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DELTA GREEN

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SIGNATURE

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THE GOOD LIFE



A Scenario for *Delta Green: The Role-Playing Game*

EYES ONLY

BLACK HUNGER IN A BRIMSTONE HEART

The wealthy Atlanta suburb of Druid Hills hides secrets. For decades, its children have vanished from public view, withdrawn from school, never reported missing but never seen again. Retired detective Joe Dawant and the nonprofit Center for the Missing Child take an interest. They have witnessed countless crimes visited upon the vulnerable. Are even the wealthiest and most privileged not safe?

But the gates of Druid Hills are shut. They want nothing to do with outside investigators. They have property values and family values to protect. They have police and politicians on their side. They have houses filled with finery, basement chambers no one suspects, and appetites they need not explain. When Dawant asks Delta Green for help, your Agents may learn just how deep the horrors of Southern prosperity can go.

The Good Life is a complete scenario for *Delta Green*, the role-playing game of Lovecraftian horror and conspiracy. It complements the sourcebook *Delta Green: The Labyrinth*, building upon one of the factions presented in that tome. *The Good Life* is playable with the full rules in the *Agent's Handbook* or the quickstart rules in *Delta Green: Need to Know*, available from Arc Dream Publishing. Learn more at delta-green.com.



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This is a work of fiction.



RESTRICTED
SPECIAL ACCESS

The Good Life

By John Scott Tynes

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Introduction

Druid Hills is a wealthy suburb just east of Atlanta. Situated along Ponce de Leon Avenue and designed by Frederick Law Olmstead, famed creator of Manhattan's Central Park, Druid Hills is a gracious and elite neighborhood of large century-old mansions on gently sloping grassy hills. Many of these mansions were built with granite quarried from Stone Mountain, further east, famous today for large figures of Confederate leaders carved into the mountain.

This suburb hides a secret. The prominent old-money families who reside there comprise a cult devoted to Nyogtha and are deeply intertwined with a community of ghouls beneath Druid Hills Cemetery. They are also white supremacists who were instrumental in the founding of the modern Ku Klux Klan in a 1915 ritual atop Stone Mountain, a ritual attended by racist humans and racist ghouls disguised in white robes. Each family gives their second child to the ghouls who convert them to their kind. That child eventually eats the corpses of their parents and is in turn possessed by their dead father's sorcerous mind, ensuring the continuity of the cult while allowing the parents to enjoy the good life of wealth and status as long as possible. In Druid Hills, the rich literally eat their own.

Joe Dawant, a retired detective who worked in the Atlanta Police Department and the DeKalb County Police Department, is a volunteer for the Center for the Missing Child and a Delta Green friendly. (See **CENTER FOR THE MISSING CHILD** on page 16 of *Delta Green: The Labyrinth*.) Joe is obsessed with the Atlanta child murders of the late 1970s, in which dozens of Black children were kidnapped and murdered. In his research he stumbled across a peculiar demographic trend: Many *white* families in the Druid Hills school system over the past seventy-five years have withdrawn their second children from school between the ages of 12 and 14. These children are never reported missing, but neither are they subsequently enrolled at any public or private school in the state of Georgia.

Dawant has one question: What is happening to the children of Druid Hills?

Using This Operation

The text of this operation is lengthy and full of details, many of which may never come up in one Handler's sessions but may be crucial in another's. Do not feel responsible to use everything. This op is about terrible people bound up in even more terrible histories, and ultimately these tangled threads can never be cleanly unwound and tidied away. Agents in this operation find themselves pulled ever inwards, caught in its threads, until they have to reevaluate what victory looks like and make peace with whatever outcome they can salvage.

The Handler should begin by reading the core overview of the operation in the sections named **THE DRUID HILLS GHOUL CULT**, **BRIEFING**, and **RUNNING THE OP**. That gives the big picture, the inciting incident that draws in Delta Green, and the likely outcomes for your Agents. Make sure you understand these sections clearly before continuing.

The rest of the text is intended as reference and is organized into five sections:

- » **INVESTIGATIONS:** *Page 16.* The Agents' likely lines of inquiry, especially in the early stages.
- » **LOCATIONS:** *Page 20.* The significant locations Agents may visit, some with floor plans where exploration and combat are likely. When your Agents want to surveil, visit, or raid a location, this is where to find the details.
- » **ORGANIZATIONS:** *Page 34.* In addition to the Druid Hills ghouls cult, there are several other organizations relevant to the operation.
- » **EVENTS:** *Page 35.* A loose series of scenes in which the Agents interact directly with the culprits of this op. This is effectively the "story" of the op, but every Handler's sessions go differently and we don't expect all of these scenes to be relevant to you. These events are not your master. Keep the **RUNNING THE OP** section in mind. Try to foresee which ending your players are trending towards

and then bend events in that direction so that the road may rise to meet your players' feet.

- » **CHARACTERS:** *Page 48.* Game stats and biographies.

During play, you will refer to these sections most. Consider using sticky notes or PDF bookmarks to label them for quick reference.

Using Joe Dawant

Dawant is how the Agents get involved, but after the briefing he is mostly a tool for the Handler. This op notes a number of opportunities where Dawant can influence the investigation depending on how far in his personal story arc your campaign has gotten. If Agents are meeting Dawant for the first time, consider this the operation that moves him from Stage One to Stage Two. If he's already on Stage Two, you use this op to push him into Stage Three and the final tragedy of his life.

IN THE FIELD: Portraying Racism at the Table

This operation features antagonists who are white supremacists. Most of these characters are wealthy, educated, and entitled bigots. They do not fly Confederate flags but are as snobbish about race as they are about class. They think non-white races are lesser beings of lower intelligence and inferior genetics. In the presence of Agents of non-white ethnic groups, they generally behave not with open hostility but with snide condescension, side-eye glances, or subtle exclusion. Only under duress does their venom burst forth.

Consider how to portray this at the table before running the operation. If your group would find this emotionally difficult, you can leave it as a background detail but not have characters express their beliefs openly or engage in discriminatory activities within a scene. If on the other hand you believe your group would be okay engaging with these concepts—particularly given that they then get the satisfaction of responding in true Delta Green fashion—then look for opportunities for the antagonists to express their beliefs. As a guide for such active and intentional storytelling, there are sidebars in the text suggesting ways for the antagonists to express bigotry in their preferred manner. These are all labeled with the term "Bigotry."

Hopefully you know your group well and can make the right call on this sensitive subject. If you do not, such as in a pickup game at a convention or online, then I encourage you to have an open conversation about it before the game begins. You'll be spoiling nothing about the story to reveal in advance that a group of wealthy white suburban Atlanta families have prejudices against other ethnic groups.

KLAN IS ESTABLISHED WITH IMPRESSIVENESS

Impressive services of the past week were those conducted on the night of Thanksgiving at the top of Stone Mountain.

The exercises were held by fifteen klansmen who gathered at the behest of their chieftain, W. J. Simmons, and marked the foundation of the invincible empire, Knights of the Ku Klux Klan.

The new secret organization is founded with a view to taking an active part in the betterment of mankind, according to the statement of its members who are known as Klansmen, and the motto is, "Silba Sed Anthar."

The rites incident to the founding of the order were most interesting and the occasion will be remembered long by the participants.

Dawant should be a likable ally, a crusty old cop that wants to do good in the world. The Agents may keep him at arm's length or bring him into the fold. Whatever happens, he is graceful, charming, and helpful—until he hits Stage Three and his world falls apart. If he makes it to the Heritage Homecoming

event (see **HERITAGE HOMECOMING** on page 41), try to make that Dawant's big scene so you can portray his heroism and determination as well as his tendency to push things a little too far. In the short term, it is likely to endear him to the Agents. It also foreshadows (or even instigates) his ultimate fate.

DISINFORMATION

YELLOW CARD

NYOGTHA, THE DWELLER IN DARKNESS

The vast and deathless subterranean entity called Nyogtha has been worshipped by many ghouls and sorcerers, most infamously in Salem during the late 1600s. (See **NYOGTHA** on page 243 of the *Handler's Guide*.) Manifesting as a formless, stinking mass, the presence of Nyogtha brings nothing but destruction. When worshipped at a distance, however, its followers gain profound hypergeometric insights even as their minds lose touch with reality and morality. These insights can produce seeming immortality and permit the creation of tunnels that traverse vast distances with just a few steps.

Nyogtha has no discernable personality and does not meaningfully communicate with anyone. Certain hypergeometric rituals cause it to emerge from the depths of the earth to typically calamitous results. Even the name "Nyogtha" was merely invented by sorcerers and fearfully copied from manuscript to manuscript across generations.

THE GRAND DESIGN

Many ghouls believe their god Nyogtha is engaged in a project five hundred million years in the making: the gradual consumption of Earth's core. Their Nyogtha is the beast who gnaws at the heart of the world.

In 2002, scientists discovered what they called the "inner inner core" of the Earth, an area within the inner core that did not behave like its surroundings and whose magnetic alignment was discordant with the rest of the core. If the ghouls' belief is accurate then this inner inner core is actually Nyogtha itself, and gradually this entity is consuming more and more of the intensely hot and dense iron crystals that form the inner core and are the heart of Earth's magnetic field.

As Nyogtha devours the heart of the world it leaves behind rapidly cooling sulfur, more colorfully known as brimstone. The temperature of the earth will slowly cool. When its still and sulfurous heart can no longer support known forms of life, the Great Old Ones will stride the cancerous and rubble-strewn surface of what was once the Earth.

CUT ALONG THIS LINE

The Druid Hills Ghoul Cult

The cult based in the wealthy suburb of Druid Hills has existed since just before the Civil War. It is dedicated to the worship of Nyogtha but is also deeply bound to the goal of white supremacy. It was founded in the 1850s by Richard Venable, who still leads the cult today in ghoulish form. He is assisted by his son William, also a ghoul. His younger son Samuel, always treated as a peon by his father and brother, long ago performed the ritual of the Brimstone Heart. An immortal thrall of Nyogtha, he serves the modern Venable family as a semi-conscious doddering butler.

A recent tragedy left today's Venable family in Druid Hills with just two known living members. Austin and Melvina Venable died in a car accident three months ago. They left behind two children: Abigail, age 19, and her younger brother Henry, 12. Abby inherited the family home and estate and is now the leader of the (human) family. She has withdrawn from college to take care of Henry. Her ancestors Richard

and William, in ghoulish form, lead the actual cult and freely boss her around, but she is by necessity the public face of the Venable family to the outside world.

Since her parents' death, Abby's ghoulish ancestor William Venable has moved into the house in his magical guise as Jeremiah Ashcot, director of Druid Hills Funeral Home. Abby knows full well who he is, but he maintains his guise whenever he is above ground. Ashcot makes a show of working with the family's lawyers to deal with the estate and to support Abby during this challenging time.

Abby's brother Henry, meanwhile, is on the fast track to becoming a ghoul. The cult did not intend to convert him for another year or more, but with the deaths of his parents it is imperative to the cult that Henry become a ghoul in time to devour his own parents so that his father's mind may in turn take control of Henry's body and gain effective immortality. A month ago, Jeremiah informed Abby that it was time for Henry to join the ghouls forever. She obediently withdrew him from school to prepare.

These two young Venables are the initial focus of Delta Green's investigation and the greatest opportunity the Agents have to learn the secrets of Druid Hills.

DISINFORMATION

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IMMORTALITY AND THE CULT

The near-immortality achieved by some human adherents of Nyogtha is a symbolic recreation of the entity's own work. Through a secret ritual, a sorcerer converts their heart into cold sulfur and their flesh is consumed and replaced with the material of Nyogtha itself. (See **BRIMSTONE HEART** on page 47.) Smelling of sulfur and nearly petrified, these few faithful can live indefinitely as thralls. A stake of some organic material—usually wood or bone—driven through their heart renders them inert; but when it is removed, whether a day or a century later, they spring back to life. (This ancient ritual contributed to the long historical association between Satanic worship and brimstone.) They also gain a second, lesser-known advantage: no ghoul eats such a sorcerer in life, unlives, or death. Not out of loyalty or fervor but because such sorcerers taste *terrible*.

Abby's Agenda

For a century the scions of the Atlanta cult have prioritized maintaining human form as long as possible, to enjoy the decadent pleasures of human life and to achieve human goals of wealth and status. Only when death is at hand do they finally surrender their privilege and become ghouls, having first forced their younger children into the tradition and then posthumously dominated their minds to achieve their own immortality. This process of grooming the second-born child into ghouldom and seizing control of their mind is known as Entwining.

Abby has a long list of secrets but only one agenda: to murder Richard and William Venable and take direct control of the cult. She believes the practice of Entwining is a betrayal of one's own family and that proper immortality should be obtained the old-fashioned way: by becoming a ghoul.

Abby murdered her parents after she realized her father had begun the use of Entwining on Henry. Months ago, she stole the *Black Book* (see **ASSET: THE BLACK BOOK** on page 46) from its vault in the ghoul warrens and deciphered it, teaching herself the rituals of her namesake, the Salem witch Abigail Prinn who founded the human Nyogtha cult in New England long ago. She is temporarily going along with the cult's expectations that Henry must become a ghoul, devour his parents, and then be possessed by his dead father's mind. Abby is all in favor of Henry becoming a ghoul—but she wants her father to stay dead, for Henry to stay Henry but as a ghoul, and for the old guard of Venables to be wiped out so she can transform the cult. Once she seizes control, she herself will become a ghoul and lead the cult forever.

The trouble with any revolution is the same: who bells the cat? Someone needs to wipe out the old guard of ghouls so that Abby can seize control. She has allies among the new generation, particularly among the eldest children of other families. But to decapitate the cult and take over, she needs someone to do her dirty work for her. Someone like Delta Green.



Her Plan

Prior to Delta Green's intervention, Abby had two plans in progress. To save her brother from mental domination by their father, she has been preparing a duplicate of the brining container that holds her father's brain. This duplicate has fatty beef tissue from the grocery store, not brain tissue, and Abby has been brining it since the week of the accident. Her plan is to get her friend and ally Dorothea McCleskey to swap containers before the ritual so that the material injected into Henry's head will be useless. They haven't made the swap yet. Dorothea is scared of getting caught.

Dealing with cult leadership is the harder problem. Abby plans to follow in the footsteps of her ancestor, Abigail Prinn, and become a witch by learning unnatural rituals. She has already used one to murder her parents. The other she's learned, Withering, is potentially useful against Richard and William Venable. She spent months studying a book by Prinn, from which she learned these two rituals, and she knows the cult has other works in their vault in the warrens where

she stole Prinn's book. She wants to continue studying and learning rituals until she feels powerful enough to take on the leadership.

That said, Abby can accelerate her timetable with some help. She is not reckless enough to use Withering on Richard and William in person, but she knows how to use it remotely if she can make an effigy with some of their DNA. It could be hair or blood or skin or anything. Abby is afraid to try this, however, as she does not know what unnatural rituals her ghoulish ancestors may possess and defend themselves with. Prying Agents could possibly figure this out and persuade her to try it.

But what she really wants, once she gets to know the Agents, is for them to just gun down both leaders and take the blame if it gets exposed.

William's Agenda

William Venable (aka Jeremiah Ashcot) spends his time above ground as the public face of the cult. While his father has dwelled in the earth almost exclusively since his death, William has remained more in and of

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DISINFORMATION

BRAIN PREPARATION FOR ENTWINING

The brains of male cult leaders who need to possess the bodies of their children are handled in a specialized way. These brains are pickled within a large vessel such as a jar. The brine recipe can be found in an ancient book of the ghoul cult (see **DREAMS OF THE CHANGELING** in *Delta Green: The Conspiracy*, page 196) but is poorly explained. The brain can remain in this brine for up to a year before it is finally mashed or processed into a potently aromatic puree. If injected directly into the brain of a mortal or ghou, generally through the nasal cavity, the brain material spreads through the capillaries of the subject's brain and permanently seizes control of the body. The cult refers to this process as Entwining. While not a hypergeometric ritual, it is an alchemical process known to but a few.

the world of mortals. He is proud of his family's accomplishments while also being devoted to Nyogtha's consumption of the world. To him, it is all one great feast of the powerful and the worthy preying upon the weak and the worthless. William has no interesting agendas other than perpetuating the status quo, which works well for him since he is at the top of it alongside his father.

He remains dedicated to his ancient bigotry. His father established one ironclad rule for the Atlanta ghoul cult: Only the bodies of white citizens could be consumed. The bodies of enslaved Africans and their descendants, as well as other Atlanta-area ethnic groups including Chinese immigrants, were declared unclean and inedible. Only the pure white race was worthy of consumption, driven by Richard's fear of "race-mixing" the memories from white corpses with those of other ethnicities. Any ghoul who even ventured into a cemetery for other races was imprisoned and fed to Nyogtha at the next full moon. William upholds his father's bigotry and remains unquestioningly contemptuous of other peoples.

William has no idea what Abby's up to and suspects nothing in the deaths of her parents. For a 170-year-old ghoul, William is quite naïve and would never suspect his own descendent of treachery. His motive for moving into Stonehenge is simple: Abby is a young woman, and he cannot imagine her being capable of mastering the intricacies of managing a large house or overseeing the execution of her parents' wills. Should he discover the truth of her agenda, he will be shocked and scandalized and extremely vengeful and vicious.

The Cult Today

Thirteen families of Druid Hills comprise the cult. Their names and ages appear below, but only the Venables and McCleskeys have significant roles in this operation. Every one of these family's homes has a concealed basement connection to the ghoul warrens beneath the cemetery. Children marked with an asterisk (*) have transitioned to ghouls and are living in the warrens, with the parents making up whatever cover story they need.

- » Abigail (19) and Henry (12) Venable; parents Austin and Melvina recently deceased
- » Chad (46) and Ruby Lee (42) McCleskey, daughters Dorothea McCleskey (19) and Aletha* (14)
- » Timothy (38) and Amanda (41) Chambless, son Hiram (12), daughter Melissa (9)
- » Jacob (35) and Rhoda (36) Paulk, son Elbert (10), daughter Mattie (8)
- » Buchanan (56) and Levina Grigsby (59); daughter Bessie Lou (33) lives in New Orleans, son Neill* (30)
- » Samuel (42) and Gatsy (39) Walraven, sons Shadrach (8) and Enoch (5)
- » Harris (53) and Milbrey (52) Avriett, son Simeon (18), daughters Adaline* (16) and Esther (14)
- » Columbus (54) and Adeline (51) Swain; daughter Augusta (30) lives in Memphis, son Grabiell* (24)
- » Solomon (47) and Juda (41) Sumner; son Elias (22) lives in Atlanta, son Leonidas* (19)
- » Duke (32) and Phoebe (29) Holladay, daughter Nancy (4)
- » Elizabeth (74) Deavers, a gullible rich fool who is looking forward to joining her husband Eliot in immortality by becoming a thrall; daughter Sandra Deavers, DCPD Captain (49); and two older children long estranged, Lewis (52) and Chip (54)
- » Woodson (36) and Rebecca (38) Millirons, sons Nathaniel (10) and Columbus (6)
- » Alexander (41) and Eliza Jane (35) Pentecost, daughter Julia (8) and son Wilson (4)

Leaders

Richard Venable is both the original founder and the modern leader of the ghoul cult. He fully transformed into a ghoul in 1873 by inhabiting the body of his daughter Sara Venable. Richard has long since abandoned the surface world and any pretense of human interaction. He is a wholly monstrous creature who avoids the light of day. He leads the cult spiritually but leaves interactions with the mortal world to his son William. (See **RICHARD VENABLE** on page 50.)

William Venable has inhabited the ghoul body of his daughter Maud Gay Venable since 1906 and maintains a mortal guise as Jeremiah Ashcot. William's job is to represent the cult in mortal dealings such as running the Druid Hills Funeral Home. He stays reasonably current with technology—he enjoys such modern delights as driving a Tesla and Facetiming with members of the Druid Hills Youth Association—but relies on young cult members for technical support. Since the death of Abby's and Henry's parents, he has informally assumed a guardian role for them. His agenda is to ensure that the late Austin Venable successfully possesses the body of Henry and lives forever. (See **WILLIAM VENABLE** on page 53.)

Abby Venable is not yet a cult leader but wants to be. The cult's destiny for her is to be forever subservient to her father Austin, once he inhabits the body of her younger brother Henry. Abby means to ensure that never happens and that her father stays dead. She means to somehow kill Richard and William and seize control of the cult prior to transitioning to ghouldom herself. (See **ABIGAIL VENABLE** on page 48.)

