

# A Newport Christmas

Wherein the thread of life is cut, four debts are paid, and a hungry challenger seeks its prize.

Newport, Rhode Island. Billionaire **Dunmore Throop** has died from a sudden cardiac arrest. The funeral, back in June, was a tense affair, with his four ex-wives in attendance, along with his young and beautiful fifth wife, who wore a veil through the proceedings. Now, six months have passed, the required probationary period between death and the reading of the will, and the investigators, Throop's many exes, have been invited to his grand estate on the Rhode Island coast to hear the reading of the will. It is Christmas Eve, 2017...

**The Family Tree of Dunmore Throop (Handout #1).** Dunmore was 79 at the time of his passing. He is survived by his mother, **Morticia** (105), first ex-wife **Abigail** and their children **Clarence** (32, wants Dunmore's money for himself) and **Thomasina** (40, wants Dunmore's money for an ALS charity), another son, **Paul** (22, likes to party), son of the ex-wife **Margaret-Ann**, as well as Dunmore's weaselly brother, **Milford**—another brother, **Bertram**, was killed in Vietnam. Dunmore's wife at the time of his death was **Heather Memphis-Throop**, a succubus demon of the highest order, and a worshipper of Nyarlathotep. Dunmore's first wife was Abigail, second **Jane**; he was engaged to but never married **Esmerelda**, his third was Margaret-Ann, and only a few months after his divorce from Margaret-Ann, he married Heather.

**Something Afoot at the Throop Mansion.** Brother Milford summoned Heather to control his brother—but he lost control of the succubus almost immediately after summoning her, and believes her responsible for Dunmore's death (really, it was just a heart attack, but the occult forces in the house prohibit Dunmore's soul from escaping). Now, with Dunmore dead, Heather can feel her master Nyarlathotep's presence somewhere in the house, but she is not sure why. Perhaps a sacrifice could bring him closer. She can cast her *Control* spell on the men in the house with ease, but it takes considerably more effort to exert her influence over women. Milford longs to possess the mansion, but failing that, will stop at nothing to acquire Dunmore's extensive occult library—especially a rare four-volume copy of the *Revelations of Hali* (see *KRB* p. 239). Realizing Milford's betrayal in his final days, Dunmore had **Matthias Wattleson** revise the will a mere 48 hours before his death, willing the *Revelations* not to Milford, but to each of his former loves. Even after Dunmore's death, however, Milford has been too terrified to enter the house on his own, for fear of Heather. He hopes that the reading of the will might provide him the opportunity he needs. Milford is dying of pancreatic cancer, and he hopes to gain the knowledge from the *Revelations* to extend his life. Unfortunately, using this book for such personal gain, so near to one of Nyarlathotep's places of worship, will certainly anger the messenger...

**Introduction.** The PCs' arrival is something out of a gothic novel. As their cars arrive, the ex-wives are treated to the incredible outline of Throop's ancient home—and theirs, once upon a time—silhouetted against bolts of lightning out on the ocean, which bode of heavy rain to come later in the night. The mansion lays along a margin of beach sand and dunes carpeted with wild grass. A low sea wall protects against waves already rising in tenor. The ex-wives arrive individually, some driving themselves, some driven by a servant. Their arrival at the house makes a good moment for introductions. All have met one another at some point, even if it was only at Dunmore's funeral six months prior. Allow each investigator to decide if they have kept the Throop name, have hyphenated it with their birth surname, or have returned to their birth name altogether (and they may pick this family name). Arriving in the afternoon, hors d'oeuvres are laid out in the main hall. Matthias Wattleson, an 80-something golf buddy of Dunmore's and his lawyer, won't arrive for some time. Milford and Heather's relationship is strained, which a **Psychology** roll can tell, and Milford seems almost frightened of her. Both Milford and Heather have the *Power Drain* spell, as well as two other spells at the Keeper's discretion.

**Wandering the House.** There are priceless treasures throughout the house. Mercedes Benz vehicles fill the garage, works of art

line hallways, and family heirloom jewelry is displayed within museum-quality glass cases. In Dunmore's private office, **Library Use** or **Accounting** rolls discover his tax documents, which point to shady dealings in the Cayman Islands that Wattleson certainly knew about. Investigators encounter Dunmore's adult children (who are either their own, or another ex-wife's), Milford, and his creepy mother Morticia, who lives in a giant apartment in New York. Morticia says things like, "Bertram would never leave this house. Not ever." The investigators, with **Spot Hidden**, occasionally encounter an object that moves of its own volition. Until summoned, small poltergeist feats (**SAN** 1/1D2) are all Dunmore can muster to get their attention; divert attention toward a possible ghost of Bertram, rather than to Dunmore.

