

**The Road
to Hell
is Paved in Blood!**

CRITICAL HIT PUBLISHING
PRESENTS

Highway of Blood

A 1970s SCENARIO FOR
CALL OF CTHULHU

IF YOU RACE ON THIS HIGHWAY

YOU'LL BE BEATEN...

TO DEATH!

R	RESTRICTED 
	UNDER 17 REQUIRES ACCOMPANYING PARENT OR ADULT GUARDIAN
	VIOLENCE, GRISLY IMAGES, LANGUAGE, SOME NUDITY AND SEXUALITY

CALL OF
CTHULHU
Miskatonic
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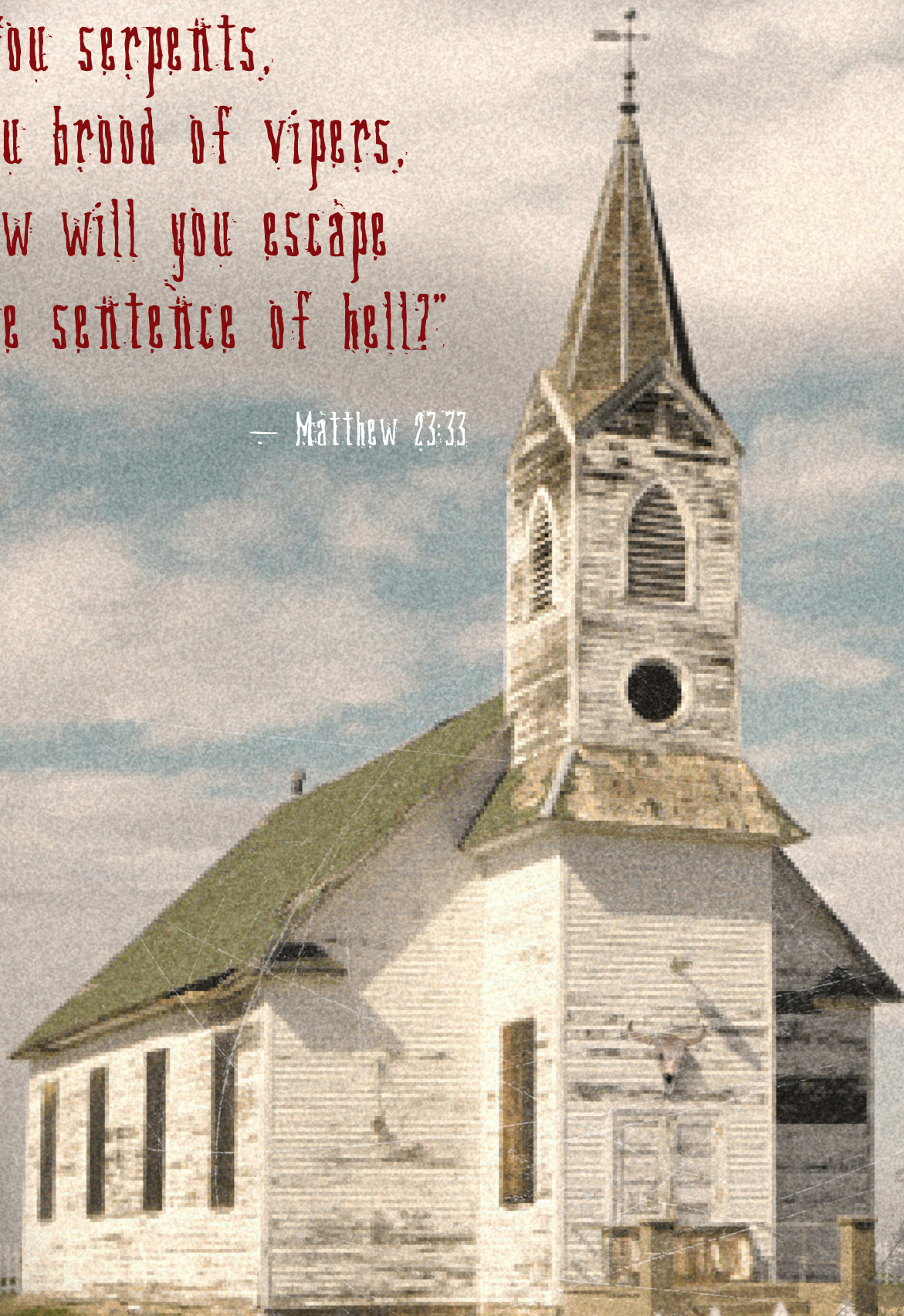


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"You serpents,
you brood of vipers,
how will you escape
the sentence of hell?"

— Matthew 23:33





WARNING



Drug Use, Disturbing Sadistic Violence, Implied Rape, Torture, Cannibalism, Body Horror, Violence Against Children

The Highway of Blood is intended strictly for mature audiences. It embraces the gritty and often disturbing exploitation style that was popular in the grindhouse and slasher movies of the 70s and 80s.

The Keeper and players should be aware that this scenario contains situations, scenes, and imagery that some might find intense, particularly if they have experienced any real life trauma. For this reason, we have done our best to provide trigger warnings where appropriate, allowing the Keeper to omit certain elements as they see fit.

That being said, there is no substitute for good old fashioned communication between everyone involved in the game. Before beginning this scenario, the Keeper should sit down and talk with their players, making the nature and content of this material very clear. Encourage the players to ask questions, voice concerns, and vote on whether or not the scenario is right for the group. It may even be a good idea to have a secret vote for the sake of personal privacy.

If everyone agrees to play, it is suggested that the Keeper give players some way to end a scene that they find too intense. This can be done using a token or safe word of some kind, but however it's done, there should be no explanation required. The Keeper should simply end the scene and have the group take a break so that they can resolve the situation.

Possible resolutions could include taking the scene in a different direction, replaying things differently, or simply "fading to black" with a narrative description added by the Keeper.

For example, let's say that a player character has been captured. They are bound and gagged in a dark place, and one of the antagonists is about to engage in some sort of unspeakable torture. The player decides that they don't want to engage in this scene, and so the group takes a break. When they return, the Keeper says: "As the shadowy figure approaches, the scene fades to black. An hour later, you awake back in the cell with no memory of what happened."

The Keeper should avoid punishing the player when this happens. So there should be no significant damage or Sanity loss when they wake up.

In an extreme case where someone cannot continue the scenario, the session should end immediately. At that point, the group can discuss options. The Keeper may be able to rework the scenario, but it's also possible that the player will have to bow out of the game for the remainder of the story or the scenario may have to be set aside altogether.

The following is a list of possible triggers that can be found within The Highway of Blood scenario. Naturally the Keeper should avoid spoilers if possible, so they may want to ask the players if any of them have anything that's off limits in a game. If they must read off the list, then imply that these are the kind of elements they're talking about, and that they aren't necessarily all included in the scenario.

- ***Drug Use***
- ***Disturbing Sadistic Violence***
- ***Rape (Implied)***
- ***Torture***
- ***Cannibalism***
- ***Body Horror***
- ***Violence Against Children***

Keepers should note that under NO circumstances should an NPC rape a player character. Period. It doesn't matter whether it makes sense for the story or not. The Keeper should figure out a way to get out of that situation. This is one of those cases where a *deus ex machina* solution is absolutely acceptable.

Remember that role playing games are ultimately about having fun. If anything in this scenario would detract from that fun, it should be changed or eliminated as the Keeper sees fit. Whenever possible, alternatives are suggested throughout the book, but of course it's not possible to take all people and situations into account.

Highway of Blood



SCENARIO

This scenario is set in West Texas during the tumultuous 1970s, and is intended to pay homage to the classic “grindhouse” and exploitation films from that time period. It is also intended to explore the dangers of isolation, dehydration, and intense heat associated with an extreme desert environ.

It is designed to be played by the widest variety of player characters (PCs) possible, from a group of hapless teenagers to experienced mythos investigators. This is first and foremost a survival scenario where the ultimate goal is for the characters to simply escape with their lives. Of course, this is easier said than done.

OVERVIEW

When the scenario opens, the characters are traveling along a lonely stretch of West Texas highway. Endless vistas of dust and witchgrass pass by the windows, broken up by the occasional telephone pole, abandoned shack, or faded road sign. It's the sort of place where small fragments of civilization are separated by miles of ruthless desert as far as the eye can see.

Following a sign that claims to be the last gas for fifty miles, they enter the town of Abattoir, Texas. Little more than a ghost town, the characters manage to find fuel and a bar where they

can take a break, stretch their legs, and maybe grab a bite to eat. Little do they know that they've been marked by a gang of inbred “dustbillies” who intend to offer them as sacrifices to a dark and ancient god. Behind all of it is a mad preacher, a serpent priestess of Yig, and her flesh-eating servants called the Teihiihan.

The dustbillies follow the characters out of town where a desperate car chase ensues. Whether the characters escape or not, it becomes clear that they're not leaving the area any time soon. The dustbillies will continue to hunt the characters, because they have plans for them that may include offering them up as human sacrifices, devouring their flesh, using them as slaves, and even locking them away as “breeding stock”.

Due to the sandbox nature of this scenario, there are many directions it can go. The characters could end up escaping from the dustbillies and fleeing into the desert, only to find themselves being hunted by the predatory Teihiihan. They could find themselves sneaking back into town to look for help or delving into the ancient caves of the Serpent People to rescue the innocent victims being held there. If they want to dig even deeper, they could find themselves uncovering the origins of this horrific cult, and deciding to put an end to it once and for all.

Using This Book

There are several important tools in this book that are designed to make running the scenario as effortless for the Keeper as possible. These tools are: **Plot Hooks**, **Motivations**, **Timeline**, and **Location Descriptions**. The Keeper should thoroughly read each section, and familiarize themselves with how they could potentially interact to create the sort of scenario they prefer.

Plot Hooks can be used as written, or they can be used to inspire new ones. They are intended to offer the players as many character options as possible, while also allowing the Keeper to increase or decrease the degree to which the scenario characters' goals interact with the narrative.

Motivations are the basic driving forces in the scenario. They include the motivations of the scenario's antagonists as well as those suggested by the goals of the player characters.

The **Timeline** only describes possible events since the PCs are free to do what they like, and may think of options that have not been imagined here. For that reason, these events are based on the actions and reactions of the antagonists. Whenever possible, several options are provided, based on the most likely outcomes of a particular action.

Additionally, the **Timeline** includes a playlist of early 1970s music suggestions that can help set the mood for that particular event or location. The Keeper can choose to simply have the selections playing in the background, or they can add them to the narration, describing a particular song playing on the car radio or jukebox. The only radio station that can be picked up in the area is hosted by a DJ named Coyote Mike, and the Keeper may wish to include them as a kind of background character that occasionally makes rather uncanny comments based on what's happening at the moment.

