General Information:

This scenario is intended for 2 to 4(6) investigators of beginning to moderate knowledge of the game. Parties with more than 4 investigators may find difficulty in keeping everyone occupied. 4 investigators is ideal. This can also be played with one investigator however the lethality of such an endeavor increases, in a solo scenario the keeper should stress stealth over any type of combat.

Players Information:

Select one investigator to be the catalyst for this scenario.

Your brother Alan has taken an ill-advised vacation with his family to the Oregon Coast in the dead of winter. You protested to your brother that the less than civilized Pacific North West was no a place to bring his wife Judith, nine year old daughter Marie and seven year old son William. You brother rebuffed your concerns, saying that, this type of rugged adventure was just the type of vacation his family enjoyed. It was several weeks ago now that your brother and his family left by rail from Chicago to Portland. Against your best wishes the trip was underway, at this point all you can offer are your prayers for a safe return.

Your brother being a rugged outdoorsman and avid naturalist has written you several letters describing the terrain and exceptional beauty he has witnessed on his trip thus far. You have been receiving a letter every other day for two weeks straight, detailing the trip from Chicago to Portland then the trip down the Oregon Coast to a town called Newport. Your brother is an exceptional writer and his letters are full of vivid description and detailed explanations of the places they have traveled. The final letter came from Alan a week ago and there have been not follow up letters since. You have become worried that something may have happened since the frequency of the letters stopped so abruptly.

Alan’s last letter to you was very dry and emotionless, uncharacteristic of his writing style. He mentioned that there was a lighthouse near Newport on a headland called Yaquina Head. He had found a local fisherman, whose name he does not include, who is willing to take them to see the lighthouse. This was the last letter you received and your concern is growing with each passing day. You have decided that for better or worse you should travel out to this Newport and ensure the safety of your brother and his family.

Keepers Information:

Alan has been enthralled by a colony of Servants of Gla’aki. He was controlled by way of dreams and a dominate spell which the Servants use to draw humans to their colony for three purposes. One to grow their number, two for sacrifices to their terrible master and most importantly they require a human to perform a ritual which calls Gla’aki to an underground lake in a cavern near the lighthouse.

Alan is being used for this third purpose. His family has all been turned into Servants of Gla’aki but he has been left in his human state so that he can perform the ritual to call Gla’aki. The ritual called “The Leeching of Gla’aki” is a spell performed with a special artifact knows as “The Masters Leech”. The artifact is made of organic matter from Gla’aki himself. The caster must place his or her hands on “The Masters Leech” which has several spines that pierce the skin and allow blood to flow down and engulf the artifact. With the bloodletting and the ritual chant performed Gla’aki can be called into the underground lake. A human must perform this because the blood is the key component to the ritual and it must be from the caster. Due to this the Servants have been manipulating the lighthouse keepers of Yaquina Head to perform this ritual and help them grow their undead colony. After several years the subject will go insane and will then be made into a Servant after initiating a new keeper. Unfortunately the last keeper went mad ahead of schedule and the Servants had no new prospect. When Alan visited the lighthouse, the Servants noticed his mental fortitude and marked him as the next in line to perform the ritual.