send a launch to the edge of the reef. The investigators will have to swim out to meet the launch, which will require one swimming roll. Unfortunately, sharks frequent the water. There is a 10% chance that swimming investigators will attract the attention of 1D3 sharks per investigator. If any investigators are bleeding, the chance increases 20% per bleeding investigator. The sharks are detailed below.

Island Maps

The island is rather small and is the

product of volcanic activity and coral growth. The island has a single sloping hill and is surrounded by a coral reef. The island is heavily overgrown with tropical growth and protrudes like a swollen tumor from the sea.

On the island are a landing strip, the "Anband" project compound, and several small dumpsites. From the air, the landing strip and compound are visible. Both are heavily overgrown with jungle growth, and a badly damaged plane and a helicopter are visible on the landing strip. However, those viewing the island will feel a shiver run up their spines and have vague premonitions of doom.

Player's Island Map

The player's island map shows what will be visible from an over flight of the island. The reef will be clearly visible, as will the landing strip (although it is badly overrun with growth). The compound is also noticeable, but it is badly overgrown.

Player's Compound and Airstrip Maps

From the air, using binoculars, the investigators will be able to get a decent view of compound. The compound has a intact wall around it with watch platforms. The wall is heavily overgrown with vegetation. The compound buildings appear mostly intact, although there are signs of weather damage and they are heavily overgrown with vines. The paved sections of the compound are barely visible, as plants have torn through the asphalt. The compound's flagpole is still intact and a few tattered rags of the flag are still left hanging from it. The bones of the skeletons are not visible from the air, since they have been overgrown with plants. An investigator who makes an Idea roll will notice that although the other areas of the island are rife with birds and animals, the area around the compound is devoid of such life.

Flying over the airstrip will reveal

that it is intact enough to land a helicopter on, but that it is badly overgrown. A badly damaged transport plane is located on the runway (it is also overrun with vines) along with a Marine helicopter, which appears intact, but badly weathered (like it has been there for years-which it has). If the investigators scan the area with powerful binoculars, they will be able to see the bony remains of two people on the runway. The airfield shack, like all other structures on the island, is overgrown, but appears intact. Like the compound, animals and birds appear to shun the shack, as an Idea roll will reveal.

The investigators will have government maps of the compound and landing strip which provides the layout of the compound, with labels for the buildings. The maps do not provide any details of the building interiors or any changes that have taken place since the maps were drawn up.

Keeper's Maps

The Keeper's maps reveal the details of the current conditions on the island.

Island Map

Ocean: The area outside of the reef is normal ocean.

Reef: The reef is a normal coral reef. Sections of it protrude above the surface. The reef's surface will cut unprotected individuals who attempt to cross it (1D3 of damage in most cases). An investigator with boots or sturdy shoes on would be able to walk over the reef safely.

Rad: These are areas where one or more 55-gallon drums of radioactive material were dropped. The drums have largely rusted away and the contents have contaminated the areas around the drums. The radiation has caused some interesting (and nasty) mutations in

some of the plants and animals in the area. All of the mutations are unpleasant (birds with twisted beaks and feet, fish with twisted bodies) and many creatures have cancer and tumors. Investigators that spend too much time in radioactive areas (a successful Idea, Biology, or Physics roll will indicate that radiation is present) might become sick. If the crew of the Neptune learns about the radiation, they will want to film and document it for inclusion in a news show.

Hill: The hill is a gentle rise. The highest elevation is thirty-five feet above the ocean.

Landing Strip: This is the island's landing strip. The landing strip is in poor condition, as described above. Further details about the landing strip are given below.

Compound: This is the "Angband" compound. It is detailed below.

Compound Map

Wall: The wall is wood and poured concrete. It is five feet high. The wall has crumbled in some places and is heavily overgrown with vines, moss, and other plants. The wall is easy to scale, but there are still sections of intact razor wire, which is hidden by the vegetation. If an investigator attempts to cross the wall, they will need to make a Spot Hidden roll to see the wire. If the investigator spots the wire, he will be able to move it out of the way. If an investigator crosses the wall without moving the wire, he must make a Luck roll to avoid taking one point of damage.

Watch Platforms: These plywood platforms are badly rotted. If an investigator climbs onto one, he will crash through it. If the investigator fails to roll under his DEX x 5, he will sustain 1-2 points of damage.

Gate: The gate is made of wooden polls

that have been reinforced with metal bands. The gate doors are hanging open.

Skeleton #1: This is a skeleton of one of the Marines who came to the island to "clean up" the project. The tattered remains of his uniform hangs from the bones and his rusted M-16 and .45 (both of which are useless) lay nearby. He was killed while trying to escape from the compound (the Marines had attacked the Gerthuths, who responded in kind). The dog tags are still intact, which enables the investigators to determine the remains are those of a Marine.

Skeleton #2: This is another Marine skeleton (as the dog tags indicate). The arm bones are broken in several places and the skull is shattered.

Skeleton #3: This is another Marine skeleton. The skull has several bullet holes in it (a Gerthuth used the Marines own weapon to finish him off).

Skeleton #4: This is a skeleton of a Gerthuth (the remains have a set of Army dog tags among them). The skeleton looks mostly human, but a successful Idea roll will indicate something is odd about the bones. A successful Biology or Medicine skill roll will reveal that the bones appear to have been mutated. To the trained eye, they are clearly not the remains of a normal human being. There are dozens of bullets amidst the bones and the bones themselves show signs of having been torn apart by gunfire.

Skeleton #5: This skeleton is that of a Gerthuth. It appears to have been shredded by gunfire.

Skeleton #6: This is another Gerthuth skeleton. It has a combat knife stuck in its ribs and has been ripped up with grenade shrapnel.

Skeleton #7: This is another Gerthuth skeleton. The top of the skull is missing and shrapnel is embedded in its ribs.

Living Quarters #1: This was the barracks for the twenty enlisted men. The building is made out of poured

concrete and has a wooden roof. Some sections of the walls are crumbling a bit and all of the walls abound with moss, fungus, and other slimy growths. The roof is clearly in very bad shape. The wooden door is hanging open and there are bullet holes in the door. The windowpanes have been either broken or shot out. Several small pieces of furniture and footlockers are strewn in front of the building.

Living Quarters #2: this was the quarters for the four officers and two pilots assigned to the project. The building is of the same construction as the enlisted men's quarters and is in bad shape. The door has been torn off its hinges and lies, rotting, in front of the building.

Mess Hall: This was where the personnel used to eat. The building is of the same construction as the other buildings, and is in bad shape. Cooking utensils, ripped open cans, and other such items litter the area. After their transformation, the Gerthuths were ravenously hungry and ravaged their way through the food supplies in the mess building. Hence the mess outside the mess building.

Rec Hall: The rec hall was where the men would try to relax. The building is constructed in the same manner as the other buildings. The outside of this building is littered with the rotted remains of a couple tables and chairs. There are plastic pieces from various games and broken records strewn around the building.

Storage Building: This building was used to store various things, such as food, lab material, ammunition, fuel, and so forth. The storage building is constructed in the same way as the other buildings and it is in the same shape they are in. The doors are hanging open and strewn in front of them are pieces of broken equipment, torn open food containers, and other bits of debris.

Office Building: This building housed the radio room, infirmary and administrative offices. This building is of the same construction as the others and is in fairly rough shape. The front door has been forced open and there are bullet holes in it.

Lab Building: The lab building is of heavier construction than the other buildings (it is made of reinforced concrete), so it is in better shape than the others. Unlike the other buildings, this one has no windows, but it does have several rusted ventilation grills. The main doors are made out of reinforced steel. The doors are hanging open and appear undamaged.

Landing Strip

Airfield Shack: The shack is made out of corrugated metal and is quite rusted. It is heavily overgrown with vines and several varieties of fungi are growing on it. The doors show signs of having been damaged and crudely repaired.

Skeleton #1: This is the skeleton of one of the project scientists who was killed by the MPs.

Skeleton #2: This is the skeleton of a Gerthuth that the pilot killed. The skull is shattered.

Skeleton #3: This is the skeleton of one of the project scientists who was killed by the MPs.

Marine Helicopter: This helicopter is intact, but is in terrible condition. It is badly rusted and covered with plants and fungal growths. Inside the helicopter is the Gerthuth that was the helicopter pilot. He is in a state of hibernation and plants and fungus has grown over his body, so he looks like a plain skeleton (the rotted remains of his flight gear conceal most of the body).

The Strip: The strip is in poor condition, thanks to years of neglect. A badly damaged cargo plane rests on the runway, with the skeleton of one of the

scientists near it. The plane appears to have been deliberately sabotaged. Some of the project scientist, after realizing what was happening, crippled the plane to prevent anything from escaping from the island. Following Green's orders (Green thought the scientists might have been infected), the MPs killed the scientists.

Keeper's Building Interior Maps

Compound Buildings

Living Quarters #1

Bunk Room: This was where the soldiers slept. There are 10 bunk beds in the room, all of which are in terrible condition. The bedding is rotted and covered with various growths. There are several footlockers scattered about the room, with their contents in terrible condition. Hibernating under one of the bunks is Soldier Gerthuth #1. He is coated with fungus and only a successful spot hidden will reveal his presence. If the investigators make a great deal of noise, there is a 10% cumulative chance that the Gerthuth will awaken (10% the first minute, 20% the second, 30% the third, etc.). The Gerthuth's likely actions are described below.

Generator Room: This room contains the rusted remains of a gasoline powered generator. The generator is no longer functional and cannot be repaired. There are several rusted out fuel cans in the room as well as a rusted fuse box.

Bathroom: The bathroom is in bad condition, with fungus nearly filling the shower stalls

Living Quarters #2

Quarters #1: This was the quarters for Green. The quarters have been torn apart and burned (the survivors

expressing their hatred of Green). There is nothing left intact in the quarters.

Quarters #2: This was William's quarters. The furniture is mostly intact, although it has been damaged by water leaking through the roof and the growth of various funguses. The footlocker in the room is in surprisingly good shape (Williams worked to preserve it). In the locker is one of Williams' uniform (it has his name on it) which has been carefully wrapped in plastic.

Quarters #3: This is the quarters for the junior officers. Their skeletons lie on the floor with two empty (and ruined) M-16s nearby. The door has been smashed open and is full of bullet holes. These two officers were killed by the Gerthuths when the Gerthuth first underwent transformation (the two officers shot at some Gerthuths and ended up getting trapped in their living quarters).