Thralls

The Venables knew from Abigail Prinn's example that the ritual of the Brimstone Heart, while powerful, left the operator in a state unsuited to managing dynastic wealth and power and mixing with Atlanta society. But they did find a use for it: the creation of thralls.

Thralls are lesser cult members valued for their groveling obeisance to senior cult members. They are rewarded for loyal service by receiving the great secret of the Brimstone Heart and enacting the ritual with the cult's help. These members then become the immortal servants of the cult and serve as menial help to the families of Druid Hills. For the Venables, their butler is a thrall and other staff are part-time mundane humans who come and go as needed. Only three other cult families have any full-time servants and all of them are thralls as well, plus mundane humans as needed. The rest have part-time staff such as housecleaners who are entirely normal humans earning a paycheck, but who rarely stay in their roles for more than a year before they are replaced for security

reasons. The cult maintains a groundskeeping business, Druid Hills Green Men, staffed by thralls. They maintain the yards of all thirteen families to the Venables' exacting standards so as to keep up appearances.

Thralls live with the families they serve, typically in basements where they feel closer to their god, and they carry out their duties without interacting with outsiders. All thralls are white. The cult does not teach the secrets of Nyogtha to peoples they despise.

Samuel Venable is the most notable thrall. He became a thrall at the age of 82, already frail and infirm, and while he now has immortality, he remains slow and uncertain in his movements. Bullied throughout his life by his elder brother, Samuel has lost the will to live but still carries out his duties. He is Abby's personal thrall, performing menial chores throughout the mansion he once built and lived in as its master. He adores Abby with what little feeling he still possesses. While he is a competent servant, his body gives off a slight smell of sulfur, which is usually described as similar to rotten eggs.

Thralls do not sleep. They can eat, out of habit and memory, but they have difficulty digesting. They prefer mushy foods such as applesauce or refried beans. More substantial fare rots in their body and they must eventually regurgitate it.

Ghouls

There are more than two hundred ghouls scuttling beneath Druid Hills, the vast majority of them former residents who have embraced immortal life in the dark warrens of the earth. Some are migrants from other cemeteries who came because of rumors and stories spread among other ghoul communities. A few came from Salem long ago through hypergeometric portals opened through the worship of Nyogtha.

Ghouls eat for ceremonial and culinary purposes, not for sustenance. They are immortal, although not invulnerable. They do not starve to death if they go without food, but their bodies slowly become more slender and wiry and they can sink into depression, mania, or other disorders after decades of starvation. The ghouls of Druid Hills usually eat once a year in a ritual where the wizened and seasoned dead, prepared

in the charcuterie kitchen of the funeral home, are sliced into morsels and passed around. Different groups of ghouls in the warrens conduct this ritual at different times of year, depending on the timing of the deaths they rely on.

Druid Hills ghouls do not kill the living for food or sport. On the rare occasion they do kill someone, it is to protect their secrets or defend themselves.

The Civil War was a feast for the Atlanta ghouls. Despite their persistent Salem ties the Venables were staunch Confederates and gave copious financial support to that treasonous rebellion. The ghouls of the city fed well during the war. They recruited numerous new members, particularly among wounded and dying soldiers desperate for life. To this day a number of elderly Atlanta ghouls are missing limbs they lost at the Battle of Atlanta in 1864 when still human.

Worship of Nyogtha

Ghouls have long worshipped Nyogtha, although not exclusively. There are ghouls who favor other entities. Nyogtha's ghouls in Druid Hills celebrate their way of life as harmonious with Nyogtha's

great project: they consume the dead and transubstantiate their memories in much the same way that Nyogtha consumes the heart of the world and renders it into brimstone.

Human sorcerers rarely have any idea what Nyogtha's true focus is. They know it as a formless mass that seemingly grants boons to those who idolize and visualize it in their minds. In truth, it is their obsessive attempt to attune their minds to Nyogtha that grants them the insane insights required to perform hypergeometric rituals.

The cult is under no such illusions. They know the truth of Nyogtha. They celebrate its unceasing consumption of the heart of the world.

The Normal Families

Only thirteen families of Druid Hills are in the ghouls cult. Dozens more live in the neighborhood. These normal families send their kids to the same schools as the ghouls families, attend the same (catered) backyard barbecues, and contribute their fees to the neighborhood association and the Druid Hills Watch. What are they like? Well, as Upton Sinclair wrote, "It is

DISINFORMATION

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SUMMONING NYOGTHA

The cult's rituals to summon Nyogtha bring a portion of its mass near the surface. These masses are separate portions of Nyogtha that roam the upper mantle of the planet, burrowing intricate tunnels that inscribe a vast hypergeometric sigil in more than three dimensions. The summoned mass is not a minion or an avatar; it is Nyogtha. While spatially disconnected, all Nyogtha is one. The hypergeometric tunnels created by Nyogtha's worshippers for rapid travel are, themselves, just tiny components of this vast and unknowable sigil. What seems to them a triumphant act of will is merely a predestined act of submission that contributes to Nyogtha's inexorable feeding. The cult unwittingly put their shoulder to the wheel and give it the slightest push in the same direction it has always been turning. Nyogtha does not notice.

difficult to get a man to understand something, when his salary depends upon his not understanding it." The families of Druid Hills have a lot more at stake than their salaries.

Because the cult's leaders were the initial planners and developers of the entire neighborhood, they have exerted substantial influence over who lives there from the very beginning. Covenants on the property deeds prohibited the sale of any home to a non-white family until 1968's federal Fair Housing Act made them illegal. The now-unenforceable language remains on every deed in the neighborhood to this day, just as it persists on deeds in cities across America.

The real power of the cult over the neighborhood was more informal. All real estate transactions in Druid Hills are conducted privately and directly, without a public listing. The cult's leaders use the prestige of the neighborhood to make home ownership there a reward for politicians and business leaders, and then assiduously cultivate those relationships. Ghouls have long memories, after all. Even when a property passes to a descendent, the cult is there to intercede. In many cases it is the cult who buys a property that is coming on the market and then carefully decides whom to sell it to.

The result is that everyone in Druid Hills is there because the cult wants them strung into their web of influence. The normal families are tapped for business

connections, for political favors, for fundraising, for whatever the white and powerful of Atlanta need. Any politician in the area knows the campaign donation power of Druid Hills.

But over the years, the cult's needs have shrunk. They are less concerned with the politics of Atlanta, except insofar as they keep supporting white candidates in elections out of spite. As the city's power structure has shifted towards the Black community, the cult has become more parochial, more concerned with preserving its little enclave.

The normal families are aware that there is a sort of caste system in Druid Hills. Some of them even joke to each other, privately over bourbon and cigars, about "the coven," which is their humorous term for the thirteen families. They have no idea how right they are.

Some of them realize just how much power those thirteen families wield. Over the years quite a few men of Druid Hills have escaped arrest for drunk driving, spousal abuse, and other crimes of indulgence and egotism, all thanks to the influence of the thirteen families with the DeKalb County Police. Charges are never filed. Witnesses are intimidated or bribed. The cult protects its vassals. Even a handful of murders over the decades have been covered up, the remains wholly devoured and the crime scenes obsessively licked clean. Entire paper trails have been invented



Residence scene in Druid Hills, Atlanta, Ga.

FBI Said Slow to In Missing Child

WASHINGTON (AP) — a half dozen agents to interview the family and give her 10-year-old son a lie detector test. Her child's whereabouts remain unknown, 1½ years later, she said. Frank Papesh of Maple Heights, Ohio, said that despite his pleading, the FBI began investigating the disappearance of his 8-year-old daughter on Wednesday the FBI lacks a clear-cut policy on when to enter a missing child case. Oliver B. Revell, assistant director of the FBI's criminal investigative division, said that the FBI is not a law enforcement agency.

Infant Taken From Mother
MIAMI (AP) —

by deniable freelancers subcontracted by the cult's lawyers at Solomon & Toro through their relationship with DRJ Partners to posit a cheating wife's flight to Mexico with an imaginary lover, all while her bruised and broken body was still curing in the cult's charcuterie chamber beneath the funeral home and her abusive husband was signing a significant check to a city council election campaign. It's good to be white, rich, and male in Druid Hills.

Yet suicide rates are higher than normal, the one statistic that can't be neatly covered up. In Druid Hills

the price of one's soul is measured out in pounds of flesh. More than a few middle-aged men have taken a gun to their mouth, wives have downed pills, teenagers have slit their wrists, because they live in a cradle of filth that is kept spotlessly clean and the shadow over their hearts never sleeps. The normal families do not know, do not even suspect, anything of the truth of the cult. But they know something is rotten.

Sometimes they can even smell it, when the wind shifts suddenly over the graveyard and blows its charnel truth across the rolling landscape of Druid Hills, and they shiver.

DISINFORMATION

THE ATLANTA CHILD MURDERS

YELLOW CARD

Between 1979 and 1981 at least 28 Black children, adolescents, and young adults were kidnapped and killed in Atlanta. Under enormous public pressure, the Atlanta police began keeping a list of the missing and murdered children and eventually arrested and convicted a suspect: Wayne Williams. Williams was convicted of murdering two young adults on the list but was never tried nor convicted for the other 26, whose cases were simply closed. He remains in prison to this day.

There was and is considerable controversy over the case. Victims were added to the list somewhat arbitrarily and in response to public and political pressure, as desperate families knew that getting their child on the list was the difference between high priority and low priority investigations. It is not at all clear that all 28 official victims were killed by the same suspect or in the same manner. In short, whether there even was an "Atlanta child killer" or whether these children died at the hands of a variety of people under a variety of different circumstances is very much up for debate. Atlanta city and county police have reopened cases on multiple occasions to no new result. The Atlanta PD reopened their investigation in 2019 at the request of the mayor.

Joe Dawant believes Wayne Williams might have killed someone but that most victims on the list died for other reasons. He suspects a ring of corrupt police officers killed many of those children in the course of illegal drug operations and because those officers were members of the KKK. He has collected evidence against these officers for many years, but nothing that would stand up in court.

The Druid Hills ghoulish cult has no connection to the Atlanta child murders. But the terror they inflicted on the Black communities of Atlanta certainly brought it grim satisfaction.

Briefing

Joe Dawant's chapter of *Delta Green: The Labyrinth* sets up three stages for his story arc. His role in this operation depends on which stage he's in for your campaign. If you are running this operation as a one-shot, use Stage Two.

Dawant Stage One

In Stage One, Dawant does not know anything about the unnatural and has never heard of Delta Green. He believes the Agents are members of an FBI team assembled in response to his concerns to investigate what could be either kidnapping or child trafficking. His evidence of something weird going on is entirely mundane but certainly suspicious.

Dawant Stage Two

In Stage Two, Dawant knows about the unnatural and the existence of Delta Green—to whatever extent the Agents have told him. If he has not yet involved his colleague Annabel Depasqua at the Center for the Missing Child, then he may get the opportunity to do so during this operation. Particularly if he gets his hands on any unnatural evidence such as part of a ghoulish corpse. His evidence includes both mundane paperwork but also a surprising entomological discovery that defies scientific expectations.

Dawant Stage Three

In Stage Three, Dawant keeps looking for connections between Druid Hills and the Atlanta Police Department officers he suspects of involvement in the Atlanta child murders. You can decide whether he escalates towards attacking those officers during this adventure or if you want to save that for later. His evidence includes all of the above but also sweaty, darting-eyed assertions about a conspiracy of police officers.

Meeting With Joe

The Agents come to Atlanta to meet with Joe Dawant.

- » **IN STAGE ONE:** The Agents' case officer in the Program or their A-cell liaison in the Outlaws order them to Atlanta to meet with Dawant. The CO introduces them to Joe Dawant, giving his real name and affiliation with the Center for the Missing Child as well as his background in law enforcement. The CO explains that Dawant has provided good information and expertise in earlier operations.
- » **IN STAGES TWO AND THREE:** Dawant contacts the Agents directly and arranges the meeting.

Joe Dawant is a Black man in his 70s. He is a deep thinker, alert and engaged, who listens more than he talks. He explains that he has been researching the Atlanta child murders case for many years. But he says he has found something even older that continues to this day.

- » **IN STAGES ONE AND TWO:** He is skeptical that the cases are connected but this other situation looks quite serious and suspicious.
- » **IN STAGE THREE:** He has no evidence of connections to the Atlanta child murders but says there's no way this could be a coincidence. He suspects the Agents will find connections to retired Atlanta PD officers whom he already suspects of involvement in the child murders. Depending on his relationship with the Agents, he may keep this to himself at first.

Dawant spreads out copies of many documents which prove to be middle-school records going back 75 years. He explains that the Atlanta suburb of Druid Hills is a wealthy enclave of families with a long history in the area. And some of these families have a curious pattern. They nearly always have at least two children, and the second-born child withdraws from school sometime during sixth through eighth grades and disappears from official records. They

leave behind no death certificates, no employment or financial history, and no driver's license. They formally leave school and then vanish. No one has ever filed any reports of missing children, but dozens of children across decades seem to be missing.

Joe has no theory for what is going on. He notes that unlike the Atlanta child murders case, all these children are white. "That's the thing that really gets me. A Black child goes missing, people say it must be drugs or gangs and they just look the other way. But a white child goes missing and here comes the task force and the media. Yet these rich white families are losing kids on the regular and nobody says nothing!"

Joe has been checking the records for Druid Hills Middle School and the Virtuos Academy, a private school. (He paid a hacker to get the records, which he couldn't otherwise get access to. That hacker was Santino Vega of the Dream Syndicate. See *The Labyrinth*, page 36.) Both show the same pattern across forty-six families. And then recently it happened again: Henry Venable, age 12, withdrew from DHMS a month ago.

Whatever has been happening to the children of Druid Hills, it's happening right now to Henry Venable.

The Basic Facts

Henry's parents, Austin and Melvina Venable, died in a car accident three months ago that left him and his older sister, Abigail, as the only survivors. Abby inherited the estate and is now Henry's legal guardian. She was attending Emory University in Atlanta where she was majoring in behavioral biology, but she has taken a leave of absence from college to deal with the deaths of her parents. Henry was attending seventh grade at Druid Hills Middle School when he withdrew a month ago.

The two of them live in the family's ancestral mansion, Stonehenge, in Druid Hills. This massive granite structure was built over a century ago and is a landmark of the neighborhood. Dawant has driven by the house regularly for the past week. While people are clearly living there, he has yet to see Abby or Henry.

- » **IN STAGE ONE:** That's all Dawant knows so far, but he suspects some kind of kidnapping or human trafficking.
- » **IN STAGES TWO AND THREE:** Dawant wondered about that car accident. He got coffee with DeKalb County Police Officer Danny Ferguson, who found the wreck, and learned a curious fact: The car was riddled with cicadas. They were smeared all over the windshield, jammed into seams, and ground up into tire treads. Dawant called an entomologist at the University of Georgia and learned that no cicada broods were emerging this year. They should not have been there. Dawant believes the car crashed because of this swarm of cicadas and that in the context of all the missing children, this is evidence of unnatural activity.

Running the Op

This operation is intended as a Pyrrhic victory at best. The Agents likely realize they cannot eradicate the entire cult and must decide what outcome they consider acceptable.

As written, the experience of playing this operation is all about the Agents' relationship with Abby Venable. They go through successive rounds of learning she's lying, confronting her, accepting her new lies, learning she's lying again, but finally accepting the even newer lies because they have realized they cannot defeat this cult and must instead find some kind of negotiated settlement. Abby seems more reasonable than the insane, immortal white supremacists who currently run the show.

But the Handler knows their Agents. Some groups will shoot Abby in the face as soon as they realize she served them prosciutto made from the corpse of her own father. If you think your Agents will never trust Abby or are incapable of cutting a deal with her, then you should expect to run this op as a series of escalating combat encounters. It likely concludes with the Agents either dead or fleeing the area, possibly with a monstrous Henry in handcuffs "for his own safety."

Supporting characters including Jeremiah Ashcot, Samuel Venable, and Henry Venable are meant to be diversions into weird horror. Their bedrooms in Stonehenge contain surprising secrets. Each can lead Agents into deeper knowledge than they are prepared for.

With all the above in mind, and knowing your Agents as you do, there are several likely outcomes.

Kill Them All

The Agents kill as many cult leaders and cult allies as possible. Their ideal hit list would include Richard, William, and Samuel Venable as well as DCPD Captain Sandra Deavers. If they decide no one should be spared, they go after Abby, Henry, and any other cult members they discover such as the McCleskey family.

Ambitious Agents might come up with outlandish plans to destroy the entire cult. The operation as written provides no such easy solutions. The ghoul warrens are extensive and deadly. There are more than a hundred ghouls within them. Ghouls are resilient and lethal. If the Agents show up with overwhelming firepower, the ghouls withdraw and strike back later. Flooding the entire warrens with poison gas would require a truly huge quantity of chemicals and there are a dozen or more hidden entrances to close up. Using



carbon monoxide gas would not work even if the Agents seal the tunnels—although the Agents may not know it. Ghouls cannot suffocate. Instead they enter a state of torpor until they can breathe again.

Cut a Deal

Abby Venable wants to kill Richard and William Venable, save Henry from mental domination by their dead father, and then lead the cult away from the use of Entwining and instead simply become ghouls and live forever the old-fashioned way. This outcome likely means the Agents cut a deal with Abby, who explains the mental exploitation of Entwining and how she wants to change the cult to end its usage. This outcome represents a total victory for Abby's agenda and is arguably an improvement on the cult's previous methods. Agents might attempt to extract concessions from Abby if they support her plot ("Don't kill people!") and she may readily agree to them. The cult does not generally murder people, after all; although admittedly Abby murdered her parents, so she may not be the best exemplar for this philosophy. Still, like the CIA's foreign policy in the 1960s, sometimes you'd rather have *your* murderous despot in charge than *someone else's* murderous despot.

Save Henry

If nothing else, the Agents can try to save Henry Venable, who lives variously in Stonehenge and in the ghoul warrens. He only emerges for the ritual to complete his transformation (see **HENRY'S INITIATION** on page 15). Preventing Henry from eating his father's brain ensures that Henry remains Henry but leaves him a near-ghoul. If left with the cult, he completes his transformation eventually. The Agents can choose to kidnap Henry and spirit him away to some facility

or prison under Delta Green's care, which leaves him stuck in stage three of ghoul transformation indefinitely. If this is their choice, Henry becomes a subject of research for several years before he succeeds in committing suicide and is then dissected. (An ambitious Handler could link the Agents' delivery of Henry to the Program with a plot within the Program regarding the captive ghoul Jean Qualls, formerly Agent **NANCY**. See the *Handler's Guide*, **SPECIAL AGENT ABRAHAM MANNEN, DIRECTOR OF OPERATIONS** on page 278 and **JEAN QUALLS** on page 296.)

Disrupt Operations

The Agents could inflict structural damage on the cult and call it a day. They could burn down the funeral home; kill, expose, or otherwise neutralize Captain Deavers and the DHW; or somehow get journalists to notice all the missing kids and publicize the mystery. This outcome makes life difficult for the cult, but immortal ghouls can outwait any scandal and their real-estate assets are properly insured. The Agents can move on, knowing they accomplished little but at least they survived.

Die Trying

Ghouls are deadly. Agents could easily get themselves into real trouble, especially if they enter the ghoul warrens. Should this occur, you can either play out the Agents getting swarmed by near-immortal monsters as their hit points rapidly deteriorate or you can just draw the curtain on this sorry scene and choose one Agent who makes it out alive with one arm ripped off and half their Sanity Points gone. They can then tell the tale to Delta Green, who pretty much take a sharpie to a map of Druid Hills and draw a big X through it with the note **ATTEMPT NO OPERATIONS HERE**.



Investigations

The Agents have a number of initial leads.

Researching the Venables and Druid Hills

The Agents (and for that matter even the players) can research the history of the Venable family of Atlanta's Druid Hills neighborhood and the mansion Stonehenge. They are reasonably well documented online. See **THE VENABLE FAMILY OF DRUID HILLS** for a summary of public knowledge.

The Car Accident

Austin and Melvina Venable died in a one-car accident during a rainstorm. Austin was driving and lost control, causing the car to leave the road and collide with a tree. The coroner ruled the deaths accidental. They were buried in Druid Hills Cemetery a few days later. Their estate is handled by an Atlanta law firm, Solomon & Toro, who have helped Abby serve as executor of her parents' will and who got her named as guardian for Henry.

The accident was not an accident. Abby planned the murder of her parents to prevent them from Entwining her brother. She constructed a magical effigy of her father per the ritual Withering (see the *Handler's Guide*, page 187) with a piece of his hair embedded inside. She used it as a focus for a version of the ritual Swarm (see the *Handler's Guide*, page 186) that she knows as Rising Feast. It summons a horde of cicadas from the earth and directs them at a target of the operator's choosing.

