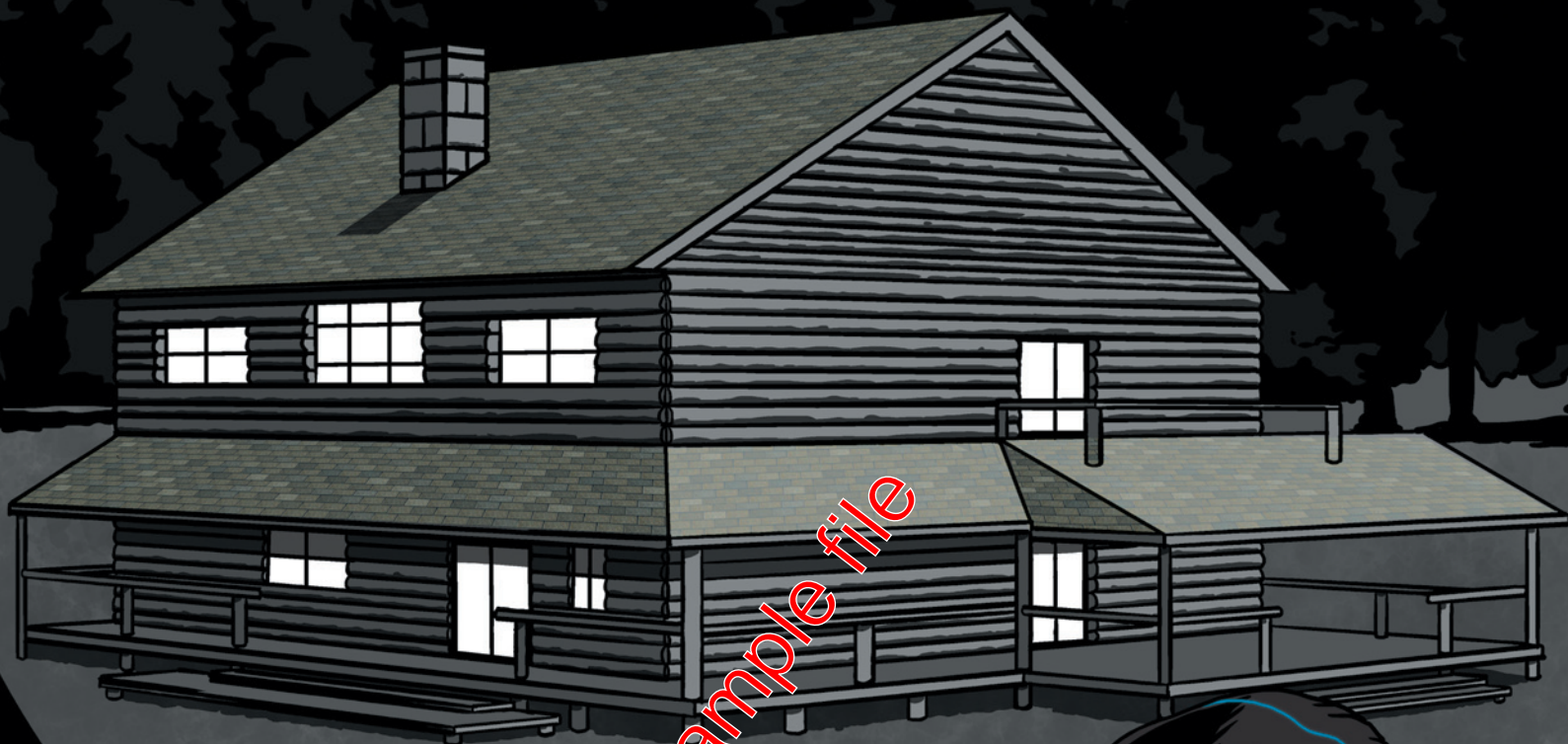


THE SECRET OF **SAPPHIRE LAKE**



Sample file



**A HORROR
ONE SHOT
ADVENTURE**

FAINTING GOAT GAMES

PRESENTS

THE SECRET OF

SAPPHIRE LAKE

**WRITTEN AND ILLUSTRATED BY
ADE SMITH**

Sample file

**THIS GAME REFERENCES THE SAVAGE WORLDS GAME SYSTEM, AVAILABLE FROM
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OVERVIEW

The PCs, a group of teenagers on the verge of attending college have been invited to their friend Kyle Decker's lake house as a final get-together before they all go their separate ways. Unknown to them Kyle has been seduced by dark magicks and intends to sacrifice them all to strange entities in exchange for making his desires come true, namely getting his parents back together. The creatures intend to kill the PCs and steal their appearance and flee into the outside world to cause more havoc.

PART ONE: INTRODUCTION

"It's about three weeks until you all head out to college and your friend Kyle has invited everyone to stay at his parent's lake house in the wood."

A few missed turns and an overheated car means that the sun is already sinking below the horizon as you make the turn from the road to the dirt track leading to the lake house. As you make your way around the last bend you suddenly catch a glimpse of a figure dashing across the road in front of you in an attempt to avoid being hit. He appears to be a middle aged man in a red lumberjack shirt with a rifle and the carcasses of two rabbits slung across his shoulder. As you swerve to the right he disappears into the woods shouting obscenities as he goes. As the car hits the gravel on the side of the road the sound of large chunks can be heard slamming against the bodywork."

If the PCs decide to stop the car in order to look for the hunter, a man called Dennis Holt, they can follow his tracks for the first few feet before they become lost within the woods. A successful Tracking check allows them to be found again and follow them to the lake house on the east side of the lake. Holt will be ahead of them and will be inside of the lake house when the PCs arrive. (See page 8 for more info on Holt's lake house.)

Why the 1980s?

Secret of Black Lake is set during the 1980's ('88 in particular) for two reasons. Firstly, to attempt to emulate the horror movies of that time, secondly and most importantly due to a lack of technological devices during the era. Having characters with cell phones that have GPS, an excellent signal and the ability to look any clues up on the internet could hamper the ability to try and create tension and suspense during the adventure. The GM is of course free to move the adventure to modern times but should take these things into consideration, maybe limiting access with freak weather conditions, surrounding mountain ranges etc.

The Lake House

"About a half a mile further down the track the lake house eases into view. The house itself is quite large, two storeys tall with what sounds like a generator humming in a nearby shed. The lights are on inside the house and the screen door clangs away in the night breeze. No one appears to be home."

Allow the PCs to investigate the lake house taking notes of the items and facilities there.

1) Living Room

The main doors lead directly into a large living room decorated in dark stained wood. A TV hooked up to a VHS player stands on the fireplace, the chimney running to the open space above. Opposite that sits a wooden side table and two couches in an "L" shape. Shelves and bookcases line the other walls. A character making a notice check spots a folded up note that has blown under the table. The note reads:

"Gone for supplies, back soon, Kyle"

Before the players spot the note the GM should try and play up the tension explaining that Kyle should be there and the door being open is unusual.