The **Location Descriptions** cover several regional locations, including *Abattoir*, *The Homestead*, *The Mining Camp*, *The Weyland Mines*, and *The Serpent Caves*. Each location description can include some or all of the following: *Description*, *NPCs*, *Objects of Note*, and *Keeper's Notes*.

The Description basically includes everything that the characters can sense without further investigation, and can often be read to the players verbatim if it is *italicized*. Within the description, any sign or written words will be *italicized* and in *red*.

Anything not included in the description will be noted in one of the other sections, such as *Objects of Note*, *NPCs*, or *Keeper's Notes*. Occasionally, a description will be more specific, differentiating between interior, exterior, entrance, and so on.

NPCs include any non-player characters present at that location (if any). There will be information describing them, their personalities, and how they will react to the players. If



the *NPC* is a significant one, the Keeper will be referred to the Appendix in the back of the book for more details.

Objects of Note include objects that are more significant than the normal items that one would expect to find at that location. They include items that are potentially useful to the characters, clues, or some other item that is important to the scenario, the most notable being the book *De Vermis Mysteriis*.

Keeper's Notes generally include important information for the Keeper that either involves something secret about the location, some aspect of game mechanics, or both. Whatever the case, this will be information to which the PCs are not privy, and its relevance could be based on what the characters do. For example, if there's a nesting rattlesnake in a cabinet, the PCs may never know about it unless they decide to search the cabinet. Obviously the Keeper will have to decide whether or not a particular note applies.

Plot Hooks

The only requirement for the characters is that they have a reason to be driving through West Texas during the late summer of 1975. Reasons can include (but are not limited to):

Government Inspectors. The characters are officials who have been sent to test the groundwater in the vicinity of the abandoned uranium mine. They could be from the Department of Energy (DOE), the Environmental Protection Agency (EPA), or some private environmental watchdog group.

Hapless Travelers. The characters are on their way somewhere, and this happens to be the shortest route. This option is fairly straightforward and can include almost any sort of character, profession or background.

Missing Person Investigators. Whether the characters are law enforcement officers or private investigators hired by a relative, they are trying to find a missing person or persons. Their last known location leads the investigators to region around the Devil's Backbone where they stumble upon Abattoir. The town is oddly not on their road map, and it seems to be as good a place to start asking questions as any.

Mythos Investigators. A group of seasoned investigators recently they came across an old document that led them to believe that the Serpent People once dwelt in the vicinity of the Devil's Backbone. While there is no indication of recent activity, the investigators want to look into it further. Their interest could be entirely academic, or it could be part of a greater campaign involving Serpent People and the cult of Yig.

Partying Teens. The 1970s is a time of sex, drugs and rock & roll. The characters are young people (late teens to early twenties) who are heading out to the desert to party without worrying about "the man".

Television Reporters. A local news station is doing a series of reports on the impact of uranium mining in West Texas. The characters have been sent to get some video footage of the area and interview locals about their opinions and experiences regarding the mines.

PREPARATION

Whichever type of characters the players choose, at least one of them should own a car and have a Drive score of 55 or more. The Keeper can simply say that the roads that they're going to be traveling on are sometimes treacherous to avoid spoiling the plot.

They will also need to pick out their car. This should be played off as flavor for the setting, but the Keeper may want to suggest a classic muscle car or perhaps a van. Examples include a '69 Dodge Challenger, '68 Chevy Camaro Z28, '64 Pontiac GTO, or '71 Chevy Conversion Van.



MOTIVATIONS

The Priestess. Everything happening in and around the Devil's Backbone can be traced back to a serpent person named Al'issya Ss'rissi Ana [*ahl-ISS-yah ss-RISS-ee ah-NAH*]. She controls the Teihiihan and the dustbillies, who in turn control the people of Abattoir. Al'issya has no grand scheme at the moment except to rebuild the temple of Yig and grow her Teihiihan army. Of course, like all Serpent People she despises mammals and, with the exception of her own useful servants, would be happy to see them all wiped from the face of the Earth.

The Book. Al'issya Ss'rissi Ana is obsessed with finding and recovering *De Vermis Mysteriis* (see Appendix V on p.97) so that, when her power is sufficient, she can summon Yig to rule over these pitiful creatures. If she suspects that a specific individual has possession of the book, she will unleash several Sand-Dwellers to go after it. She won't send the Teihiihan at first due to their extreme brutality. She wants to make sure the book is brought back intact.

Note that if someone is in possession of the book or even touches it, and they are not in a protected location (*Thunderbird Gifts* or *The Blood of the Lamb Pentecostal Church*), Al'issya will become aware of them and have a rough idea of where they are located (e.g., in the *Town of Abattoir*, near *The Weyland Mines*, on the road south of *The Homestead*, etc.). It will become her number one priority to get the book from them.

The Hunt. The dustbillies are always looking for potential victims for "The Hunt", which is a ritualized car chase intended to prepare their victims for sacrifice. While the dustbillies are not terribly intelligent, they have been doing this long enough that they can spot potential marks easily enough. Once spotted, they will have their allies in town gather information on their potential victims and encourage the townsfolk to send them out of town via Red Road (aka *The Highway of Blood*) to the east. In order to facilitate this, the dustbillies will have disabled the bridge that spans the gully just west of town.

While the dustbillies do enjoy *The Hunt*, there is a deeper, ritualistic purpose behind it. In order to be worthy of sacrifice, the victims must be hunted and they must be given the opportunity, no matter how small, to escape their pursuers. Of course, no one to date has done so.

Once the chase begins, there are two rules that the dustbillies must follow. The first rule is that the victims should be captured alive, if at all possible. This is so that they can be used for ritual sacrifice, food, or breeding, depending on their sex and age. The second rule is that no one can be allowed to escape. This will override the first rule if they have no other choice, though Reverend Osteen (see *Background* on p.9) will

be asking questions afterwards. More than a few dustbillies have ended up as burnt offerings on the windmill for being a little too overzealous during *The Hunt*.

The Sacrifices. Osteen demands regular sacrifices to Yig, and so requires a regular supply of victims. This happens four times a year: *November 1st, February 1st, May 1st, and August 1st*. At the time of the scenario the August sacrifice is approaching, and Osteen wants fresh blood.

The dustbillies have recently captured the Miller family for sacrifice after they stopped in Abattoir to get gas. Unfortunately for the dustbillies, the father managed to take his own life after his wife and children were sent to the Red House and Serpent Caves respectively.

The family's disappearance has made the local papers, as well as local news reports. Osteen has enough influence with some of the officials in Marathon to keep the law away from Abattoir, but the PCs may have heard about the story on the radio. The Miller's have been missing for nearly three weeks by the start of the scenario. They were last seen about fifty miles to the south by rangers at Big Bend National Park where they camped for a few days.

The father's name was Henry, and he is currently hanging in the dustbilly's larder in the Slaughterhouse. His wife Kelly was sent to the **Red House** where she has been ritually tortured, but not yet brought to the **Breeding House**. The children, Rebecca (8) and James (10), have been sent to the **Serpent Caves** where the Teihiihan are preparing them for transition in the **Conversion Hall**. If the PCs make it that far, the children will be found suspended from the ceiling.

The Keeper can have this family as a plot hook to get the PCs into the scenario if they go the investigative route. If so, the Keeper should feel free to change the names and specifics to suit any narrative the PCs have created. This can include making them family members of a PC or making them important enough to send special investigators such as the FBI or private investigators to look for them.

The other option is that the Millers can be a background "B" plot that might hook the characters into trying to rescue the children, perhaps at the pleading of the mother.

The Other Victims. A number of other people may have recently been kidnapped by the dustbillies, and while they are extremely traumatized, they could still be alive and may yet be rescued. If the player characters are investigators looking for a missing person or persons, they could be found among this number. Some may be found at the dustbilly compound (**The Homestead**) while others could be held within the Teihiihan caves to the east. The Keeper can use their discretion to decide where a specific missing person or persons might be found. These individuals could also be options for replacement PCs if one of the characters is killed. If the Keeper wants to have this

as an option, they should prepare them ahead of time so that they're ready for play should the need arrive. They could be tossed into the cell with the PCs, wandering the desert, hiding in the trailer park, or even in the old **Mining Camp**.

Even if the PCs are not looking for anyone, they may become aware that people have gone missing in the area (like the Millers), either through reading a newspaper they picked up in the last town or through a new flash on a local radio station. Once they are aware of these missing people, they could stumble upon a number of clues that suggest someone within the town of Abattoir may be involved, such as an off-hand mention of strangers or a lost item left in a motel room.

KEEPER INFORMATION

BACKGROUND

Time of the Serpent People. The first Serpent People to wake from their 3 million year hibernation found that their old kingdom had been wiped from the surface of the Earth. They began resurrecting more Serpent People who had survived the downfall of their culture 750,000 years before, as well as an army of degenerate servants. Their goal was to retake their rightful dominion over this new mammal-infested world.

Unfortunately, the Serpent People are a secretive and reclusive race, and it wasn't long before disputes erupted in war between the various factions. Each created a small kingdom, using their magic and technology to make war on each other. This brutal conflict lasted nearly 1,000 years.

One such kingdom was established in what is now West Texas. Due to the colder temperatures, the vast majority of it was deep underground with a large temple complex near the surface. Little did they know but their dominance of the continent was about to come to an end when humans began moving across the Bering Strait about 18,000 BCE.

At first the humans were ignored by the Serpent People, but later, as their numbers grew, they were encouraged to worship Yig with human sacrifices. Around this time the Serpent People began to experiment on humans, hoping to create more useful servants. The result was a smaller, humanoid species that had greater strength and speed than their human progenitors. The Serpent People had created them to hunt humanity, and so they were imbued with the hunger for human flesh and the ability to blend into their surroundings. These dwarf cannibals, called, Teihiihan [*tay-HEE-han*] or "strong little people" by the Arapaho, were absolutely terrifying to the cultures of the southwest, and this may have ultimately been the Serpent People's undoing.

Keeper's Notes

There are some mythos scholars that believe the Teihiihan are related to the Tcho-tcho, and that the Serpent People created human/Tcho-tcho hybrids. While this is certainly a possibility, there is no conclusive evidence that this is the case.

Around 10,300 BCE the tribes of North America discovered the Serpent People's weakness. They had observed the fact that the Serpent People were strict vegetarians, and believed that this was due to some sort of religious abstinence. In truth it was because their bloodlust was so great that, once tempted by blood, they would feed until gluttoned and then enter a torpor state that left them extremely vulnerable. By allowing the Teihiihan to feed as they could not, the Serpent People were soon tempted into relaxing their dietary restrictions. This quickly led to the death of many powerful Serpent People as human servants began assassinating them in their sleep. In less than twenty years the last major serpent kingdom of North America came to an end.

By 8,300 BCE there were only a few Serpent People strongholds remaining, one of the largest being the one beneath the Devil's Backbone. Fearing further uprisings, the Serpent People remained below the surface and the Teihiihan were placed into a kind of hibernation until needed.