Quarters #4: This was the quarters for the sergeants. The room has been badly damaged by water leakage, but it otherwise reasonably intact. There are tattered and rotted uniforms and various other personal items in the footlockers. There is nothing particularly useful or interesting in the room.

Generator Room: This room contains the building's generator. It is badly rusted and quite useless. A plastic gasoline container is in the room that holds five gallons of gasoline that is still in decent condition. There are also several rusted out metal containers.

Bathroom: The bathroom is largely intact, but has suffered from years of neglect. There are massive amounts of fungus growing everywhere. Needless to say, there is no running water.

Mess Hall

Dining Hall: The dinning hall contains four large tables. The doors have been forced open and there are bullet holes in

them. On the floor, amidst broken utensils, are the bones of three men. These men were soldiers who tried to hole up in the mess hall (because of the food stores). The famished Gerthuths forced their way into the building and killed the soldiers when they were attacked. The soldiers' bones show signs of having been gnawed on. Near the bones are three M-16s, all of which are obviously not usable. The interior is quite messy and several leaks in the roof have facilitated the growth of a wide variety of slimes, molds, and funguses.

Kitchen: The kitchen door has been forced open and there are bullet holes in the walls of the kitchen. Various cooking utensils and old food containers are scattered about the floor, along with the bones of a soldier. The bones appear to have been gnawed upon. The soldiers M-16 is bent almost in half and lies rusting on the floor. Gerthuth #2 is curled up inside the oven, hibernating. If there is a lot of noise in the kitchen, there is a 40% he will wake up to investigate the noise.

Generator Room: The room contains the mess hall's generator. It is non functional. Three rusted out gasoline containers are in the room, along with two gas cylinders (for the stoves). A competent individual could make the cylinders into rather destructive bombs with some modification.

Rec Hall

Rec Room: The Rec Room was were the personnel used to attempt to relieve their boredom (due to the secrecy of the project, there was little in the way of leave). The room holds several overturned tables, three pin ball machines, pool tables, and various other recreation items (such as dart boards, game sets, etc.). The floor is strewn with game pieces, darts, and various other items. A leak in the roof has enabled a colony of mushrooms to take up

residence on a pool table.

Generator Room: This room contains the generator. It is in surprisingly good condition (there are no leaks in the ceiling of this room) and can be made to run with successful Mechanical Repair and Electrical Repair rolls. This repair process will take 1D3 hours. Once repaired, the generator has a 20% chance of breaking down every five hours of use. If it breaks down, it can be repaired again with the required rolls. There is enough usable gas in containers to keep the generator running for two days (the tank holds enough gas to run the generator continuously for 24 hours).

Office Building

Radio Room: The room houses a variety of 1970s radio and communication equipment. The equipment is no longer functional, since a clip from an M-16 was emptied into it by one of the scientists (to cut the island off from the outside world). If an investigator can make a successful Electrical Repair roll, she can jury rig a receiver or a transmitter. With two successful rolls, an investigator can rig a transmitter/receiver with a 50 mile range. Each roll will take 1D4 hours of work.

Infirmary: The infirmary was a fairly well equipped facility, with one of the scientists serving as a doctor and two enlisted medics. The infirmary is badly torn up (some of the transformed individuals sought relief through morphine and other pain killers) and years of rain have come through the broken window. There are the remains of various medicine containers, syringes, and other such items scattered on the floor. The medical storage closet is also torn up quite badly.

Hallway: The hallway doors have been forced open (one of the doors is broken off its hinges) and there are spent shell

casings on the floor. Gerthuth #3 is hibernating in the closet, covered with rotting bandages, sheets, and other stuff. There are nearly a dozen empty syringes around him. There is a 20% chance he will react to noise in the room.

Generator Room: The generator room holds the office building's generator. The generator is in fairly good condition and can be made to run again with a thorough cleaning. There is enough usable fuel stored in the room to run the generator for twelve hours. Gerthuth #5 is hibernating on the floor of the room. There is a 30% chance he will react to noise outside of the room. He will awaken if the generator room door is opened.

Office #1: This office was shared by the two lieutenants. The office has two desks, two filing cabinets and other such furniture. There are typewriters on the desks which are in rather poor condition (the windows have been broken, allowing the weather to get in). Due to the years of water accumulation, there is nothing salvageable in the office.

Office #2: This office belonged to Captain Williams. The door to the office has been knocked off its hinges and it is full of bullet holes. The room contains a desk, typewriter, and other office items. The room is quite a mess and it is clear there was a fierce fight in the room. Williams made his last stand as a human being in this office. Carefully wrapped in plastic and tacked on the back wall is a sheet of paper, the text of which is given in Handout #6.

Office #3: This office belonged to Green. The office contains a desk, several filing cabinets and various other items. Two badly rusted cavalry sabers hang on the wall (due to their condition, they do 1D8-2 and only have 12 HPs left) along with several pictures, awards and so forth. The trash can on the floor is full of old ash from papers that Green burned prior to escaping from the island. One of

the filing cabinets has been wrapped in plastic sheets. Inside it are files which have also been wrapped in plastic. After his transformation, Williams gathered the surviving records from Greens filing cabinets and then did his best to preserve them. These files reveal a great deal about the project, what government and military officials were involved, and various other revealing facts. The information contained in the files would create quite a stir if it was carefully released to the press (as long as no interesting celebrity news eclipses it). If Sloane uses the information carefully, she will be able to begin several government investigations. The information will also be very interesting to historians. Williams is curled up under Green's desk and is hibernating. There is a 50% chance he will awaken if the investigators make noise in the building. If the investigators mess with the filing cabinet, he will wake up. William will attempt to communicate with the investigators and will, if he trusts them, tell them about the papers he has preserved.

Storage Building

Storage Space: This building was used to store the various items the project needed, ranging from pencils to microscopes. The interior is quite messy as the Gerthuths went tearing through everything looking for food, alcohol, and medical drugs. There are also some areas where water has leaked through the roof, creating some rather slimy areas. If the investigators take the time to dig around in the containers, they will be able to find a case of four M-16s which are stored in thick oil. Once cleaned, they will be usable. There is also a case with six .45 Automatics which are stored in thick oil. They are in excellent condition and can be used after they are cleaned. There are twenty M-16 clips and 20 .45 clips in boxes,

which are all in good condition. The investigators can also dig up 250 M-16 shells and 150 .45 shells that appear to be in good condition. If this ammunition is used, there is a 15% chance that the round will be a dud (for ease of handling, the round can be considered a dud if the player rolls 15% or less under the malfunction roll. For example, if a weapon has a malfunction number of 00, the round will be a dud on a 84-99 roll. There is a variety of other potentially useful items, such as combat knives, spare parts, tools, and so forth. Exactly what the investigators are able to find is left up to the Keeper.

Freezer: The freezer door has been pulled off the hinges and the food containers have been ripped apart. After their transformation, many of the Gerthuth tore into the freezer in search of food. Gerthuth #4 has taken up residence in the freezer. He is hibernating under a pile of moldy food containers. If the investigators make quite a bit of noise (by searching around in the storage space), there is a 35% chance that the Gerthuth will wake up and come to investigate.

Generator Room: The generator in this room is badly rusted and cannot be repaired. There are several rusted out cans of gasoline in the room.

Lab Building

Hallway: The doors to the hallway are undamaged and are open. The interior is quite damp and dirt has gradually been washed into the hallway in which plants have grown.

Room #1-#3: These rooms were the quarters for the project scientists. Because of the solid construction of the building and the lack of windows the rooms are still in good condition. Each room has a bed, desk, closet and a variety of personal effects.

Room #4: This is a room like the others, but Scientist Gerthuth #1 is hibernating

under the bed. there is a 45% chance he will wake up if the investigators create noise. He is not likely to attack the investigators and will instead try to communicate with them.

Room #5-#6: These rooms are similar to the other quarters, except they have two beds in them. The rooms are otherwise empty.

Bath Room: The bathroom is in relatively good condition, with only a little dried mold on the facilities.

Generator Room: The generator is intact and shows signs of having been well maintained. It has been carefully oiled and there are enough containers of fuel to run it for 36 hours.

Underground Lab

Access to the underground lab is via a heavy duty door. The door is locked and requires a key for access. The door can be forced (two investigators can pit their STRs against the doors STR of 30) blased open with explosives, or the lock can be picked.

Lab #1: This lab contains a wide variety of scientific instruments. Investigators with advanced knowledge of biology, genetics, or medicine (a skill at 40% or better) will recognize the equipment as advanced (for the 1970s) equipment for genetic engineering. The equipment shows signs of heavy wear and there are piles of notes on the table. The notes are dated and date up until a few years ago. After the 1970s, there are months between the dates (due to periods of hibernation) and the handwriting is much worse than previously. To a knowledgeable investigator, it will be clear that the later writings are substantially inferior to the earlier work. A successful roll of biology or medical skill will reveal that the later notes are focused on trying to restore altered human DNA back to its original configuration. The earlier notes make reference to various highly complex and

technical procedures in the area of genetic alteration. The notes (even the later ones) are quite complex and would require several months of study by a trained individual to figure them out. The processes described make veiled reference to what appears to be some sort of alien DNA patterns.

Lab #2: This lab is similar to #2, except there are more notes piled up on the tables. The equipment also appears less used. Most of the notes piled up on the table are written in crude script and appear less advanced than the earlier writings. These writings are all on the topic of genetic engineering. An investigator who makes a successful Biology or Medicine skill roll will know that the writers of the notes are trying to create a virus that will selectively alter the DNA in cells based on a template. Scientist Gerthuth #2 is hibernating in this room, under one of the tables. There is a 35% chance he will wake up if the investigators are noisy.

Lab #3: This room appears to have been unused for years. There are old notes scattered about on the tables and the equipment has been removed from the room. An investigator who makes a successful Biology or Medicine skill roll will realize that the notes detail a series of advanced experiments involving the introduction of extremely strange DNA to laboratory animals.

Storage Room: This room holds the equipment from Lab #3 as well as a variety of supplies. Many of the chemicals have dried up or gotten too old. Many of the supplies have been used up.