The night of the accident, when she knew her father was driving in a rainstorm, she performed Rising Feast and sent the cicadas after him.

- » **DAWANT STAGE ONE:** Joe Dawant does not know about the mysterious cicada presence on the car. The Agents must figure this out. Agents who use their connections or their wiles to access the DCPD accident report notice that the responding officer, Danny Ferguson, observed a large number

of insects embedded in the wreckage, but he thought it meant nothing and it was not included in the coroner's report. If questioned, he says, "I figured the car must've hit a hive or something when it left the road."

Entomologists questioned about the presence of cicadas say it's unusual for them to emerge except on their normal cycles. They speculate that perhaps the rain flushed out a local brood. Despite Officer Ferguson's keen insights, the entomologists can confirm that locusts do not build hives and that all of this is wildly irregular and makes no sense.

- » **DAWANT STAGE TWO OR THREE:** Dawant has already done this legwork and told the Agents what he found. They can confirm it as described for Stage One.

Interviewing Abby

The Agents are likely to interview Abby about Henry. Their encounters with Abby are major enough that they are covered in **EVENTS** starting on page 35.

Greymalkin School

Abby claims that Henry is attending the Graymalkin boarding school in Michigan. The cult established this fake school many years ago to provide a basic level of plausible deniability for authorities or snoops looking for children who have transformed into ghouls. Greymalkin School has the basics of credible documentation to satisfy casual inspection:

- » Consumer map apps and web searches find Graymalkin School at an address in Michigan. Satellite images of the address show a large institutional structure with outbuildings.
- » There is a business license for Graymalkin School and corporate documents going back to 1974. Its ownership is a trust administered by the global law firm DRJ Partners. (See *The Labyrinth*, page 85.)

DISINFORMATION

YELLOW CARD

THE VENABLE FAMILY OF DRUID HILLS

The Agents can readily discover public information about the Venables.

Richard Venable and his wife Cornelia moved to Atlanta from Virginia in 1848. They became farmers and Richard also got a job working in the local courts. They had eleven children, some of whom died quite young. Richard eventually became the Superior Court clerk of Fulton County. He died in 1873, a prominent and dignified citizen of Atlanta.

Their first child, William, became a state senator and society figure. Their second child, Sara, died of illness at the age of two. William and the third child, Samuel, went into business together after purchasing Stone Mountain in 1887. They turned it into a granite quarry. Venable Brothers granite was used in the construction of many fine Atlanta buildings as well the Lincoln Memorial in Washington, D.C.

The brothers founded the suburb of Druid Hills as an exclusive neighborhood for the elite of Atlanta. They hired the famous landscape architect Frederick Law Olmstead to design Druid Hills and its extensive cemetery. William died in 1905, the year Druid Hills was completed. Samuel Venable built a granite mansion there he called Stonehenge, completing it in 1914.

The following year, Samuel joined a Methodist preacher, William Simmons, in reviving the Ku Klux Klan, which had been extinguished by federal law enforcement by 1872. They conducted a torchlit ritual atop Stone Mountain featuring a bible, an American flag, and the burning of a wooden cross. The revived KKK spread across the country.

In 1916, Samuel gave the north face of the mountain to the United Daughters of the Confederacy, who eventually had it carved into a vast relief portrait of Confederate leaders. Stone Mountain was purchased by the state of Georgia in 1958 and turned into a state park and Confederacy memorial.

Samuel died in 1939 at the age of 82 having never married or produced heirs. Stonehenge and Stone Mountain passed to his siblings. Today Stonehenge is owned by Abby Venable, who inherited it when her parents, Austin and Melvina, died in a recent car accident.

(If the *players* look any of this up, they can find that Druid Hills is a real neighborhood much as described in this operation. In real life Druid Hills has a golf course, not a cemetery, and there is no funeral home; the Venable's mansion Stonehenge exists but has been a church for many years. Druid Hills Watch is fictitious as are all of the modern-day characters such as Abby and Captain Deavers. The real-world residents of Druid Hills are obviously not cultists, ghouls, or immortal white supremacists.)

CUT ALONG THIS LINE

- » Consumer reviews of the school appear on a variety of websites and apps, mostly positive but with a number of negative reviews typical for a private school.
- » The school has very limited social media profiles and is not active on social media.
- » The school has a basic website with both phone and email contact information. There is a login screen for families and staff to use to access restricted parts of the site.
- » Contacting the school by phone or email connects the Agents with the school secretary, Melinda Dalrymple, who politely refuses to answer any significant questions. (Phone calls usually go to voicemail and Dalrymple calls back within a day.) They are not accepting applications for enrollment. They already have a lengthy waiting list for the next several years.

Deeper investigations can poke holes in this ruse:

- » Graymalkin School has never filed tax returns or employment documents of any kind.
- » It has no history of utility bills in the state of Michigan.
- » It is not accredited with any academic organization.
- » The address is that of a former sanitarium, long abandoned. Searching for information about the sanitarium finds numerous photographs by urban explorers who have prowled through the wreckage and posted eerie images of the dilapidated halls.
- » Melinda Dalrymple is a pseudonym for a cult member in Druid Hills. Phone calls and emails are routed to her home computer. She reports all contacts to the cult.
- » Technical inspection of the website shows it is a very basic turnkey site. The login screen is not actually functional and goes nowhere.

Surveilling Stonehenge

Abby rarely leaves the house and then only for mundane matters. She uses the ghoulish tunnels beneath Stonehenge to travel to the cemetery and there she meets with her allies.

William Venable (aka Jeremiah Ashcot) also lives at Stonehenge and may occasionally be sighted strolling the halls. He regularly takes the ghoulish warrens to the mortuary. Particularly astute Agents may discover that Ashcot can be seen at Stonehenge and at the mortuary without ever being seen traveling between them.

A third person of interest resides at Stonehenge: young Henry, Abby's allegedly missing brother. Agents may spot a child's figure in an upper-story bedroom, seen at the window briefly or backlit through the curtains after dark.

Solomon & Toro

S&T is the Atlanta law firm who work for the Venable family. They know nothing of the cult and are a legitimate company. They have represented the Venables since the early 1900s and are a storied and prosperous firm. Only the most senior and well-connected partners at S&T deal with the Venables.

S&T has a longstanding relationship with DRJ Partners, a large global law firm specializing in high-end criminal defense cases for wealthy clients. (See *The Labyrinth*, page 85.) Should a wealthy and respected S&T client break the law in a particularly problematic way, the oldest partners at S&T will call in DRJ to clean it up while they keep their hands clean. If S&T becomes aware of the Agents' activities and any actual violence or crime occurs, they encourage Abby to report everything to the police but they may also contact DRJ for assistance.

DRJ employs a variety of investigators through front companies. These freelancers are former military and law enforcement and can provide a range of illegal services for the right price. If you involve DRJ, have them conduct surveillance and perhaps break into the Agents' hotel rooms to search for evidence. They give any information they gather to S&T who use it on Abby's behalf.

DRJ employs even more extreme methods for their clients at New Life Fertility. The Venable family are not rich enough for DRJ to take those kinds of risks. DRJ does not instigate violence against the Agents.

Center for the Missing Child

Joe Dawant is a cold-case specialist and rapid-response consultant for the Center for the Missing Child. CMC is not officially involved in this operation—there are no formal reports of missing children from their families—but Dawant can request additional help from two trusted colleagues there: forensic scientist Annabel DePasqua and case analyst Christopher Mudede. Both of them respect Dawant and agree to help.

Mudede is an experienced investigator and can run down leads such as Graymalkin School or looking into Solomon & Toro. DePasqua could examine forensic evidence, particularly if it concerns the unnatural, such as the cult's brain slurry used to dominate younger members or perhaps a ghoul corpse.

- » **DAWANT STAGE ONE:** Dawant's colleagues are eager to help but have no experience with the unnatural. They are best used as clue dispensers who can remotely chase down leads or examine evidence for the Agents.
- » **DAWANT STAGE TWO:** Dawant offers help from DePasqua to examine unnatural biological evidence. He doesn't ask Mudede to come in person.
- » **DAWANT STAGE THREE:** Dawant persuades Mudede to come to Atlanta. Even if the Agents do not want Mudede involved, Dawant hands him leads specifically to connect the Atlanta PD officers Joe suspects. Eventually, the Agents should discover Mudede's involvement and demand answers from Dawant. If Mudede ends up involved in the meeting at the mortuary (see **MORTUARY SHOWDOWN**, page 38) he is outraged at police treatment of Ricky the limousine driver and intervenes.

Getting a Warrant

Agents may decide to get a warrant to search Stonehenge or the funeral home. This comes down to a **Law** skill test, and possibly also a **Persuade** test. Broadly speaking, the judges of DeKalb County are not enthused about federal agents showing up with requests like this, especially if they do not have buy-in from the DeKalb PD, which the Agents definitely do not.

Dramatically speaking, it's probably more interesting if the Agents fail to get a warrant and have to get creative. But if you want to give them a chance, consider the various forms of evidence they might show and use the following guidelines.

Start with a **Law** skill test at -20%. Add +10% for each piece of sworn evidence supporting the Agents' story, such as:

- » Proof that Graymalkin School does not exist
- » Photographic evidence of a child in Henry's bedroom window
- » Forensic evidence of any violent crime

If that fails, the Agents can try a **Persuade** skill test at -40%. There are no further modifiers on the **Persuade** roll.

If the Agents try and fail both checks, the judge tips off a Druid Hills cult member while they're playing golf. The judge has no idea about the cult. He's just chummy with rich jerks.

Asking for Help

Whether they're in the Program or the Outlaws, Agents can always ask their case officer for help. This is very much up to the Handler to adjudicate. But if they report on recognizable ghoul activity, they receive one very particular piece of support: one thermite hand grenade for each Agent. These are not for the ghouls, however. They are for themselves to ensure their brains are not devoured and all their memories absorbed by ghouls, which would be a serious breach of operational security. If an Agent is killed or captured, other Agents are to use a grenade to destroy that Agent's head if at all possible. Sticking the grenade in the mouth is usually the best solution.

Besides that, they could learn that past encounters with ghouls ended in either total retreat by Agents or some kind of truce with the ghouls.

Locations

Stonehenge

Built by Samuel Venable from Stone Mountain granite and opened in 1914, Stonehenge is a lasting monument to the Venable family. While nominally a vast and splendid mansion, Stonehenge has secrets: hidden passages and ritual chambers that connect to ghoul warrens that sprawl beneath Druid Hills.

Today, a number of rooms are closed off and empty to save on utility bills. The only official residents are Abby and Henry Venable, and Henry is supposed to be out of state attending boarding school.

There are two unofficial residents. One is Samuel Venable who built this mansion and now serves as its near-witless immortal butler. Samuel lives in a small room off the kitchen and tends to Abby's and Henry's needs. He long ago accepted the ritual of the

Brimstone Heart and now appears as a doddering, elderly servant incapable of doing much more than bringing refreshments and hanging up coats. He in no way runs the house or manages the servants and Abby knows who he really is. The other unofficial resident is Jeremiah Ashcot, who owns and runs Druid Hills Funeral Home and Cemetery. Ashcot is secretly William Venable, Samuel's older brother and co-leader of the ghoul cult, sorcerously taking Ashcot's form.

A variety of normal human staff work at Stonehenge part time. A housekeeper comes daily from 8am to 10am, cleaning the house and ensuring Abby gets breakfast. A cook comes to make dinner each night. They have no idea Henry is there. His door is locked while they are in the house. When Abby hosts events, she relies on a catering service to supply food and staff temporarily.

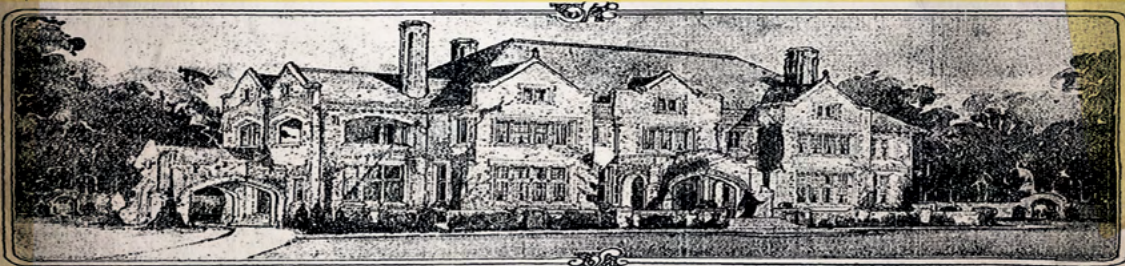
All the house's mundane workers find Samuel super weird. They think he smells bad, he can't carry on meaningful conversations, and he seems like he should be in a home for the elderly. But he carries on with his duties and they do their best to avoid him.

DISINFORMATION

YELLOW CARD

LEADS TO STONEHENGE

The Agents should have no problem wanting to investigate Stonehenge. It's where Abby lives, where Henry allegedly doesn't, and is clearly a treasure box of clues just waiting for the Agents to crack it open. Specifically, they can come here to meet or surveil Abby, search for clues to Henry's whereabouts, and look for evidence of what happened to the parents.



Ground Floor

Stonehenge is a gracious old mansion that retains many antique furnishings. While electric lights and central air are present everywhere, only the kitchen and upstairs bedrooms have really been modernized. The rest of the house looks mostly as it did a hundred years ago.

The breakfast room, the billiard room, and the den are closed and unused, furnished but draped in white sheets with the lights kept off. The main dining room, the living room, the library, and reception hall retain the same opulent elegance they had when Abby's and Henry's parents were alive, and are still in active use for entertaining.

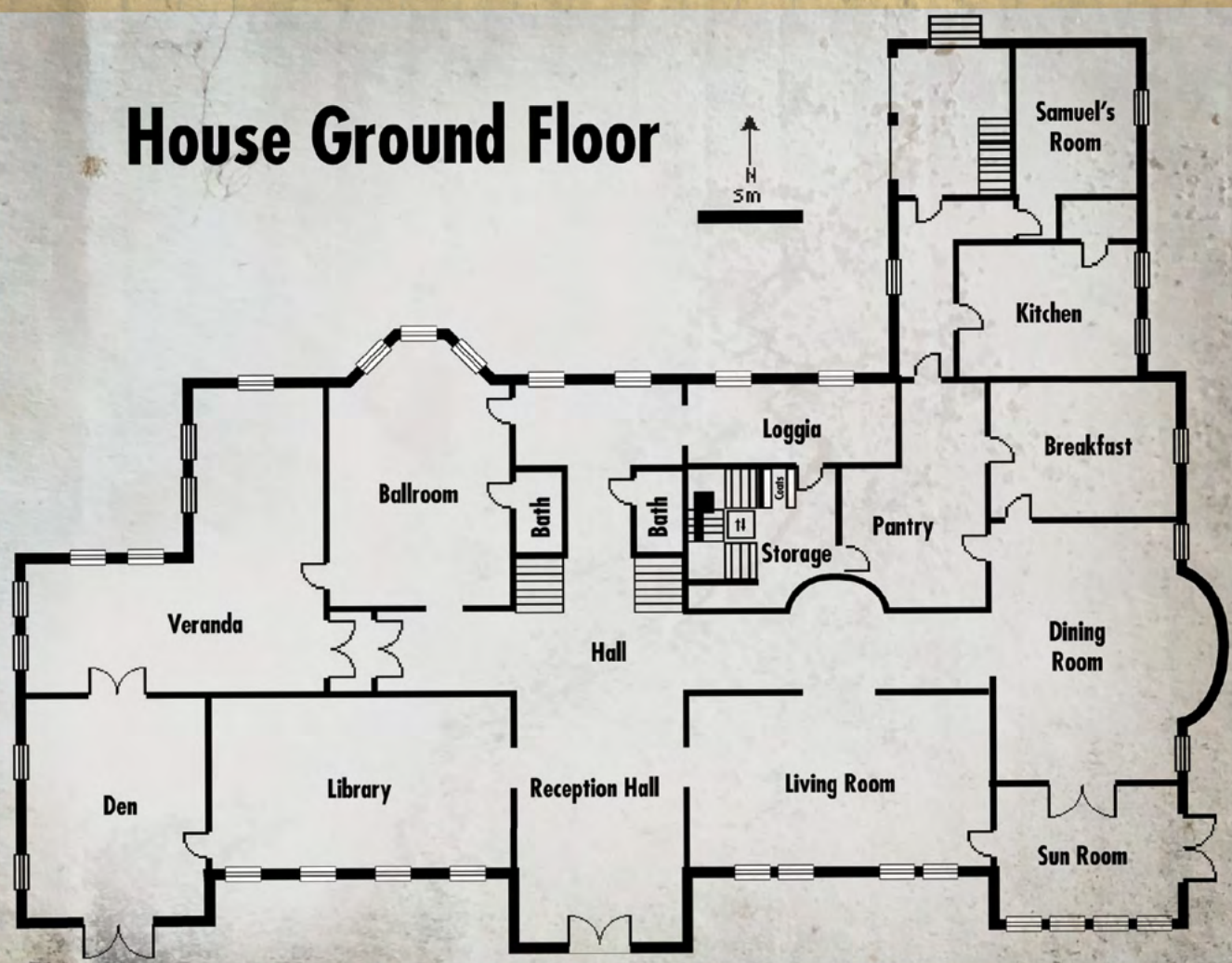
An antiquated elevator stands in the service room. It has buttons for the ground floor and upper floor and a keyhole in the control panel. If the right key is inserted and turned, the elevator descends to the secret basement level below the house. Century-old copies of

this key are kept in Abby's bedroom, in the servants' dining room where Samuel Venable lives, and in the pocket of Jeremiah Ashcot.

Samuel's room was the servants' dining room when Samuel had the house built a century and more ago. Samuel does not sleep so there is no bed, only a futon on the floor on which Samuel lies when not needed. The room is otherwise bare. Beneath an old radiator, a shoebox contains Samuel's treasures. These are a variety of trinkets. Some are from Samuel's own childhood, such as a weathered tin Confederate soldier. There is also a lock of hair that Samuel stole when Abby was a baby, an antique elevator key that allows access to the basement, and a very folded and worn scrap of paper on which is written in small handwriting the words "but this is my house." That is the greatest act of defiance Samuel Venable has managed in decades.

