



IT CAME FROM THE LAKE

A Scenario for Hollow Earth Expedition by Mike Dukes

The characters receive a letter from an old friend, Dr. Lazlo Eichman, inviting them for a relaxing weekend at his cabin on the lake, where he promises to show them something that will “change how the world views science.” Once there, they discover their friend’s gruesome fate and get to experience his “penultimate project” first hand. Their race for escape and survival is then hindered by a group of local boy scouts who enter the area. None of their lives will ever be the same after they encounter the thing from the lake!

ARRIVAL

Having received an invitation from their friend and colleague Dr. Lazlo Eichman, a scientist specializing in biology and “fringe science”, the characters are packed and prepared for a weekend of revelation and relaxation. Our heroes arrive at Lake Nukpana and the cabin just as the sun is setting and a hard rain is beginning to fall. The lake is a secluded yet beautiful body of water surrounded by thick woods for miles around and accessible only by fording a shallow stream that crosses the lone road in or out. The only thing marring the area’s reputation is the six drownings that have occurred in the lake over the last decade.

Locals or anyone with a criminal background can make an **Intelligence or Streetwise (2)** roll to know that the area is said to be used as a “final stop” for those who cross the local mob. It is said that one of the first such unlucky souls, a man named Silas Brown, was fitted with a pair of “cement overshoes” and cast over the side of a boat into the middle of the lake. His body was never found. That’s the rumor, anyway.

Adding to the sense of foreboding, an **Academics: History (3)** roll reveals that the name of the lake, in the Hopi language, means “evil”.

The cabin is a large two-story structure sitting roughly one-hundred feet from the edge of the lake. A ’32 Packard sits at the rear of the cabin and two small rowboats are beached at the lake’s edge. Due to the hour and the storm clouds, it is effectively night, making all rolls requiring visibility at -2 without a light source. While the outside of the cabin gives the illusion of a peaceful stay, the interior shows signs of a violent altercation. Furniture is broken throughout and there appears to be a fairly fresh pool of blood on the floor. A greenish-hued liquid drips slowly from the ceiling. The second floor of the cabin appears to have been made into a makeshift lab and the destruction there is even worse than on the floor below. Various glass containers have been shattered, one of which oozes the green liquid seen



seeping through to the first floor and an operating table lays on its side, cast carelessly against the wall.

At a point of your choosing, have the characters make a **Perception (2)** roll. Those who succeed hear a thump from a closet on the first floor. The source of the sound is Tommy Blake and James Turner, two cub scouts who rowed across the lake on a dare to “sneak into the cabin of the evil doctor and bring back a souvenir.” The boys are terrified and it requires a **Diplomacy (2)** roll to get any information from them. The following information can be gleaned from them:

Roll just succeeds- *“The lake monster is here! We saw him moving in the woods!”*

+1 Successes- *“We heard screams from the woods beyond the cabin!”*

+2 Successes- *“Everyone knows that Silas, the monster in the lake, drags people under and drowns them. Now, he’s out!”*

+3 Successes- *“He was horrible! A cloth sack on his head and a big ol’ knife in his hand! He probably killed they guy who lives here and we’re next!”*

ENTER SILAS

Silas Brown did indeed die in the lake eleven years ago. He was an enforcer for the one of the local mob bosses at the time and made the grievous error of having an affair with the boss’ wife. Once his betrayal was discovered, the boss ordered his face slashed to “ruin that pretty face” and then, bound and gagged, his feet were set into cement and he was taken to Lake Nukpana and then cast into its depths. The rage and despair Silas felt was intense, so much so that it anchored his spirit to this world. Each year, his hatred grows. Thus far, it has been enough to allow him to drag six

