**Servants of the Lake**

**Involving Investigators (58)**

* Gerald Frazer, banker, missing son James
* Mutual acquaintance, phone contact
* Left studies @ Miskatonic; missed gf
* Left Arkham for Kingsport 9 days ago
* Last talked on phone after leaving Arkham
* Argued. Dead tired, intends: stay at motel
* Emily claims he never arrived
* Sends $200 retainer + photo + map
* Squatter’s Lake only possible stopover

**Research**

* Travis Bryce – roommate
* Small, meek, dark-haired, young
* Glasses, clutching a Kafka volume
* Frazer kept to self, phoned gf often
* Doing well: studies / sleeping in more and missing some classes
* Emily Livingstone – address + number
* Sweetheart, 19, Raven haired, slim, red eyed
* Distraught, they’d been saving to elope. Prays nightly for his return
* Library Use – Squatter’s Lake
* ***Handout: Servants 1***

**Arriving at the Motel**

* Arrive: players decide, a day’s travel from Arkham.
* Sign (white paint): “Squatter’s Lake Motel”
* Smaller panel: “Vacancies”
* 2 beams nailed, forming A-frame
* T-shaped, wood-panelled, raised on stilts
* 4 rooms visible in vertical part of the T
* 4 rooms on other side
* Reception etc is in the top of the T
* Porches all around, access: 6 sets of stairs
* Wooden ramps to access reception
* Doors and window frames painted green
* Oil lamps hang beside each door
* Car spaces in front of rooms, 2 cars on lake side

**The Reception (60)**

* Door is glass panelled, shuttered window to R
* Bell rings as they enter
* Wide wooden desk, door behind it
* 2 boars heads, 20 gauge shotgun, key rack on wall
* Desk: 2 oil lamps, pencil jar, brass bell.
* L & R walls: license plates. Lotsa blank spaces on R

**The Brophy “Brothers” (61)**

* William (able-bodied), Robert (wheelchair)
* *‘Just a minute’* English accent
* William wheels Robert in (unless daylight)
* William asks I’s to sign red leather guestbook (last page ripped out)
* Robert: speaks only when spoken to
* Brichester, near Severn Valley (England)
* Old settlement across lake
* Quiet parts fishing destination: boats and gear hire
* Evasive re: James Frazier/guest book
* Psychology roll

**The Rooms**

* Map: 15’ x 15’. Door & windows on each side
* Panelled wood everywhere but adjoining walls; plastered with wallpaper: green/white diamond pattern
* Large Navajo rug on floor hiding trapdoor
* Bedside table: oil lamp, alarm clock. Dresser, dining table, 2 chairs, large oval mirror.
* Bathroom: toilet, sink, shower. Boiler-propane tanks in crawlspace beneath floor
* Doors STR 25 / Trapdoors STR 50
* Bookcases: rooms 1, 3, 4. Unremarkable except for room1- spiral bound notebook
* ***Handout: Servants 2***
* A PCs room **SH:** 5 faint scrapes near door >> semicircular indentations lower doorframe >> torn off fingernail

**An Ugly Incident** (Jacob Trent / William Brophy)

* Soon after settling in to rooms.
* William faces agitated young bespectacled man
* You said: dunno if he stayed here – he told me
* Calm down, people trying to rest
* Night noises underneath. What room was he in?
* Dunno. Stop bothering me or leave my motel
* Luck roll: William doesn’t notice PCs

**Searching the Motel (64)**

* Brophys enter workshop on first night. Trance 90 mins, giving Gla’aki news of visitors etc.

**The other tenants**

Jacob Trent (room 8)

* Abe’s lover. Arrived day before Jacob and was taken
* Short, skinny, 21. Tatty clothes and dishevelled
* Stays in room mostly-nervous
* **Charm/Persuade** to open up about argument
* **Psychology** for insight into r’ship with Abe

Bill Dunston (room 6)

* Tall, well-built, crooked nose, 40s. Taciturn.
* Dockworker fishing break post-divorce
* 1930 yellow Buick Marquette parked in front
* Walks along lake daily 10am, 5pm
* **Persuade/Charm** to open up
* Fishing pointless, oil pollution: pier, fish all dead
* Only people seen: Brophys, kid and woman

Sarah Bonner (Room 7)

* Petite, dark skin, curly brown hair, brown eyes
* Well worn clothes but well kept appearance
* Battered Model T pickup parked out front
* Newburyport >> Salem (visit grandparents)
* Stopover a few days because tired
* Doesn’t like the lake at night, seen lights
* Strange rustling/shuffling noises under – rats?
* Last night: Saw brothers head to SW lake area
* Leaving for Salem in the morning

**The Reception** (65)

* Pigeonholes - desk: Number plates (incl AB 1652)

Brophy Brothers’ Quarters

* Old furniture and knick-knacks (previous owners)
* Wastepaper: guest list page (*Handout: Servants 3*)
* Unlocked trapdoor beneath window