Airtight Lab: Access to this lab is via an airlock. The airlock shows signs of having been forced open from the inside. The doors show signs of having been crudely repaired. The interior of the lab contains advanced equipment for genetic engineering. The equipment appears to be well used. There are six

Gerthuth Guinea Pigs in cages in the lab. They look quite horrible, requiring a Sanity Roll. If the roll fails the investigator loses 1 point of Sanity.

These creatures are quite harmless and will flee if let out of their cages. In a large, coffin shaped container is what was once a human being. This scientist was infected by the Gerthuth agent and then infected the others in his madness and pain. The agent did terrible things to him, literally melting his flesh as it adapted itself to human DNA. The scientist is no longer self aware and appears to be a puddle of fleshy material loosely attached to human bones. The creature is incapable of moving. Seeing this thing costs 1/1D8 Sanity points. There is also a special material container which holds thirty six grams of the original Gerthuth agent. Scientist Gerthuth #3 is hibernating in this room. There is a 35% chance he will awaken if the investigators are noisy.

Generator: The generator room is in excellent condition. The generator has been well cared for and there is 48 hours of fuel stored in containers in the room.

Airfield Shack

Fuel Dump: The fuel dump holds several badly rusted fuel drums. Most of the drums have completely rusted through and the fuel has leaked out and dried up years ago. Some of the barrels still have fuel in them and could catch fire or explode.

Tool Shed: The tool shed is filled with rusty tools and other pieces of maintenance equipment. There is a fair amount of mold and other such growths on the walls and tools. Gerthuths #6 and #7 are hibernating in the tool shed, under some of the machinery. There is a 25% chance they will awaken if the investigators are noisy.

Action

Landing

The approach to the island will be somewhat unsettling, due to the odd stillness and the presence of the (apparently) abandoned structures. The landing will not be dangerous since the landing strip is relatively clear and the pilot is quite experienced (without a very good reason to do otherwise, the pilot will land at the strip). The landing strip will appear rather spooky and can be described in a way that will unnerve the players a bit "As the helicopter heads in for a landing, you can clearly make out the craft on the strip. Like bodies left after a brutal murder, a helicopter and a transport plane lie rotting away on the runway, abandoned by all except the encroaching plants. The area appears still and empty, but somewhere deep inside you, something feels very wrong."

Once the helicopter is down, the investigators will be free to explore. The helicopter pilot will want to stay with the helicopter, but she can be persuaded to accompany the investigators if they insist. If the Soldier Gerthuths in the shack are awakened by the sound of the helicopter landing, they will watch from the shack and attempt to avoid detection until they have observed for a while. If the pilot is left with the helicopter, they will attempt to capture and interrogate her (which might result in her death). If the helicopter is left unattended, the Soldier Gerthuths will examine it and may accidentally damage it (Keeper's discretion). If the Soldier Gerthuths remain undetected, they will trail the investigators and attempt to awaken the other Soldier Gerthuths before taking action. If the pilot Gerthuth awakens, he will probably attempt to communicate with the investigators and will seem oddly interested in their helicopter and

the pilot. He will do his best to prevent the other Gerthuths from harming the helicopter. If the Gerthuth do not awaken, they will remain hibernating until they are disturbed.

If the investigators enter the shack or examine the Marine helicopter, they might well awaken the Gerthuth. If the Gerthuth awakens, the Gerthuth will react as described below (where their statistics are given).

Exploring the Compound

In order to reach the compound, the investigators will need to travel along the badly overgrown path to the compound. The path was created by cutting through the jungle and appears to have been used by a wheeled vehicle. The path is overgrown, but can still be followed (it was well treated with some rather nasty chemicals, so the plant life still hasn't fully recovered). As the investigators walk along the path, they will notice (if they make Idea rolls) that there is a surprising absence of animal life. There are plenty of nasty, biting insects, however. About halfway up the path is an overturned jeep (a Gerthuth attempted to drive it down the path at top speed and didn't quite make it). It is badly rusted and overgrown and can not be made to run. Near the end of the path (just in front of the entrance to the compound) is a human skull on a metal pole. The skull is mossy, but a spray painted biohazard symbol is still visible on the skull. This skull was put up by one of the scientists, for some odd reason known only to him (perhaps triggered by some vague memory).

Encountering the Gerthuths

At some point, the investigators will come across the Gerthuths. The Gerthuths' responses to the investigators will vary from Gerthuth to Gerthuth and guidelines for Gerthuth behavior are provided below (with the

statistics for the Gerthuths). The surviving soldier Gerthuths will be the most likely to attempt violence against the investigators. If a soldier Gerthuth reacts violently to the investigator, he will persist in his attempts at violence until he succeeds, is defeated, or Captain Williams is able to order a stop to the violence. The surviving scientist Gerthuths are likely to seek aid from the investigators and they will not be prone to violence. Captain Williams is obsessed with returning himself and his men to normal and with gaining revenge on Green. He will do whatever is necessary to get off the island, gain access to research facilities, and to hunt down Green.

The initial encounter with the Gerthuth should be utterly horrifying (You see what appears to be the fungus encrusted remains of a long dead man...something about the body looks very wrong...you stare harder, trying to determine what is wrong...then it moves...). Gradually, the investigators should learn of the horrible tragedy that befell the men of Project Angband (The noises the horrid thing in front of you is making suddenly come clear: "help me...please...help me").

The investigators and members of Sloane's party will certainly react to the Gerthuth in a variety of ways. The descriptions of the various NPCs will be useful in determining their reactions. While Sloane will be terrified by the Gerthuths, once she learns the truth, she will be horrified and outraged. Sloane will be determined to help the survivors and expose the truth.

Green's Special Team

Sloane's investigations attracted the attention of Green and he has kept a careful watch on her. He has made several indirect attempts to discredit her, which have failed. When he learned that Sloane intended to visit the island,

he put together a team of trusted men to deal with the threat to his secrets. This team will be dropped into the ocean by a long range aircraft and swim to the island, towing a small raft with their supplies. They are equipped to cross the coral reef and (due to their training) will be able to do so without injury. Once they arrive on the island, they will conduct a quick recon sweep and then seek out Sloane's party.

The team has orders to capture Sloane's group and remove them from the island (they are scheduled to be picked up by helicopters operating from a converted freighter) if possible. If Sloane and her people have learned too much, the team leader has orders to arrange an "accident." Because of the potential for fallout, the team leader will prefer to avoid killing anyone important. He will have his team search anyone who is captured and will destroy any incriminating evidence they might find. Once the team leader has rounded up Sloane's party, he will send some of his men to "clean up" the labs and other structures.

Green has warned the team that they might encounter some "very strange things," and that these things should be destroyed on contact. Hence, the team members will attempt to kill any Gerthuth they encounter. The Gerthuth will respond in kind, which might result in a great deal of violence.

The team will also be expecting the investigators to be present. Unless the investigators are extremely secretive, Green's intelligence operatives will have provided the team members with information about them. The team will also have a great deal of information about any investigators who were in the military (US or foreign). Unless the investigators are important or influential, the team members will have qualms about killing them.

If the investigators are able to defeat

the team members, they will be unwilling to talk, even if they are tortured. Of course, the threat of exposure to the Gerthuth agent will probably make them talk.

Resolution

If the investigators survive the adventure and are able to save Sloane and most of her people, they should receive 1D3 Sanity points as a reward. If the investigators are able to recover enough evidence so that Sloane (or they) can get an investigation underway, they should receive a 1D3 bonus to their Sanity Points. If the investigators are able to rescue some of the Gerthuths and bring them back safely, they should receive another 1D3 points. If the investigators learn that a way has been developed to restore the Gerthuths' humanity, they should receive a 1D6 Sanity Point bonus.

If the investigators flee the island, leaving their companions to their fate, they should lose 1D6 Sanity points.

The actions of the investigators might well have larger repercussions. If the investigators are able to gather enough evidence (such as the papers which Williams preserved), Sloane will be able to begin an in depth investigation into the project and Green's involvement. If Sloane is able to carry out the investigation, it will shake up some of the power structure. If things get too hot, Green will sacrifice as many of his underlings as he needs to to preserve himself (Green has too much influence and power to ever be brought down). The evidence contained in the papers William's preserved is quite damning. It contains details of the procedures used, signed orders and other such material. If Sloane gets her investigation underway, a special investigation team will be sent to secure the island and an effort will be made to

reverse the effects of the Gerthuth agent. Naturally, various hidden government agencies will become involved and they will attempt to acquire information about the agent. The exact results of the investigation are left to the Keeper. A possible follow up adventure could involve the investigators in an attempt to recover stolen Gerthuth material.

If the investigators are captured by Green's team, they will be stripped of their equipment and any evidence they might have gathered. Green's men will do their best to "clean up" the island with fire and explosives. Captured investigators will receive no Sanity Point reward, but they will also receive no penalty (as long as they tried). Once Green's team has taken control, a helicopter will come to pick up the survivors. Sloane and her people (including the investigators) will be dropped off at an abandoned island with a long range radio and enough supplies to last until they are rescued. Naturally, the team members have nothing with them that would link them to Green. If the investigators end up stranded on the island, they will be rescued. Because of the lack of evidence, Sloane's investigation of this matter will come to an end.

NPCS

Janet Sloane, U.S. Representative

STR 11
CON 12
SIZ 11
INT 14
POW 14
DEX 12
APP 15
EDU 16
SAN 70
HP 12

Damage Bonus: None

Weapons: Fist 55% 1D3, Kick 36% 1D6, Grapple 27%

Skills: Accounting 25%, Bargain 25%, Credit Rating 25%, Drive Auto 26%, Fast Talk 35%, Law 45%, Library Use 38%, Occult 15%, Persuade 35%, Psychology 15%.

Equipment: Macintosh PowerBook 520(with fax/modem), cellular phone, briefcase

Description: Sloane is a relatively young woman (for a representative) with dark hair and brown eyes. She is of average height and is very good looking. More importantly, she is very intelligent, well-educated and quite willful. Politically, she is a traditional liberal with some radical leanings. She is vehemently opposed to governmental secrecy, since she believes it generally conceals corruption, waste, inroads into liberty and illegal dealings. While she comes from a very safe background and has never been exposed to personal violence, she will remain cool and in control during a crisis. She is mildly religious and has no real belief in the supernatural or the extremely unusual (UFOs, monsters, etc.). She is friendly and easy going, but is accustomed to being in charge (which may annoy some investigators).