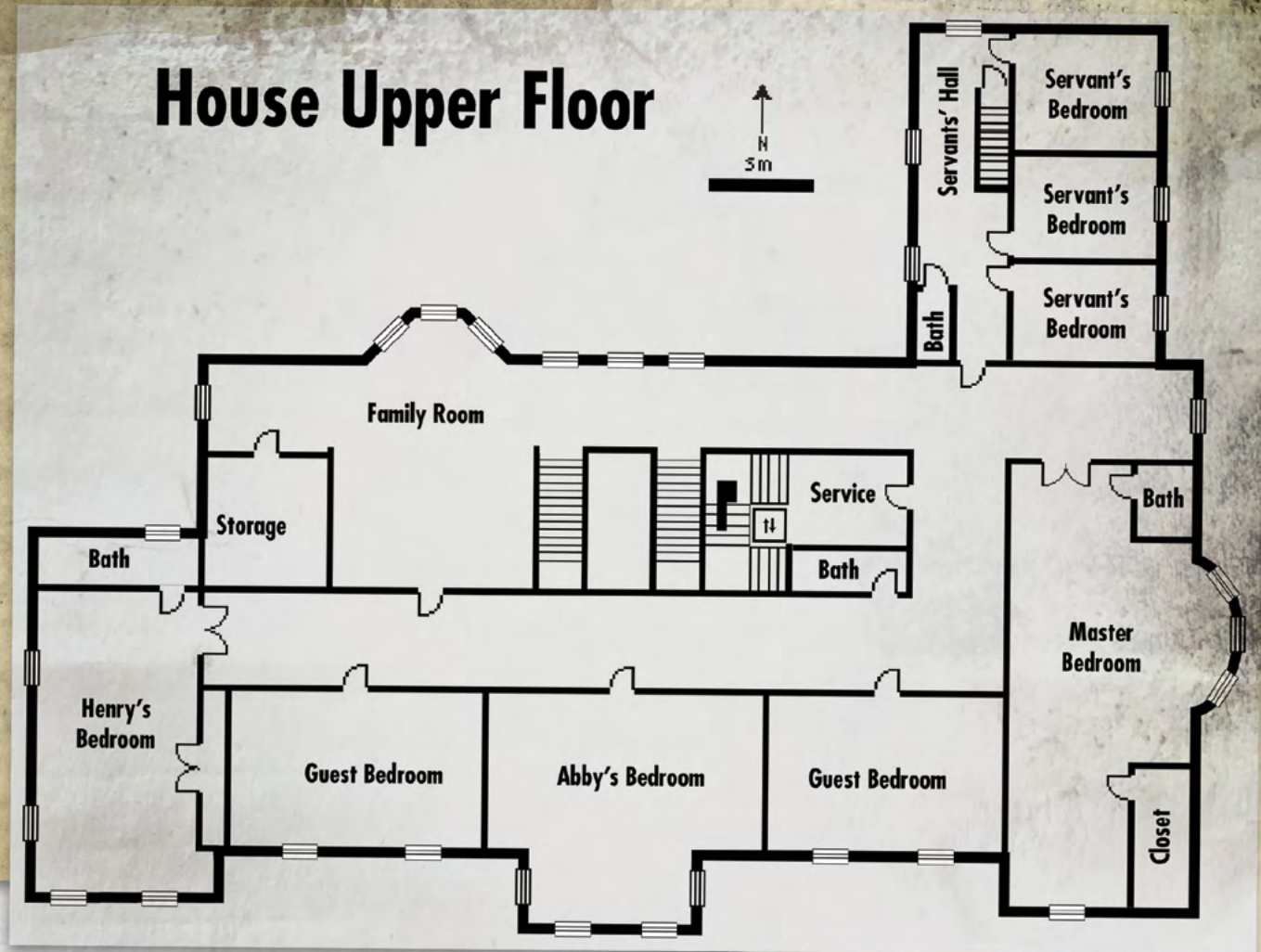


House Ground Floor



IN THE FIELD: Rigging the Elevator

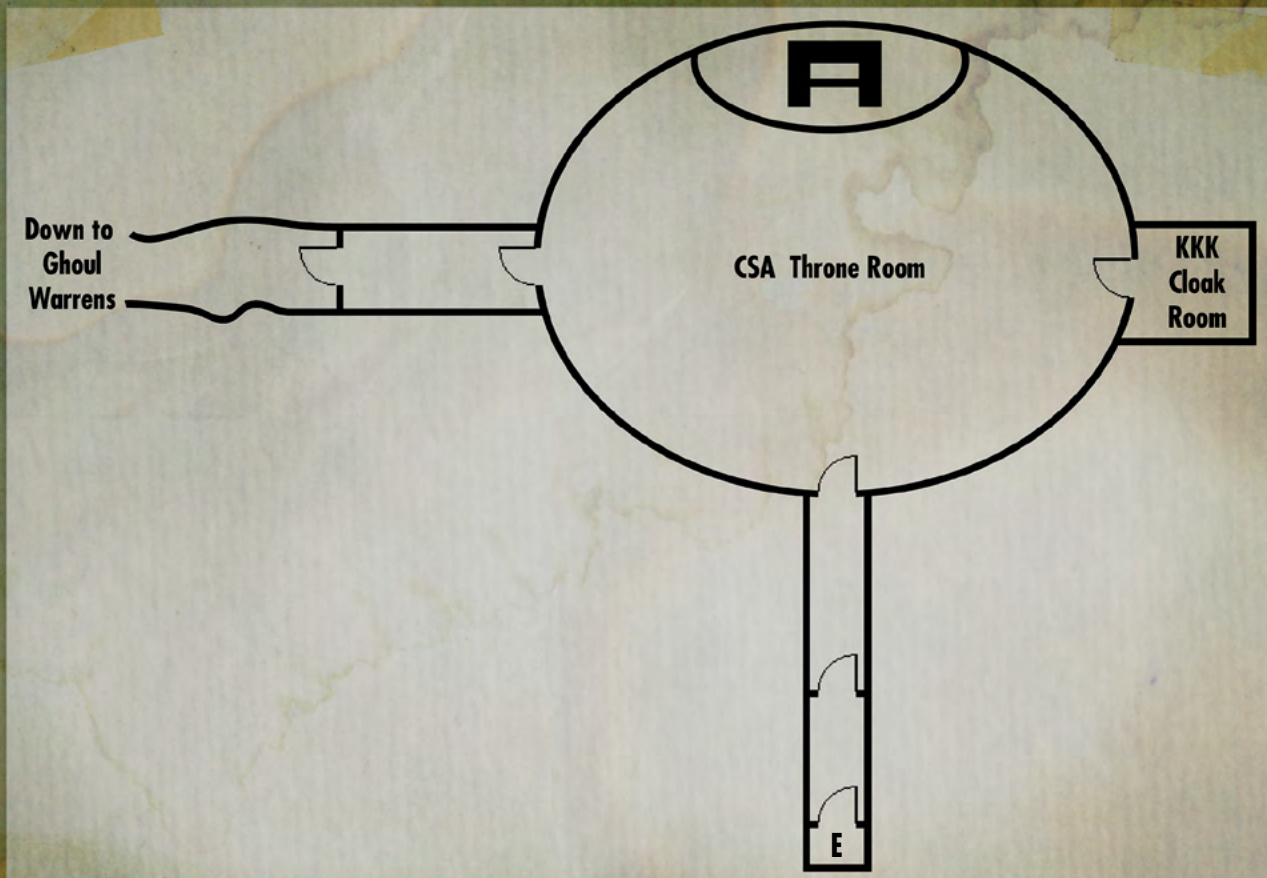
If the Agents want to use the elevator to reach the basement but don't have a key, they can try using appropriate skills to do so. **Craft (Locksmith)** of 60% or special training with lockpicks automatically succeeds with 15 minutes of work, or a skill or **DEX×5** test can be performed to cut that time down to five minutes. **Craft (Mechanic)** of 40% or better can use a skill test to succeed with twenty minutes of noisy work. Without either skill or a persuasive alternative, this task cannot be performed with just a stat test short of spending two hours ripping the elevator cage apart with heavy tools and then descending to the basement via rope.



Upper Floor

This floor contains the master bedroom where Abby lives. She cleaned out her parents' personal belongings, which are now all in boxes in the storage room. She kept their fancy modern furniture, but otherwise this is a fairly typical bedroom for a contemporary young woman. Samuel keeps the room tidy for her, which prevents it from falling into chaos, but it is clearly still disorganized. Abby keeps a large TV screen in here as well as her laptop, which she barely uses and still contains her files from school before she left after killing her parents. In a drawer of her desk Abby keeps an antique book (see **THE BLACK BOOK** on page 46) which is of interest to the Agents. Her elevator key to the basement lies in plain sight atop her dresser.

Henry's bedroom is on the opposite side of the house from Abby's and is more of a mess. Henry has no further use for hygiene and barely uses clothes. His room smells foul, both from his mostly ghoul body and from the tidbits of cured human meat he keeps around as snacks and treats for himself. Henry still has a large TV and an Xbox and, incongruously, he continues to play *Minecraft* even in ghoul form. Should the Agents investigate Henry's *Minecraft* worlds they will find some very eerie ones that are always night and only feature extensive caverns and tunnels below ground where monsters roam. These inevitably feature a temple to Nyogtha similar to the one beneath the Druid Hills Funeral Home. One world, labeled Stonehenge, is an approximate



recreation of the mansion. Agents investigating the virtual Stonehenge may soon discover that the elevator in its service room leads to a basement which in turn connects to caves and tunnels.

Jeremiah Ashcot uses a guest bedroom when he's here. His copy of the elevator key always remains with him in a pocket and is never left in his room. He does not sleep, but he does retire to this room to rest and meditate on Nyogtha. He also keeps a thrall who never leaves this room. This thrall, cult member Eliot Deavers, has the stats of a typical thrall (see **THRALLS** on page 53) but has only been a thrall for three years. His wife Elizabeth remains mortal and longs to join her husband as a thrall (see **THE CULT TODAY** on page 7).

Since he became a thrall, Eliot's life has been a nightmare he continues to welcome. Jeremiah uses him as a plaything for cruel and sadistic violence, knowing that Eliot rapidly heals and is powerless to protest. Jeremiah has visited every imaginable indignity upon him, just as he did to his own brother Samuel long ago, and treats Eliot with complete contempt. When he leaves, he zip-ties Eliot and leaves him tightly bound and in agony on the floor—not because he thinks Eliot will escape, but just because it gives Jeremiah pleasure to do so.

Every day, Samuel enters the room and silently cleans up whatever mess his brother has made of Eliot's immortal and incorruptible flesh before retreating

to his room on the ground floor to stare at the ceiling and banish the memories that flood his haunted mind.

Eliot's eyes well with tears whenever he expresses fervent gratitude to his master for all the special kindnesses Jeremiah chooses to inflict upon his most loyal servant. Jeremiah is taking his time to enjoy this rarefied experience for the discriminating connoisseur, but eventually he will likewise permit Elizabeth to become a thrall as well. After all, three's company.

Basement

If the Agents manage to descend the elevator shaft into the secret basement, they find themselves in a very different environment. The walls, floor, and ceiling are lined with Stone Mountain granite—if you've got it, flaunt it—but the furnishings down here bear little resemblance to those of the mansion.

The elevator opens onto a very short hall with two heavy doors in succession which serve as a sort of airlock to prevent sounds and smells from rising up the elevator shaft.

The first chamber beyond the doors is bizarrely styled as a Confederate States of America throne room. A half-circle granite dais against the far wall supports a granite throne which is an exact but normal-sized copy of the throne from the Lincoln Memorial. Seated upon it is a marble statue of one-time CSA President Jefferson Davis. Davis is posed just like Lincoln's statue except that his right hand rests atop a marble severed head of Abraham Lincoln, which bears a replica of the wound that killed him.

The walls here are draped in silk bunting in the colors of the CSA flag and actual flags stand flanking the statue of Davis. An additional thirteen flags line the room which are the flags of the secessionist states of the CSA. The middle of the room is made of wooden pews with thick velvet-lined cushions, all arrayed to face the dais. (These furnishings are more than a century old but have stayed well preserved in this dry, cool space.) A small chamber to one side is a cloak room containing dozens of KKK robes a hundred years old but still in occasional use, including ones decorated with symbols of leadership for Richard and William Venable.

Everything here is impeccably clean but nonetheless bears a stale stench of death. This is the charnel odor of the ghoul warrens. It is not overpowering here but further into the tunnels it becomes stronger.

Another heavy wooden door opposite the cloak room leads to another short airlock hallway with a second door. Opening the second door reveals the end of the granite and the beginning of the ghoul warrens, which are dug out of the earth and rock and are too short to walk through. They can only be scurried or crawled through, and the stench of death increases with every yard traveled. (See **THE GHOUL WARRENS** on page 32.)

Druid Hills Cemetery and Funeral Home

At 180 acres, the cemetery is the largest in the Atlanta area. The funeral home opened in 1912 and serves as the exclusive operator for all services at the cemetery. The business belongs to the Venables and is entirely staffed by cult members and thralls. While the funeral home primarily caters to the residents of Druid Hills, outsiders may be buried there. However, the funeral home has one unusual practice that tends to turn outsiders away: they do not practice embalming. It's a choice of custom, they say, one instilled by the founders who believed the practice was unseemly. They offer cremation services as an alternative but otherwise are happy to recommend other establishments and burial grounds.

The funeral home is run by the ghoul William Venable in his human guise of Jeremiah Ashcot thanks to the effects of the Changeling Feast ritual. In practice, William delegates day-to-day work to his staff, all of whom are Druid Hills residents and some of whom are Thralls. But he oversees the intake of all bodies of cult members. He is the primary liaison between the cult and DeKalb County Police Department Captain Sandra Deavers, who leads the North Precinct and is a cult member.

The basement of the funeral home contains a secret ritual space to Nyogtha as well as entrances to the ghoul warrens, which in turn connect to homes throughout Druid Hills.

IN THE FIELD: Bigotry at the Funeral Home

When Druid Hills Cemetery opened in 1912 it only accepted white corpses, a bigoted tradition it upheld until the Civil Rights Act of 1964 made such overt discrimination illegal. But secretly, to this day, only whites remain in the graves. The few burials for people of color over the years have been perverted by removing the corpse from the coffin before interment and feeding it to Nyogtha at the next cult ritual event. The empty coffin is weighted with hunks of granite and solemnly reburied. While Agents can not readily discover this information by rifling through paperwork, cult members may proudly assert it if the Agents eavesdrop on them or confront them. The cult sees this as one of its special missions: to ensure eternal life for the white race and eternal death for people of color.

DISINFORMATION

YELLOW CARD

LEADS TO THE CEMETERY AND FUNERAL HOME

There are a number of ways the Agents may become curious about Druid Hills Cemetery and Funeral Home:

» **JEREMIAH ASHCOT:** This well-dressed and rather quaintly speaking fellow can be encountered in Stonehenge, where he currently lives. If encountered by the Agents he says he's a friend of the family helping Abby during this difficult time. Any inquiry into Ashcot, including just asking him, shows that he is the owner and operator of the cemetery and funeral home business.

» **ABBY AND THE KIDNAPPING PLOT:** The most direct route to the funeral home is Abby's attempt to manipulate the Agents into a confrontation with Ashcot by making up a kidnapping plot involving Henry. For details see **ABIGAIL: SECOND MEETING** on page 37.

» **STONEHENGE'S BASEMENT:** Agents who get into Stonehenge's basement and discover the ghoul warrens may then become suspicious of the cemetery since that is a traditional hub of ghoul activity. If the Agents are unfamiliar with ghouls but tell their handler about the tunnels beneath Stonehenge, their handler may ask them to investigate any nearby cemeteries.

» **GHOULS GOTTA GHOU:** If the agents encounter any ghouls, including Henry, and confer with their handler, then they may also be sent to look into the cemetery.

» **BURIED PARENTS:** Agents may want to know more about the deaths of Abby's parents. They were (allegedly) buried by Druid Hills Funeral Home. Agents could go there in the hopes of learning if there was anything unusual about the bodies. Their curiosity will not be satisfied by their meeting there with Jeremiah Ashcot but his curiosity will definitely be raised by their visit. (Of course, Abby's parents are not buried in the cemetery. Their coffins are filled with rocks.)

CUT ALONG THIS LINE

Charcuterie

Groups of ghouls have differing practices and tastes regarding the consumption of the dead. The Druid Hills ghouls, as befits their wealthy dynastic membership, have developed refined customs for the preparation of human corpses which are derived from traditional practices of artisanal charcuterie.

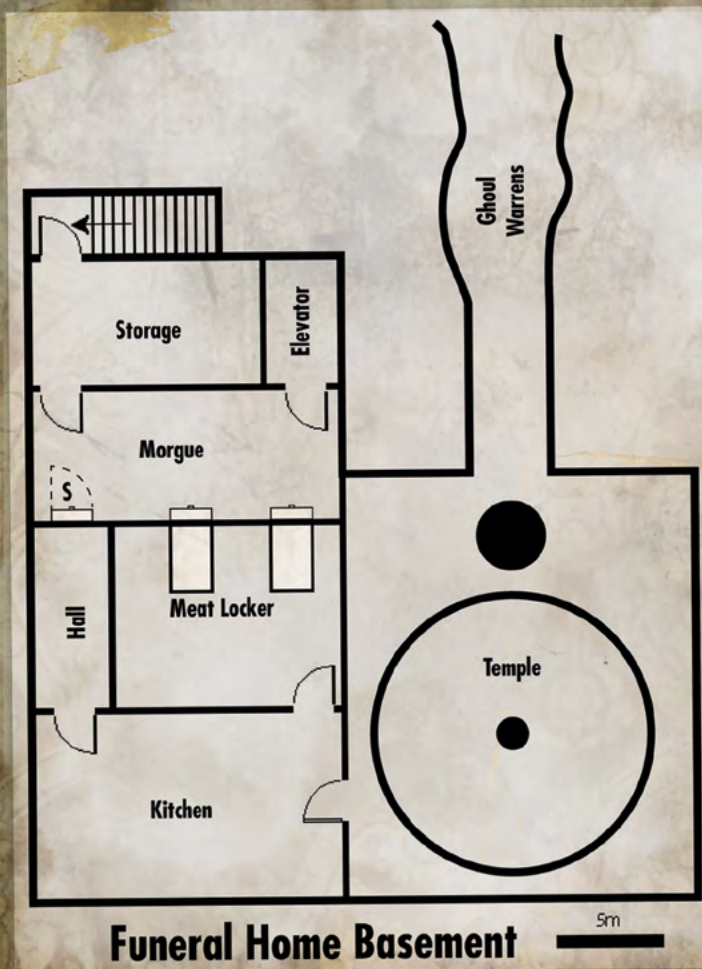
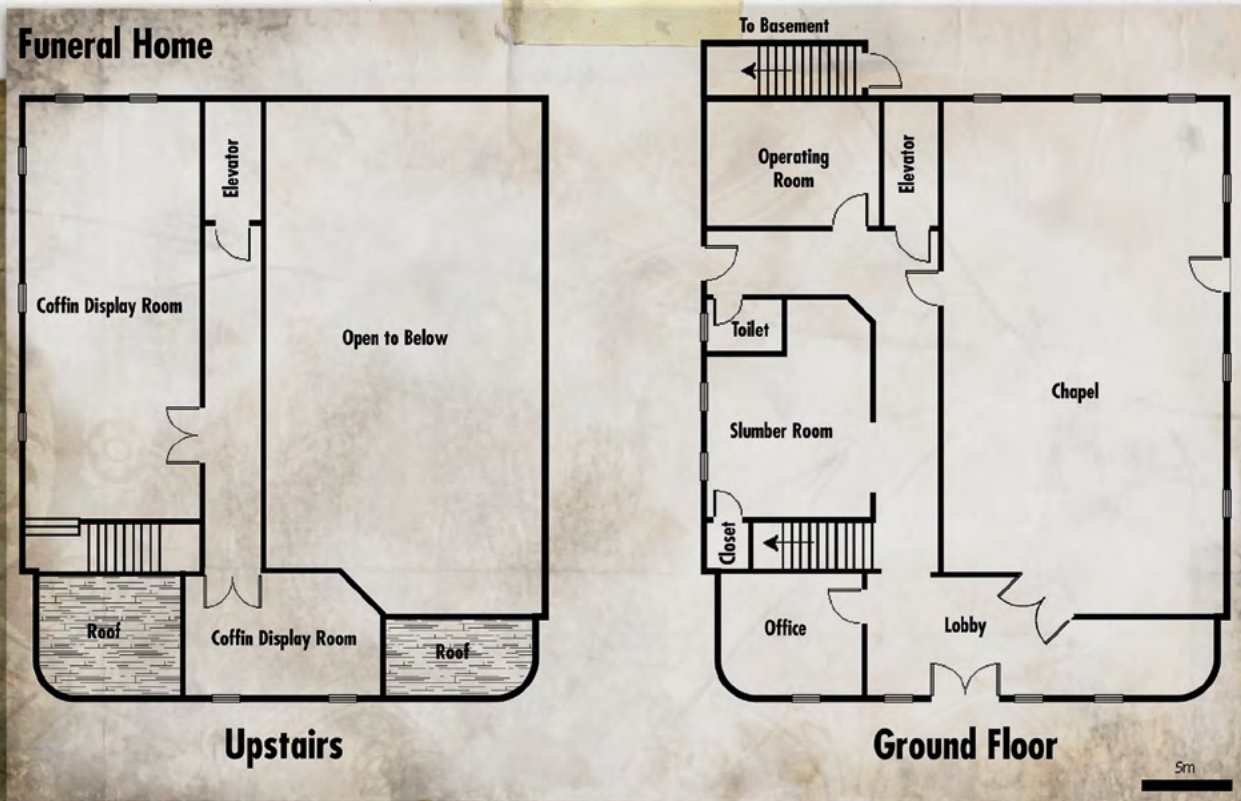
Beneath Druid Hills Funeral Home is a well-stocked facility for the aging and curing of meats as well as a kitchen for preparation and seasoning. The cult produces a wide variety of cured hams, smoked sausages, and other products of the butcher's art. These are enjoyed by the ghouls in their warrens, but some are consumed by living cult members who are either becoming ghouls or who have simply developed a taste for the dead. The products of the cult's charcuterie are always cured or otherwise preserved and are never served fresh or cooked. Slow, careful aging is always practiced. Various spices are often worked into the meat to create distinctive flavors. Bones and their attached tissues are left to dry and cure as well and are then gnawed upon for many months.

Prosciutto-style preparations of limbs or joints are particularly favored and can be found openly displayed—although artfully disguised through careful dismemberment—in the kitchens of many Druid Hills houses. In such homes the rich, buttery slices of cured human flesh can be cut and served at the table or as an after-school snack. With visitors, it's referred to as Gate City Charcuterie, a brand name that does not exist. They are often brought out to share with visitors such as federal agents making routine inquiries.