Over the centuries, the local tribes remembered the old stories of the strange "white-faced people" and the cannibal dwarves in the stories they told. Their shamans went to great measures to protect their people through ritual magic and elaborate ceremonies, and the lands around the old serpent city were forbidden to all except a certain group of Apache medicine men who stood watch against the return of their ancient foes.

When Europeans began arriving in the Americas the Serpent People began consolidating their power in Central America, and so the last North American cities were finally abandoned around 1540 CE. The Teihiihan were abandoned by their masters, as were a few Serpent People to keep watch over the old temples. So it was that they remained quiet in their subterranean lairs for centuries.

Time of the Mescalero Apache. The Mescalero Apache were described by the early Spanish invaders as being "tall and intelligent" people who "lived in tents like those of Arabs." They followed the bison herds, from which they secured food, fuel, tools, clothing, and tipi covers — all of which was transported using dogs.

Initial contact was peaceful, but by the mid-seventeenth century there was all-out war between the Spanish and the Apache. By the eighteenth and early nineteenth centuries, the history of the Apache people was written in blood and broken promises. Treachery was rampant, and peace treaties were not

worth the ink necessary to write them. Mescalero were routinely referred to as "the enemy, heathen, Apache" and were blamed for practically every disaster that befell Spanish colonists.

Four centuries of almost constant conflict, decimation by disease, and the loss of the land base that had sustained them, all combined to reduce the Mescalero Apache to a pitiful few by the time their reservation was established. The late 1870s through the early twentieth century was a particularly difficult time because of inadequate food, shelter, and clothing.

Despite their own suffering, they accepted the Lipan and Chiricahua onto their reservation, and by the 1920s there was a small but significant improvement in the standard of living, although all attempts at farming had failed. The 1934 Indian Reorganization Act found the Mescalero Apache ready to assume control over their own lives, a struggle that is still going on in the 1970s.

The Founding of Midian. In 1836 a group of Methodist settlers laid claim on fair-sized parcel of land in West Texas that was known locally as "The Devil's Backbone". They named Midian after one of the sons of Abraham, a name which also means "Judgement" in ancient Hebrew. Many of the settlers were coal miners from the East Coast, and so they began prospecting in the nearby hills to see what the land might yield, believing that "God would provide". While no coal or gold was discovered in the Devil's Backbone, they did find a large salt deposit and managed to earn a modest living until 1918, when the entire town was wiped out by the Spanish Flu pandemic. It remained uninhabited for more than ten years.

In 1931, a group of forty-three Pentecostal settlers decided to reclaim Midian. The minister who founded it was reportedly a rather zealous man named Reverend Ezekiel Holgate. Little is known about the history of Midian during this time period, due largely to the isolationist attitude of Reverend Holgate and his congregation. In 1936, the entire population of Midian vanished without a trace, and all structures except the church were burned to the ground. Despite a thorough investigation by local authorities, no bodies were ever found, and the fate of the people has never been discovered.

In 1942, Hackett & Sons Beef Co. of Chicago, Illinois established a slaughterhouse and meat-packing facility in Midian, petitioning the state to allow the town's name to be changed to Abattoir. Since there were no surviving residents to oppose them, their petition was accepted in 1943 and the name was officially changed.

The Hackett family financed a number of businesses and low interest housing, allowing the town to grow to a population of around 120 by 1946.

Around that time, a prospector discovered uranium in the hills near Abattoir. The US government stepped in to seize the land by eminent domain, and contracted with the

Weyland Mining Company to being extracting uranium ore. In 1947 the Weyland bought out many of the local ranches, and the beef industry in the area collapsed. The slaughterhouse closed six months later.

With few other prospects, many of the former employees of Hackett & Sons began working in the newly opened uranium mines, and the town experienced its second period of economic prosperity. Throughout the late 1940s and early 1950s, the town of Abattoir grew by more than 300% as people flooded into the area looking for work. The mining company established what became known as Weyland Estates, a mobile home park that boasted state-of-the-art starter homes.

The church remained abandoned during this period, due in part to the fact that most people had heard of the mysterious disappearance of the previous inhabitants, and the church was believed to be haunted.

Between 1952 and 1954, the town built a school, bank, town offices, gas station, and a number of other businesses. By all indications, Abattoir was well on its way to making onto the map. Then in 1956, following a series of mine-related deaths, the company announced that they were shutting down. The community was devastated.

Many people moved away within the first six months, and after a year the population was down to 80 or 90 people. The few who remained earned a living from travelers passing through the area, but it wasn't enough to sustain the town at its current population.

The Return of the Teihiihan. For some time Al'issya Ss'rissi Ana had been watching the events of Midian, and later Abattoir, with great interest. When the Pentecostals arrived, she sensed Revered Holgate as he took his long walks in the desert, wandering close to her temple. She could feel his obsession with snakes, and began to feed that passion, sending him visions of Yig. Eventually she would appear to him in the flesh, disguising herself as a vision of the Virgin Mary. She would seduce him, and while in the heat of passion, she would take more and more control of his mind.

When the time was right, she revived the dormant Teihiihan to feed on the townsfolk of Midian, restoring her servants to their former strength. The time was almost right.

The Rise of the Dustbillies. Abattoir managed to cling to life as a waypoint for West Texas travelers, though it would never regain its former height. Families from the outlying farms who had always lingered at the fringes of Abattoir began to spend more time in town, filling some of the void that was left when the mine closed. At first this seemed like good news for the few local businesses that were hanging on by a thread, but these strange people were soon seen as a nuisance that drove away "decent folks". The locals began to refer to them by the derogatory name "dustbillies", a term derived from the

"hillbilly" pejorative they used to describe the rural people of the Appalachian states back east.

It quickly became apparent that most of the dustbillies "weren't right in the head". They tended to be more aggressive, prone to strange fits of maniacal laughter, and were generally dim-witted. When talking with them, it was often necessary to explain even the most basic concept several times, and if they became frustrated, they were likely to suddenly break something.

Perhaps even more unsettling to the people of Abattoir was their appearance. Most of the dustbillies had asymmetrical features, jutting lower jaws, misshapen heads, cleft palates, albinism, twisted spines, and other birth defects. While most assumed that these physical abnormalities were due to generations of inbreeding, others believed that the groundwater near the old dustbilly farms had been contaminated by the in-situ mining in the nearby hills. In fact, it was both.

The dustbilly inbreeding had started back in the 1800s with second and first cousins, but eventually brothers and sisters would marry, using the Bible as justification for their unions. When radiation from the mine found its way into their wells, the mutations became much worse, with only one out of every five children surviving past six months.

Considering the dustbillies' lack of intelligence and general temperament, it was perhaps inevitable that the tension between them and the citizens of Abattoir would eventually reach a boiling point. In the summer of 1959, a fight broke out at the local bar (The Last Stop) between the locals and group of dustbillies, and one of the dustbillies was killed. When the county sheriff was called in, it was clear that he was biased towards the locals, and so no charges were filed, despite the complaints from the family of the slain man.

In 1960, a preacher by the name of Mordechai Osteen came to Abattoir and set up his tent revival to northeast of town. His rhetoric quickly attracted the dustbillies to his flock as he spoke about the downtrodden of the world and the injustices that they'd suffered under tyrants. In a matter of weeks, his congregation had grown to more than fifty, and Osteen had staked a claim on twenty acres of barren land at the edge of Weyland Mining Company. A month later, construction of a more permanent church began on a low hill near the old windmill.

Since most of the Dustbillies were Pentecostals, Osteen used familiar variations of the old snake-handling rituals where he'd deliberately inflict multiple rattlesnake bites on his own neck to show the power of his faith. Six months later, Osteen wandered off into the desert. He returned a week later carrying large book bound in snake skin. He claimed that the book was presented to him by God who has appeared to him as a great serpent. So it was that he began preaching to the dustbillies from *De Vermis Mysteriis* (see Keeper Rulebook, p.228).



RUNNING THE SCENARIO

The basic premise of this scenario is that the characters have stumbled into a trap, and so it has no specific narrative or apocalyptic deadline. The best way for the Keeper to handle it is to understand the plans and motivations of everyone involved including the inhabitants of Abattoir, the dustbillies, the Teihiihan, and ultimately the serpent priestess Al'issya Ss'rissi Ana herself.

In preparation for the scenario, the Keeper should familiarize themselves with the history, pop culture, music, and vernacular of mid 1970s, and specifically West Texas.

As the scenario begins, the Keeper should verbally paint a vivid image of the setting and situation to set the mood. An opening description is provided, though the Keeper should feel free to embellish as they see fit.

Once the characters are in Abattoir, they should be given the freedom to move around as they like. At this point it's important to slowly instill a sense of paranoia by describing the locals watching them, whispering behind their backs, and so on.

In addition to the obvious threats, the environment plays a big role in this scenario. The area in and around the Devil's Backbone is experiencing an intense heatwave, and the Keeper should stress this whenever possible. They can describe the oppressive heat, the constant sweat, and unending thirst. The beginning of this book has rules concerning heat and hydration, as well as offering desert-related hazards that can be used to ramp up the tension in the scenario whenever the Keeper feels necessary.



ABATTOIR

THE RESIDENTS

When role playing the residents of Abattoir, the Keeper should remember that not everyone is against the PCs, and some may even be able to help if properly persuaded. It's important to pay attention to what specific individuals know and whether or not they are involved in the dustbilly conspiracy. If they are involved, then their motivations for participating should be taken into account as well.

Obviously each NPC will have a unique personality, but the following list provides a few guidelines for the Keeper to build on.

Afraid (Af). In general, these people know a lot about what's going on, but they're terrified and don't want any trouble. Since they're not a threat to the dustbillies, they're generally left alone. These residents will try to stay clear of the characters as a way of avoiding any responsibility or guilt regarding their fate.

Apathetic (Ap). These residents might have an idea that something is going on, but they care only for themselves and don't want to get involved. They'll act as if oblivious, but may show signs of awareness that the characters can pick up on. If asked for help, they'll turn the characters away. They won't necessarily give away the PCs location to the dustbillies, unless there is some risk to themselves. Most of the time however, they'll just be assholes.

Complicit, Forced (Cf). These people know much of what's going on, and they participate out of fear for themselves, their

loved ones, or both. It's even possible that they're being extorted by the dustbillies who have information about them that they don't want to come to light. The fearfully complicit resident will do the job assigned to them, whether it's passing along misinformation to the characters, sabotaging their vehicle, or simply gathering information on the strangers.

It should be noted that these aren't necessarily bad people. It may be possible for the characters to convince them to help, but only if they can be reasonably be assured that everything will be okay for them or their loved ones. In most cases, however, their fear will get the better of them, and so they aren't going to be particularly trustworthy. The Keeper will ultimately have to decide if the characters can convince them through role play and successful social skill rolls.