Sarah Spencer, Secret Service

STR 13
CON 14
SIZ 12
INT 13
POW 12
DEX 15
APP 14
EDU 14
SAN 60
HP 12

Damage Bonus: +1D4

Weapons: Fist 70% 1D3+1D4, Kick 55% 1D6+1D4, Grapple 27%, Mini Uzi 50% 1D10, .357 Magnum 55% 1D+1D6

Skills: Climb 45%, Conceal 25%, Dodge 40%, First Aid 46%, Jump 35%, Listen 36%, Martial Arts 55%, Sneak 18%, Spot Hidden 55%, Swim 33%.

Equipment: Cellular phone, mini-headset radio, Mini Uzi (2 clips), .357 Magnum (2 speed loaders), light bullet proof vest .

Description: Spencer is a strong and handsome woman who is obviously in excellent physical condition. She has red hair and green eyes. She is an excellent tactician, but tends to be a bit prone to excessive violence (she has been reprimanded on a few occasions).

Because of this, her supervisor assigned her to protect Sloane on her fact finding missions. Her supervisor hoped that Spencer would find protecting an anti-gun, anti-violence liberal like Spencer nauseating, but the two women have become friends, despite their differences of opinion. Spencer is quite willing to take a bullet for Sloane.

Spencer is very religious, but has no real belief in the supernatural. She has heard rumors about extremely strange government projects from friends of hers in the military and intelligence services, but she places little faith in the rumors. Spencer is at her best in high stress situations. She has never been known to panic and seems to be completely without fear. The only slightly odd thing about her is that she has an obsession with crossword puzzles.

John Lasker, Secret Service

STR 16
CON 15
SIZ 15
INT 14
POW 13
DEX 13
APP 12
EDU 13
SAN 65
HP 15

Damage Bonus: +1D4

Weapons: Fist 75% 1D3+1D4, Kick 57% 1D6+1D4, Grapple 57%, Ingram Mac 10 51% 1D10, 9mm Parabellum 54% 1D10

Skills: Dodge 45%, Law 16%, First Aid 48%, Jump 37%, Listen 35%, Martial Arts 50%, Sneak 38%, Spot Hidden 52%, Swim 43%, Track 23%.

Equipment: Cellular phone, mini-headset radio, Ingram Mac 10 (3 clips), 9mm Berreta, light bullet proof vest .

Description: Lasker is a large, tough looking man of average appearance. He played football in college and still looks like he could play. He has black hair and blue eyes. Lasker is politically liberal and requested to be assigned to Sloane so he could protect her. He suspects, rightly, that she will be targeted for assassination at some point and he wished to prevent this. Lasker likes Sloane a great deal and is very protective of her (sometimes this might seem to border on paranoia). Sloane appreciates his concern, but is constantly telling him to ease up a bit. Lasker also like Dale quite a bit, since Dale seems to be the only one that can keep Lasker's headset radio working (for some reason, Lasker is a "jinx" for headset radios and they stop working on him on a regular basis. Lasker's wife is a political journalist who is reasonably well known. Lasker is quite calm in high stress situations and is content to follow Spencer's plans (he knows she is a better tactician than him). Lasker is not particularly religious and has no real belief in the supernatural or the extremely unusual.

Anne Lee, Aide (Dana Torres, Military Intelligence)

STR 13
CON 14
SIZ 12
INT 15
POW 14
DEX 17
APP 12
EDU 16
SAN 70
HP 13

Damage Bonus: +1D4

Weapons: Fist 65% 1D3+1D4, Kick 67% 1D6+1D4, Grapple 47%, 9mm Parabellum 45% 1D10,

.22 Long Rifle Pistol 65% 1D6, Uzi SMG 50% 1D10, M16 45%

Skills: Climb 46%, Fast Talk 55%, Hide 33%, Jump 37%, Law 12%, Library Use 37%, Listen 36%, Martial Arts 65%, Persuade 23%, Pilot Helicopter 15%, Psychology 24%, Sneak 24%, Spot Hidden 38%

Equipment: Macintosh PowerBook 145B(with fax/modem), cellular phone, briefcase, .22 pistol (2 clips).

Description: "Lee" appears to be a fairly small, mousy woman with brown hair and thick glasses. She is the paradigm of organization and serves to handle all organizational matters for Sloane. In actuality, she is an experienced military intelligence officer named Torres. Torres is an extremely efficient individual who is skilled and experienced at playing various roles. She is dedicated to the United States military and is determined to protect America from all its enemies (real or perceived by her and her superiors). She tends to be a bit paranoid and irrational when it comes to matters of national security and is willing to kill anyone who appears to pose a threat to national security. Torres was assigned, by paranoid elements in the military, to infiltrate Sloane's organization two years ago. Torres organization skills and efficiency quickly caught Sloane's notice and she moved up in Sloane's staff quickly. Torres is actually quite loyal to Sloane and takes her duties seriously, but would kill Sloane in an instant if her superiors gave her a legitimate order to do so (she would pray for her afterwards, though). Torres is an intensely religious woman and sees the world as a struggle between good (America) and evil. In high stress situations, she will remain efficient and

organized. Despite her rather extreme views, she is no fool and is aware that not everyone who waves a flag is a good guy. Her commanding officer is a friend of Green's and he has kept Green informed of Sloane's doings. If the investigators can convince her that Green is a threat to America (exposing that he was to blame for the deaths on the island might do this), she will act against him.

Clarence Dale, Aide

STR 12
CON 13
SIZ 13
INT 13
POW 11
DEX 12
APP 14
EDU 15
SAN 55
HP 13

Damage Bonus: None

Weapons: Fist 50% 1D3, Kick 25% 1D6

Skills: Accounting 15%, African History 15%, Computer Use 35%, Electrical Repair 24%, Electronics 11%, Law 13%, Library Use 42%, Photography 37%, Swim 55%

Equipment: Apple Newton PDA, PowerBook 170 (with Fax/Modem), cellular phone, camcorder, briefcase.

Description: Dale is a young man, fresh out of college. He is of slight build, has black hair and brown eyes. While he is not particularly athletic looking, he is a very good swimmer and is always trying to find time to swim while on the road with Sloane. In addition to his love of politics (Dale is a liberal), he is fascinated by technology (he double majored in political science and computer science). He also has an amateur interest in photography. Because of his talents, Dale helps Sloane with various technical matters (like the Information Super Highway) and runs the camcorder. Dale is moderately

religious and has little belief in the supernatural. He has been exposed to little in the way of violence in his life and will prefer to avoid high stress situations.

Kelley Burnett, Helicopter Pilot

STR 11
CON 12
SIZ 11
INT 13
POW 13
DEX 16
APP 14
EDU 14
SAN 65
HP 12

Damage Bonus: None

Weapons: Fist 50% 1D3, Kick 25% 1D6, Handgun 35%, Rifle 34%

Skills: Astronomy 10%, Electrical

Repair 31%, Electronics 14%,

Mechanical Repair 41%, Navigate 53%,

Pilot Helicopter 61%, Photography 45%, Swim 32%

Equipment: Camera

Description: Burnett is a medium sized, attractive woman with brown hair and brown eyes. She learned to fly helicopters in the national guard and she has basic military training. Because of her years of flying helicopters in dangerous situations, she has very strong nerves and is unlikely to panic in most situations. She is not particularly religious and has no experience with the supernatural. She believes she saw a UFO once, but she will only tell people she really trusts about that experience.

Capt. Gerald Jones, Special Team Leader

STR 15
CON 15
SIZ 14
INT 15
POW 14
DEX 16
APP 13

EDU 16
SAN 63
HP 15

Damage Bonus: +1D4

Weapons: Fist 66% 1D3+1D4, Kick 77%

1D6+1D4, Grapple 67%, 9mm

Parabellum 65% 1D10,

Heckler & Koch MP5 61%, M-16 42%,

Combat Knife 51% 1D4+2+1d4

Skills: Climb 51%, Conceal 46%, Dodge

47%, First Aid 47%, Hide 45%, Jump

37%, Martial Arts 56%, Listen 43%,

Navigate 23%, Persuade 37%, Sneak

47%, Swim 37%, Track 25%.

Equipment: 9mm Parabellum (2 clips),

Heckler & Koch MP5 (4 clips), combat

knife, Kevlar T-shirt (4 armor points),

night vision goggles, medical kit,

headset radio, 4 C-4 Charges.

Description: Jones is a tall, tough

looking man. He has short blonde hair

and icy blue eyes. An experienced

special forces officer, he is extremely

resourceful, very competent, and

exceptionally skilled in combat. Jones is

a ruthless and efficient killer, but he is

very professional about it. If he has to

kill anyone, he does so as quickly and as

mercifully as possible. Jones has been

with Green's operation for three years

and worked for two years before that

"cleaning up" certain special projects. In

his time he has seen some very strange

and unusual things (hence his lower

Sanity Points). Because of his experience

in such matters, he can handle just

about anything. Jones has been ordered

by Green to "clean up" the Angband

project, recover any data that can be

recovered, and prevent Sloane from

learning about what really went on. If

necessary, Jones will kill Sloane and her

party.

Lt. Doug Smith, Special Team Member (Tech & Science)

STR 13

CON 13

SIZ 13

INT 16

POW 11

DEX 12

APP 12

EDU 15

SAN 51

HP 13

Damage Bonus: +1D4

Weapons: Fist 65% 1D3+1D4, Kick 57%

1D6+1D4, Grapple 47%, 9mm

Parabellum 38% 1D10,

Heckler & Koch MP5 55%, M-16 35%,

Combat Knife 45% 1D4+2+1d4

Skills: Biology 32%, Climb 46%, Conceal

17%, Cthulhu Mythos 3%, Dodge 44%,

Electrical Repair 35%, Electronics 25%,

First Aid 37%, Hide 25%, Jump 37%,

Listen 33%, Martial Arts 26%,

Mechanical Repair 45%, Medicine 13%,

Navigate 13%, Sneak 41%, Swim 37%,

Track 15%.

Equipment: 9mm Parabellum (2 clips),

Heckler & Koch MP5 (4 clips), combat

knife, Kevlar T-shirt (4 armor points),

night vision goggles, medical kit, mini-

electronics kit, mini-tool kit, bio-sampler

kit, headset radio, binoculars.