The brain is a special case. If a fresh brain is to be consumed in order to sorcerously absorb the memories and mind of the deceased, the cult typically uses a traditional recipe for brain fritters in which chunks of brain are breaded and fried. This preparation is dipped in freshly cooked sauces such as reductions of brain cavity fluids and rendered lip fat seasoned with herbs and deglazed with wine. This approach largely preserves the brain tissue to the satisfaction of the hypergeometric ritual used to consume and subsume the deceased's mind.

The unnatural process known as Entwinning requires a different brain preparation, however, which takes much longer. See **BRAIN PREPARATION FOR ENTWINING** on page 6 for details.





The Staff

The funeral home has a staff of four: Jeremiah Ashcot (aka William Venable), Dorothea McCleskey, and thralls Jacob Widmer and Thomas Delvane.

Ashcot has been the owner of the funeral home since it opened. He has never bothered to fake his own death and return as someone else. His signature, unchanged, appears on official documents across the last hundred years. Calm, urbane, and sympathetic to grief, Ashcot is the model of a mortuary man.

Dorothea is nineteen and the daughter of a cult member. She is an ally of Abby's and a graduate of Ashcot's Druid Hills Youth Association. While she is a dedicated cult member and a firstborn child with an immortal future to look forward to, she agrees with Abby that entwining is a horrible and archaic practice that needs to end. Her younger sister Eloise is slated for entwining someday when their parents die, and Dorothea is determined to stop that. She has worked for the mortuary for six years and handles clerical duties, does all computer-based tasks, and also serves as the showroom salesperson for coffin shoppers.

Jacob Widmer and Thomas Delvane are long-time cult thralls. Jacob prepares all corpses for display and burial and Thomas is the janitor and groundskeeper. Both were lesser cult members in the 1950s who were persuaded to undergo the ritual of the Brimstone Heart and become immortal thralls of the cult. They live at the funeral home and during their off hours they lie patiently in showroom coffins until their services are needed again. Thomas is a member of the Root and Branch Fellows (see **FIRST MEETING VARIATIONS** on page 35.)

The Building

This smallish two-story building with a basement was built in 1912 and has a fussy Colonial style. The walls retain their original wainscoting, doors are solid, and light fixtures remain the original brass pieces.

The ground floor contains a lobby, Ashcot's office, a two-story chapel for funeral services, an operating room for the preparation of the dead, and a particularly old-fashioned "slumber room." The slumber room contains a bed and several chairs with side tables. The dead are laid in the bed so that family may visit with them prior to the service. This practice is rare among modern funeral homes, but Druid Hills keeps to the old ways. The upper floor is entirely a showroom for coffins.

The basement is accessed by an external stairwell or by the cramped elevator in the operating room which is only used to bring bodies up and down. A storage room contains only mundane items, and the operating room is unremarkable. Since the owners do not allow embalming, this operating room is used to drain fluids and remove internal organs and to cosmetically prepare the dead for viewing. A small morgue contains two refrigerated storage drawers for corpses. A third drawer is locked and is actually a secret door that opens a doorway in the wall to a short hall which ends at another locked door.

Beyond this door is the kitchen, where corpses of cult members are prepared for charcuterie. An adjoining meat locker shares refrigeration with the storage drawers but is used to age human meat cuts for consumption. Currently, the remains of Austin and Melvina Venable are here. They have been thoroughly dismembered and processed into a large quantity of meats which are slowly curing. Austin's brain remains intact, sort of, fermenting in a large glass vessel containing a spiced brine until the day it is pureed and injected into his son Henry's skull so that Austin may seize control of Henry's immortal ghoulish body for all time. (Realizing this meat locker is full of human charcuterie costs 0/1D4 SAN from violence.)

The kitchen has a second door which leads to a square chamber that serves as the cult's temple to Nyogtha.

The Temple

The temple has bare concrete walls and a large circular mosaic that is the focus of the room. The mosaic is made of colored stones, mostly cooler colors such as blue and green and purple. There are thousands of stones in this mosaic, and they form asymmetrical and intricate patterns: waves, lines, helixes, curves, and a variety of other figures. All are arrayed around the center of the mosaic which consists of a circular disk of obsidian three feet in diameter.

Next to the mosaic is a second circle, much smaller, measuring about eight feet (2.5 m) across. This circle is a two-foot-thick (0.6 m) plug of iron set flush with the floor and serving as something of a cork. It weighs over 20 tons. When removed, as can be done with hypergeometric rituals, the hole left behind connects to tunnels further underground through which protrusions of Nyogtha can manifest.

Standing or sitting for at least a minute upon the obsidian disk in the middle of the mosaic produces a peculiar effect. The subject feels light, as if they are floating, and their mind opens to strange ideas. They begin to imagine visions of strange shapes moving in dark spaces interspersed with images of their Bonds who appear sharp-eyed and leering, as if they know secrets of the subject and are eager to share them. If the subject remains on the disk, they begin losing SAN at a rate of 0/1D6 per ten minutes. Should they experience temporary insanity or reach their Breaking Point, sometime remarkable happens: The huge iron plug slowly rises into the air until it is against the ceiling and a warm and noxious smell emerges from the dark hole in the ground. Should the subject continue to remain, an enormous polyp of Nyogtha emerges from the hole and devours them.

On the far side of the temple room is a rough-hewn tunnel in the earth lined haphazardly with stones around the entrance. This tunnel leads into the ghoul warrens beneath the cemetery.

Stone Mountain Park

Stone Mountain is a suburb of Atlanta about forty minutes' drive east from Druid Hills and named for the enormous granite dome mountain that looms over it. This mountain, rising 240 meters (800 feet) above the surrounding land, is where the Venable family made their fortune quarrying granite and where they participated in the ceremonial founding of the modern Ku Klux Klan atop Stone Mountain in 1915. During this operation, it is the site of both the Heritage Homecoming rally for white supremacists and the ceremonial induction of Henry Venable into full ghouldom.

Today, Stone Mountain Park is a sizable tourist attraction with restaurants, a gondola ride, hiking trails, a laser light show, extensive campgrounds, a miniature golf course, and much more. (You can find a visitor map at their website, stonemountainpark.com.) Looming above it all is the Confederate Memorial Carving depicting the traitors Jefferson Davis, Robert E. Lee, and Stonewall Jackson, sculpted into the side of the mountain. Rides and attractions close at 8:00 p.m. but the park remains open until midnight daily.

Stone Mountain was purchased from the Venable family by the state of Georgia in 1958. The carving, which had been abandoned unfinished decades earlier, was then completed and the park was officially opened in 1965 on the centenary of Abraham Lincoln's assassination.

The park is extensive and has many attractions. Below the carving is a large fountain and pool, located behind the laser light show stage to keep it classy, and leading up to it is a lengthy grass field used for large public events.

Access to the top of the mountain is available either through a half-hour hike up a long trail or a short gondola trip on the Summit Skyride. At the top where the gondola unloads and where the modern KKK was born are restrooms, a snack bar, and a concession stand serving pelletized ice cream-like snacks. If the South rises again, it'll be with diabetes.

FIRST DRILL, SUNK IN MOUNTAIN, STARTS GREAT MEMORIAL

When Carving Was Begun on the Stone Mountain Memorial

EPICHAU SCENES IN CONNECTION WITH THE CEREMONIES MONDAY AFTERNOON, WHEN GUTZON BORGLUM BEGAN CARVING ON THE STONE MOUNTAIN MEMORIAL TO THE CONFEDERACY. Top, as Grady monument, where Governor E. Lee Trinkle, of Virginia, placed a wreath on the monument of Henry W. Grady; inset, Mr. Borglum descending the almost perpendicular side of the mountain to begin carving. Below, left, Governor Trinkle speaking from the platform on the side of the mountain, using a megaphone supported on the shoulder of A. L. Hills (inset); right, a group of Daughters and Children of the Confederacy, gathered at the John B. Gordon monument at the capitol, where Governor Trinkle also placed a wreath.—Star photos by Wins.



Avoid Pyorrhea

Moresco Magnesia Tooth Paste

Top Pyorrhea

will be comfortable

Keeley Institute

Accommodations and...
the...
make Keeley a...
favorable place...
You will find...
the...
being relieved...
health...
disorder...
have...
us...
buckley...
the...

rs. Pla
or Monument to Confederacy
Which Will Be World Wonder

Daughters of the
American Revolution
State Editor—MISS RUTH
84 West 14th St., Atl.
General
WILSON

United

BORGLUM READY TO BEGIN WORK AT STONE MOUNTAIN

Picture of First Group of
Figures for Memorial Will
Projected Tuesday

have it then sketched in...
back 1,000 feet or more...
its proportions, and its...
rub it out if necessary...
thing be wrong, and...
preserve and paint it in...
to begin the actual carving...
How could this be done...
Difficultly...
The first...
the...



The Ghoul Warrens

The ghoul warrens beneath Druid Hills are enormous and deadly for Agents who explore too far. Only the sections immediately accessible from Stonehenge and the funeral home are described. Beyond that, the Agents enter a labyrinth of horrors and are shortly attacked by more and more ghouls until they flee or perish.

Several locations are described below. All of these are either very close to the Stonehenge entrance or to the funeral home entrance.

Stonehenge: Playground

A low tunnel opens into a taller chamber where the agents can stand up. It is a playground, complete with a slide, a swing set, and other familiar equipment. An antique wooden chest contains old human bones and skulls to be used as playthings. The walls are covered in kid graffiti dug into the dirt walls with bones or

their own small claws, including references both to NYOGTHA and POOP. A forgotten plate holds some slices of prosciutto made from the parents of the children who play here so they can snack while they play.

Stonehenge: Tombs of the Blind Dead

A side passage opens into a long, low chamber lined with thirteen niches carved in the walls. They contain the original thirteen members of the Salem ghoul cult who lie here as if they are corpses in a catacomb.

But they are not dead. These thirteen underwent the Brimstone Heart ritual while already ghouls in order to become closer to Nyogtha. They resemble thralls and are mostly comatose. They do not speak and are also all blind, having torn out their own eyes so they could exclusively revel in visions of Nyogtha instead of the tawdry illusions of our reality.

If disturbed they groan and creak as they slowly clamber from their niches until finally they lash out



at intruders, guided by their keen sense of smell. All of them reek of sulfur and dusty age as do the rotted black ceremonial robes they still wear.

Should the agents unwisely engage in combat with thirteen ancient ghouls, use the stats for Richard Venable (see **RICHARD VENABLE** on page 50) but feel free to use any unnatural rituals you want for these immortal witches and warlocks. If any Agent falls, at least three ghouls immediately cease combat and begin greedily devouring the dead or unconscious body.

Funeral Home: Marietta Pit

While not truly a pit, this sloping chamber is a dead end in more ways than one. It contains more than 10,000 human heads roughly a hundred and fifty years old. At the entrance is a cracked but finely wrought granite memorial stone that reads: "Here rest the remains of 10,312 Officers and Soldiers who died in defense of the Union 1861–1865." This stone was stolen from Marietta National Cemetery a century ago. So were the ten thousand heads.

When Marietta was founded in 1867 as a resting place for thousands of Union soldiers, the ghoult cult relocated from their original home beneath the old Atlanta Graveyard and moved to Marietta where they undertook a project known as the Great Feast. They took pains to ensure every single white Union soldier's remains were devoured except for their heads, so that their memories would die with them. The bodies of black soldiers were fed to Nyogtha.

Consuming so many bodies took decades, but by 1920 the ghouls of Atlanta could look at the granite memorial stone they stole and cackle at their gruesome accomplishment. At Marietta the South devoured its enemies one last time.

Agents who explore the charnel pit discover the withered heads strewn in disorderly piles, aged blue Union army caps mixed in with the remains. This is not a place of honor but of desecration.

Funeral Home: William's Salon

This taller chamber contains William's collection of original artworks which he has collected over the course of many decades. Each framed painting rests upon an easel. A decrepit armchair of a century's vintage, the stuffing spilling from its seams, sits facing the two dozen pieces of artwork. Included in this collection are three unknown works by Richard Upton Pickman, morbid forest scenes by Jasper Blackwell, and some disquieting portraits of grim children by an unknown artist.

A cigar box from the 1910s sits on the floor next to the armchair. Inside are an assortment of withered fingers. These fingers are clearly not human. William has developed a taste for the flesh of other ghouls, and on three occasions he has secretly murdered a low-status ghoult and then processed the body into desiccated morsels for sporadic consumption. This is a grotesque violation of a taboo so strong it does not even have a name, unthinkable to any member of the Druid Hills ghoult cult. Williams finds the transgression almost as delicious as the lean flesh itself.

Some owners accused of storing
decaying bodies to enter pleas
of the case left families grasping for answers after the deaths of sons,
parents.

pse

A former funeral home owner has been arrested
after a corpse lay in a hearse for 2 years

CRIME
Stacked bodies and maggots discovered at
neglected Colorado funeral home, FBI age
says

Funeral home director accused of
mishandling bodies, records

Organizations

Several organizations in the area are relevant to the cult's activities.

DeKalb County Police North Central Precinct

Druid Hills is in DeKalb County, which contains eastern suburbs of Atlanta as well as unincorporated areas. Two law enforcement groups have jurisdiction. The DeKalb County Police Department is the first-responder group with uniformed officers in patrol cars as well as SWAT, a helicopter unit, and detectives across four precincts. The DeKalb County Sheriff's Department is responsible for serving warrants, securing county courts, and running the county jail, although deputies do have arrest powers and can intervene if needed.

Druid Hills and its cemetery lie in the North Central Precinct of the DCPD. The precinct captain is Sandra Deavers, youngest daughter of the Deavers family, long-time residents of Druid Hills and senior members of the cult. While the precinct covers a much larger area than Druid Hills, Captain Deavers ensures that the cult stays out of official trouble.

Druid Hills Watch

Deavers's primary means for safeguarding the cult's secrets is the Druid Hills Watch. The DHW consists of off-duty DCPD uniformed officers who are paid by the families of Druid Hills to patrol the neighborhood. They have full arrest powers because of their day jobs and receive substantial pay for this additional duty. Work on the DHW is coveted within the DCPD's North Central Precinct as it can almost double an officer's salary.

Captain Deavers is the official liaison for the DHW and is very careful whom she selects to join. DHW officers are very loyal to her and to the Druid Hills families. While the vast majority of DHCP officers are honorable public servants and more than half are Black, Deavers has cultivated this small cell of white, right-wing extremists to serve the cult's agenda and encouraged them to connect, socialize, and share

their interests. They do not know about the cult, but the sixteen officers of the DHW are all white and are all members of or are sympathetic to local KKK leadership. Many are also affiliated with self-described patriot and militia groups who promote white supremacist and nationalist ideologies.

The Druid Hills Watch typically has one officer on duty at a time and two on weekend evenings. All Druid Hills cult members have the number for the DHW and calls go straight to a currently working officer. Should the Agents rile someone up, the DHW is likely to respond within ten minutes. They react poorly to federal agents operating in their jurisdiction without notifying the precinct and swiftly make trouble.

Because the Watch are not members of the cult and know nothing of the secrets of Druid Hills, they do not go to extraordinary lengths just because someone told them to. They do not murder people or carry out blatantly illegal orders, even from Captain Deavers. As extremist white supremacists there are definitely lines they'll cross, and they'll gladly make life hell for anyone they don't like the look of, but they are not cult followers. Their loyalty to each other is their weak spot, however. They can be manipulated into severe transgressions if they think it's to protect or avenge a fellow DHW member.

Druid Hills Youth Association

The DHYA has no legal existence or public record but is instead a traditional, unofficial group which William Venable has led for a century in his magical guise as Jeremiah Ashcot. He has groomed and transformed a few dozen Druid Hills children over the last century, slowly indoctrinating them with delicious, cured meats, overnight campouts in the cemetery, and treasure hunts in the ghoulish warrens. Gradually, the nature and practices of ghouls are normalized for these children until they are ready for their own transformations—and, eventually, mental displacement by their own parents.

The DHYA has traditionally met in the funeral home but since Jeremiah Ashcot moved into Stonehenge, he has been holding meetings there instead.

What About Church?

The only church in Druid Hills withered into obsolescence and turned into expensive condominiums years ago. None of the cult-related families attended, both because of their own peculiar religious beliefs but also because they would never attend a church that welcomed non-white parishioners and keeping that rule intact became illegal and impractical decades ago. Instead, when asked, they reply that they have an informal bible studies group that meets in their homes on Sundays, which is a lie.

Events

This section describes a number of possible significant events in roughly chronological order. The Handler should use, ignore, or adapt these as needed.

Abigail: First Meeting

Agents knock on Abby's door on some pretext to ask where Henry is. If they visit between 10 a.m. and 9 p.m., a community event is in progress. The nature of the event depends on the time of day. In all cases, it's clear something is happening because of the numerous luxury SUVs parked in the driveway.

The goal of this scene, if it occurs, is to creep out the players. They are not just facing a nineteen-year-old girl whose parents have died and whose brother has vanished; there is an entire community here. Whatever Abby is involved with may be quite

substantial in scope. Your goal in this scene is to leave the players off balance, suspecting everyone but proving nothing. Whatever Abby tells them should quickly fall apart when they look into it, leading to a second meeting.

Particularly circumspect Agents who encounter a social event at the house may decide to wait until it's over before visiting. If so, the first meeting occurs as usual except that they have more privacy. Jeremiah Ashcot is definitely present and lingers in a nearby room. Should they start violent trouble, Jeremiah may reveal his true form and attack to protect Abby and/or Henry.

First Meeting Variations

Choose the event from the list below based on the time of day the Agents arrive.

MORNING: Abby is hosting brunch for the Druid Hills Excellence Foundation, a nonprofit administered by Solomon & Toro that raises funds for Druid Hills Middle School and the Virtuos Academy. Attendees are entirely women from the area who are dining on elevated brunch fare including human prosciutto. Abby's late mother Melvina was the board chair for the DHEF and Abby has stepped into her role until the end of her term in four months. The prosciutto served is made from Melvina's thigh and is an early harvest that has only aged a few weeks. The attendees steal glances at the Agents and whisper to their tablemates in the dining room.

DISINFORMATION

YELLOW CARD

THE CENTERS FOR DISEASE CONTROL

The national headquarters for the CDC is located just north of Druid Hills. It could easily be within tunnel range of the ghoul warrens beneath Druid Hills Cemetery. However, the CDC has no involvement with their neighbors' situation and is ignorant of the ghoul presence there. Agents checking maps on their phone may realize how close their operation is to the CDC and suspect the worst, but their fears are baseless. The CDC has no role in this operation. Beware of Agents entering rabbit holes unless you are a fox.

MIDDAY: Abby is hosting lunch for the Root and Branch Fellows, a sort of club for the groundskeepers of Druid Hills which the Venables have hosted for a hundred years as an act of apparent charity for their lessers. (It was originally started because the thralls had difficulty maintaining practical gardening knowledge and needed regular reinforcement.) They meet monthly to compare notes, borrow tools, and share expertise. There are currently thirty members, all of which are Thralls. They speak quietly to each other with utter seriousness about root rot and tree blight. None have any interests outside of groundskeeping and worshipping Nyogtha. They ignore the Agents entirely, almost weirdly so. If Agents approach them, they clumsily and insistently try to change the subject to groundskeeping, the only topic they are reasonably able to converse about. All the food is mushy: mashed potatoes and gravy, applesauce, risotto.

AFTERNOON: William Venable (aka Jeremiah Ashcot) is hosting the Druid Hills Youth Association for board games in the living room. A dozen kids ages 4 to 14 are here. Jeremiah is an enthusiastic leader with the grinning earnestness of a church youth pastor. Abby is not involved and stays across the hall in the library, intermittently rolling her eyes. William leaves the kids to join Abby in talking with the Agents, but he says as little as possible. The kids are unusually quiet and well behaved, but they keep an eye on the Agents and seem wary. Sneaky Agents might overhear the kids having cryptic conversations about “the down below” which is their term for the ghoulish warrens. If asked, the kids snicker and claim to be talking about the TV series *Stranger Things*. The kids in attendance are Hiram Chambless (12), Melissa Chambless (9), Elbert Paulk (10), Mattie Paulk (8), Shadrach Walraven (8), Enoch Walraven (5), Esther Avriett (14), Nancy Holliday (4), Nathaniel Millirons (10), Columbus Millirons (6), Julia Pentecost (8), and Wilson Pentecost (4). Their parents are listed in **THE CULT TODAY** on page 7.