William’s bedroom

* Single bed etc
* Lockbox beneath bed (Locksmith / STR roll)
* $1232 cash

Robert’s bedroom

* Locked during day. Both brothers carry keys
* Locksmith or STR roll to open door
* Same as William’s room but a a crate instead of a bed.
* Crate - filthy blanket, pillow and Robert (in daytime)
* Bookcase: *Revelations of Gla’aki*, Vol 6 (1d3/+1)

The Workshop (66)

* 2 oil barrels (taps) L of door, watering can on top for filling lamps
* Double doors locked. STR extreme (hard using tools)
* Windows shuttered. STR roll
* Noise alerts servants of Gla’aki (Smiths + Brophys)
* 20’ x 15’, dark inside if night
* Room bisected by hanging sheet (hides crates RHS)

LHS (visible):

* 3 cardboard boxes, door on L wall, table
* Table has leather restraints
* Boxes: victims’ suitcases and clothing
* Jacket “A. Hickie”. 2 gold wedding rings, earrings. Silver bracelet “To my darling Paige”. Gold watch “JS”

RHS (hidden by sheet):

* top: 2 crates holding the Smiths (attack if they hear noise or crate lids lifted)
* bottom: table, blackened scratched surface. 6 jars. 4: cloudy yellow fluid. 2: metallic needles, with green mould spots

**Exploring the area**

* Night: frog-song, thick mist covers lake
* Occasional splashes, ominously twitching reeds

Clockwise around map:

Pier

* Creaky but sound. 3 rowboats on its right

Tyre tracks (lead into lake)

* Black oily film on water here
* 6 cars under water, not visible

Old settlement

* SH: someone walking through to woods
* Track: footprints-one shoe missing + no big toe
* Can encounter a zombie if following (depends)
* Bits and bobs but nothing really interesting here

Gla’aki area

* Copse of Hemlock trees and a clearing
* Track: footprints (4 or more), signs of struggle

**Sequence of Events** (67)

**Light knock on door, 9pm**

* Jacob Trent had a tussle with Brophy. Lifted keys. Invites PCs to check out workshop.
* If he goes alone, its curtains. If the Brophys see naughty PCs, attempt to capture + sacrifice
* Brophys will be in a trance for 90 mins communing with Gla’aki in the workshop

**Dream Pull, 2am** (69)

* PCs, Jacob Trent, Bill Dunston
* Gla’aki’s MP (28) – PCs MP: roll under on d100
* Over- dream of a sunken city (p69) but wake
* Under – sleepwalk to the lake
* Nearby PCs **listen** hear/**luck** to see sleepwalkers

**Final Confrontation** (just after dream pull)

* Plan: subdue PCs before offering them to Gla’aki. Sarah Bonner- quietly taken earlier: at lake now
* Brophys & Smiths attack PCs resisting dream-pull
* Brophys come thru front door, Smiths thru trapdoor
* Sneak attack. William has shotgun. Others unarmed.
* Allow listen rolls to detect attackers
* PCs nearby: listen rolls - detect commotion. Luck rolls failing that. NPCs failing that. Redundant if loud noise
* Fail: pinned & gagged (can fight back + SAN roll 1d3)
* Succeed: not surprised. Combat round, DEX order.
* Smiths: naked, grimy. Chest hole radiates red lines
* Brophys and Smiths will take prisoners to Gla’aki
* Will covers prisoners w/shotgun, Robert trails behind
* Already at clearing: Sarah Bonner, James Frazier, dream-pull victims.

**If the PCs are unaware of lake location**

* Sarah Bonner will ‘wake’ and scream, or
* The Gla’aki avatar will sound an inhuman wail

**By the Lake in Moonlight**

* Eerie, misty, odd sounds (bubbling, rustling)
* Sarah Bonner: on knees, hands tied, whimpering
* James Frazier stands behind, waiting
* When Brophys & Smiths arrive, they march all prisoners (incl. Sarah) into the water, onto knees
* A few seconds later: buzzing, bubbling, shivering reeds
* 3 yellow, globe-like eyes appear, then stalks, then mass
* Metallic oval, covered in spikes, a huge mouth filled with glinting teeth drips black spittle
* As it slowly approaches the shore, more is revealed
* 2 human arms look out of place dangling on either side of its bulk, and soon you see 2 human legs also
* The hulking creature is supported by 2 white spongy pyramidal legs of its own
* Gla’aki will spine attack Sarah before moving on to NPCs and any PC prisoners
* William will shoot attacking PCs
* Other servants will attack to subdue
* Jacob will run away screaming if possible

**After the dust settles**

* If the PCs tell Gerald Frazier his son is dead: uncomfortable questions, a police investigation, and no payment
* If they tell him they lost the trail at the motel, he pays

**Rewards**

Rescuing anyone: +1d6 each

Thwarting the Brophys future plans: +1d6

Destroying Gla’aki avatar: +1d10

Fleeing without rescuing anyone -1d10+2