Description: Smith is a middle size man

with brown hair and brown eyes. He is

an experienced special operations officer

and has been working on Green's

special operations for nearly a year (his

predecessor met an unfortunate

accident). He is a competent soldier and

reasonable skilled in a variety of

technical and scientific areas. His main

function on the team is to handle field

repairs and to investigate various odd

phenomena (this is the most dangerous

part of the job). Smith is fairly young,

but has had encounters with some very

strange things. Because of these

experiences, he can deal with bizarre

situations. Smith has been ordered to

recover any surviving data from the

"Angband" and to assist Jones in

"neutralizing" the situation. Smith

doesn't particularly like killing people,

but he is obsessed with protecting

humanity from "them."

Sgt. Joe Calburn, Special Team Member

STR 17
CON 15
SIZ 16
INT 12
POW 10
DEX 13
APP 10
EDU 11
SAN 50
HP 16

Damage Bonus: +1D6

Weapons: Fist 75% 1D3+1D6, Kick 75% 1D6+1D6, Grapple 80%, M79 55%, 9mm Parabellum 55% 1D10, M-16 57%, Combat Knife 59% 1D4+2+1d4

Skills: Climb 58%, Dodge 45%, First Aid 44%, Hide 45%, Jump 44%, Martial Arts 46%, Listen 44%, Navigate 27%, Sneak 49%, Swim 47%, Track 35%.

Equipment: 9mm Parabellum (2 clips), M-16A1 (2 clips), M79 (20 grenades), combat knife, Kevlar T-shirt (4 armor points), night vision goggles, medical kit, headset radio, 4 C-4 charges.

Description: Calburn is an extremely large man who is obviously extremely strong. He is career military and has served with Green for over 15 years. He is extremely loyal to Green and will carry out his orders without question. If necessary, he is willing to kill anyone, including fellow team members, in order to complete the mission. Calburn is a professional killer and fears nothing. Weird things are just targets to him. He is rather fond of his M79 grenade launcher and will even use it as a direct fire weapon against human targets.

Sgt. Frank Jackson, Special Team Member

STR 13
CON 14
SIZ 11
INT 12

POW 12
DEX 17
APP 12
EDU 10
SAN 60
HP 13

Damage Bonus: none

Weapons: Fist 55% 1D3, Kick 57% 1D6, Grapple 47%, 9mm Parabellum 85% 1D10,

M-14 85% (4 clips), Combat Knife 45% 1D4+2, 4 C-4 Charges.

Skills: Climb 57%, Conceal 34%, Dodge 47%, First Aid 47%, Hide 55%, Jump 37%, Martial Arts 26%, Listen 43%, Navigate 33%, Sneak 57%, Swim 37%, Track 35%.

Equipment: 9mm Parabellum (2 clips), Heckler & Koch MP5 (4 clips), combat knife, Kevlar T-shirt (4 armor points), night vision goggles, medical kit, headset radio.

Description: Jackson is a thin, wiry man with thinning hair. He is an extremely quiet man and looks more like a clerk than a killer. Despite his appearance, he is a professional sniper with dozens of kills. Jackson is not easily rattled by anything and is loyal to Green. His job is to take care of "problems" from a distance.

Monsters

Sharks

Characteristics	Rolls	Averages
STR	2D6+6	13
CON	4D6	13-14
SIZ	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move	8	12-13

Av. Damage Bonus: 0

Weapon: Bite 25%, 1D8

Skills: Find Prey 80%

Description: The sharks that live within the confines of the reef are man sized fish. They feed primarily on the fish that dwell in the area. While they are not particularly vicious sharks, they are

inclined to bite things that attract their attention (such as swimming investigators). If the sharks are attracted by the investigators, there is 10% chance they will attempt to "taste" an investigator, 40% if the investigator is already bleeding. If a shark approaches, there is a 45% chance the investigators will be able to frighten it away by striking it in the nose. If a shark frenzies, it cannot be frightened away. Once a shark bites an investigator, there is a 25% chance it will try to bite the investigator again. Each round a shark bites an investigator, there is a 50% chance it will frenzy. A frenzied shark will attack until the investigators escape, die, or kill it.

Gerthuths ("Melt Men"), Altered Humans

Description: Gerthuths are human beings who have been severely altered through an infestation of an alien organism. This organism was first produced by the enigmatic Elder Things and later revived by American scientists in the 1970s. The process of alteration is horrible and radically alters the body of the victim. The flesh and organs are transformed into a fleshy material (similar in many respects to Shoggoth matter) that are stretched out across the victim's skeleton (which remains intact). This makes a Gerthuth look like a human skeleton with slimy, gelatinous masses stretched out across the bones, connecting to it in disturbing and unnatural ways. From the masses extrude small, writhing tentacles and small orifices open and bubble in the flesh. The victim's internal organs (including the brain) are changed and are distributed throughout the fleshy mass, making Gerthuth's very resistant to physical damage. Sharp calcium deposits are formed on the ends of a Gerthuth's fingers, giving it claws suitable for raking attacks. Gerthuths

have excellent senses of smell (the orifices act as organs of smell and as small mouths as well) and have light sensitive patches on their outer membranes. With a great deal of effort, a Gerthuth can make some semblance of human speech (it requires an Idea roll each minute to make out what a Gerthuth is saying). Gerthuths are completely insane by human standards, and are often possessed of a terrible hunger, especially after their initial transformation. Those that retain a fair amount of their intelligence may be reasoned with. After all, the Gerthuths were once human and some remember their former humanity.

Attacks: Gerthuth's attack with their claws. They may strike with both hands at the same time. When a Gerthuth wounds a victim, the victim must make a Luck roll to avoid getting infected with material from the Gerthuth. This material will inflict one point of damage each round for 1D3 rounds, before the victim's natural defenses take care of it. The infected skin will seem to melt and will look a great deal like Gerthuth flesh. The infection "damage" will heal at half the normal healing rate (and medical treatment will be half as effective with such "wounds"). If an infected victim dies, the infection will spread throughout the victim's body with unnatural speed (taking one minute per size point of the victim). Gerthuths can use weapons, provided they retain the skill to use them. Gerthuths are extremely long lived and an individual will exist for 100 + 1D100 years. Upon the end of its lifespan, a Gerthuth will dissolve into a fetid, stinking pool of slime. Gerthuths can hibernate for extended periods of time (up to four years) in order to avoid starvation or just to pass time. A hibernating Gerthuth has a 20-50% chance of waking up when there is activity in the area. If a Gerthuth is

disturbed physically, then it will automatically wake up. After hibernating for an extended period of time, a Gerthuth will be ravenously hungry.

Creation: Gerthuth's are created when a human being becomes infected via a wound from a Gerthuth or is exposed to the agent that originally created the Gerthuth. When a human being is transformed, the individual's STR increases by 3 points and his CON increases by 2 points. The victim's INT is reduced by 2D6 and his DEX by 1D6. Each of the victim's skills are reduced by 1D20 percentage points, due to the radical restructuring of the victim's mind and body. The victim loses 2D8 Sanity Points upon transformation and then loses 2D8 Sanity Points each day until complete madness ensues. The victim will retain many of their memories and some of their personality. Of course, the experience will certainly alter the person severely. If an antidote can be manufactured, an individual could, in theory, be transformed back into a human being. Of course, the SAN loss would remain. Gerthuth find exposure to salt and direct sunlight very painful (this is due to their composition). Because of this, they will not enter the ocean and will avoid direct sunlight (this is why the Gerthuth have been unable to leave the island by building a raft).

Soldier Gerthuths

	#1	#2	#3	#4	#5	#6	#7
STR	15	15	15	16	17	19	20
CON	14	13	15	15	16	17	17
SIZ	12	13	11	13	13	15	16
INT	3	7	6	5	7	8	7
POW	11	12	10	12	13	9	11
DEX	10	9	8	7	9	8	10
HP	13	13	13	14	15	16	17
Damage	+1d4	+1d4	+1d4	+1d4	+1d4	+1d6	+1d6

We

apons: Claw 30% 1D4+db+Special., Combat Knife 20% 1D4+2+db

Skills: 30%, Climb 35%, Conceal 20%, First Aid 20%, Hide 15%, Listen 20%, Sneak 15%,

Characteristic	Rolls	Averages
STR	3D6 +3	13-14
CON	3D6 +2	12-13
SIZ	3D6	10-11
INT	3D6-2D6	3-4
POW	3D6	10-11
DEX	3D6-1D6	7
Move	6	HP 10-11
Average Damage Bonus: +1D4.		
Weapons: Claw 25% 1D4+db+Special.		
Armor: None, but all impaling weapons inflict half damage.		
Spells: None		
Skills: See above.		
Sanity Loss: It costs 1/1D8 to see a Gerthuth.		

Rifle 30%,

Description: These Gerthuths were formerly soldiers assigned to the project. They are the seven survivors from the complement of twenty men. Greene selected these soldiers because of their combat skills, loyalty, and willingness to kill. The process of transformation, and their years of horror on the island have driven them completely mad. Most of them are quite psychotic and will be prone to attack and kill people. They still believe they should be protecting the island from intruders. If a person encounters one of these Gerthuth, and the individual is not actively hostile (and speaks English), there is a 20% chance the Gerthuth will say something like "You in restricted place...leave now or I kill." If the individual leaves, the Gerthuth will let him go. Otherwise, the Gerthuth will savagely attack. The Gerthuth still remember how to use weapons and will use them if they acquire them. They still have some tattered remains of their uniforms and gear hanging from their bodies. #2, #5, #6, and #7 have developed a pathological hatred of Greene, while the others barely remember anything. If Captain Williams gives them an order, they will obey if they make an Idea roll. Otherwise, they will do whatever they want to.

Scientist Gerthuths

	#1	#2	#3
STR	12	13	14
CON	13	11	13
SIZ	12	11	11
INT	10	13	9
POW	11	14	13

DEX 9 7 9

HP 13 11 12

Damage None None +1d4

Weapons: Claw 25% 1D4+db+Special.