Complicit, Willfully (Cw). While some participate because they have little choice, there are a number of residents that actively enjoy what they're asked to do. Whether it's because they're well paid or because they're psychopathic or both, they have no problem manipulating the characters and sending them off to slaughter. Naturally they know a great deal about what's going on, though they are not part of the inner circle, and so know little about The Homestead, Osteen, the Teihiihan, or the other powers moving behind the scenes.

It's difficult, if not impossible, to get help from these people. The only exception would be if the characters were to offer a

substantial amount of money to a resident who is being paid to help. It would have to be a hefty bribe, but if a character happens to be from a wealthy family, they may be able to offer a sufficient ransom for their lives (Keeper's discretion).

Cult Member (Cu). These are the ones who are active in the cult itself, and no amount of begging or bribery will get them to help the characters. They know the plan, and will perform their parts with practiced, religious zeal. These people may seem oblivious, apathetic, or even friendly, depending on the role set for them by Osteen, but their primary goal is to prepare the characters for sacrifice and ensure that they are captured. In most cases, feigned apathy is the default. The only cult member who is nearly flawless at the friendly charade is Dr. Brenner, who should always be played by the Keeper as if they are genuinely helpful. He's the ace-in-the-hole if the situation begins to get out of hand.

Friendly (F). These residents are possible allies to the characters. While these people prefer not to incur the wrath of the dustbillies, they can be convinced to help with little effort. They tend to act oblivious, but if they see an opportunity to help, they will do so. They may even work behind the scenes by leaving cryptic notes or sabotaging the PCs' car to keep them in town until they have the opportunity to warn them.

A few residents know much more about what's going on and are covertly working against Osteen's plans. Pastor Scott is one of the strongest allies in town and, like Dr. Brenner, is a master of obfuscation. He's certainly mad, but not nearly as mad as he appears. He plays up the crazy preacher persona to make the dustbillies think that he's essentially harmless. Osteen is aware of Pastor Scott and suspects that there's more to him than meets the eye. Osteen is hesitant to move against him however because the extent of Scott's power is unknown.

The other strong ally in town is John Thunder, a local shaman who runs the kichy souvenir shop in Abattoir. Like Pastor Scott, John appears to be nothing more than an off-beat seller of cheap baubles, but he has real knowledge about Osteen, the Teihiihan, and Al'issya Ss'rissi Ana. His ultimate goal is to banish the evil from the land, but he is patient.

Oblivious (O). The last group of residents are those that know nothing about what's going on with the dustbillies. They see them as mere "ruffians" and do their best to avoid them, preferring to mind their own business. They carry this attitude over to strangers, and so while they will not be particularly hostile towards strangers, they won't be very friendly either. If approached for help, they may or may not assist the characters. It will depend heavily on their background, how the characters have interacted with them previously, and whether doing so would put them personally in danger. Either way, they will first have to be convinced that the characters' story is true, and they may not be so eager to know what's really going on in Abattoir.

SETTING THE MOOD

The most important feeling to instill in the players from the moment they arrive in Abattoir is a growing sense of paranoia. It should start with the normal unease one feels when intruding on a small community where outsiders are rare. Most of the residents will unabashedly stare at the characters, even going so far as to whisper about them to one another as they do so. As creepy as this is, it's still within the realm of normal behavior associated with a small, relatively isolated town. The Keeper should point this out when describing their behavior by saying something like: "The old man gives you a look you've seen a hundred times in other small towns. It says 'We don't like your kind in these parts'."

The longer the PCs stay, however, the more they begin to realize that some of the residents are taking a bit more interest in them than one might expect. They might see someone following them around or they might run into a couple rough-looking guys in the bar who stare and whisper. Since the dustbillies aren't very bright, they're also not subtle about it. Of course, the characters can still write the behavior off as normal, if creepy behavior. When describing the way the dustbillies are staring at them, make the PCs feel as uncomfortable as possible. For example, the Keeper might say something about the dustbilly's eyes lingering on different parts of their body or they could describe their looks as "predatory".

STARTING TROUBLE

If any of the characters decide to start trouble with the dustbillies, they'll quickly find themselves outnumbered as reinforcements seem to come out of the woodwork. At this point, the bartender might step in, saying something like: "What would the good reverend say if he saw actin' like this?"

More often than not however, Dr. Brenner will step in on the side of the characters. As soon as they get to town, Brenner receives a phone call alerting him to the fact. He'll immediately make his way toward The Last Stop to keep an eye on things from behind a newspaper at a table in the back of the bar. Unlike Taylor the bartender, the dustbillies will obey Dr. Brenner without hesitation or question. If the characters comment on this, Brenner will laugh it off, saying: "I'm the one who patches 'em up, and they know it." This is partly true, but it's mostly because they know that he speaks with an authority that is second only to Osteen himself.

Of course, if the characters manage to kill one of the dustbillies before Dr. Brenner can intervene, they may simply attack the characters, attempting to beat them unconscious (see Knock-Out Blows on p.125 in the Keeper Rulebook).



PROLOGUE

WEST TEXAS, JULY 1975

The endless ribbon of asphalt stretches to its vanishing point at the low hills on the horizon, though the heat haze makes the distance nearly impossible to guess. The car has become an oven as the temperature tops 100 degrees, and it's not even eleven in the morning yet. You've stripped down to the bare minimum clothes required to preserve your modesty, but you still look like you just climbed out of a swimming pool. Having the windows down does little to help as the hot wind feels more like an industrial hair dryer. You have enough water to keep you hydrated, but it's so warm that it's like drinking weak tea.

You were told that the next town wasn't that far up the highway, but you haven't seen so much as a speed limit sign for the last twenty miles. The gas gauge has just dipped below half a tank and while no one has said anything, you are all starting to get a little nervous. You're not even sure that turning back would make a difference at this point.

Then you see it. The sun reflects off a faded metal sign depicting a way-too-happy gas station attendant in a cheesy cowboy hat that looks like it dates back to the 1950s. A cartoon word bubble over his head says: **YOU'RE ALMOST THERE, PARTNER!** Beneath him is a weathered **Esso** logo. Almost as an afterthought, there is

a small sign tacked on the pole beneath that says: **5 Miles and Turn Right.**

As promised, five miles later you see an unpaved, but well defined road turning off to the right. Two signs are mounted on a slightly tilted wooden post. The top one reads: **Abattoir 3 Miles.** The lower sign simply says: **Gas & Food.**

At some point before they reach the turnoff, the characters hear Coyote Mike on the radio, his deep, baritone voice pouring out of the speakers like molasses. He says:

"Welcome to another day in the seventh circle of Hell, with the mercury expected to top 110 degrees here on the Devil's Backbone, and tomorrow ain't lookin' any better. As my ol' grandpa used to say: You can't change the direction of the wind, but you can always adjust your sails to reach your destination. I don't know where you're headed, my friends, but here's a little somethin' to keep you rollin' down the highway!"

At that point, the song *Roll On Down the Highway* by Bachman Turner Overdrive starts playing on the radio (see the play list in the **Timeline of Events** on p.70).

WELCOME TO ABATTOIR

The dust-choked road takes you over a series of hills, around hairpin turns that seem to come out of nowhere, and across an archaic wooden bridge, before finally arriving at the town of Abattoir. A hand-painted sign says **Welcome to Abattoir** and below that **Population 850**. Clearly the sign is old and has not been updated to reflect the town's current status.

Abattoir is little more than a ghost town with many abandoned buildings, empty cellar holes, and abandoned cars that look like they have been there for several decades. There is one main road through town with several secondary roads that go off at odd angles to it. In what must be the center of town stands the **Esso Gas station**, **Mather's General Store**, and **The Last Stop Bar & Beds**. Down one of the side roads you can make out the steeple of what must be some sort of church. A few men are sitting in front of the gas station. Their eyes follow you as you enter town.

ABATTOIR, TEXAS

1. Esso Gas Station

Description. This sign over the station is old and faded, but the name is still legible. A cardboard **OPEN** sign is propped in the filthy window. The two gas pumps are rather archaic in design, but seem functional. A single garage bay door is open, and a '74 Chevy Nova is up on the lift, though no one seems to be working on it at the moment. A row of oil cans sit against the front wall of the structure, though the dark stains in the dirt imply that one or more of them have leaked out.



Sitting in front of the station in the shade of a low corrugated metal overhang are three men. Their skin is deeply tanned and creased, giving them the impression of great age, but upon closer examination, they are probably middle-aged. To their left there is a rusty **Coca-Cola** machine making a high pitched whine and a cigarette machine with a large hand-written sign that says **Out of Order**.

Objects of Note. The service bay is fairly well equipped for a podunk gas station in the middle of nowhere. It has a full set of auto mechanic tools, a cutting torch, professional air compressor, and car lift. In the office there is an old shotgun hanging on the wall. It's loaded with rocksalt to be used against coyotes, but it hasn't been maintained in some time. It will malfunction on any roll over 80 without a good cleaning which would take about an hour with the right tools.

NPCs. There are generally three people that can be found here during daylight hours: Russ Williams, Nate Patterson, and Steve Brown. More often than not they'll be sitting out front smoking and drinking beers in the shade of the gas station's wide canopy.

Russell Williams – Russ (sometimes called "Russo" by the locals) is the owner of the gas station. His age is difficult to gauge since he has clearly spent a great deal of time outdoors, but his graying hair suggests that he is at least in his mid-forties. Russ is a tall, lanky man who dresses in a white button down shirt and surprisingly clean overalls. An oily rag dangles from his back pocket and a pack of cigarettes is rolled up in his sleeve. A little on the slow side, Russ does his best to mind his own business. While not a terribly religious man, he attends Reverend Scott's church services every week.

Keeper's Notes

Russ is terrified of the dustbillsies, and since they need him for gas and car repairs, they generally leave him and his son Randall alone. Russ won't upset the applecart to help the characters without a great deal of persuasion, which would have to include a way for him and his son to leave the area permanently. That being said, he will try to subtly drive the characters out of town as quickly as possible. For example, if the characters ask about the food at The Last Stop, Russ might say: "Oh, you don't wanna eat there. Man, last time I ate at that shithole I was pukin' like a sick fuckin' dog fer a week."

Nate Patterson – Nate is a retired truck driver of average height with a receding hairline, pot belly, and bad teeth. His clothes are not clean, but the smell isn't as bad as it could be. He lives on his Social Security check on Ridge Road next door to Steve Brown. He spends much of his time at the gas station where he pretends to help Russ with car repairs, but in truth he tends to stand off to the side holding Russ's cigarette for him when he crawls under a car. Nate is easy going and talks way too much about his life on the road.