EVENING: Abby is hosting a dinner and dance for the community which she explains as a remembrance of her late parents. Two dozen attendees are either eating in the dining room or dancing in the living room

depending on when the Agents show up. Abby is in a formal gown. Attendees buzz somewhat drunkenly about the Agents.

Talking with Abigail

Whatever pretext the Agents use to inquire about Henry, Abby is completely relaxed. She says Henry is at a boarding school in Michigan. If the inquiry seems legitimate, she reveals the school’s name is Greymalkin. “They’ve got good reviews on Yelp,” she says.

Abby isn’t worried about the Henry inquiry. What she’s actually worried about is whether the Agents are really sniffing around the deaths of her parents. If the conversation goes that way, she answers politely but briefly and then says she needs to return to her event. She ends the interview.

If the Agents get aggressive or want to take Abby away for questioning, Jeremiah Ashcot intervenes. He states that he is assisting Abby in managing her parents’ estate and refers the Agents to the family’s law firm, Solomon & Toro. Shortly a Druid Hills Watch patrol car enters the driveway and a DCPD officer enters the house to back up Ashcot. The officer, if pressed, escalates to Captain Deavers who starts making angry phone calls to the Agents’ alleged employers.

Should the Agents get violent, it’s a Hootenanny. See **IT’S A HOOTENANNY** on page 37 for details.

Pass the Prosciutto

No matter which event is occurring when the Agents visit, at some point Samuel Venable, serving as a waiter, walks by with a platter of prosciutto and Manchego cheese on crackers. He appears to be in his eighties with shriveled, pale skin. Abby waves him over and eats an hors d’oeuvre, then invites the Agents to do the same. As Venable leaves, Agents may notice a faint whiff of rotten eggs which emanates from his brimstone heart. Abby does not seem to notice it but if she sees them react, she politely apologizes for Samuel’s old-man smell. “I tried to get him to wear Old Spice but he’s very old-fashioned.”

Take note of which Agents ate the prosciutto, if any. They may later discover it was made of human flesh.

OPINT: It's a Hootenanny

If Agents push too far or reveal too much during a meeting with Abby at one of the community events described in this section, or should Abby believe her agenda or her own life is in peril from Agents who know too much and threaten her with their knowledge, she may decide that she is better off killing the Agents than working with them. She resolves the situation promptly with violent help from her guests. (The exception is the Druid Hills Youth Association, which is not capable of a Hootenanny. In that case, Jeremiah rings a bell to summon help from the ghoul warrens before entering the fray.) This should be an option of last resort because it removes any real possibility of the Agents forming an alliance with Abby. But if they are pursuing a kill-them-all approach then this is just what they're asking for.

Abby stands up and makes a loud attention-getting noise, ideally something posh like clinking a fork on the side of a crystal goblet. Silence fills the room and then she declares, "It's a Hootenanny!" and points at the Agents. After a long, shocked beat the attendees, teenagers and older, charge the Agents with murderous intent. Guests smash wine bottles to use as weapons and grab knives. In a moment this polite society event turns into a hunt. The Agents must defend themselves or flee.

The cult attempts to cover up whatever results with help from the DeKalb County Police. If this is clearly impossible due to excessive attention, they instead assert that the Agents assaulted them and they were forced to defend themselves. The cult's local law firm and their allies at DRJ (see **SOLOMON & TORO** on page 18) swing in to cause trouble and generate bad publicity. In Georgia, federal law enforcement officers assaulting wealthy white property owners does not go over well. Neither the Program nor the Outlaws are pleased at the publicity. This could very well lead to a negotiation with the cult. (See **CUT A DEAL** on page 41.)

Meeting Henry

The Agents may realize Henry is living in Stonehenge and find some way to meet with him. They could sneak in or go in undercover, or perhaps some Agents meet with Abby to keep her busy while another creeps upstairs to find the boy.

However it happens, the meeting with Henry does not go as the Agents might expect. Henry is a stage three ghoul-to-be and is almost completely monstrous in form, even though he continues to wear Minecraft t-shirts, cargo shorts, and flip-flops. (For details on Henry's physical appearance and mental condition, see **HENRY VENABLE** on page 48.)

Henry is very aware of his state and welcomes it. He has been wholly indoctrinated into the cult and is eager to complete his transformation. The one thing he does not know, and does not understand or accept if told, is that his dead father intends to possess Henry's body forever.

When confronted, Henry is oddly relaxed. He feels no fear and he answers questions honestly. He has no idea that Abby killed their parents or that she is plotting to free him from his father's domination, and he refuses to believe any of that. But it upsets him enough that he shouts for help from Abby and from Jeremiah Ashcot.

Henry is not a combatant of any sort and cannot defend himself. Agents who want to kidnap him to get him away from the cult can readily do so, except that Henry screams for help if not subdued. If a social event is in progress, see **IT'S A HOOTENANNY** on this page. If Agents succeed at this effort, see **SAVE HENRY** on page 15.

Abigail: Second Meeting

If the Agents meet with Abby again, it's likely because they have determined the Greymalkin School is a sham and Henry isn't there. This time she's alone except for her staff, particularly Samuel Venable who loiters conspicuously nearby. Jeremiah Ashcot is at the mortuary and Henry is at play in the down below with the dead things.

Abby has no intention of revealing anything unnatural to the Agents at this stage. She does not think they'll believe her. But if the Agents start talking about monsters and dark gods, skip to the details of the third meeting.

If the Agents confront Abby with the Greymalkin ruse, she realizes this probably isn't going away and decides to turn it to her advantage. She claims Henry was kidnapped by people who want her family's fortune. She thinks they might have even murdered her parents. And she says they have arranged to swap Henry in exchange for one million dollars. She's been frantically trying to get the money but that has meant selling stock and other assets. The kidnappers are increasingly impatient. The swap is happening tomorrow night at 11 p.m. in the parking lot of the Druid Hills Mortuary. Abby pleads for help, desperate to save Henry. She is quite convincing.

Abby's goal now is to set the Agents up for a confrontation with Jeremiah Ashcot in the hopes that they kill him or he kills them. While she is okay with either outcome, she is rooting for Ashcot's death because that puts her one step closer to taking control of the cult. Her spontaneous plan is to persuade the Agents to go in her place and confront the kidnappers, then to tell Ashcot tomorrow night that the Agents told her they were going to ransack the mortuary.

It won't be easy for her to pull this off, but she has one advantage: she can freely leave Stonehenge via the ghoul warrens even if the Agents are watching the house. She also arranges with Solomon & Toro to send a limousine courier with suitcases full of books to the mortuary as fake payment for the ruse.

Mortuary Showdown

If the Agents go to the mortuary late at night expecting to save Henry from kidnappers, the Druid Hills cult is expecting trouble. Abby has told them the Agents are coming to search the mortuary and potentially discover the cult's secrets. However, the cult is not used to this kind of cloak-and-dagger situation and doesn't really know what to expect. They make the following preparations that day unless the Agents intervene.

Between 3 p.m. and 6 p.m. at the Mortuary

During a period when Jeremiah Ashcot is not at Stonehenge, Abby sends her friend and ally Dorothea McCleskey to track Ashcot down and deliver a message. Ashcot is at the mortuary when McCleskey emerges from the ghoul tunnels and talks to him in the office off the lobby. Abby's message is that these nosy Agents indicated they were going to check out the mortuary tonight, she thinks around 11 p.m. She tells Ashcot she expects them to break in and search for clues to Henry's disappearance. McCleskey returns home via the tunnels. Ashcot heads down as well to consult with his older brother Richard.

8 P.M. at the Mortuary

Summoned by Ashcot, a patrol car with a Druid Hills Watch logo on the doors enters the parking lot with two DCPD officers inside. They park and stay put. Every half an hour or so, one of them takes a flashlight and checks the exterior of the mortuary for signs of a break-in. Captain Deavers has been briefed and is on duty at the North Precinct.

9 P.M. at the Mortuary

Jeremiah Ashcot sits in his office with the light on, trying to keep busy but mostly just fretting about what is going to happen. He has a red telephone that connects directly to a phone in the temple in the basement where Richard Venable, in ghoul form, is waiting. Six more ghouls wait about fifty feet into the tunnels. The four thralls who work at the mortuary are stationed in the lobby, the slumber room, the chapel, and the storage room in the basement.

11 P.M. at the Mortuary

A limousine pulls into the parking lot. The driver, a Hispanic man in his 40s named Ricky, parks, gets out, and retrieves two heavy satchels from the back seat. The satchels are packed with phone books. He places the satchels on the trunk lid. One of the DHW cops comes over to question him. The driver knows nothing about who ordered this delivery; he's just doing a job. This is Abby's ruse to make the Agents believe her story about the ransom meeting. She has said nothing

about this to Ashcot. The arrival of the limousine makes the cult very nervous.

After getting nowhere questioning the driver, one of the cops enters the mortuary to tell Ashcot about it. Ashcot follows the officer out of the building and angrily confronts the driver, believing him to be an undercover agent. He threatens to call his lawyer and pulls the usual "Do you know who I am?" routine. The driver, baffled, tries to give Ashcot the satchels and leave the scene.

If the Agents do not intervene, the confrontation escalates until Ashcot angrily orders the officers to arrest Ricky at about 11:15. They put Ricky in handcuffs, pat him down, and put him in their patrol car. If nothing else has happened by 11:30, they leave with Ricky for the North Precinct.

1 A.M. at the Mortuary

The two officers return and resume their post in the parking lot. Richard Venable and his six ghouls return to the down below. The four thralls remain in position all night. Jeremiah stays in his office but sporadically wanders the building.

3 A.M. at the Mortuary

The cult calls it a night. The officers leave. Jeremiah rests in the slumber room until morning. The thralls remain in position until morning.

If the Agents Intervene

The cult wants to avoid drawing attention or escalating to the point of murder, but Ashcot and his brother are very concerned that their secrets might be exposed. Initially, Ashcot stays inside and leaves the two officers to handle the Agents.

The officers freely identify themselves as DCPD and demand to know the Agents' identities and what they're doing here. They have no fear of federal badge-wavers. They know Captain Deavers is waiting to back them up if these feds get uppity. They try to direct the Agents to the North Precinct to meet with Captain Deavers about whatever they're here to do.

If the Agents start talking about a ransom drop and a kidnapping, the officers say they've heard nothing about this and insist the Agents go talk to Captain Deavers. As soon as possible, one of them gets in the patrol car and radios Deavers directly to tell her about the kidnapping claim, since kidnapping is a federal crime and the FBI may have a legitimate claim to jurisdiction here.

If the Agents are present when the limo arrives, or if they enter the scene while Ricky the driver is still there, much the same thing happens. Ricky knows nothing about a kidnapping. He shows them the satchels full of phone books and says he has no idea who ordered the limo. Talk of kidnapping definitely

IN THE FIELD: Bigotry at the Mortuary Showdown

If you are portraying bigoted behavior in your session, the arrest of Ricky goes poorly for him. Once the officers have Ricky handcuffed and patted down, Ashcot punches him so hard he cracks two ribs. Ricky cries out in pain and drops to his hands and knees. Ashcot and the two DHW officers take turns kicking him. "He's resisting arrest!" one of the DHW officers says, laughing. Ashcot calls him a variety of insulting names, most of them somewhat old-fashioned such as "beaner" and "wetback."

The officers leave Ricky on the ground sobbing in pain and then take out their batons and bang up his limousine. They shatter the side windows and dent the doors. Finally, one of them takes out a flask and they force whiskey down Ricky's throat, spilling it all over him in the process. Ashcot takes the two satchels inside to examine them more closely.

Around 11:45 the officers put Ricky in the back of the limousine. One gets in the limo and drives off while the other follows in the patrol car. Both officers return in their patrol car at 1am, having dumped Ricky's limo in a vacant lot in an industrial district. Ricky is alive, still inside, having been warned to keep his mouth shut.

Of course, if the Agents are present, they can choose to intervene at any time during this horrible situation.

spooks both the DCPD officers and Ricky. Tensions rise quickly.

If the Agents refuse to go to the North Precinct and say they intend to take a look around, that's when Ashcot emerges to join the conversation. Whether the Agents previously met Ashcot at Stonehenge or not, his point is the same: this is private property, you need a warrant, get lost. He is baffled by any talk of a kidnapping.

Should the Agents get violent, the officers respond accordingly and request backup. They meet force with force and escalate in order to stop the use of force against them. Keep in mind that the officers are not cult members and know nothing of the cult. They are not fanatics. They do not immediately try to murder the Agents, just subdue and arrest them.

If the Agents get past the officers and are intent on breaching the mortuary, the cult's gloves come off. Ashcot drops his guise and assumes ghoul form, summoning the four thralls from the building to assist him in killing the Agents. If either or both officers are still alive, they flee on foot when they see Ashcot transform.

Richard and his six backup ghouls know nothing of any fight in the parking lot. But if alerted by Ashcot via the red phone in his office, or if they hear loud noises from the ground floor or basement, they come boiling up the basement stairs on the back of the building and crash through any nearby door.

Dorothea Makes Her Move

Should the Agents take Abby's bait, they provide the distraction she needs to swap her father's brain-brine container for the harmless one she prepared after killing her parents. Her friend Dorothea agrees to sneak into the basement of the funeral home via the warrens and make the swap while the Agents keep the ghouls busy. This ensures that even if the Entwining ritual happens, Henry will not be possessed forever by the will of his father. The Agents are unlikely to discover this subterfuge unless they end up raiding the basement of the funeral home, in which case Dorothea should be there holding two containers and looking very guilty.

If Deavers Gets Involved

Should the Agents go talk to Deavers, or if the Handler decides that she shows up to intervene, things get tricky. Deavers is a full member of the cult and is ruthless. She does her best to stonewall and misdirect the Agents, posing as a normal police captain, and gets as much information as she can so she can tell the cult leaders everything. She promises full cooperation and stalls for time. And she definitely tries to find out where the Agents are staying, perhaps suggesting she come by in the morning to talk further.

As soon as the Agents leave, Deavers heads for the ghoul warrens and meets with Richard and his brother. Their response is up to the Handler. If they believe the Agents pose a real threat to them, they assemble a thrall and several ghouls to stage an ambush wherever the Handler thinks best.

Abigail Exposed

Should the Agents tell Deavers or Ashcot about Abby's kidnapping claims, the cult leaders quickly realize she has betrayed them. They prepare to drag Abby to the mortuary to hold a swift trial in the chapel before a small group of elderly ghouls. Then she faces ceremonial execution to a polyp of Nyogtha downstairs in the temple.

If the Handler wants to involve the Agents in this situation, Dorothea McCleskey contacts them urgently. Abby gave her the Agents' contact information. Dorothea, distraught, explains what is happening. She also tells them Henry is alive and living at Stonehenge.

At this point the Agents may choose to rescue Abby, or barge in to find Henry and get him to safety, or both. Some Agents may decide this is an excellent opportunity to firebomb the mortuary and kill as many of the cult as they can.

The Handler may consider using the wild card of Samuel Venable, Abby's loyal thrall. If the Agents break into Stonehenge to find Henry, Samuel is there and fights them. If they enter the mortuary to intervene in the trail of Abby, Samuel is there and will turn against his brothers to save her at a dramatic moment of the Handler's choosing.

Abigail: Third Meeting

This meeting happens if the Agents reveal their unnatural beliefs about the situation and Abby realizes they're not just normal cops. She changes her tone immediately and speaks to them both respectfully and confidently.

Abby has heard over the years about suspicious people investigating ghoul enclaves. In those rumors, those people have sometimes cut a deal with ghouls to live and let live as long as no one is getting murdered. That is generally true of the Druid Hills cult despite recent events. She invokes the Keepers of the Faith in New York and the DeMonte Clan in New Orleans as past examples, trusting that the Agents either know what she means or will be cowed by the fact that they don't know. (See the **HANDLER'S GUIDE**, page 148.)

She mostly tells the truth, leaving out only her agenda to defeat Richard and William Venable and take control of the cult. She reveals that she murdered her parents to save her brother Henry from eternal domination and that now Henry is on the cusp of being possessed by their dead father Austin.

Abby's goal is to weaponize the Agents and point them at the Heritage Homecoming event at Stone Mountain, which culminates in the ritual for Austin to possess his son Henry. While Abby could conceivably safeguard Henry by having the Agents take him away, that won't satisfy her major agenda of supplanting Richard's and William's leadership of the cult. She is ruthlessly willing to leave Henry at risk in the hopes that the Agents do her dirty work by killing her ancestors.

She says that Henry is being held in the ghoul warrens beneath the cemetery where there is no hope of rescue. Then she spells out the cult's plans for the ritual atop Stone Mountain and pleads with the Agents to stop them.

If Abby's pleas fall on deaf ears and she thinks she's in trouble, she calls a Hootenanny (see **IT'S A HOOTENANNY** on page 37) and receives assistance from Samuel Venable at a minimum. Samuel rings a bell to call for reinforcements from the ghoul warrens who arrive within a couple of minutes.

Heritage Homecoming

This rally of Confederate sympathizers, white nationalists, militia members, and protestors happens at Stone Mountain Park on whatever day the Handler chooses. This event draws hundreds.

Unlike the real-world rally that happened here in 2020, this gathering does not result in the park being closed. Instead, rally attendees gather on the big lawn below the Confederate Memorial while police attempt to keep protestors and attendees separated.

Making Trouble

Fundamentally, this event is a shitshow of racists and anti-racists squaring off. The ghouls of Druid Hills are not present. If the Agents attend and snoop around, however, their initiative should be rewarded. Take a character they have previously met and have them attend, proudly waving a Confederate flag. Abby is not here, but officers employed by Druid Hills Watch are great candidates for showing up.

You can do a few other things to make trouble:

1. White supremacists get suspicious of the Agents and believe they are government infiltrators here to stage a false-flag operation. Burly Confederate cosplayers challenge the Agents and are drunk enough to take a swing at them. If a fight breaks out, feel free to turn it into a riot.
2. Telford Giverny, Antifa idealist, could be here undercover and peg the agents as federal investigators. (See **VOLUNTEER TELFORD GIVERNY** on page 69 of *The Labyrinth*.) Telford asks wary questions, introduces himself vaguely, and tries to ascertain who the agents are. If he thinks they're investigating white supremacists, he asserts that he has evidence on local hate groups and could provide it to federal law enforcement. This kicks off Telford's subplot from *The Labyrinth*, to the eventual regret of the Agents.

While Heritage Homecoming is mostly a distraction and a chance for the agents to make trouble, it precedes the main attraction: Henry Venable's initiation atop Stone Mountain after midnight.

IN THE FIELD:

Bigotry at Heritage Homecoming

Unlike the moneyed families of Druid Hills, attendees at this rally are mostly overt racists who proudly sport Confederate flags and white-supremacy tattoos. If you are portraying bigoted behavior in your session, there are a couple of ways to show this.

DESCRIBE THE CROWD: KKK t-shirts and tattoos, Confederate flags, the faces of leaders such as Jefferson Davis paraded on banners. Sporadic chants include "You will not replace us," "Blood and soil," "White lives matter," and "The South will rise again."

SHOW HOSTILITY: A visibly non-white Agent can become a target. (Joe Dawant is a special case and gets his own situation, described next.) If not, consider introducing a hapless park employee such as a groundskeeper who tries to stay out of sight but is discovered by a hooting, pointing man. "We got one over here!" Targets such as these find a group of particularly drunk and belligerent men gathered around trying to provoke them. The drunks may shout insults, loudly claim their target is an agent of Antifa or BLM, and progress to getting in their face, spitting at them, or even shoving them. These clowns aren't about to grab a rope but what they want is for their target to throw a punch or fight back. If that happens, they start swinging fists in alleged self-defense and the situation threatens to escalate. Should the Agents do nothing, some sober crowd members and security guards intervene and get the target to safety. The drunken attendees stomp off saying things like, "We sure showed him!"

MESSING WITH JOE: Is CMC consultant Joe Dawant with the Agents? He has no patience for racists and they are not super excited to see him. Stage an encounter with drunken militia members who accuse Dawant of "working for BLM" or being in the Not Fucking Around Coalition, a militant Black activist group. Dawant was a cop for decades and can still take a man to the ground at the drop of a hat. He carries a .38 snub-nosed revolver strapped to his ankle for punks like these guys. At the worst possible moment, someone smarts off and Dawant drops him like a sack of sick and puts a gun in his mouth. After all, Dawant is 74 years old and what the hell is retirement for if not making a racist crap his pants one last time?