Skills: Claw 25%, Biology 55%,
Chemistry 45%, Pharmacy 15%

Description: These Gerthuths were formerly scientists assigned to the project. Their transformation has robbed them of some of their former intellectual abilities. This loss, combined with the madness associated with the transformation, has horribly twisted these men. Because of their current condition, there is a 25% chance they will attack if they are startled. If approached carefully, they will be amenable to reason (though they will often do some rather odd things, such as "stirring" empty beakers, attempting to use ruined instruments, etc.). They have been futilely working on a way of reversing their condition over the years, but have met with no success (while they remember a fair amount of what they previously knew, they simply aren't up to the task). Their two main obsessions are finding a cure and killing Greene (because they, rightfully, blame him for their fate). #2 and #3 were forced to work on the project (the alternative was being sent to front line combat duty in Vietnam) and they have a special hatred of Greene. #1 was a military scientist, but he has grown to truly hate Green over the years.

Lt. David Parker

STR 17
CON 16
SIZ 12
INT 10
POW 13
DEX 14
HP 14

Damage +1D4
Weapons: Claw 25% 1D4+db+Special,
Combat Knife 35% 1D4+2+1D4.
Equipment: Combat Knife
Skills: Astronomy 6%, Listen 34%,
Navigate 34%, Pilot Helicopter 44%,
Spot Hidden 34%,
Description: Lt. Parker was a Marine
helicopter pilot with special operations.
His unit was assigned to "clean up"
"Angband." While waiting for the team
to return, Parker saw some Gerthuths
come from the shack. Frightened, he
opened fire on them, killing one. The
others wounded him badly and he
retreated to the helicopter and tried to
lift off. Parker ended up "dying" in the
helicopter, with the engine still running.
After his transformation, he stayed with
his helicopter, hoping to be able to leave
someday. If disturbed, there is a 10%
chance he will attack. Otherwise, he will
attempt to communicate. He retains
some of his mental faculties, but has
forgotten a great deal. He now only
wants to fly away from the island.

Captain Williams

STR 19
CON 17
SIZ 14
INT 10
POW 14
DEX 12
HP 16
Damage +1D6
Weapons: Claw 35% 1D4+db+Special,
.45 Automatic 43% 1D10+2 (6 shots left),
Combat Knife 1D4+2+1D6.
Equipment: .45 Automatic, Combat
Knife, Binoculars
Skills: Climb 41%, Conceal 18%, Hide
21%, Jump 30%, Listen 31%, Navigate
31%, Persuade 34%, Sneak 21%, Spot
Hidden 32%
Description: Captain Williams was
chosen by Green to replace Leland (who
was sent to Vietnam). Williams was an
ambitious young officer who hoped to

advance quickly through the ranks and
then enter into politics. Unfortunately
for Williams, he ended up in the
nightmare of "Angband." Williams was
infected during a fight with several
Gerthuth and ended up becoming one.
Williams retained a fair amount of his
intellect and personality through the
transformation. Though he is quite mad
by human standards, he is still fairly
rational and has a great deal of self
control. He will only fight in self defense
and will attempt to communicate with
anyone who arrives on the island (after
making sure they are not here to "clean
up" the island). His main concerns are
finding a way to return himself and the
other survivors back to normal and to
gain revenge on Green. Williams has
kept one uniform intact (he sealed it in a
plastic bag) and he still has his service
.45 (with six live rounds left). Because of
his former rank, the other Gerthuths
will sometimes obey his orders.

The Gerthuth Agent

The agent appears to be a milky,
gelatinous mass in which small green
flecks are suspended. The material emits
a faint odor, which smells very strange
and very unpleasant. Analysis by a
skilled individual (one who has access
to advanced equipment and is able to
make a Biology skill roll) will reveal that
the material consists, in part, of DNA.
There is also material within the agent
that does not appear to be native to
earth. A successful Biology or
Chemistry skill roll will reveal that the
material does fall within the realm of
conventional material, however.

The Gerthuth agent is still quite
active. If the agent contacts the bare
flesh of a terrestrial creature, the
material will begin to "melt" the flesh
and the material will quickly spread
over the surface of the victim, as the
mass expands at the expense of the
victim's flesh. The material will inflict

one point of damage per gram that is in contact with the victim. Every ten seconds, the agent will double in size. When the victim's hit points are used up, the victim is transformed into a Proto-Gerthuth. A Proto-Gerthuth is identical to a Gerthuth, except the victim's STR increases by 6 and his CON increases by 4. The victim's INT drops by 1 point every five minutes and the victim loses 1D6+4 Sanity Points instantly and 1D4 every 5 minutes after that. When the victim's INT is reduced to 0, the victim will collapse and remain horribly alive until killed or 100 + 1D10 years passes. Seeing a Proto-Gerthuth costs the same as seeing a Gerthuth. The victim will also automatically become crazed and ravenously hungry. Due to the madness and hunger, the victim will blindly attack all other living things in a confused attempt at self protection and a desperate feeding frenzy. The Proto-Gerthuth fights like a Gerthuth and can infect others. Those infected will become "normal" Gerthuths (the Gerthuth Agent will have tailored itself based on the victim's DNA).

The original material used to create the Gerthuth agent was discovered by Dr. Johnson during his expedition. The material was originally created by the Elder Things in the course of their experiments. Their goal was to create a more tractable breed of servant from terrestrial life forms to replace the troublesome shoggoths. These experiments were never completed due to an incursion of Shoggoths. Certain artifacts from the Elder Thing city, including a few containers of the material. Centuries and centuries later, Dr. Johnson recovered some of the artifacts. These artifacts were taken by the government and researched and experimented on for years until the Gerthuth agent was produced.

Handouts

Handout #1

"...My current investigation focuses on a rather mysterious government project called "Angband" (which, according to one of my aides, is a horrible breeding ground of monsters from one of Tolkien's fantasy novels). From my previous research, I have discovered some tenuous links between "Angband" and an Antarctic research expedition lead by a Dr. Johnson in the later 1950s. I'm not sure exactly how "Angband" began, but it got fully underway in some isolated section of Maine and was later moved to an island in the Pacific. There are no available records that detail what really occurred on the island, but the official story is that it is a nuclear waste disposal site. However, some checking with a friend in the Department of Energy revealed that this story is almost certainly a cover up. My friend sent me information that indicates that only 17 drums of nuclear waste were transferred to the island from a storage facility. This small amount of waste would hardly make the island a storage facility. Because of this, I suspected that "Angband" was not a project for disposing of waste, but something else entirely. I do not have all the details, but I suspect that the project was an illegitimate wartime "black operation."

Because of your investigatory skills and experience with potentially hazardous situations, I would like to request your aid in my investigation. I am hoping that this investigation will turn out to be another misappropriation scandal and that "Angband" was just another illicit luxury resort for government officials. However, I am afraid that it is something much worse..."

Handout #2

-Notes on Dr. Johnson

1. *Bangor Daily News* (March 13, 1956) - Dr. Johnson returns from the Antarctic after three months.
2. US Army Records (March 12, 1956)- Materials from Dr. Johnson's expedition are confiscated by the US Army.
3. US Army Records (June 15, 1964) - Materials from Dr. Johnson's expedition are transferred from the Army's High Security Storage Facility to a project called "Operation Dark Ice."
4. *Bangor Daily News* (October 11, 1965) - Dr. David Johnson killed in a car accident.

Handout #3 Notes on "Operation Dark Ice" and "Angband."

1. US Army Records (June 12, 1964) - Funding is set aside for a special weapon research project, code named "Operation Dark Ice." Project head: Major Green. Project location: Norway, Maine. Classification: Top secret.
2. US Army Records (May 13-20, 1966) - Funding allocated to the shutting down of "Operation Dark Ice." Funding allocated to a continuity special weapons project, "Angband." Project Head: Major Green. Project Location: unnamed Pacific Island. Classification: Top Secret.
3. US Army Records (June 22 - July 15, 1971): Funding for "Angband" officially terminated. Funding allocated for "Operation Purification." Funding listed as being allocated to convert the "Angband" island to a nuclear waste storage facility. Project Name: Pacific Storage Operation #12. Project Head: Captain Jones. Classification: Top Secret.
4. Government Memorandum (July 12, 1971): 17 containers of nuclear waste transferred

to the US Army from Storage Facility 13.

5. US Navy Records (July 14th, 1971): a Leahy class vessel is assigned to operations of the "Angband" island. Two helicopter pilots are treated for radiation exposure, according to Naval medical records.

Handout #4

-Clipping from the Oxford Hills Democrat (May 12, 1966)

Mutilated Deer Found Near Crooked River

Carl Donaldson reported finding several mutilated deer while looking for a fishing spot yesterday. According to Carl "I noticed a terrible smell and then I saw the deer scattered around. They were torn up something fierce and I never have seen anything like it. I know somebody will say it was a bear, but no bear did that. No way." Local volunteers cleaned up the carcasses.

Handout #5

-Clipping from the Oxford Hills Democrat (May 13, 1966)

US Army Corps of Engineers Conducts Exercises Near Crooked River

You may have noticed the Army trucks driving around Norway and Oxford hills. According to Major Green, his engineering unit is practicing bridge building and demolitions on Crooked River. Local residents are warned to avoid the Crooked River area until the exercises end, because of the blasting exercises. Major Green said that he expects to have the exercises wrapped up in about a week.

