

GUMSHOE One Sheet - Trail of Cthulhu – The Haunting

The Hook: Boston, 1920. The investigators are hired to investigate an old house in Boston. Yet another renter has fled, claiming that the place is haunted. The landlord wants the investigators to put his mind at ease and find a rational explanation – if one exists.

The Horrible Truth: The previous owner of the property, Walter Corbitt, was a cultist of dread Hastur. He arranged for his corpse to be interred in a secret chapel in the basement of the house; his mind remains tethered to his dead flesh, allowing him to continue his terrible work after death.

The Spine

- Investigating the history of the house leads to the remains of **the Chapel of Contemplation**, a 19th-century incarnation of the Cult of Hastur. Clues there shed light on Corbitt's fiendish scheme.
- Interrogating the **previous tenants**, the Macarios, or **asking the neighbours** gathers more information about the house.
- At the **Corbitt Place**, the investigators discover **Corbitt's Diary**. They're also at risk from **Hauntings** as Corbitt becomes aware of their presence and tries to drive them away before they investigate the basement.
- Exploring the basement, the investigators find **the Secret Tomb** and confront Corbitt.

Ghost Attacks

Raise the tension with 1-3pt **Stability**-sapping horrors:

- Spectral weirdness like bleeding walls, strange noises, psychic emanations
- Warning messages scrawled on the walls
- Flashes of memory – PC shares Corbitt's ghastly memories for a moment
- Mysterious knocking from the attic
- Strange stars wheel over the house at twilight, and all the angles seem to change

Optionally, if the PCs are still in the house after nightfall, Corbitt can summon a byakhee (*Trail of Cthulhu*, p. 127)

NPCs

- * Slumlord **Willie Groves**, landlord
- * Insane former tenants **Gabrielle & Vittorio Macario**
- * Local gossip **Mr. Dooley**
- * Veteran of the 1912 raid on the Chapel **Officer Marsh**
- * Local lunatic/former cult victim **Henry Pool**

Walter Corbitt, Unquiet Dead

Abilities: Athletics 6, Health 8, Scuffling 6, Weapons 6

Hit Threshold: 3

Weapon: +0 (dead claws) or -1 (telekinetic knife). He can make knife attacks at the same time as he claws someone.

Armour: Physical weapons only do 1 point of damage.

Alertness Modifier: Corbitt is dimly aware of any movement in his house, and perfectly aware of anyone in his secret basement.

Stability Loss: +0