innocent swimmers to their doom. Then Dr. Eichman began his experiments. Dr. Eichman had been pursuing a method of returning life to dead things. After some rudimentary success with animals, he sought to make the ultimate attempt and use a human body. Thanks to a contact at the local hospital and a liberal amount of cash, he was able to procure a fresh cadaver whose only flaw was a disfigured face. His process of bringing life back to the body was a mixture of science and ritual. What he did not realize was that he would also get a boost from Silas. Knowing the lake was prone to lightning strikes during storms, Eichman ran cables from the water to his lab during a recent storm for the final life-giving jolt. This was combined with an elixir of his own making and a cannibalized version of the ritual to create a golem. When lightning struck the lake, the voltage was carried by the cables to the lab and the waiting cadaver. Silas also "hitched a ride". Eichman's experiment was a success! He immediately penned a letter to his friends, inviting them to witness his creation. What Eichman did not know was that the eyes that stared back at him, from beneath the cloth sack mask he had fashioned to cover the corpse's disfigured face, were those of Silas Brown. It took a little over a week to gain full control of the body, but Silas was patient. On the evening before the heroes arrived, he began his unholy rampage. Eichman was his first victim and his skinned body now hangs in the trees north of the cabin. The two boy scouts would have been next, but then the characters arrived. Now, they are all Silas' prey.

Silas attacks with stealth and guile. He never runs out blindly. His first move is to make it impossible for the heroes to escape. The rains cause the ravine to flood, making escape by automobile impossible, but he still renders the character's vehicle useless by shoving his machete into the radiator while they are inside the cabin. Dr. Eichman's car has already been disabled. He may leave the boats untouched, so as to rise up out of the water and capsize them while they are full of people. If he can make them know the fear of drowning as he did, all the better.

To further complicate matters, James and Tommy's Scout Master is leading their entire Cub Scout pack on a search and rescue mission for the boys. They are coming from the far side of the lake, both by boats and by foot, giving Silas even more potential victims. If the characters decide to hole up in the cabin, Silas tortures a captured cub scout to get the heroes to come outside. Failing that, he eventually sets the cabin ablaze. If Silas manages to eliminate the investigators, he slowly makes his way towards the city, killing everyone in his path. Once there, he finds the mob boss who ordered him killed and eliminates him. Once that is done, his spirit vacates the body and moves on.

Violent Endings

Silas has one weakness. Part of Dr. Eichman's process in his experiment was using elements of a ritual meant to create a golem. The ritual required a word of creation to be written on a scrap of paper and placed in the mouth of the corpse. **If the paper is removed, the ritual is broken**

and the body becomes a lifeless corpse once more.

This still requires getting the sack off his head and pulling the paper from his mouth, but no one said it would be easy! Dr. Eichman has detailed the process in a journal he kept. The journal is still up in the lab, covered in debris. Finding the journal requires a **Perception (3) or Investigation (2)** roll. Locating the passage detailing the ritual requires an extended **Intelligence or Academics (2)** action. Five success are required and each roll represents five minutes of research.

If the characters are having a difficult time, one of Dr. Eichman's ingredients can aid them. He needed some odd elements for his experiment, so it might not be too surprising that two sticks of dynamite are in a sack in the truck of his car...

Silas Brown

Mentor 3

Archtype: *Revenant*
Style: 4

Motivation: *Vengeance*
Health: 10

Primary Attributes

Body: 7

Dexterity: 3

Strength: 7

Charisma: 2

Intelligence: 2

Willpower: 3

Secondary Attributes

Size: 0

Move: 10

Perception: 5

Initiative: 5

Defense: 10

Stun: 7

Skills	Base	Levels	Rating	(Average)
Athletics	7	5	12	(6)
Brawl	7	1	8	(4)
Intimidation	2	4	6	(3)
Melee	7	5	12	(6)
Machete		1	13	(6+)
Axe		1	13	(6+)
Stealth	3	5	8	(4)
Survival	2	4	6	(3)

Talents

Alertness

Die Hard 2

Fearsome

High Pain Tolerance

Flaws

Disfigured

Weaknesses

As part of the golem ritual, Silas has a word of creation, written on a scrap of paper, sewn inside his mouth. Removing the paper causes his soul to return to his own body, causing the current body to become a cadaver once more.