

Description: 9' tall, hunched, sleek black humanoid figure, vaguely resembling a hairless werewolf with a long skull and burning orange eyes; razor claws, sharp fangs, bad breath. The Umqua is a supernatural umbilical link to a terrifying, supernatural evil from a nearby dimension (the Umq). It's very bad and very clever, preferring to torment and stalk its victims instead of tearing them to shreds. Vulnerabilities: the Umqua may be damaged by consecrated weapons, but ONLY by consecrated weapons

Skills: Watchfulness 9, Sneak 9

Powers: unaffected by normal weapons

Cast

Charles Dresden - 60, wealthy retired businessman and recluse, formerly a member of the Umqua cult who has decided to set things straight

Trent Dobbs - late 50's, grumpy and suspicious, runs the local bank and is a prominent member of the cult

Doctor Jan Escher - 30's, town doctor, has glasses and a limp; he is the main cult leader (high priest)

Sheriff Bill Stanz - burly, gruff and suspicious, the town sheriff; knows nothing of cult or plot.

John Cartu and David Ripper - Stanz's deputies, both staunch cult members.

Rila Goodflower - owns "Rila's Herborium," a friendly and helpful Native American woman.

Walk-ons

Bob Minz - local outdoorsman; knows the woods but is a little jumpy.

Stu Green - a helpful but simpleminded mechanic.

Chain of Events

1. Welcome to Umquali

Dresden mysteriously summons his friends to Umquali. They arrive at his manor house, which is at the outskirts of the small town, meet one another (if applicable), then find a note directing them downstairs. There they discover a secret room in the cellar used for bizarre cult practices. Dresden has locked himself in a prison cell. He confesses involvement in the cult and having done many horrible things, but doesn't give details about it or the Umqua, or the ritual (he's a bit distraught). After this very brief teaser, he will tell characters to, "get the book from Trent Dobbs. It will tell all. Stop the evil now, before it is too late!" Then he will set off an incendiary explosive he is sitting on. Characters must check COR to escape the room or suffer Severe damage.

2. The Umqua Attacks

As characters rush up from the burning basement, the lights go out. Cult members have brought the Umqua to the house, suspecting Dresden's weakness and suspicious of the newcomers (they've been watching the house), and it is now inside. It will toy with the characters for a few rounds, but leave if there is any serious resistance, maybe injuring or killing one or two if they're careless.

3. Here Comes the Law

The sheriff and his deputies arrive in the aftermath of this confrontation, if there has been sufficient noise (if there hasn't been, make some). He will be forceful and suspicious and generally unlikable, but fair and helpful if treated properly. He might even become a strong ally. The deputies, on the other hand, will attempt to eliminate (quietly) anyone who talks of rituals, plots, secret books, or even Trent Dobbs.

4. *Good evening, Mr. Dobbs*

Trent is the next link in the chain, and hopefully the party will pursue this lead when they get free of the sheriff. Dobbs has an important book hidden in a secret compartment in his shower. He will act very suspiciously and deny any knowledge of it if approached. Either through following him or getting their hands on the book, characters will learn much. The book basically contains only sketchy clues about the history of the town and the plot, as well as records of every human sacrifice dating back to 1778. It also will point characters to a suspicious-sounding spot called "the Glen," which seems to be where the sacrifices take place. The book is hidden behind a loose section of tile in the old man's shower. This might be a good place for one of the walk-ons to bite it.

5. *The Dark Glen*

If characters go to check out the Glen, they will be attacked in the woods by a group of cultists (1 for every character), who will attempt to terrorize but not necessarily kill. Surviving cultists will flee in a car, or if they win, they will threaten surviving characters to leave or die. Either way, the car can be recognized as that of the town's doctor. Another great place for a walk-on to get croaked.

6. *Good Doctor Escher (*Point of No Return)*

Escher is the current leader of the cult, and is in possession of the Book of Umqua. It is in a secret chamber in his basement, which is used for bizarre and sadistic rituals. The book contains a full history of the ritual, the deal made by the town founders with the hideously evil Umq, and complete details about the Umqua, including the means to defeat it using consecrated weapons (belladonna, wolfsbane, and a sprinkle of artesian water). This might be a good time for the Umqua to come nosing about again...

7. *The Showdown*

Characters must find Rila Goodflower, if they haven't already, who can and will perform the consecration on any weapons they have. Then, properly armed, they must journey to the Glen, where a ceremony of summoning is taking place that very evening (coincidentally) to bring the Umq through to our world. Here they must do battle with the Umqua and the rest of the cult, and by killing it sever the link and end the threat; hope they've got some luck left.

Mood

1. Woods - thickly forested, dark and mysterious; strange noises both night and day.
2. Weather - increasingly foggy, overcast and drizzly as the ritual night draws closer.
3. Umqua - have this thing pop up here and there, nosing around and taking nips, especially when characters wander off alone.
4. Cultists - Doctor Escher and the deputies would love to have a crack at the characters if they get too close, as would other cultists. Have them give strange glances or do semi-suspicious (or downright malevolent) things (veiled threats, the evil eye, symbols painted in sheep's blood in PC's rooms).
5. The Sheriff - although a good man, Sheriff Stanz is a great blind for the characters, who will undoubtedly suspect him with his gruff exterior. Use him to heighten characters' paranoia.
6. Rumors and News Reports - the Umqua has been given human sacrifices every few years for the past 210. This will show up in archival newspaper clippings (town hall), recent gossip (Stu Green), missing persons and town death records. Throwing these at the characters will give them cause to

worry and maybe put some clues together. Some people think there's a werewolf, others a rogue bear, and others alien abduction. Only the cultists know the truth.

7. Communication - any attempt to radio outside or take the plane back should be thwarted (this is a closed environment). Use any excuse to tighten the noose (cult sabotages plane and radio, deputies refuse them access, etc.).
8. Indian Legends - Rila Goodflower, though crucial to success, is a superstitious and deeply spiritual person who is somewhat clueless as to the actual truth. She is likely to fill the characters with all manner of conjecture about evil spirits living in the woods. So might Bob Minz or even Stu Green.