Abattoir, Texas



Locations

- | | | |
|------------------------------|---|--|
| 1 Esso Gas Station | 3f First Bank of Abattoir | 5 Weyland Community Public School |
| 2 Wayland Estates | 3g Kelly Drugs | 6 Abattoir Water Works |
| 2a Playground | 3h Sunshine Laundromat | 7 Abattoir Cemetery |
| 2b Wayland Common | 3i Thunderbird Gifts | 8 Hackett & Sons Beef Co. |
| 2c Wayland Memorial | 3j Best Foot Forward Shoes & Repairs | 9 Benson's Hardware & Lumber |
| 3 Town Center | 3k Atomic Radio Electronics | 10 Highway 6 Diner |
| 3a Mathers' General Store | 3l Scott Brown Properties | 11 Vincent Bros. Scrap Yard |
| 3b Bob's Barber Shop | 3m Dr. Robert L. Brenner | 12 Abattoir Landfill |
| 3c Town Hall & Post Office | 4 Blood of the Lamb Pentecostal Church | 13 Other Houses |
| 3d The Last Stop Bar & Beds | | |
| 3e Abattoir Grocery & Liquor | | |



Scale in Feet

Abattoir

Town Center — Details



Keeper's Notes

Nate is indifferent to the dustbillies, seeing them as "full of piss and vinegar" like he used to be growing up in Kentucky. He's oblivious to their actions and drinks heavily at night in his trailer, often blacking out before eleven.

Steve Brown – Steve looks to be in his late 60s, but appears fairly spry for his age. He has closely cropped gray hair, a crooked nose, and weathered skin. His arms are covered with naval tattoos. Steve is quiet and reserved, but will speak his mind with conviction if he has something to say.

Keeper's Notes

Having served for several decades in the Navy, he sought a quiet retirement in his home state of Texas. His wife passed away twelve years ago, and he now lives alone on Ridge Road with his ancient dog. He does his best to ignore what's going on, and has done a very successful job of deluding himself into believing that it's just a normal country town. He may help the PCs in a pinch if they come to him in desperate need, though convincing him that it's anything more than the usual dustbilly rowdiness will be difficult. Any checks related to this will require *Hard* successes to get him to seriously listen without some compelling evidence.



2. WEYLAND ESTATES

Entry Description. The sign announcing Wayland Estates is clearly from the 1950s. It depicts a man in a blue business suit flanked by his doting, aproned wife and adorable children clinging to his legs. This improbable family gazes in manic joy at an idealized representation of the estate's mobile homes. In a fit of creative license, the artist has the sun setting behind the mobile homes in the north. While the letters spelling out **Weyland Estates** were once painted a metallic gold, most of it has flaked off revealing the bleached wood beneath.

Sun and vandals have taken their toll on the sign. The once vibrant colors have faded, and multiple bullet holes mar the surface, leaving each family member with a rather impressive grouping of shots about their heads and chests.

General Description. The road leading into the estate looks as if it is rarely traveled. The yards are all overgrown and the mobile homes look as if they've been abandoned for quite some time. While all of the various abandoned mobile homes are a bit different, time and weather has erased most of the personal touches that once made these places feel like home to someone. Some still maintain their basic outline, while others have partially collapsed. These latter structures are filled with dirt and dust that has blown in over the years, and a few even have witch grass growing within.

The majority of these mobile homes (see Handout #5) were built around the same time, financed primarily by the *Weyland Mining Company* to house their workforce. For that reason, they are all virtually identical in their basic design and layout, which is to say that they are rectangular (52 ft. x 13.3 ft.) and white with an aluminum awning running along the door side of the house. A few of them are on cinder block foundations, but most are just resting on the wheels with four adjustable steel supports at the corners. The glass is broken in many of them, leaving the tattered sun-bleached curtains to blow in the desert wind.

In the areas around the mobile homes can be found crumbling brick patios, rusted barbecue grills, discarded propane tanks, metal trash cans full of empty beer bottles, and the occasional remains of a decades-old vehicle.

Objects of Note. Exploring the countless mobile homes can reveal items or clues that could be potentially useful to the characters. Should they find themselves poking around (or hiding in fear for their lives) in a mobile home, the Keeper should have the characters make a Luck roll. A success means that there's something to find, and so the characters should then roll a Spot Hidden check. A success means one roll on the table, a *Hard* success means two rolls, and an *Extreme* success means one roll and one Keeper's choice from the table. The Keeper's choice should either be something very useful based on their current situation or a significant clue. In the latter case, the Keeper should feel free to improvise as necessary, depending on whether the characters need a stronger push in the right direction.

Roll Discovery

- 01 A bent and rusted tire iron (could be used as a club).
- 02 Half-empty bottle of cheap rum that is still drinkable.
- 03 An aggressive rattlesnake strikes as soon as anyone enters. The character must make a successful Luck roll or receive a dose of venom (see Keeper Rulebook, p.129).
- 04 A one-gallon can of gasoline.
- 05 Iron frying pan that wasn't cleaned very well after its last use more than twenty years ago.

- 06 Pair of adjustable wooden crutches.
- 07 Old metal lunch box with a thermos of vinegar that was once alcohol.
- 08 An empty box of borax with a dead scorpion inside.
- 09 A weathered Bible with a dozen photos from World War II tucked into the pages. There are unintelligible notes scribbled in the margins.
- 10 Money box packed with overdue notices and \$12.38 in cash.
- 11 A Zippo-brand lighter with several hours of lighter fluid.
- 12 An old, battered suitcase that contains a suit from the late 1940s, a fedora, and a photo album with images of a woman and child in New York City.
- 13 A cabinet with three surprisingly clean bath towels inside. They are white and have the name of a Chicago hotel embroidered on them.
- 14 A coffee mug with the Weyland Mining Company's logo on it.
- 15 An ashtray from Las Vegas in the shape of a guitar.
- 16 Grey workman's overalls with the name tag pinned to it that says M. Kelly.
- 17 A flat-bladed shovel.
- 18 A mummified human male wearing clothing that was popular in the mid 1960s sitting on the floor. He is leaning up against the wall near the door, presumably in the position in which he died. There are no obvious signs of injury. A successful *Hard Investigation* or *Medicine* check will reveal a snake bite on an exposed ankle, indicating a possible cause of death. [*Keeper's Notes: This could be a good place to plant a clue if necessary.*]
- 19 A small desk with a chair and papers scattered across the top. If the papers are moved, the character must succeed on a Luck roll or get stung by a scorpion [*Speed: 2 hours; Effect: severe pain, swelling, muscle twitching, and 1D3 damage.*]. The papers appear to be past due notices, but are now illegible.
- 20 A gallon of unopened bleach under the remains of the kitchen sink.
- 21 A pair of heavy duty work gloves hangs from a hook next to the door.
- 22 A box beneath the ruined bed containing stacks of 1950s era pornographic magazines including titles like *Men Only*, *Gala*, and *Frenchy*.
- 23 An eight-inch pair of scissors in a kitchen drawer.
- 24 Hanging on the side of the mobile home is an older model bicycle covered with a heavy tarp. It is a bit rusted, and the tire pressure is low, but is still functional.
- 25 Hanging on the wall is a framed photo with a cavalry

saber mounted on a plaque beneath. The photo is too damaged to identify, but the sword is in good condition. A name plate on the photo says:

Lieutenant Colonel G.W. Guess.

- 26 In a small shed near the mobile home are some basic gardening tools including a metal rake, hoe, and a galvanized watering can.
- 27 A wrapped birthday present sits in the bottom of a closet beneath a pile of old rags. Inside is a used black leather jacket. A note inside says Happy Birthday Tom. Your brother would have wanted you to have this. All my love, Mom. [*Keeper's Notes: Wearing the jacket provides 1 point of armor.*]
- 28 An aspirin bottle containing 15 tablets in the bathroom. Each is laced with a dose of LSD (Acid). If ingested the character will experience extreme visual hallucinations. Trips usually start within 20–30 minutes, peak three to four hours after ingestion, and last up to 12 hours. Physical effects include pupil dilation, reduced appetite, and wakefulness.

LSD (Acid)

Duration: 1D4+8 hours

Duration Effects: 1D4 Sanity loss and a bout of madness (Keeper Rulebook, p.157) for 1D6+6 hours.

Duration Side Effects: Anxiety, paranoia, and delusions are possible.

Addiction: There is no significant risk of addiction, but the user can experience a rare "flashback" months or even years later. If they are triggered by a traumatic unnatural event, the character should make a Power roll. Failure means a full blown flashback for 1D4 hours.

Cthulhu Mythos: Some of the users hallucinations could be prophetic or help them see through magical disguises. For example, they might see flashes of a Serpent Person's true form if they are disguised as a human.

- 29 A beige Panama hat is hanging on a hook in the bedroom. It is dusty, but otherwise in good shape.
- 30 In a broken cabinet is an unopened sewing kit with needle, several colors of thread, thimble, small scissors, etc.
- 31 Behind the door is a weathered Adirondack baseball bat.
- 32 In the pocket of an old coat are three wrapped cigars and a deck of playing cards.
- 33 A mason jar half filled with table salt.
- 34 Several canned foods in the kitchen including potatoes, green beans, and spam.
- 35 A dog-eared copy of *The Catcher in the Rye*.
- 36 Hanging near the kitchen sink is a large meat cleaver.

