

GURPS[®]

Fourth Edition

HORROR

Beyond the Pale[™]



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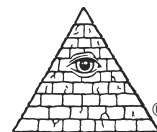
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INTRODUCTION

They say white is pure – but sometimes it's pure *evil*. A disturbed mind has reached from our world into a pale realm of pain and horror, and brought something back with it. Now two households are dead, and the Things that did it remain, resting before going out to slaughter again.

The authorities claim to have the killer. They are wrong. A sympathetic detective contacts the PCs for help, for he knows – or at least *hopes* – the suspect couldn't have done it. As the investigators sift through clues and dig deeper, they may come to wish things were that simple.

A **GURPS Horror** investigation for four to six seasoned 150- to 200-point characters, *Beyond the Pale* brings the heroes into contact with dangerous extradimensional beings capable of warping flesh and bone with a mere touch, and of taking the distorted shape of those loved and lost. With

foresight, preparation, and luck, the investigators might just banish these foes . . . and save the accused.

ABOUT THE AUTHORS

Christopher R. Rice has been published in *Pyramid* many times. He co-authored **GURPS Dungeon Fantasy 19: Incantation Magic**, with Antoni Ten Monrós, and **Dungeon Fantasy Traps**, with Jason "PK" Levine, and wrote additional material for **GURPS Monster Hunters 6: Holy Hunters** and **GURPS Thaumatology: Ritual Path Magic**. His first solo work was **GURPS Monster Hunters Power-Ups 1**. Of course, if he's not writing about **GURPS**, he's blogging about it; visit his site, "Ravens N' Pennies" (www.ravenspennies.com), for more **GURPS** goodies. From Portsmouth, Virginia, he's spinning words of whimsy into gold. He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is – not every man gets his muse personified in the flesh! He also wishes to thank his gaming group, the Headhunters, for alpha testing; his family (especially his mother); and Elizabeth "Archangel Beth" McCoy, his Sith Editrix mentor.

J. Edward Tremlett, a.k.a. "the Lurker in Lansing," takes his ancient keyboard from its hiding place and unleashes his words upon the world. His bizarre lifestyle has taken him to such exotic locales as South Korea and Dubai. He was a frequent contributor to *Pyramid* in its last two incarnations, was the editor of *The Wraith Project*, and has seen print in *The End Is Nigh*, *Worlds of Cthulhu*, and the anthology *Ride the Star Wind*. He's also partially responsible for *The Crown of Eternity* and *Curse of the Pirate King*, but he's not taking all the blame. He's the author of the fiction blog *SPYCOD's Tales* (spygod-tales.blogspot.com), and lives in Lansing with two cats and enough Lego bricks to make a Great Old One. Maybe he already has.

GETTING THE PCs INVOLVED

The group's reputation for solving strange and unusual cases attracts the attention of Detective Fred Smit, who contacts one of them via email, asking if they've heard of the "Sutcliffe Street murders." An Internet search turns up a half-dozen articles from major Massachusetts newspapers: Three days ago, two near-simultaneous mass slayings took place on the same block in the well-to-do community of Evensong. Later articles say the police have a suspect in custody, but give no name.

Smit asks to meet with the PCs in an unofficial capacity. He admits to having a professional dilemma, and needs outside help. He can't offer money, but hopes seeing the right thing done will be enough. He'd like to get together as soon as possible, and asks the group to keep a low profile, offering to meet them at an unremarkable watering hole just outside of Evensong.

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