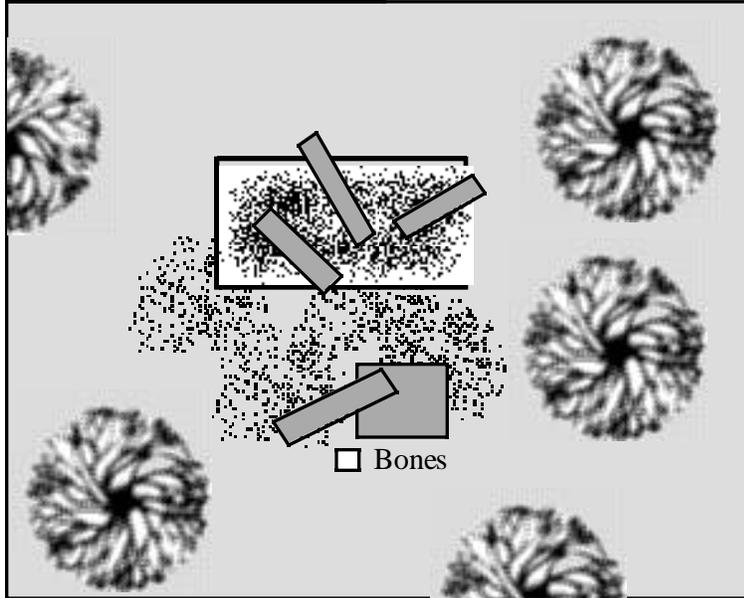
Handout #6

-Typed Note

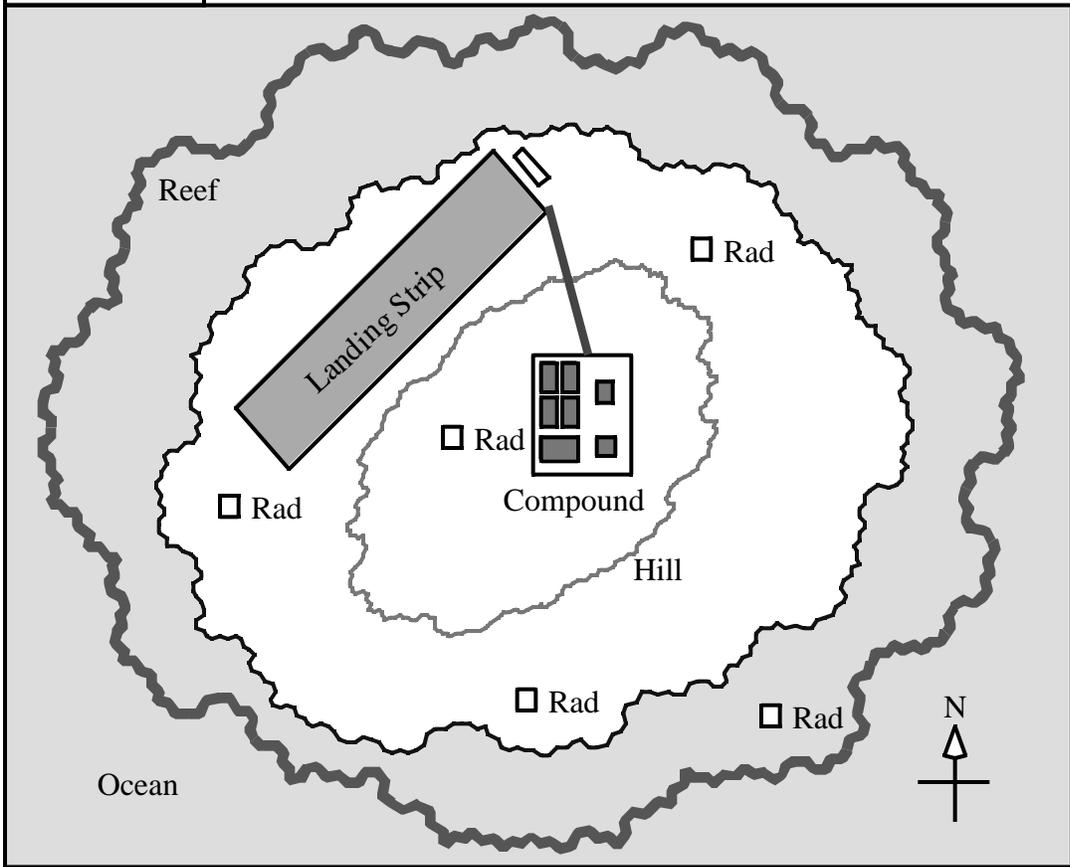
June 5, 1971

My name is Captain David Terrence Williams of the United States Army. This is my last record. I can hear them pounding on the door, so I don't have much time. There was an accident, a terrible accident, earlier. Some of the guys in Green's special lab were exposed to something and Corporal Kensen told me he saw them melt. The alarms went off right after Kensen reported to me. People started running all over the place, some of them were screaming. A couple of the docs destroyed our only plane and damaged the helicopter. The MPs shot them. Things just got worse from there. That bastard Green took off in the helicopter, leaving the rest of us here. Something happened to some of the men. I think they aren't men any more. I can hear them outside the door, pounding to get in, to get at me. God forgive us for what we have done here. That son of a bitch Green must pay for what he's done.