- 37 On a nightstand in a small spiral notebook and a pencil. Half of the pages are filled with the descriptions of a series of disturbing dreams involving snakes. The last entry indicates that the dreams have become intolerable, and that the writer believes that this place is causing them. They further state their intentions to move back to Iowa.
- 38 Painted on the wall in a brownish pigment is a strange symbol that looks like a warped, five-pointed star with a flaming pillar (or eye) in its center. *[Keeper's Notes: This is obviously an Elder Sign, written in the blood of the original occupant. It is enough to protect the house from some mythos creatures (Keeper's discretion).]*
- 39 Along with some debris in the corner is a 3 lb. sledgehammer.
- 40 A pair of broken spectacles sits on the floor. One lens is still intact.
- 41 Behind the toilet is a rubber plunger with a wooden handle.
- 42 A colony of unnaturally large spiders live here. Webbing covers most of the living room, and dark shapes move within the webs on the ceiling. They are creepy, but basically harmless.
- 43 Under the counter is a wooden crate containing twelve mason jars of what looks like water. In fact they contain homemade moonshine (160 proof) that is highly intoxicating and highly flammable.
- 44 Government issued sock knitting patterns from WWII in an old basket of wool. A family of mice has made the wool their home.
- 45 A wooden model biplane hanging from the ceiling of one of the bedrooms.
- 46 In the corner of the living room sits a tacky silver Christmas tree.
- 47 Behind a false panel in the back of a cabinet is a metal tin containing roughly a pound of weed. If any of the characters smoke the weed, they will have a Penalty Die to all Intelligence-based checks for the next hour or so.
- 48 Three half-burned candles are melted to the top of a rusted Saltine crackers tin in the middle of the floor.
- 49 There is a chalkboard hanging askew on the wall of the living room. It has been erased, but the characters can make out enough to suggest that it was used to keep track of some sort of informal sports betting pool. There are several pieces of chalk in the holder at the bottom.
- 50 A 100 foot spool of cloth-covered electrical wire sits in the corner of the living room. A home wiring instructional manual sits on top of the spool.
- 51 Scattered amongst all the trash is a bag of heavy duty rubber bands.
- 52 On the top shelf of the closet is a rolled sleeping bag. It's been picked at by rodents, but it's surprisingly still fairly solid.
- 53 The house looks as if it was being renovated when it was abandoned. Scattered about the living room is a claw hammer, small crowbar, 2 lb. box of finishing nails, tape measure, wood saw, and a stack of weathered pine boards.
- 54 A basic first aid kit and fire extinguisher is attached to the wall near the front door. The first aid kit has never been opened and still seems viable, but the extinguisher seems to be depleted.
- 55 The closet is piled with roughly 130 empty Lone Star beer bottles.
- 56 A tin in the kitchen contains about a pound of lard.
- 57 In the middle of the kitchen floor is a large rat trap with the dessicated remains of a rat still in it.
- 58 Wrapped in a tarp beneath the house are the remains of a dog or coyote. A *Hard Science* (Biology) or *Natural World* check will reveal that it's a dog, and that it was likely shot with a small caliber rifle.
- 59 In the bedroom closet are 3 fishing rods and a tackle box containing lures, hooks, sinkers, floaters, and several dozen meters of fishing line.
- 60 Three cartons of cigarettes in the freezer, and a 12-pack of beer in the fridge. The power went out years ago and they are all well past their expiration dates.
- 61 Four plastic children's dolls (Barbie knockoffs) sit on the bed in a bedroom. Their clothing is missing and they show signs of being chewed on by rats or some other small animal. One of the dolls is male, and the other three are female. They are not anatomically correct.
- 62 A chess board and a pack of playing cards sit on the kitchen table. Most of the chess pieces are missing. The playing cards contain 4 extra aces (1 in each suit).
- 63 A floor board gives out as the investigator steps on it. In the space beneath is a rusty metal box containing a .38 revolver, a box of 18 bullets, a small bottle of bourbon, and \$1,000 in cash. The gun is loaded (6 shots).
- 64 The walls and floors are covered in what looks like old dried blood. In the middle of the floor is a Ouija board (Parker Brothers), also splattered with blood. The planchette is missing.
- 65 A feral cat sits just inside the door, hissing and yowling as the investigators approach. It looks rabid and is mean as hell.

- 66 In the closet is a portable record player and several 45 RPM vinyl records from a number of artists including Frank Sinatra, Hank Williams, Nat King Cole, and Ella Fitzgerald.
- 67 One of the ceiling tiles is slightly out of place. If anyone looks in the space above, they will find a yellowish-green rock about the size of a grapefruit wrapped in an old t-shirt. This is uranium ore, and can cause kidney damage if the character is subjected to regular exposure over an extended period of time (Keeper's discretion).
- 68 In a nightstand drawer is a 1.75 ounce jar of Vaseline. It's half empty.
- 69 In the bedroom is a decayed cradle containing a pile of moldering blankets that are moving slightly. Beneath the blankets is an albino rat with pink eyes suckling her litter of blind, hairless young. *[Keeper's Notes: Before the characters look under the blankets, the Keeper should play up the creepiness of this scene, describing the movement and sounds in a way that could imply an infant.]*
- 70 On the back of a high shelf is a coffee can containing a foil pouch of heroin and associated paraphernalia (glass syringes, tarnished spoon, two candles, and a box of stick matches). There is enough of the drug for six normal doses. If used, the heroin will have the following effects:

Heroin

Duration: 1D3+1 hours.

Duration Effects: All Sanity checks are made with two Bonus Dice. The effects of any insanities that a character might be suffering are negated for the duration, and the character can ignore all Constitution rolls related to pain.

Duration Side Effects: Immobility for 1D3 hours, constipation, and nausea. Each time morphine is injected, either the user makes a Luck roll, or the administrator makes a Medicine skill roll. A failure results in an overdose, suffering the loss of 2D10 hit points, while a fumble results in 2D10 hit point loss plus the permanent loss of 1D10 points of Constitution and Power.

Addiction: After 1D3 uses the character is addicted, needing to take the drug once a day. Failure to do so results in agitation, with all skills except Cthulhu Mythos being made with two Penalty Dice. If the character can stay off heroin for 1D3+3 weeks, requiring an Extreme Power roll each week to do so, they lose the Penalty Dice.

Cthulhu Mythos: Characters have a chance equal to their current skill level of receiving otherworldly visions costing 1/1D8 points of Sanity each time heroin is taken.

- 71 On an otherwise bare shelf is a statue of a coiled snake, its head raised as if to strike. At first glance it might be mistaken for a piece of southwestern decor, but closer examination reveals it to be carved from a single piece of bluish stone. A Science (Geology) check suggests that the stone is definitely not native to the area. A *Hard* success reveals that the stone is extremely rare and may even be unknown to modern science. An *Extreme* success reveals that the stone is likely extraterrestrial in origin. *[Keeper's Notes: The mine worker who lived here found this idol in one of the tunnels and kept it as a souvenir. Since that day he had regular nightmares involving snakes. His fraying sanity caused him to quit his job and leave the area without taking the statue.]*
- 72 This is the home of a squatter named Pete (see NPCs, below). He has scavenged a bunch of old furniture and other items from the area, including a radio and an electric space heater. These latter items he runs off a series of buried extension cords that he secretly ran from the back of general store a couple years back. The uneven collection of shelves that line the walls hold rows of canned goods, mason jars of water, and stacks of newspapers. The toilet in the bathroom has a metal pail in it that Pete empties every evening in a nearby gully. There is a baseball bat behind the front door. He tends to wake and sleep with the sun since he doesn't use any electric lights.
- 73 An unopened gallon can of white house paint sits in the corner. It's from the 1950s, and so contains lead.
- 74 Hanging from a hook on the wall is a kerosene lantern. It still has about four hours worth of fuel.
- 75 Hidden beneath a dilapidated sofa is an unopened bottle of Jack Daniels whiskey.
- 76 In the bedroom there is a cedar chest that contains a 50s era suit, fedora, shoes, socks, and undergarments for an average-sized man (5' 7" and 165 lbs.). Apart from smelling strongly of cedar, they are in excellent condition. Additionally, there is a scrap book with news clippings from the 1940s relating to WWII, a jewelry box with a few masculine items (two rings, cuff links, pocket watch, etc.), and a photograph of a pretty, dark-haired woman with the Eiffel Tower in the background.
- 77 Behind a false panel in a kitchen cabinet is a shortwave radio set. An antenna wire runs up through the wall to the television aerial on the roof. It currently has no power. There is a small notebook tucked in beside it filled with penciled notes in Russian. If translated, it contains records of uranium production over a six

- month period during the winter of 1952. The radio is still operational, though it is set up to run on a DC battery and currently has no power source. It could be run off a car battery for up to 30 minutes, or more if hooked up to a vehicle that is charging the battery. Using the radio requires a *Hard* Electronics check. Reaching someone requires a successful Luck roll that can be repeated once per hour of trying. *[Keeper's Notes: Finding the false panel requires a Hard Spot Hidden check.]*
- 78 In the debris is a box of 30 waterproof stick matches.
- 79 Hanging on the wall of the bathroom is an autographed photograph of Elvis Presley. The frame is weathered, but it is otherwise in excellent condition. There is a ticket stub from one of Presley's concerts at the Lubbock Cotton Club, October 15th, 1955 tucked into the frame.
- 80 Concealed beneath a layer of debris on the floor is a set bear trap. *[Keeper's Notes: It was placed there by one of the Dusters who had spotted Pete hanging around the mobile homes. He didn't tell any of the others, wanting to keep the flesh for himself. He was killed by the Dusters a short time later for stealing, and since then no one has entered this particular house. Characters searching the living room will have to get an Extreme success on a Spot Hidden check to notice the trap unless they state that they are carefully looking around the floor. Otherwise, have characters make Luck rolls. The lowest failure steps into the trap. If none fail, they miss it, and if anyone rolls an 01, they accidentally kick the trap, revealing its location without harm. Stepping into the trap inflicts 2D6 points of damage and breaks the ankle, which makes walking nearly impossible.]*
- 81 On the nightstand is an old wind-up alarm clock. It will still work if it is wound.
- 82 A musty old chair and ottoman sits in the corner of the living room. They are choked with dust and mildew, but are otherwise in fair condition. The top of the ottoman comes off to reveal a blanket, and an empty hot water bottle.
- 83 On the bathroom sink is a bar of Ivory soap, still in its wrapper.
- 84 The skeleton of a dog or coyote is in the middle of the living room floor. The back leg looks broken.
- 85 A hat box in the closet contains a '50s era wig of dark hair that smells of old hairspray.
- 86 On the bedroom door is a dartboard with eight darts stuck in it.
- 87 In a kitchen drawer are four unopened bottles of Tabasco sauce.
- 88 A metal tin contains shaving soap, a bottle of cheap aftershave, a small towel, a straight razor, and a sharpening supplies.
- 89 A miner's helmet hangs on the wall. The carbide headlamp still works if water is added to the reservoir on top. It will run continuously up to ten hours.
- 90 An old coffee pot sits on the stove. It's reasonably clean and can still hold water.
- 91 On a shelf is a book of poetry by William Blake.
- 92 In a closet is a heavy pair of workboots in good condition. They are a size 11 and will fit most men of average build. The soles are thick and impervious to most chemicals and acids.
- 93 Leaning against the wall is a set of moldering golf clubs. There are a dozen golf balls in a side pocket and a nest of mice in the bottom. The interior smells like ammonia.
- 94 In the medicine cabinet is a 4 oz. bottle of Cheracol. It's active ingredients are listed as: alcohol, chloroform, codeine phosphate, potassium guaiacol sulphonate, ammonium chloride, antimony and potassium tartrate. There are still 3 ounces of liquid in the bottle. *[Keeper's Notes: A successful Medicine check will reveal the potential effects of this substance. If a character ingests more than a quarter ounce, they are likely to become drowsy and fall asleep for 8-10 hours. If they take more than 1 ounce, they must make a Constitution check. Failure means that their heart stops. Taking 2 ounces makes it a Hard Constitution check, and 3 ounces makes it an Extreme check. Even if they succeed on their checks, they will be unconscious for 1D6 x 6 hours and must make a Luck roll. Failure means falling into a coma that could last days or weeks.]*
- 95 Standing on a side table beside a beat-up old recliner is a gaudy lamp in the shape of a woman's leg wearing a fishnet stocking. Atop this monstrosity is a frilly red lampshade with dark tassels hanging down. It is mercifully not working.
- 96 A large ring of a dozen keys hangs in the hallway. None of the keys fit any lock in the house. *[Keeper's Notes: The Keeper should feel free to have these keys fit any appropriate location they wish.]*
- 97 In the bathroom is a bottle of Lucky Tiger hair tonic. *[Keeper's Notes: Since this contains 55% alcohol and oil, it is very flammable.]*
- 98 A leather backpack in the closet has some basic camping gear, including a sleeping bag, two-person tent, a canteen, stick matches, 6 tins of canned meat, and 3 cans of baked beans.
- 99 A wooden box containing four sticks of dynamite is beneath the kitchen sink.