- **DAWANT STAGE ONE:** Dawant responds professionally to interventions by the Agents or by local security or police, letting the man go and putting his gun away.
- **DAWANT STAGE TWO:** Dawant responds well to security or police, but to the Agents he insists this guy might know something and they should ask him some questions. The man knows nothing but Dawant is hard to convince.
- **DAWANT STAGE THREE:** The man Dawant takes to the ground is one of the retired Atlanta PD officers whom Dawant suspects of involvement in the Atlanta Child Murders. The man does not recognize Dawant. Dawant keeps the gun in his mouth but begins badgering him for information. Dawant has to be talked down to let the man go but he finally relents. Afterwards, Dawant ditches the Agents to tail the officer and see where he goes, setting the finale of Dawant's Stage Three in motion. (See *The Labyrinth*.)

Henry's Initiation

Stone Mountain Park closes at midnight. The ghoulish warrens of Druid Hills do not reach this far. Instead the elders of the ghoulish cult arrive at 11:30 p.m. in a large motor home owned and driven by Chad McCleskey, a third-generation human cult member who owns a home in Druid Hills. Chad is here because he owns the motor home, but he is not a cult leader.

In addition to Chad there are six passengers in the motor home: Abby, Henry (a stage three ghoul), cult leaders Richard Venable and William Venable, thrall Samuel Venable, and Abby's friend and fellow cult member Dorothea McCleskey. Dorothea is Chad's daughter, loathes her father, and is loyal to Abby and supports her agenda.

Around midnight, two DeKalb County Police Department cars arrive. One contains two off-duty officers who are members of Druid Hills Watch. The other contains North Central Precinct Captain Sandra Deavers carrying both sidearm and a shotgun. The two officers remain in the parking lot to ensure the motor home is undisturbed. They've been told this is a secret KKK ceremony.

The cult departs the motor home at fifteen minutes after midnight. Captain Deavers escorts the cult group to the trail and together they climb the mountain. Her job is to warn off any park security or tourists that show up. Samuel carries a picnic basket containing the pureed brain of Austin Venable. The brain has been prepared in the cult's usual manner: fermented in a spiced brine and then made into a slurry that can be injected into Henry's skull.

At the top of the mountain, the cult group conducts the ceremony. That takes about fifteen minutes. Samuel activates a dozen glow sticks and arranges them in a curious pattern on the ground around Henry. Richard and William preside in a chanted ritual to Nyogtha. At its climax, William injects the fermented puree into Henry through his nostril. As Henry's brain is flooded with the ritually fermented tissue, Henry's father seizes control of his son's body forever.

With the ceremony complete, the group walks back down the trail, returns to the motor home, and

departs. The two police cars escort the motor home all the way to Druid Hills Funeral Home where Richard, William, and Austin (formerly Henry) enter the funeral home and from there descend into the ghoulish warrens. Chad then drops off Abby and Samuel, and finally he and Dorothea head home.

What About the Swap?

If the Agents fell for Abby's kidnapping ploy and conducted the showdown at the funeral home, things play out a bit differently. In that case, Dorothea was able to swap the brain container for a harmless one Abby had prepared. Henry is safe and the ritual fails. Nobody realizes that, however, as injecting a container full of brined fatty tissue into Henry's head sends him into a fit of spasms that ends with him passing out. The cult does not expect this and are concerned, but still assume the ritual must have worked.

Abby doesn't tell the Agents this, however. She hopes that they murder William and Richard at the ritual.

What About Nyogtha?

The ritual at Stone Mountain does not need Nyogtha in attendance. But if you feel your campaign would be better served with a giant monster hoedown, here's how to play it.

At the ritual site stop Stone Mountain, a two-foot iron plug is embedded in the stone. It looks odd but not very remarkable. It is identical to the one in the basement temple of the funeral home (see **THE BUILDING** on page 29). When the ritual begins, the plug inexplicably rises out of the stone, exposing a hole bored in the surface. This hole cuts all the way down through the heart of Stone Mountain and into the earth below, eventually connecting with the network of mystic tunnels carved by Nyogtha's unnatural presence. The plug remains hovering in the air about three meters up. Anyone can see that the sides of the plug are inscribed with ritual symbols. The plug slowly rotates in the air for the duration of the ritual. If the ritual is interrupted, the plug suddenly slams back down into the hole.

As William injects the brain puree into Henry, polyps of Nyogtha emerge from the hole in the stone. They lift the boy up into the air. As the consciousness of Henry's father possesses his body forever (unless Dorothea made the swap), the polyps grip his body and unnatural energies course through his almost-ghoul flesh. Then they retract and Henry collapses on the ground. The plug lowers and corkscrews back into the hole in the stone.

Should the Agents attack the polyps of Nyogtha, events do not unfold in their favor. The polyps use Nyogtha's Aura of Power and Consumption abilities (see **NYOGTHA** on page 243 of the *Handler's Guide*) to dispose of the interlopers for two rounds before retracting into the hole and closing it behind them. This does interrupt the ritual, however. Perhaps Henry can be "saved" if the Handler feels generous and the Agents survive the resulting confrontation with the ghouls.

Saving Henry

Henry is already almost a ghoulish and cannot be returned to humanity. If Dorothea made the swap, he's perfectly safe but is overwhelmed by the injection and the ritual and passes out. The Agents don't know about the swap, however, and may go to desperate measures to save the ghoulish-boy, hopefully including the murder of William and Richard and the triumph of Abby's entire plan.

If the Agents did not fall for the kidnapping ploy but somehow end up at the ritual, then the brain-brine container was not swapped and Henry really is at risk of being possessed forever. In that case, all the Agents need do is destroy Austin's brain puree or keep it away from Henry. But if that is not their goal, Abby does it instead and uses the Withering ritual to fight off opponents.

Should trouble ensue, Captain Deavers does not hesitate to use deadly force. Richard and William likewise attack with desperate ferocity. Abby takes the

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opportunity to steal the container holding her father's brain puree and pass it to Dorothea. Dorothea uses the commotion to slip away, open the container, and pour Austin's brain puree into the dirt. Samuel moves to protect Abby. Henry snarls and wants to fight, but Abby calms him and tells him to sit tight.

Captured Agent

In the unlikely event that Henry is taken to safety but an Agent is taken prisoner, the cult does not waste the opportunity. It injects Austin's brain puree into the Agent instead of Henry. The Agent is then permanently controlled by Austin and stops having free will. Over the next few months, Austin leads the Agent's body through the process of becoming a ghou. He lives forever unless the rest of the group intercedes.

If the Agents asked Delta Green for help and received the thermite grenades (see **ASKING FOR HELP** on page 19), they can serve to destroy a captured or killed Agent with gruesome results, costing 0/1D4 SAN due to violence.

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| Mrs. Anne V. Mann, Box 440, Petraburg, Va., | |

Early Conventions of the Confederacy

HIGHLIGHTS of the organization and early history of the United Daughters of the Confederacy are shown in the reports of the first conventions.

Nashville, Tenn., Sept. 10, 1894. "A large and representative body of Confederate women met in the room of Frank Chestnut Bivouac on September 10, 1894, at 10 o'clock, for the purpose of organizing the national organization of the Daughters of the Confederacy, to be national in its scope and character, and to charter sub-organizations in all parts of the United States."

"Mrs. John Overton and Mrs. John P. Hickman were elected temporary president and temporary secretary."

"Mrs. L. H. Raines, Mrs. I. M. Clarke, Mrs. J. B. Lindsey, Mrs. J. C. Myers, Mrs. A. E. Snyder and Mrs. C. Cunningham were appointed a committee on constitution and by-laws."

"The committee on constitution and by-laws submitted its report."

PRESIDENT GENERAL U. D. C.



SUNDAY MORNING, MARCH 5, 1933.

Gems From Reports of 10 Presidents General U. D. C.

TEN FORMER presidents general of the United Daughters of the Confederacy are now living and the following interesting excerpts are from their various reports, while in office.

The eleventh annual report of Mrs. W. E. R. Byrne, the present president of the organization, is devoted to the Stars and Stripes, more loyal we are loved than the south accepted the sword and followed the advice of General Robert E. Lee, "Go home and be good soldiers."

We, in teaching our children to love the Stars and Stripes, are instilling in them the truest patriotism, devotion to country and love of the flag.

In seeing our love and devotion to what helms the pride of the flag and practical means and that by learn to be ready to defend and hold the flag and constitution of reunited country.

MRS. ALEXANDER B. WILSON, President General, will report the relief work of the organization is of vast importance and the work of the organization is of vast importance and the work of the organization is of vast importance.

Message From the President General

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Tomes and Rituals

The Black Book

In English. Study time: months. Effects vary.

Abigail Prinn was an acolyte of Nyogtha in Salem in the 1600s. This book is her arcane and experimental journal. She wrote it for herself, not for history, and it is not only in archaic English but is full of cryptic abbreviations and notations that defy ready understanding. The reader needs to be conversant with 17th century concepts of alchemy, natural history, and witchcraft to decipher its contents fully.

Reading the book requires **History** and **Occult** rolls. If both fail, the book grants **Occult** +2%, **Unnatural** +6%, **SAN** loss 1, and no rituals. If one succeeds, the reader receives **Occult** +4%, **Unnatural** +4%, **SAN** loss 1D4, and access to two rituals of the Handler's choice. If both rolls succeed, the book's grants **Occult** +6%, **Unnatural** +6%, **SAN** loss 1D6, and access to all listed rituals.

Prinn documents her growing knowledge of Nyogtha, of rituals which can summon or contact it, and various hypergeometric insights she gained from her studies. She also writes about the ghouls of Salem who fell under her sway and joined her rites of worship. Prinn conflates Nyogtha and other unnatural entities with Christian mythology. She notes how her anger at God for making such a fallen world led her to the Dark Man, who taught her how to engage with Nyogtha.

She references a brine recipe from another book (see **DREAMS OF THE CHANGELING** in *Delta Green: The Conspiracy*, page 196). She describes the practice of injecting a brined brain as a puree into a subject for the dead brain to seize control of the living body, which she refers to as "Entwining."

Tucked into the back of the book is a modern high school report by Abby Venable, entitled "My Ancestor, Abbie Prinn," described on page 47.

RECOMMENDED RITUALS: Brimstone Heart, Changeling Feast, Charnel Meditation, Hail the Hungry Lord (Call Forth Those From Outside: Nyogtha), Prayer to the Dark Man, Rising Feast (Swarm), Withering.



Brimstone Heart

Elaborate ritual. Study time: *weeks*; 1D10 SAN; +1 *Unnatural*. Activation: *days*; 40 WP and 2 POW, 1D20 SAN.

This ritual must be performed underground and in a place where Nyogtha has previously been summoned. The operator may have assistance to perform this ritual. When enacted, the operator's heart is transformed to brimstone and their flesh is replaced with the matter of Nyogtha. The operator no longer ages, breathes, eats, or sleeps, and is greatly resistant to harm except by driving a stake made of some organic material through their brimstone heart. When so staked, the operator enters a state of torpor that can last centuries and revives if the stake is ever removed. (See **THRALLS** on page 53)

While some Nyogtha worshippers have performed this ritual in hopes of immortality, they have failed to understand how much it devastates their mind and will. Those who know the ritual's true effects have used it to create near-immortal servants whose loyalty is absolute. The faint smell of sulfur these servants give off is a small price to pay.



My Ancestor, Abbie Prinn

In English. Study time: *thirty minutes*. Occult: +1%.

Abby Venable wrote this report a year or so ago for her twelfth-grade humanities class at Druid Hills High School. She wrote it for an assignment on genealogy and chose her ancestor, a resident of Salem several hundred years ago. This ordinary school paper's contents may strike the Agents rather differently than it did Abby's teacher. Rather unusually, she makes the case that her ancestor really was a witch.

According to the paper, Abigail Prinn was born in England and raised by a mother who had received a sterling education from private tutors, owing to her well-to-do merchant family's regard for their very educated queen Elizabeth I. Abigail's hunger for knowledge, and the changing cultural expectations brought about by the rise of the Puritans, led her to seek information in increasingly shadowy places. When one of her less respectable tutors taught her witchcraft in the White Scar Caves of Yorkshire, Prinn became consumed with metaphysical studies and rituals.

She and her husband moved to the colonies in 1680 and settled in Salem. Prinn's cowed and submissive husband did not interfere in her work. He eventually died in a carriage accident, leaving her a comfortable annuity. Ten years later, her notoriety in Salem led to a trial for witchcraft in which she was found guilty. But to the horror of the assembled citizenry, Prinn could not be burned at the stake. (The paper does not say so, but her heart was already brimstone and her flesh replaced by the tumorous matter of Nyogtha.) An enraged minister seized a burning stake from the pyre and drove it into her heart, at which point she slumped in seeming death and was hurriedly interred in the Charter Street Burying Ground.

The paper concludes by noting that in the fall of 1937, Abigail Prinn's coffin was dug up by unknown persons and the corpse stolen. Left behind was the wooden stake, which newspaper accounts said was stained black as pitch and reeked of brimstone.

Abby Venable's teacher gave the paper a B- with the scribbled note, "Very imaginative". Next to this, Abby has written in all capitals, "SCREW YOU."

Characters

Abigail Venable

Eldest child of the late Austin and Melvina Venable, Abby feels little but contempt for the prosperous grown-ups of Druid Hills. All she sees are schemers and social climbers who care more for appearances, status, ostentatious wealth, and politics than for true power: the power of immortality through life as a ghoul devoted to Nyogtha. She seeks to decapitate the cult's leadership and install herself in their place, burning down the storied estates at Druid Hills and leading the rest of the young people into the ghoul warrens to live forever. Her near-term vision is cataclysmic. Given her wishes, she would inspire her peers to rise up in an orgy of murder to wipe clean the faithless yuppies who claim the ultimate parental rights by Entwining their own children. She does not expect this vision to come true. She is satisfied just to murder her own immortal ancestors, Richard and William Venable, and claim leadership of the cult.

Her first priority, however, is Henry, her younger brother. Henry has started down the path of the ghoul but is fated to have his mind consumed by his own dead father. Destroying their dead father's brain to save Henry is Abby's most pressing goal. She has no problem with Henry becoming a ghoul, but she wants him to be his own ghoul, not a vessel for their father to assert his dominance forever.

Abby is intelligent, persuasive, willful, and insightful. While young, she is possessed of an unnatural calm that comes from having gazed into the black maw of Nyogtha and lost all illusions about life and the universe. The abyss gazed back. What Abby saw was the eldritch destiny which she now fervently pursues.

Abby Venable

Rebellious scion, age 19

STR 10 **CON** 12 **DEX** 11 **INT** 14 **POW** 16 **CHA** 15
HP 11 **WP** 16 **SAN** 0 **BREAKING POINT** N/A

DISORDERS: Megalomania.

SKILLS: Anthropology 20%, Foreign Language (Ghoul) 40%, History 30%, HUMINT 50%, Occult 40%, Persuade 60%, Swim 30%.

ATTACKS: Unarmed Combat 40%, 1D4-1.

RITUALS: Rising Feast (Swarm), Withering.

Henry Venable

Henry should be an ordinary twelve-year-old boy, but he was denied that life. Raised in the cult, Henry was groomed by his parents to one day become a ghoul. As a child he played in the warrens beneath the cemetery, learning every passage and chamber. He ate cured and seasoned human flesh as soon as his teeth came in. Henry's trajectory is clear and he has no qualms about it.

His understanding of Entwining is naïve. His father, during their initial sessions, explained that one day he would live on in Henry's mind. "We'll be buddies," Dad told him. "You and me, pal. We'll always be a team." He did not tell Henry that the boy's own mind would be forever a captive, severed from control of his own body, locked away by his father's indomitable will.

Henry still does not understand the truth. He knows his parents are dead and he looks forward to the day when his Dad will awaken in his mind and they can be forever friends. Meanwhile, he needs to continue his transformation into an immortal ghoul. Pass the prosciutto.

Henry's sanity has been destroyed by his family and by the process of transformation, which is now at stage three. (See **ASSET: DRUID HILLS GHOUL TRANSFORMATION** on page 49.) During this process he became numb and alienated from his formerly human body. Once he completes his journey into ghouldom he will be reconciled with his physicality. But for some time now, when he looks at his own face and hands and body he has felt a distant loathing for this perishable flesh. When he reached stage three recently, he finally

ASSET:

Druid Hills Ghoul Transformation

At any time, there are a handful of young humans undergoing transformation into a ghoul. This process takes several months. For game purposes, there are three stages of transformation.

The process described here is specific to the ghouls of Druid Hills. Other ghoul groups may transform in different ways, some of which may take years. Transformation is more of a cultural and ritual practice than a biological one. It varies across ghoul enclaves.

Each stage modifies a human character's statistics, skills, and abilities. The modifications below are additive at each stage. A human transitioning from stage one to stage two would add all the modifiers shown in stage two to their already modified stage one stats.

Transitions are not gradual. Passage from stage to stage occurs all at once, during a ritual to Nyogtha. But to enact the ritual, the transitioning human must have consumed the flesh of other humans per the requirements of each stage.

Stage One

The ghoul is still very much a human, but body and personality begin to change and some ghoul abilities begin to manifest. They must eat a morsel of human flesh at least twice monthly to continue the transition. A transitioning human in stage one has the following changes, which represent roughly a 15% change from human to ghoul.

STR +2 CON +2 DEX +2 INT +0 POW +0 CHA -1
SAN -10

SKILLS: Alertness +10%, Athletics +15%, Stealth +15%,
Track (by scent) +10%, Unnatural +5%

GIFT OF THE CARVING BOARD: Consuming cured human flesh restores 1D4 HP immediately. This may be done once per 24 hours.

Stage Two

The transitioning human now has distinctly ghoul-like features and attracts attention if seen in public. They can still pass for human. At this stage they feel a dangerous amount of hunger and must eat human flesh weekly to continue transitioning. This stage represents a roughly 50% change.

STR +5 CON +5 DEX +2 INT +1 POW +1 CHA -4
SAN -40

SKILLS: Alertness +25%, Athletics +30%, Stealth +30%,
Track (by scent) +25%, Unnatural +15%

ENHANCED AGILITY: With a successful Athletics roll, a transitioning human can leap three meters in any direction from a standing position or drop up to 10 meters without damage. At top speed they can run at nearly 30 kph.

Stage Three

The transitioning human has a monstrous form and cannot go out in public undisguised. Their hands are claws. They have jagged teeth and protruding jaws. Their hunger slows; they must eat human flesh at least monthly to continue the transition. This stage represents a roughly 80% change.

STR +6 CON +6 DEX +1 INT +1 POW +2 CHA -5
SAN -40

SKILLS: Alertness +20%, Athletics +25%, Stealth +30%,
Track (by scent) +15%, Unnatural +12%

ATTACKS: Bony claws 40%, damage 1D6.
Bite 40%, damage 1D10.

EXPLORING UNDERGROUND: A transitioning human can burrow through earth at up to one meter per minute. They thrive underground. They prefer to breathe air and may go into a sort of torpor if suffocated long enough but can survive indefinitely without it. A transitioning human can see in absolute darkness, identify things by smell, and hear a human heartbeat at a distance of 5 meters.

Final Transition

Once a human completes their transition, they have the statistics of a standard ghoul (see **GHOULS** in the *Handler's Guide*, page 198) but retain skills from their human life. Special transitional abilities such as Gift of the Carving Board are replaced with their ghoul equivalents.

Ghoul Gender

While other ghoul clans may have their own natures, the ghouls of Atlanta have no particular gender. They do not reproduce sexually, only by transforming humans into ghouls, and do not possess gendered organs or characteristics. The process of transformation erases such human attributes. This text refers to them by the pronouns they had in life, and they generally are not self-aware enough to prefer otherwise.

transformed enough that he feels relief. He is almost ready to complete his change.

As a stage three near-ghoul, Henry looks almost entirely like a full ghoul, monstrous and horrible. Unlike a ghoul, there is still a light of humanity in his eyes. This light, the sole remnant of the boy he was, has atrophied to nothing more than a dissonant awareness that he is not yet what he is meant to become. When he completes his transformation, that light in his eyes will die forever.

If anyone tries to explain to him the nature of Entwining and what will happen when he consumes his father's corpse, Henry does not understand. He is too far down the path to accept the truth and purpose of his own existence.

Henry Venable

Pawn of Elders, age 12

STR 21 CON 22 DEX 13 INT 12 POW 11 CHA 1

HP 22 WP 11 SAN 0 BREAKING POINT N/A

DISORDERS: Depersonalization disorder.

SKILLS: Alertness 40%, Athletics 55%, Foreign Language (Ghoul) 30%, Stealth 50%, Track (by scent) 25%, Unnatural 12%.