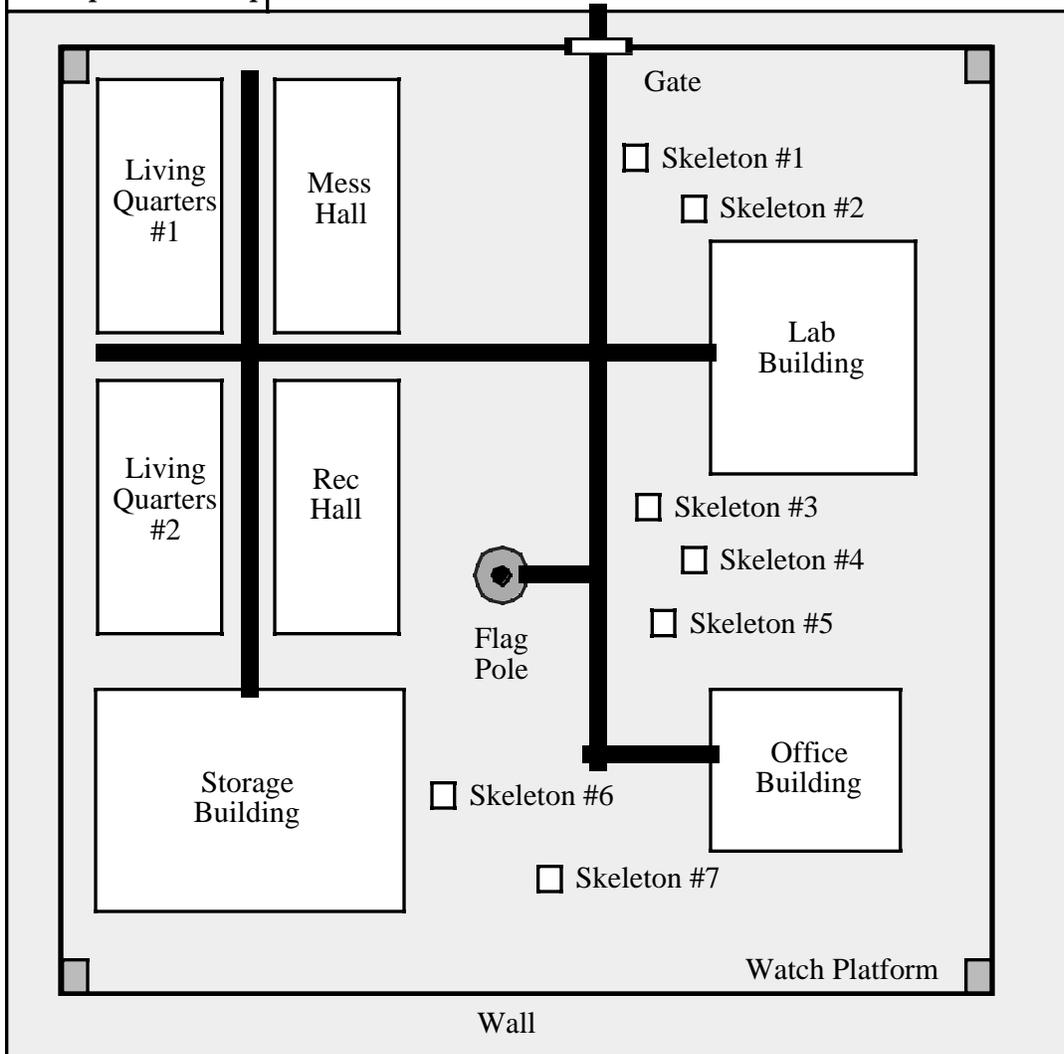
Project "Dark Ice" Ruins



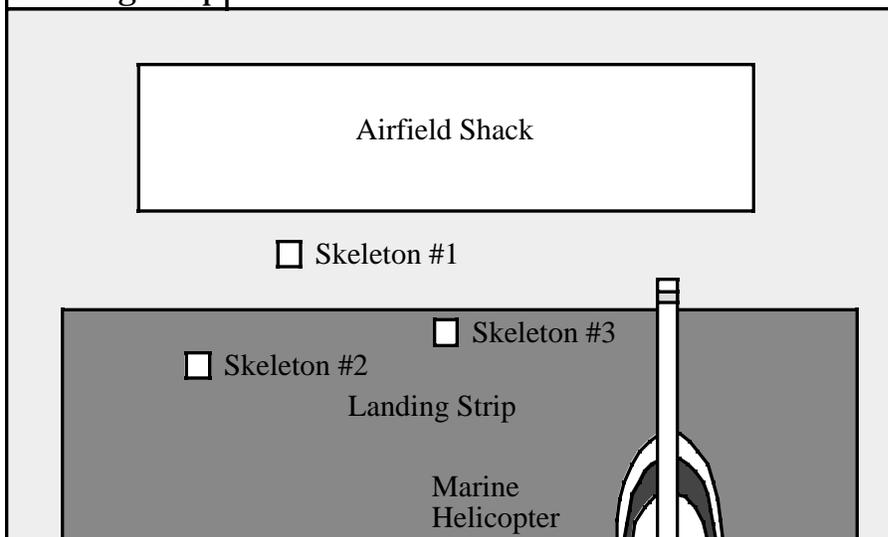
Island Map



Compound Map

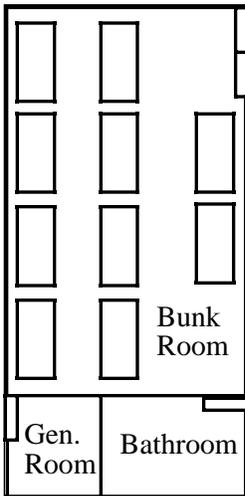


Landing Strip

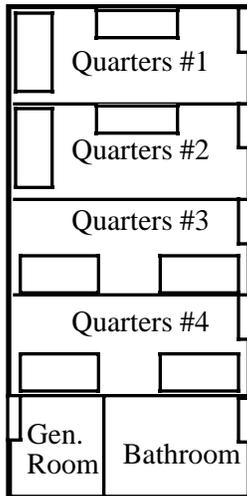


Compound Buildings

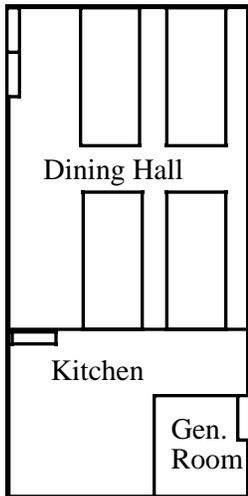
Living Quarters #1



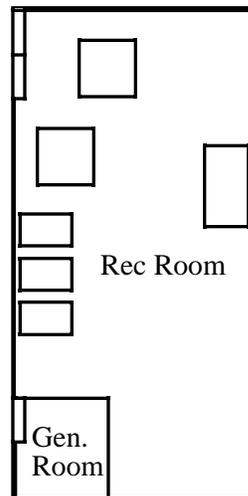
Living Quarters #2



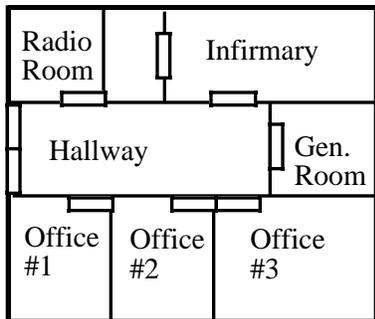
Mess Hall



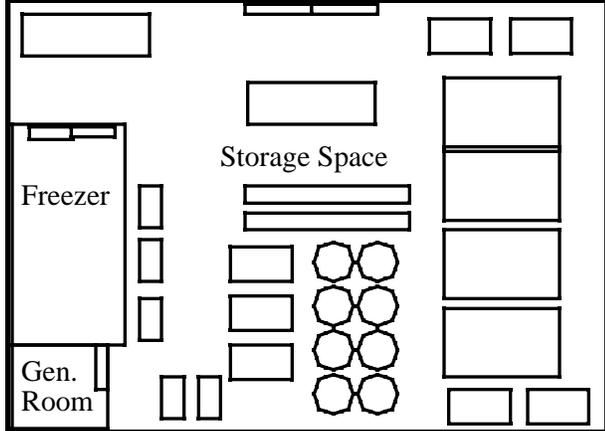
Rec Hall



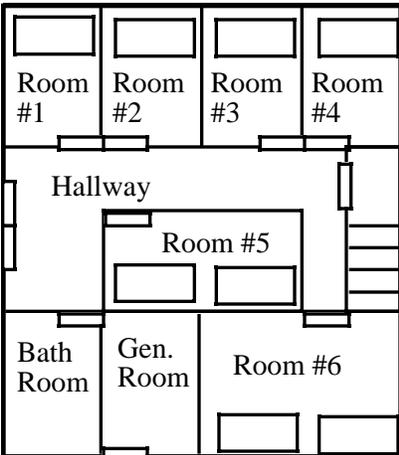
Office Building



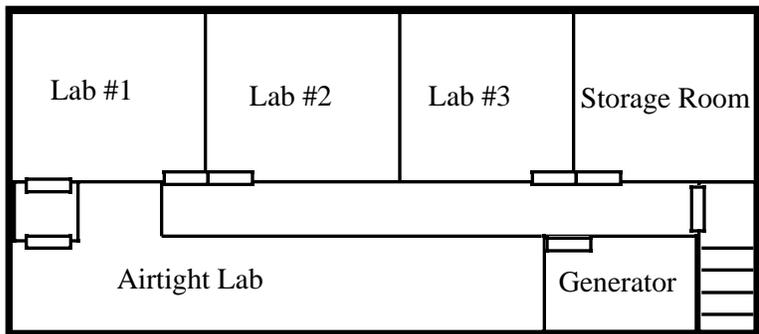
Storage Building



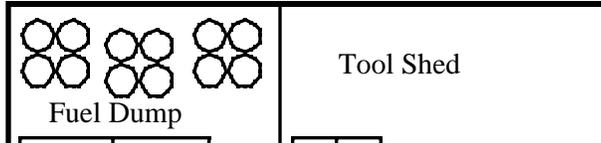
Lab Building



Underground Lab



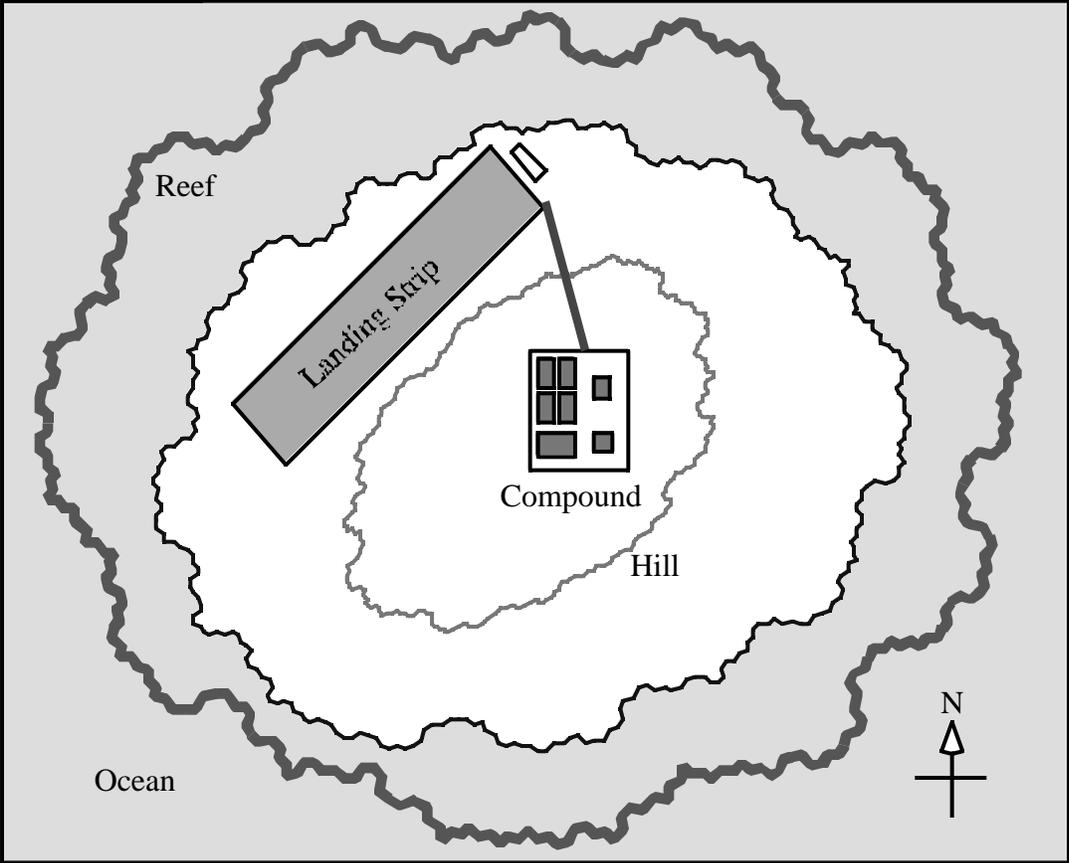
Airfield Shack



"A Dark Island"
Call of Cthulhu

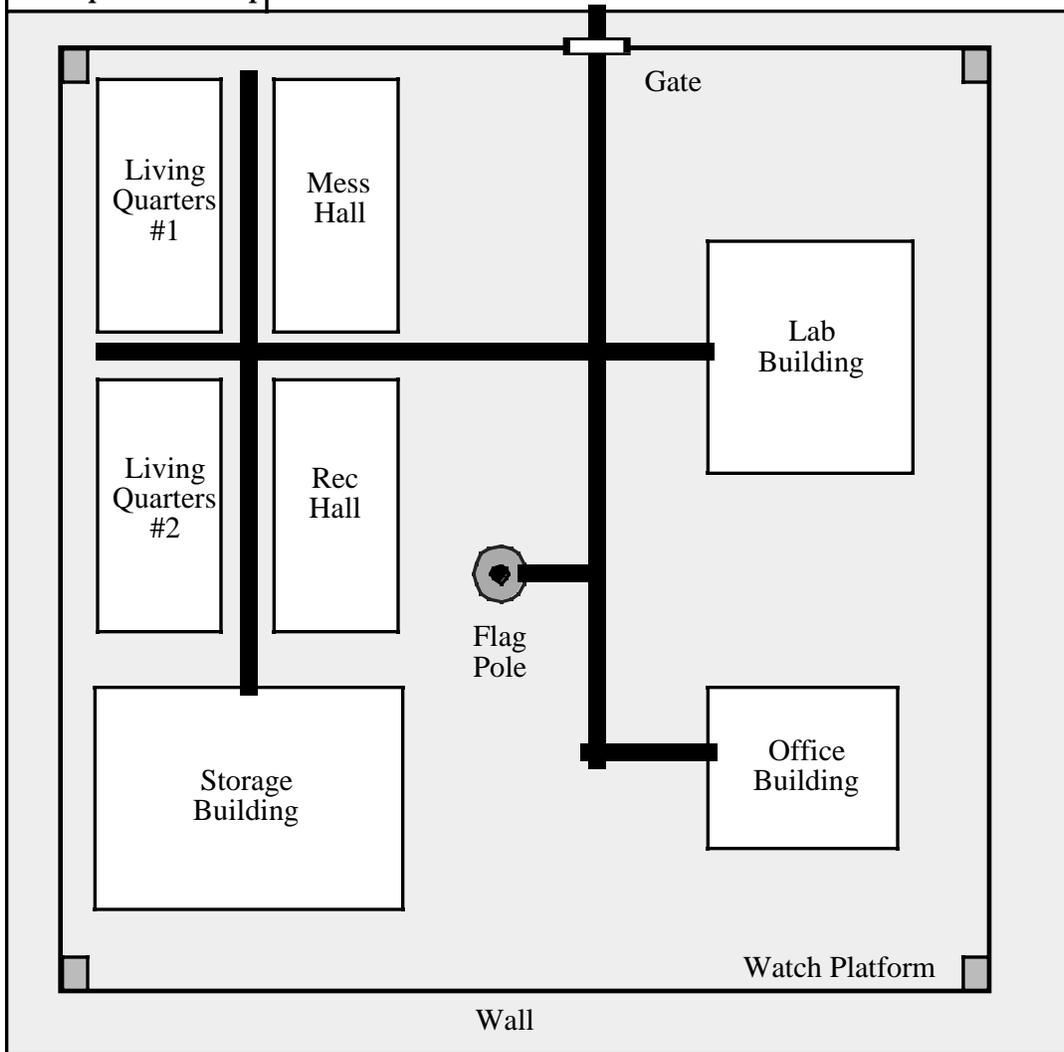
Player's Island Map

Island Map



Compound Map

Player's Compound & Airstrip Maps



Landing Strip