100 Dustbillies! Two dustbillies are sitting on an old, rotten sofa passing a bottle of whiskey between them. Each has a shotgun and hatchet for weapons. *[Keeper's Notes: Their reaction will depend on what the characters have done in town so far, but it won't be a positive reaction in any case. These two have been punished before for getting drunk and saying more than they should, so now they sneak off here to drink. They won't want anyone finding out, so they will likely try to kill the characters. If the Teihiihan know of the characters, then they will try to capture them and cut out their tongues.]*

NPCs. Pete – Squatting in one of the mobile homes is a middle-aged man who simply goes by the name Pete. He is a short, thin man with straw-colored hair, an unkempt beard, and a crooked nose that looks to have been broken and never properly set afterwards. He wears rather shabby, mismatched clothes that he grabs from the dumpster behind the laundromat after the owner throws out that month's unclaimed items. He similarly dumpster dives behind the general store and the bar to get food and the occasional cigar stump.

Despite his appearance, he's a teetotaler who hasn't touched alcohol for a very long time, and will refuse any if offered. Pete is generally good-natured, and will offer what little hospitality he has available. He has a very live-and-let-live attitude, and will change the subject if the characters start asking too many questions. He will outright refuse to speak about his own life prior to his arrival in Abattoir three years ago.

He knows little about the dustbillies except that they're troublemakers and that it's best to stay away from them. He knows nothing about the Teihiihan, missing people, or even much about the other people in town since he doesn't interact with them much. About the only information he has is that he sometimes sees a fire atop the old windmill to the east. He suspects that it's the dustbillies "raisin' hell".

Keeper's Notes

Pete's full name is Peter M. Smith, and his old life came to an end four years ago when he lost his family in a car crash. Peter had been drinking at a Christmas party and insisted on driving. On the way home he and his wife Abigail began arguing about his drinking problem, and he ended up missing a hairpin turn. Peter was in the hospital for several months recovering, but his wife and daughter Lisa were killed instantly when the car landed. If anyone calls him Peter, he will snap at them, saying "That's not my name!" since that's what his wife called him.

3. ABATTOIR TOWN CENTER (MAIN STREET)

Description. While it's considered the center of town, this is due primarily due to the greater concentration of larger structures that include a general store, town hall/post office, and a seedy bar named **The Last Stop Bar & Beds**. A few locals are sitting on the porch of the motel next to the bar, though there are currently no cars in the parking lot. Other businesses include a barber shop, laundromat, grocery/liquor store, drug store, bank, electronic repair shop, shoe shop, and a tourist trap called **Thunderbird Gifts**. It's hard to tell the difference between places that are open, closed, or out-of-business.

To the north can be seen the town's water tower and a cemetery situated atop a low hill. In the distance is a large, industrial-looking building, and to the south, a classic church steeple can be seen over the shop roofs.

Keeper's Notes

There is a conspicuous lack of children in town. After an hour in town, the Keeper can have the characters make a *Hard Idea* roll to notice this fact. Of course if a player specifically asks about children, no roll is necessary to notice.

3A. MATHERS' GENERAL STORE

Exterior Description. This wood-fronted structure has a roofed porch that runs the full length of the building. A sign above the entrance declares this as Mathers' General Store. A few old barrels with various farming implements sticking out of them flank the main double-doors, which are wide open. A balding man wearing denim overalls sits on a sofa at the far end of the porch. A pile of crushed beer cans are piled on the cushion next to him. He stares unabashedly as the characters get closer, a smoldering cigarette between his fingers.

Interior Description. The interior smells of dust, kerosene, and cigarette smoke. It doesn't look as if it's been restocked in a number of years judging by the heavy layer of dust covering everything. The only places conspicuously free of dust is a path leading from the front doors to behind the counter and the counter itself.

The shop sells (presumably) a variety of items including tools, simple clothes, canned goods, dry goods, paper goods, and small home furnishings. A commercial refrigerator and freezer on the back wall contains a few basics behind their dirty glass doors like eggs, milk, cheese, TV dinners, and so on. Behind the counter are eight shelves displaying bottles of hard liquor, cigarettes, and a selection of tacky ash trays. Next to the antiquated cash register is a gallon jar of milky liquid with several dozen pickled eggs floating within. A pair of metal tongs hangs from the counter by a string.

NPCs. Daniel Mathers - Dan has a rough appearance with trimmed red hair and narrow brown eyes. He wears a gray apron that may have been white once, jeans, a dark blue work shirt, and a pair of thick, black-rimmed glasses. He speaks slowly, but it's unclear whether this is because he's dim-witted or just thoughtful (in fact it's the latter). Dan is a heavy smoker, going through at least two packs a day, and has the habit of scratching his chin stubble while thinking.

Keeper's Notes

Dan is the third generation to own and operate this general store, and he does so with a kind of abject stoicism. Most of his days are spent on the porch of his shop chewing tobacco and drinking beers, while his nights are spent drinking moonshine at The Last Stop. Every weekend he makes an eighty mile trip to pick up the goods to restock his shelves and fill special orders.

Dan is a dustbilly and knows about the Teihiihan. He willingly supports them as his father did and his grandfather before them. His mother and grandmother were both breeding prisoners of the dustbillies, and so he was raised in their compound until the age of eighteen when his father was offered to the Teihiihan as a burnt offering on the Tower of Sacrifice.

3b. Tom's Barber Shop

Exterior Description. A classic red, white, and blue barber pole in front of this store front turns, producing a slight squeak on each rotation. The large plate glass window bears the name **Tom's Barber Shop** in cracked white letters. Below the name are a half-dozen public notices announcing a variety of events, though most of them look years out of date. Only the one listing the days and times of services at the Blood of the Lamb Pentecostal church seem in any way relevant. Another handwritten notice announces a 4th of July sale at Thunderbird Gifts, though there is no indication of the year.

Interior Description. The bell above the front door tinkles as anyone enters the shop, causing all heads to reflexively turn towards the newcomer. The air is filled with the odor of cigarette smoke, beer, cheap aftershave, and sweat. There is a single chrome and leather barber chair to the right with a large oval mirror, and a pair of ancient leather sofas along the left wall. Pictures of several dozen patrons hang over the sofas, and look as if they date back to the 1950s. A door at the back is marked as the restroom. Covering the back wall is a large American flag that looks like it's been there for quite some time. An old radio in the corner is tuned to some AM country station playing "I Walk the Line" by Johnny Cash.

Objects of Note. Most of the things that one might find here are typical of any barber shop, including scissors, straight razor, trimmers, shaving soap, aftershave, and so on. The magazines

are years out of date, but the newspapers are surprisingly current and include the San Angelo Standard, El Paso Times, and The Fort Stockton Pioneer.

The photos on the wall are all of barber shop customers. Most of them were taken with the current or previous owner.

Keeper's Notes

If anyone reads through the newspapers, they can make a Spot Hidden check to notice several articles referring to missing persons in the area. If asked how they get current newspapers, the barber will respond that Dan Mathers (of *Mathers' General Store*) picks them up when he goes on his weekly trips to Fort Stockton.

NPCs. Archibald "Archie" Smith - Archie is a dark-haired man in his mid-thirties with an average height and weight. He dresses in a clean white shirt, black slacks, shiny black shoes, and red suspenders. A stark white apron hangs around his neck, and all of his tools are tucked neatly in its various pockets.

He speaks friendly enough to anyone entering his shop and has a broad smile on his face that never quite reaches his eyes. He doesn't take too kindly to those who ask too many questions though, and if anyone gets too nosy or pushy, he'll ask them to leave, his toothy smile not leaving his face for a moment.

The barber shop's patrons will remain silent if strangers enter, letting Archie do all the talking. If addressed directly, the locals will look to Archie first, as if to ask permission to speak.

Keeper's Notes

Archie has been the local barber since his father Tom died about eighteen years ago. After spending more than ten minutes with Archie, the characters should make a Psychology check. A success will suggest to them that the locals respect Archie, but a *Hard* success allows them to realize that it's not respect, but fear. An *Extreme* success will allow the characters to sense that Archie is in fact a dangerous psychopath. His smile is a practiced mask that he has developed with great effort to hide his true nature.

Archie is a strong ally of the dustbillies, though he doesn't help them because he never liked Reverend Osteen. He supports them because it offers him the opportunity to express his true nature.

If the characters don't get on Archie's bad side, he'll be happy to give them a haircut and/or shave for "a buck and a quarter".

3c. Abattoir Town Hall & Post Office

Description. This two-story red brick building with ruddy terracotta shingles has a painted wooden sign mounted above the main entrance that says **Abattoir Town Hall**, and beneath that, **Est. 1943**. While it's still legible, the sign has clearly seen better days. The hours posted in the window of the door state

that the town hall is open **10am to 5pm, Monday thru Friday**. Halfway down the right side of the building, a short flight of concrete steps lead up to a side entrance with a sign hanging above it that says **Official Use Only**.

The inside smells of cigarette smoke and a strong lemon-scented cleaner. An older man in a gray vest and white shirt sits at a desk that faces the main entrance. There are doors to the right and left of the desk, as well as doors in the center of the right and left walls. An 8 x 10 photograph of President Gerald Ford hangs in the center of the back wall. On the desk is a single black telephone, a typewriter, and a stacked IN/OUT tray.

The door to the right of the desk has a brass plaque that says Abattoir Post Office while the left says Council Chamber. The door on the right wall is flanked by a placard listing the Assessor, Licensing, Planning & Zoning, and Tax Collector offices. The placard next to the left door says Animal Control, Fire Marshal, Probate Court, Public Works, Town Clerk.

When the characters enter, the man is typing away at some kind of form, only noticing them as they get to the desk. He doesn't seem particularly interested in strangers, and will direct them to whichever office they wish. They have free access to the Post Office, but a sign on the Council Chamber says **Official Use Only**.

Going through either side door will lead to matching halls that are lined with simple offices. Each has a door with a large glass pane with the office name stenciled in simple block letters upon it. At the far end of each hall is a small restroom that smells strongly of lemon and ammonia.

The post office consists of a simple counter with a wire cage that separates the customers from the employees. An opening in the center allows for the passing of packages and such. A small bank of thirty post office boxes is set into the wall to the right, and a self-service mailbox is bolted to the floor on the left. There is a bell on the counter to ring for service. If rung, the bell will summon a gangly man in an older postal uniform that doesn't really fit him well. His name tag reads Ernie Peters (see below).

NPCs. Ernie Peters (Af) – Ernie is middle-aged and slender, with a receding hairline that is combed over the front. He's of average build, and keeps his clothes meticulously clean. When anyone walks in, Ernie is likely to be standing at the counter doing a crossword puzzle that he will put away as soon as the door opens.