ATTACKS: Bony claws 40%, damage 1D6.

Bite 30%, damage 1D10.

ENHANCED AGILITY: With a successful Athletics roll, Henry can leap three meters in any direction from a standing position or drop up to 10 meters without damage. At top speed he can run at nearly 30 kph.

EXPLORING UNDERGROUND: Henry can burrow through earth at up to one meter per minute. He thrives underground. He prefers to breathe air and may go into a sort of torpor if suffocated long enough but can survive indefinitely without it. Henry can see in absolute darkness, identify things by smell, and hear a human heartbeat at a distance of 5 meters.

GIFT OF THE CARVING BOARD: Consuming cured human flesh restores 1D4 HP immediately. This may be done once per 24 hours.

SANITY LOSS: 0/1D4.

Richard Venable (Ghoul)

Richard is the founder and leader of the Atlanta ghoul cult. He speaks with an archaic upper-class Virginia accent, though in ghoul form it is delivered with a wet, guttural sound. He is reliably condescending, arrogant, and cruel. He has no fear of any living human. If his nature is exposed, he kills to protect his secrets. While he is extremely dangerous, he is also overconfident. In the rare situation where he needs to kill a human, he takes his time to toy with them first.

Richard entered the cult in the 1840s when his hunger for knowledge led him to the ghoul warrens of Salem. There he entered the service of Nyogtha. Whispers of his foul practices and experiments spread among Virginia gentry, and he and his wife Cornelia moved to Atlanta in 1848. Richard continued his clandestine practices and succeeded in creating a hypergeometric tunnel to Salem, where he could celebrate foul rites with his allies.

By 1856 the couple had three children. Cornelia did not know his dark secrets and was dominated by him emotionally and physically. Their second child, Sarah, allegedly died at the age of two. This was a lie. He secretly smuggled her back to Salem to be transformed into a ghoul. When she returned with two ghoul guardians, Richard introduced them to the Atlanta Graveyard, the first public cemetery in the area, where they feasted on its wizened fruits. Directed by Richard, the trio devoured the corpses of numerous prominent citizens and sorcerously gained their memories. Richard used this information to blackmail wealthy families and bought extensive property in what would one day become Druid Hills.

When Richard died in 1873, his corpse ripened in the earth for a full year before his ghoul-child Sarah finally consumed him. Richard was prepared even in death. Thanks to his worship of Nyogtha, he had learned the secret of the survival of the will using the process he knew as Entwining (see **THE BLACK BOOK** on page 46). Once Sarah ingested her father, she injected the puree of his brain into her head meaning to gain his secrets. Richard's mind awoke and took permanent control of Sarah's body. Richard thereby lived again,

DISINFORMATION

KILLING GHOULS

Ghouls cannot die of natural causes such as disease, old age, or starvation, but they can be killed by violence. Their ability **Resilient** means successful **Lethality** rolls do not kill them outright but apply damage as in a failed **Lethality** roll (see the *Agent's Handbook*, page 57), but **Lethality** attacks are still the most dangerous. **Lethality** rolls come from explosives, heavy weapons, and more unusual forms of damage:

CHEMICAL WEAPONS: Mixing bleach and vinegar yields chlorine gas. Chlorine in a typical mix has 5% **Lethality** with a **Speed** of 24 hours, and it stuns victims as effectively as pepper spray. More potent phosgene can be bought from industrial suppliers or synthesized in a lab, with a **Science (Chemistry)** roll, using carbon monoxide and bleach. An ambitious Agent with a lab can roll to synthesize hydrogen cyanide gas from propane and ammonia. See the *Agent's Handbook*, page 61, for the effects of phosgene (**Lethality** 15%) and hydrogen cyanide (**Lethality** 20%). Carbon monoxide on its own only puts ghouls into a temporary state of torpor.

EXPLOSIVES: Propane, gasoline, the right kind of fertilizer, and the **Demolitions** skill can go a long way. See the *Agent's Handbook*, page 98. In general, Delta Green is not enthused about loud, messy, destructive solutions if they call first responders to a situation.

FIRE: Trapping a ghoul inside a burning building inflicts 2D6 damage per turn. A particularly brilliant blaze, especially using accelerants such as gasoline, inflicts **Lethality** 10%. A **Demolitions** or **Forensics** roll can obscure the cause.

HIT AND RUN: Ramming someone with a car at moderate speed inflicts half the vehicle's HP as a **Lethality** rating, usually 12% for an ordinary car or 15% for a big SUV. Double it at high speed. It requires a **Drive** roll if the victim knows you're coming.

CUT ALONG THIS LINE



now in ghoul form, to continue leading the cult. This established a pattern that would play out repeatedly as the ghoul cult spread in Atlanta: the firstborn child carries on the family while a younger child joins the ghouls, before eventually devouring and then being possessed by the father.

Richard retains his biases from life. He is an avid white supremacist given to ignorant pronouncements on the inferiority of other races. (If you need a convenient line for him to spout, you can start with H.P. Lovecraft's own statement: "Anything is better than the mongrelization which would mean the hopeless deterioration of a great nation.") Unlike Lovecraft, Venable remains a loyal son of Virginia and speaks with passion of the Confederacy. Should that subject come up, he makes grim insinuations about the horrible fates of the Union soldiers buried at Marietta National Cemetery, where the early ghoul cult was based until they relocated to Druid Hills Cemetery. (See **FUNERAL HOME: MARIETTA PIT** on page 33.)

Richard has consumed many dead humans. With some of them he has used the ritual known as Changeling Feast (see the *Handlers Guide*, page 175). This has given Richard a library of other peoples' bodies he can magically transform into. These transformations happen at will and within seconds. His voice, however, never changes.

These days, Richard is rarely above ground. He has lost interest in the mortal lives and jockeying for status that consumed his youth and he can regularly be found in the Tombs of the Blind Dead in mystic communion with his forebears, or somberly pondering the Marietta Pit. But if roused to action, he is merciless and savage.

If Richard learns that Abby is out to depose him, his rage is all-consuming. It is particularly flavored with outrage at the idea of a mere woman replacing him as leader. He may physically have lost his gendered identity but old prejudices remain.

Richard Venable

Nearly immortal patriarch, age 196

STR 24 CON 24 DEX 15 INT 14 POW 16

CHA Special HP 24 WP 16

ARMOR: See **RESILIENT**.

SKILLS: Alertness 70%, Athletics 85%, Foreign Language (English) 30%, Stealth 90%, Track (by scent) 65%, Unnatural 40%.

ATTACKS: *Bony claws* 40%, damage 1D8, Armor Piercing 3.

Bite 40%, damage 1D10+2 (see **WORRY AND RIP**).

CHARNEL VISAGE: Richard has no CHA stat as humans would understand it. When he uses Changeling Feast to disguise himself as a human, he gains a CHA stat of 11. He can transform rapidly between his native form and any previously consumed human form.

GIFT OF THE GRAVE: Consuming rotten human flesh restores 1D8 HP immediately. This may be done once per 24 hours.

IMMORTALITY: Richard never grows old, starves to death, or perishes through natural causes.

INHUMAN AGILITY: With a successful Athletics roll, Richard can leap five meters in any direction from a standing position, scale any vertical surface, or drop up to 15 meters without damage. At top speed, Richard can run at nearly 60 kph.

LIFE UNDERGROUND: Richard can burrow through earth at up to three meters per minute. He thrives underground. He prefers to breathe air and may go into a sort of torpor if suffocated long enough but can survive indefinitely without it. Richard can see in absolute darkness, identify things by smell, and hear a human heartbeat at a distance of 15 meters.

MEPHITIC MEMORIES: Richard can bring to mind the memories of human beings whose brains they have devoured.

RESILIENT: A successful Lethality roll does not destroy Richard but inflicts HP damage equal to the Lethality rating.

WORRY AND RIP: After succeeding with a bite attack, Richard may inflict 1D6 damage on the same target each turn, without requiring an attack roll. He can take other actions while holding and worrying a victim. If the bite attack pierced the victim's armor, the "worry and rip" damage ignores armor. The victim can attempt an opposed STRx5 test as his or her action each turn to break free.

RITUALS: Changeling Feast, Charnel Meditation.

SAN LOSS: 0/1D6.

William Venable (Ghoul) aka Jeremiah Ashcot

William is Richard's son and the second in command of the cult. He took possession of his second child, Maud Gay, nine years after she became a ghoul, and he has resided in her ghoul body ever since. Maud willingly devoured her father's corpse as per the cult's tradition. Her consciousness has long since atrophied into nothingness while her father's has grown to occupy that space in her mind.

Unlike his father Richard, William has a real-world job: in his magical guise as Jeremiah Ashcot, he is the seemingly human director of the Druid Hills Funeral Home. Jeremiah does little actual work but is the public face of the business and has a legal identity forged with the help of the shady attorneys at DRJ Partners.

While William personally supervises the intake and funeral arrangements for all deceased cult members, he puts most of his time into two other priorities. At the charcuterie operation in the basement, the cult's dead are slowly seasoned, cured, and turned into gourmet meats. In the Druid Hills Youth Association, he grooms young second-born cult members for their future lives as ghoul hosts to their fathers' immortal minds. Conveniently, the DHYA meets weekly at Stonehenge.

Jeremiah Ashcot appears to be a 40-ish man with tousled blond hair and a ready smile. He is old enough to seem harmless, young enough to run and play and set up a tent, and grins just a little too large.

William Venable

Corrupter of Youth, age 170

William has the same stats as his father Richard.

Thralls

Thralls are humans who have undergone the ritual of the Brimstone Heart (see page 47) and are now nearly immortal. Their tissues, bones, and organs are exactly replaced with the uncanny matter of Nyogtha and their heart is turned to brimstone. They no longer need to sleep, eat, or breathe. All of their hair falls out and never regrows. Their skin has a somewhat glossy sheen.

A human becoming a thrall loses half their INT, POW, and CHA due to a reduction in their mental abilities. Thralls are not mindless, but they are somewhat enfeebled and deeply dependent on whomever they serve to give them purpose and direction. Thralls retain a natural cunning and, devoid of sanity or moral sense, can act ruthlessly. They recognize fellow worshippers of Nyogtha and respect the authority of cult leaders. They are capable of learning and using rituals to enact in the service of Nyogtha but avoid conversations with normal humans except for simple transactions ("May I take your coat?"). If no one is managing them, they lie on the ground and listen to the atonal vibrations of Nyogtha itself. They act according to their vestigial natures, mostly by perpetuating whatever activities they conducted while mortal.

Thralls are no better at fighting than they were when alive, gaining no inherent attacks or other offensive abilities, and they are not capable of learning new skills except for rote activities like turning lights on and off on a schedule. But they fight, clumsily, in defense of their masters.

Thralls visibly age only one year for every decade they are alive or in torpor, gradually becoming more wizened and stiffer. After five hundred years they entirely lose their connection to Nyogtha and turn to dust.

Typical Thrall

Enfeebled Servitor, age varies

STR 10 **CON** 11 **DEX** 9 **INT** 6 **POW** 5 **CHA** 5
HP 10 **WP** 5 **SAN** 0 **BREAKING POINT** N/A

SKILLS: Skills from life based on knowledge, reasoning, or personality are reduced to 10%. Physical skills remain at their pre-thrall levels.

GLOSSY RESILIENCE: A thrall takes only 1 damage from any mundane attack. All Lethality rolls against it fail. It recovers from all injuries at a rate of 1D4 HP per turn, wounds closing up with a ghastly slurping.

STAKED TORPOR: A thrall is vulnerable to one attack. A stake of organic matter such as wood or bone can pierce their heart—in combat, requiring a called shot that reduces the thrall to zero HP—putting the thrall into a state of torpor. If the stake is removed, in a minute or a century, the thrall revives fully healed. You can burn the staked body, but as soon as the stake itself is consumed by the flames, the thrall heals and returns to life. (Full and rapid incineration of a thrall could conceivably kill it if players come up with something sufficiently clever or desperate.)

ATTACKS: *Unarmed* 50%, damage 1D4–1.

Samuel Venable (Thrall)

Samuel's father Richard died when Samuel was 21. A year later, Richard possessed the ghoulish body of his second child, Sarah, and became immortal. Samuel's eldest brother William died at the age of 53, when Samuel was 49, and possessed the ghoulish body of his second child Maud Gay. But Samuel kept going, finally facing death at the age of 82 in 1939, leaving neither widow nor child. To the world he was the scion of the Venable family, owner of the Stone Mountain quarry, builder of the granite mansion known as Stonehenge, the visionary developer who co-founded Druid Hills and one of the creators of the modern Ku Klux Klan.

To Richard and William, he was just Sammy. Sammy the toady, Sammy the go-getter, Sammy perpetually trying to please. Sammy never became his own man, never became the patriarch of the Venables, never married, never had a child. He was always the scion, never the lord, because his elders just wouldn't die.

And they wouldn't let him die. He asked to join them in the ghoulish warrens beneath the cemetery. But they needed him, they said, to keep the money coming, to protect the cult, to keep up appearances. When cancer came for him, they said it was too late to become a ghoulish. But they had another solution.

Former Klan leader Venable, 91, dies

Headed activities
in Stone Mountain

By Tom Bennett
STAFF WRITER

James R. Venable of Stone Mountain, former imperial wizard of the National Knights of the Ku Klux Klan, died Monday at Kings Spring, a nursing home. He was 91.

He had Alzheimer's disease. The funeral will be at 10 a.m. Wednesday at Turner Funeral Home with burial at Stone Mountain City Cemetery.

Mr. Venable, a lawyer and imperial wizard of the National Knights, one of many Klan groups, from 1963 to 1987. For a half-century, he hosted an annual



Richard and William made Samuel a thrall. Neary immortal but still apparently human, which was useful to a point. But mentally he was enfeebled. What will he had was crushed. After staging his burial, they dug him up and made him the butler and caretaker of his own mansion. They made him scrub the toilets and cook the dinner and beat the rugs and sweep the floors. They humiliated him, tormented him, exploited him, because he was still just Sammy.

Today Samuel resides in the mansion he built as young Abby's servant. Abby does not know his story. She just knows that Samuel came with the house, that he's always been here.

In the only significant act of rebellion that Samuel is still capable of, he has entirely transferred his loyalties to Abby. He would do anything for her, anything to protect her. He has no idea about her plans or ambitions. He wouldn't have an opinion about them if he did. If his family ever comes for her, Samuel fights them to the death.

Samuel Venable (Thrall)

Eternal middle child, age 165 (apparent age 90)

STR 8 CON 9 DEX 9 INT 7 POW 5 CHA 5
HP 8 WP 5 SAN 0 BREAKING POINT N/A

SKILLS: Accounting 10%, Bureaucracy 10%, Law 10%, Persuade 10%.

ATTACKS: Unarmed 50%, damage 1D4-2.

Colt M1911 pistol 50%, damage 1D10.

Winchester .30-30 rifle 50%, damage 1D12+1.

Venable: Leader of a Most Visible Nation

EDITOR'S NOTE: Labor Day signifies a yearly tradition of hate for the *National Klan*—a cross-burning at Stone Mountain. Overseeing the ceremony will be *Samuel R. Venable*, Delta resident and dean of the *Georgia*.

THE EASTER

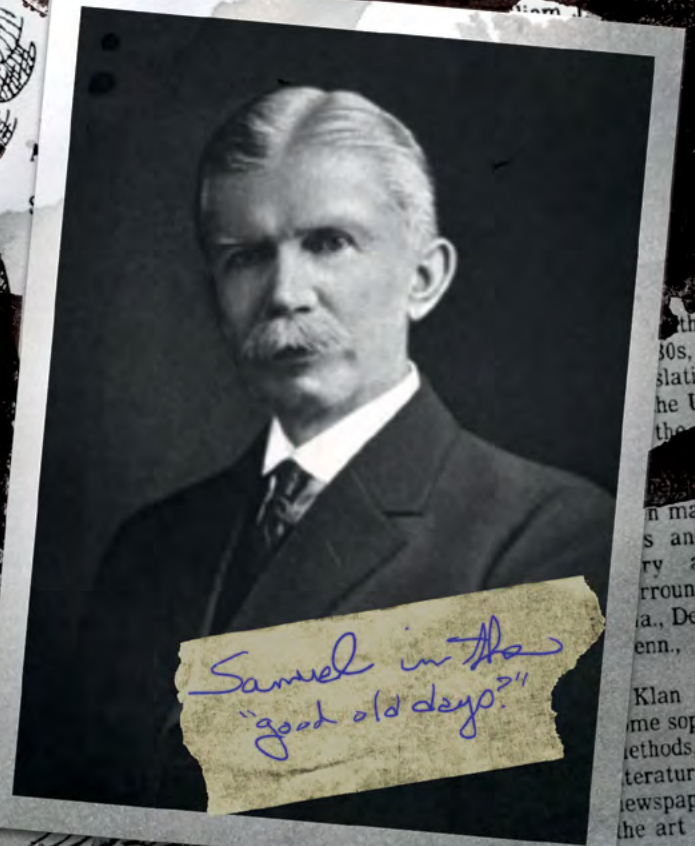
Beneath the bigoted words and venomous assertions about the "nigger element," lies a human, almost endearing, side to *Samuel R. Venable*, the imperial wizard of the *Imperial Wizard National Knights of the Ku Klux Klan*.

But, that side of the man will hide behind a finely tailored gold satin robe and hood Saturday as he holds its 49th annual Labor Day rally at the foot of the Mountain, on property which has belonged to the Venable family for decades.

This traditional Klan rally will give Venable, a Decatur attorney who counts a sizeable number of blacks among his clientele, a supportive, cheering audience for his hate-filled diatribe on the dangers of race-mixing, the horrors of integration in the schools, the need for repeal of the Civil Rights Act and the uppity attitude of young "nigras" who address him by first name rather than the "Mr." he feels deserves.

The word "nigras" is Venable blend of the old expression, Negro, and the slur, nigger.

As imperial wizard, Venable will lead the ceremonial lighting of three crosses on a gentle hill and the procession of Klansmen marching around the burning timbers in the background.



DCPD Captain Sandra Deavers

Captain Deavers is the youngest of three siblings from a Druid Hills family. While she was indoctrinated into the cult and has engaged in both cannibalism and profane rites of worship, the leaders of the cult have kept her away from the deeper mysteries and more intense forms of knowledge and experience. She showed an interest in violence and its use from an early age and her family encouraged her to go into law enforcement which they saw as both appropriate for her talents and useful to the cult. The political influence of Druid Hills families ensured Deavers' career progressed at a steady rate. They maneuvered her superiors into putting her in command of the DCPD North Central Precinct after her predecessor suffered an unexpected mental breakdown and ended up in long-term psychiatric care, thanks to the intervention of the cult. The cult expects Deavers to stay there for a long time.

Deavers is a capable and confident leader, but her mind has been worn down by the horrors of the cult and the suppressed knowledge that her family only cares that she is useful to them. Part of her lives in fear of the cult betraying her. She has nightmares of her own father devouring her flesh. For years she has suffered occasional bouts of paranoia. This has caused her to develop a Machiavellian approach to leadership, in which loyal sycophants are rewarded and potential rivals are sabotaged. Morale in the North Central Precinct is low, and a thread of corruption has subverted the organization.

Deavers believes her father Eliot died of natural causes. She does not know that he became an immortal thrall who now serves as William Venable's plaything. Her mother Elizabeth has not been the same since Eliot died. Deavers does not know that her mother longs to join her husband in thralldom. Were she confronted with the reality of her father's new existence and what it means for her support of the cult, Deavers would lose 1/1D10 SAN from helplessness.

If Deavers reaches her Breaking Point, she experiences a paranoid episode in which she turns on her most loyal subordinates and even on her own mother, holing up in her house with a small arsenal and a bottle of Ambien until she can suppress her fears. Then she returns to work, one step closer to the final, fatal break.

Captain Deavers

Loyal daughter of Druid Hills, age 49

STR 11 CON 12 DEX 12 INT 11 POW 13 CHA 13
HP 12 WP 13 SAN 30 BREAKING POINT 17

DISORDERS: Adapted to violence; paranoia.

SKILLS: Accounting 60%, Alertness 50%, Bureaucracy 60%, Criminology 70%, Drive 50%, Firearms 50%, Forensics 50%, HUMINT 60%, Law 70%, Persuade 50%, Search 70%, Unarmed Combat 60%, Unnatural 30%

ATTACKS: *Unarmed* 60%, damage 1D4-1.

9mm pistol 50%, damage 1D10.

Mossberg shotgun 70%, damage 2D10.