**The Reading of the Will.** Matthias Wattleson, finally, arrives late, and prepares to read the will in the main dining hall. Dunmore has left everyone in the room something, and to the four wives, each a separate volume of the *Revelations*. Heather couldn't care less—all she wants to do is remain in the house, near the Nyarlathotep's font of energy (see "The Basement," below); Milford, however, becomes incensed, trapping everyone in the house by invoking a binding symbol drawn in the basement. He escapes to another room in the mansion and vanishes, taking a secret passage to the basement and hiding there until circumstances prevent him, or until he thinks that he can acquire the volumes himself. The *Revelations of Hali* mark the finale of the will reading, with other items both banal and fabulous leading up to it. Along with each volume comes a letter written in Dunmore's hand, containing a different group of poetic lines for each recipient—reserve one of these cards for investigators to discover later (**Handout #2**). If they manage to read the poem in its entirety, reading each section in correct sequence, they each lose 5 **POW**, giving form to Dunmore's spirit.

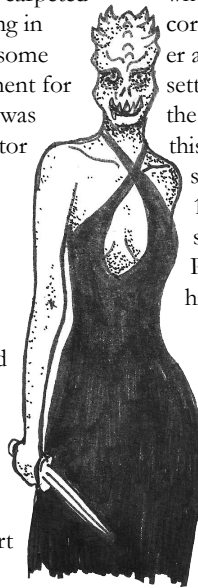
**"D-D-D-Dunmore? You're not dead?"** With the reading of the poem, the ghost of Dunmore Throop reveals himself (**SAN** 1/1D4). He doesn't fully understand Heather's nature, merely believes her to be in league with Milford. "She is dangerous," he tells whoever will listen. Dunmore fears revealing himself to Milford, believing that his brother has the power to harm the spirit (which Milford does, with the *Power Drain* spell). In fact, Dunmore is too terrified to reveal himself to anyone but the investigators, whom he still trusts implicitly, despite their past histories. Dunmore has 35 **POW**, and if he is ever reduced to 0, he ceases to exist.

**The Basement.** Unbeknownst to everyone but Milford, (even Dunmore remained unaware of this feature of the house) the mansion contains a secret basement once used by the Throop ancestors as a sacrificial chamber to Nyarlathotep (for realization of this family history, **SAN** 2/1D8). Users access the basement through the library, where a false candlestick opens the fireplace to a hidden staircase. Heather can feel this power in the house, but doesn't know where it emanates from. Milford draws one of the NPCs below, to sacrifice according to the *Revelations of Hali*. Once the basement has been exposed, Heather also feels driven to perform a sacrifice here—a PC would be nice, but she'll settle for one of the men, who she can control more easily. Around the altar in the center of the basement, Milford has drawn a binding symbol in chalk—if this chalk is disturbed, the house opens itself to entry and exit once more. Any sacrifice completed on the altar summons Nyarlathotep from beyond (**SAN** 1/1D8 or 1D10/1D100, depending on form taken). His reaction to this summoning, and the form he takes on arrival, is at Keeper's discretion... Perhaps investigator treatment of Heather would be a good barometer for his anger, and for how quickly he pulls the mansion down around their ears.

**Dunmore Throop, Dead Billionaire.** POW 35 Can initiate spirit attacks, outlined on page 14 of *The Grand Grimoire of Cthulhu Mythos Magic*.

**Milford Throop, Sorcerer.** DEX 50 INT 45 POW 70 Spells: *Power Drain* (uses Deeper Magic option from *GGCMM* p. 153)

**Heather Memphis-Throop, Succubus.** DEX 90 INT 30 POW 100 Spells: *Power Drain* (Deeper Magic option from *GGCMM* p. 153), *Control*.



# RECKONING OF THE DEAD CHARACTER SHEET

Name: \_\_\_\_\_ Gender: \_\_\_\_\_

Occupation: \_\_\_\_\_ Age: \_\_\_\_\_

## CHARACTERISTICS

STR   DEX   INT   HP

CON   APP   POW   MP

SIZ   EDU   Luck  Sanity

## SKILLS

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## BACKGROUND & EQUIPMENT

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