**None More Black**

Herbert Resnick hires the PCs to investigate the death of his son, Walter.

* He was a good boy, should still be alive
* Walter was fine till he met Mary Clawson a month ago. Herb wasn’t introduced to her.
* Argued over Walter’s studies: slacking off
* Haven’t spoken in 2 weeks and now Herbert is guilt-ridden
* Walter was found dead yesterday in his boarding house room – ‘natural causes’
* Viewed Walter’s body and was distressed at how scrawny he’d become in such a short time.
* Doesn’t know much. Locations: university and boarding-house address

**Death of Walter Resnick**

Charming, kind-hearted, attractive, well-liked

Transformed over a few weeks

Good manic>>>irritable, dismissive>>>missing classes, disheveled>>>rapid weight loss, ashen-skinned, sunken-eyed.

PCs knew Walter while alive: **spot hidden** noticed black tongue while he was speaking

**Police Station**

* Man missing for 4 days, called to check
* Door locked, broke it down
* Found a body, took it to the hospital
* **Social roll**: access Coroner’s report
* Black Tongue info (possible **social roll**)

**Medical examiner’s Office**

* Polite refusal to view files – go thru police
* Need to break in

**Coroner’s Report**

* Dead 2 days when discovered
* Tongue inexplicably stained black
* Malnutrition & dehydration
* No wounds, organs fine.
* Cause of death: ‘natural causes’, as no evidence proves otherwise

**Boarding House**

* **Social roll** for landlord to grant access
* Phone rings, landlord distracted: sneak
* Door broken: police tape
* **Spot Hidden** 4 glass bottles, scattered
* Drop or 2 of black liquid

Landlord/Neighbour

* Police found Walter in his chair
* He became increasingly reclusive

Neighbour

* **Psychology**: holding sthg back
* **Int/Pers roll** Walter: constant nightmares / scream loudly when alone in room

**Campus**

* Panicky atmosphere: 3 deaths in a month
* Campus officials doing everything possible to restore calm – a lot on the line
* Extra security present, and they’re twitchy
* Best behaviour or kicked out/police called
* See: Odd Behaviour / Glass bottles

**Odd Behaviour** (Friends/Classmates)

* Started hanging out: ‘bad element’
* Illegal drinking, now maybe ‘harder stuff’
* Paul Rogers: kicked out a year ago but returns from time to time
* Answer questions re**: black tongue** if asked. (Poss **social rolls**)

**Black Tongue** (police/mobster/reporter)

* Last 2 weeks: 2 bodies w/ black tongue
* Mary Clawson / Franklin Stewart
* Students, part of ‘bad element’
* Seen talking to Rogers on campus
* Died: natural causes, bodies: out of state (sent to family)
* If asked: Glass bottles found in rooms

**Glass Bottles** (speak to ‘bad element’)

* Thin, pale, bags under eyes. Jittery, quick to anger
* **Med/pharm/psych/know roll**: they’re addicts
* **Spot hidden**: tongues in varying shades of black
* Black stuff: Ask for $20 to talk. Social roll: less
* It’s called “The Black”
* See crazy things: ancient/distant, but real. Sometimes scary, but feel like a god
* Paul Rodgers: scared to talk
* Pers/Int: was kicked out last year, returned sometimes on the sly, sold booze to pals. A few weeks ago, fronted w/the black & nobody now cares about booze. Sells 1 or 2 times a week. Price goes up every time.
* 5’8”/160lb/red hair/crescent birthmark L eye

**The Black**

* **Science**: alcohol + dried skin/blood (cells)
* Can make it move once for thrills (SAN 0/1d2)

**Finding Paul Rodgers**

* Town hall: tax records.>>> current address
* Stake out campus: appears 2nd day, dealing The Black to a string of thin, pale addicts
* Talk: “You ain’t got nothin’” / Social rolls no good: too afraid of Dover and his nightgaunts
* Follow: rides bike to house. **Drive auto/stealth**
* Can also lead to Dover’s apartment

**Paul Rodgers House**

* Small corner house, a mile from university
* Leaves at night (movies / dealing)
* 1 visitor: gf (Leslie). Knows nothing
* 3rd night: slaughterhouse wearing galoshes (replenish supply)
* Break in: locksmith. STR hard: front reg: back
* Kitchen (back door): Galoshes: manure+blood
* Bedroom closet: jacket paper **(handout 1)**
* Bedroom loose floorboard under rug (creaks): 4 full bottles of the black / $140 cash / bank ledger: amassed $1145 in last 2 weeks

**Death from above**

* The Nightgaunts kill somebody interesting.
* PCs encounter a recently dropped body and an NPC who’s freaking out

**The Slaughterhouse (Campbells Meat Processing plant)**

* On River St, next to small stream >>> Miskatonic
* Large block of cleared land
* Abandoned, run down, warehouse-sized bldg.
* Surrounded by empty holding pens
* Stealth necessary to avoid detection
* Night: dim lamplight in some windows
* May see Rodgers / sellers re-suppling / Dover in new car driven by a Blackhead
* Following Dover can lead to his apartment
* Possible glimpse of nightgaunts (SAN 0/1d3)

**Approaching Dover**

* Always has blackheads with him
* Will flee to the slaughterhouse

**Researching Dover**

* **City records:** Dover owns the slaughterhouse / his current address
* **Credit rating:** aware of the Dover family
* **Newspaper/library:** gossip pages on family
* Mom (Margaret Dover) died 20 yrs ago: boating accident
* Dad (Jonathon) went a bit crazy, globetrotting with son spending family fortune
* Both returned 2 yrs ago, broke. Lived quietly together
* Jonathon died 1 year ago
* No info re: Jacob since then
* **Jonathon’s Death**: library use or social roll at medical examiners bldg. >>> died of natural causes / black tongue, cause unknown

**Dover’s Apartment**

Seedy side of town

Old, run-down 3 storey brick bldg

Room is on L2. Cheap door: locksmith or reg STR

Thin walls: Bodyguard (Willis Carter) next room. **Stealth** or **group luck** to avoid detection

Cramped, squalid. Single bed

Under bed: book wrapped in old cloth. Spot hidden to see but easily found if searching. **Jonathon Dover’s Journal** (p. 104)

**Involving the Police**

* No dice: no direct connection to anything illegal; money is hidden well and blackheads won’t snitch

**The Showdown (Slaughterhouse)**

* Vibe: threatening, decayed, disgusting, death
* Lingering stench of death, blood, manure, mould, rust
* No lights, lots of dark shadows
* Wooden and metal pens / congealed blood troughs along aisles / rusty, encrusted killing tools / bones everywhere
* 1d6+3 Blackheads / 2 nightgaunts/ Willis Carter / Jacob Dover
* Nightgaunts haunt rafters, humans in small stock slaughter room in back
* Nightgaunts stealth attack stragglers or swoop when combat begins with blackheads
* Blackheads have low morale, will run if losing
* Dover is nuts and fights to the death

**Conclusion**

* If Dover is killed, the nightgaunts fly back home
* If investigators are struggling, Yibb-Tstll turns the nightgaunts or Raw Head and Black Bones on Dover

**Rewards**

Stopping the black trade +1d4 SAN

Dealing with Jacob Dover: +1d4 SAN

Dealing with the Nightgaunts: +1d6 SAN

Killing Raw Head and Black Bones +1d10 SAN