Ernie serves as the postmaster and town clerk for Abattoir. He's generally polite but terse, and is only as helpful as he needs to be, refusing to answer any questions that aren't related to his postal duties. This is partly due to the fact that Ernie doesn't like to be distracted from his job, and partly because he knows something bad is happening in town and doesn't want to get involved.

William "Willy" Cain (F) – Animal Control Officer
Edward Bailey (Af) – Assessor, Licensing, and Tax Collection
Peter Sutton (F) – Planning & Zoning Commissioner
Jacob Thomson (O) – Fire Marshal
Quint McCoy (O) – Public Works Supervisor

3d. THE LAST STOP BAR & BEDS

Exterior Description. *The Last Stop* has the look of an Old West saloon, complete with a wooden false front, a wide boardwalk flanking the dusty street, a couple of hitching posts, and a water trough. A cigar-holding wooden Indian stands next to a pair of narrow double-doors in the center of the front wall. Several large windows are covered with signs and notices, many of which look like they date back decades. The doors are open.

Interior Description. Inside there is a long bar that runs along the left wall with a dozen or so stools. Tables and chairs seem to be haphazardly positioned about the room, with the occasional support post breaking up the space. On the far wall is a jukebox. The wall around it is covered with all manner of antique farm equipment that looks like it might date back to the early 1800s. Scattered amongst them are the occasional black and white photograph from days gone by.

On the wall behind the bar is the classic mirror that runs the full length, with bottles of liquor lined in front. The wall above the mirror is covered with license plates from 1908 up to the present. Some are rusted and bent while others might have been pressed yesterday. In the center of the plates is mounted a large boar's head, its mouth wide.

Keeper's Notes

The Last Stop serves food from 9:00 AM to 9:00 PM, and drinks until the last person (usually Reverend Scott) staggers out the door around 1:30 AM. A full menu is provided in Handout #2 on p.99 and 100.

Motel Rooms. To the left of the bar itself is a row of four motel rooms. They are extremely simple, with each having a single door, a small window, a single bed, a nightstand with a telephone, and a bathroom.

Keeper's Notes

To rent a room, one need only stop at the bar, pay \$8, and get the key which is attached to a ring in an old railroad spike. The room number is etched into the spike. The telephones in the motel rooms only call the phone at the bar.

Objects of Note. Amongst the license plates are a few that belong to some of the recent missing persons. If the characters are here looking for someone in particular, they can make a *Hard Spot Hidden* check to notice their plate hanging on the

wall. The Keeper may only want to offer this check if they specifically ask about it.

If asked about the plate, Robert says that it came from the Vincent Brothers Scrapyard who salvage them from the wrecks that the sheriff has them clear from the highway.

NPCs. Robert Taylor – Robert is a tall, lean man in his late 40s, with dark eyes, stringy black hair, and a pencil mustache. He's the owner and bartender at **The Last Stop**.

Carlos Garza – Carlos is a short, stout man of Mexican heritage. His long black hair is tied back in a neat ponytail, and his thick mustache is neatly trimmed. He wears a blue work shirt, jeans, and a white industrial cooking apron that is reasonably clean. Carlos is the short order cook at the Last Stop, and he's quite good at his job.

Keeper's Notes

Robert is being paid off by the dustbillies to keep their secrets, though he doesn't like them. Unfortunately he desperately needs the money to support his family in Marathon. Since his brother passed away in a car accident, Robert sends money to Marathon every month to help his young niece and nephew. Robert has only glimpsed the Teihiihan at the edge of town at night, but he is deathly terrified of them.

Robert purchases his meat from **Mathers' General Store**, and while most of it is perfectly normal beef and pork, Mathers occasionally gets leftover "long pork" from The Homestead. This supplemental meat often ends up in The Last Stop's hamburgers, sausage and chili. Neither Robert nor Carlos know anything about the meat from the dustbillies. The Keeper can decide whether or not the characters are served this alternative meat, or the PCs can make a Luck roll. It will be impossible to tell by the taste.

Carlos suspects that something is going on in town, but he's too scared to do anything about it, and so he does what he can to ignore it. He is left alone by the dustbillies because they like his food and he doesn't cause trouble.

3E. ABATTOIR GROCERY & LIQUOR

Description. The large plate glass windows of this brick building have been covered with sheets of plywood. The sign along the top of the building declares that this was once the **Abattoir Grocery & Liquor Store**. A heavily weathered sign on the doors says **FOR RENT OR LEASE** and below that **Scott Brown Properties**. At the very bottom is the phone number **EM 6-9347**.

Objects of Note. The interior is mostly empty, though a Spot Hidden check will find a baseball bat behind the counter, while a Hard Spot Hidden check will discover a forgotten box containing twelve unopened bottles of Jack Daniels whiskey.

The characters break in through the loading dock in the rear, it could be a relatively safe place to hide.

NPCs. There are no people who are likely to be found here.

3F. FIRST BANK OF ABATTOIR

Exterior Description. This building maintains the red brick and terracotta aesthetic of Abattoir, with wide granite steps leading up to the glass door on the front. Carved into a slab of granite above the door is the name **First Bank of Abattoir** and below that, **Est. 1945**. The hours are typical for a bank: **9am to 5pm, Monday through Friday, excluding federal holidays**.

Interior Description. The interior is older, but well maintained with dark woods and a tiled floor. There are two teller windows, though one looks as if it hasn't been used in decades. The one open window is manned by a stern looking man in his mid 50s. He is mostly bald except for meticulously trimmed patches of white on the sides of his head.

In the back can be seen a few unmanned desks and a large vault door that looks like it dates back to the turn of the century. A large black and white photograph on the back wall shows an elderly man that the label indicates is Wallace McCallen. If asked, the teller says that Mr. McCallen was the original owner of the bank when it was founded thirty years ago.

Objects of Note. There are no items of interest here.

NPCs. Lawrence Miller – Lawrence (never Larry) is a shorter, average-looking man in his 30s with neat blonde hair. He has a clean shaven, younger looking face with blue eyes and thin lips. He is all business, and will not discuss anything other than bank business while at work, threatening to call the sheriff if they push him too much.

Keeper's Notes

Lawrence is being paid to turn a blind eye to many things. He won't take an active role in violence, but he has convinced himself that it's going to happen anyway, so why should he stick his neck out.

3G. KELLY'S DRUGS

Exterior Description. The local drug store is a smaller brick building with the name painted rather simply above the door. The windows display a number of household items that look like they haven't been touched in some time.

Interior Description. A bell rings when the door is opened. A counter to the left has a cash register and a jar of hard candies for a penny. The wall behind is covered with shelves that have all manner of medications, from over-the-counter to antibiotics. A cabinet to the right has a cage door with a stout lock, and presumably contains stronger medications. The rest of the shop is filled with shelves that have everything from first aid supplies to crutches to a few small appliances like a toaster ovens and blenders. While the places has been fairly well maintained, it's clear that the merchandise doesn't move that quickly.

Objects of Note. This is a good place to get basic medical supplies. If someone is clearly injured, Harry (the shop owner) will do what he can to help. He has some advanced first aid training from his time in the Korean War, and might offer to help with more serious wounds if he can.

NPCs. Harold “Harry” Kelly – Harry is a tough-looking guy in his mid 50s. He is of average height with a strong build, graying hair, and pale blue eyes. He’s friendly and helpful, with a strong southern drawl.

Keeper’s Notes

Harry owns and operates the drug store and is a decorated Korean war veteran. He and his wife Helen started the business in 1954 after he returned from Korea, though his wife passed away soon after settling in Abattoir.

Harry strongly dislikes the dustbillies, though he doesn’t know the full extent of their activities. He sees them mostly as “hooligans” who cause trouble, but he hasn’t gotten past the stage of saying “Someone should do something” when he’s chatting with a local who feels the same way.

That being said, if the characters come to him for help, he won’t hesitate to do what he can. He has military and first aid training, and he keeps a double-barrel shotgun behind the counter. In his apartment over the drug store, he also has his old .45 revolver that he carried during the war.

Ultimately he believes in doing the right thing, and isn’t a coward. If push comes to shove, he’s even willing to give his life to protect others. He knows that’s what Helen would have wanted.

3H. SUNSHINE LAUNDROMAT

Exterior Description. One of the newest buildings in town, it was built sometime in the early 1960s. Two sides are mostly glass, with a *Sunshine Laundromat* logo (a yellow cartoon sun with the type colored with a sunset gradient) on both sides. A sign boasts its hours as *6am to 9pm, 7 Days*.

Interior Description. There are five washers and five dryers along the rear wall, along with a change dispenser, and a cigarette machine. A row of twelve bright orange plastic chairs are in a line under the front window, with standing ashtrays every three chairs. To the right is a glass-enclosed office with a small desk, chair, and a cleaning closet.

Objects of Note. Apart from cleaning supplies, there’s not much of extraordinary use here.

NPCs. Brian Westbrook – Brian is a middle-aged, dark haired man who is slightly overweight, but is otherwise healthy. He’s quiet, but not unfriendly, though he does not seem interested in getting involved.

Keeper’s Notes

Brian purchased the *Sunshine Laundromat* five years ago

because he wanted to get out of the city following his wife’s untimely death from cancer. He knows little of the dustbillies apart from their superficial reputation as troublemakers, and prefers to keep his head down. If push came to shove, he wouldn’t let someone die, but he’s go out of his way to find excuses not to get involved first.

Once a week he empties the money boxes on the washers and dryers, deposits the money at the bank, and stops by the general store to pick up his weekly food order.



3I. THUNDERBIRD GIFTS

Exterior Description. This simple wooden structure has a look that suggests an old west store, complete with false front, wooden porch and a hitchin’ post. The sign above the door is an elaborately painted sign that shows a group of native men looking off into the distance with solemn, almost sad expressions. Behind them is a massive, stylized bird with dark storm clouds behind it. The name of the shop — *Thunderbird Gifts* — is painted in large old-fashioned type.

The door’s window is covered with flyers that date back many years, as well as a sign mentioning a “going out of business sale” that’s at least ten years old.

Keeper’s Notes

Anyone who has a basic knowledge of local native cultures will recognize that the men depicted in the sign are quite authentic representations of the Apache culture.

Interior Description. The scent of sage is powerful even before opening the door to this rustic establishment. A small cloud of smoke wafts out as the door is opened, and the characters are greeted with a scene of organized chaos within. Several cluttered display cases containing pipes, pouches, knick-knacks, and various bits of jewelry made from silver, turquoise, and beads dominate the center of the shop. Racks of clothing made from buckskin line the walls.

Hanging from the ceiling and mounted on the walls are bows and arrows, stone war clubs, jaw bone clubs, hatchets, spears, knives and painted ceremonial shields. Other shelves are filled with dusty pottery, woven baskets, and some rather tacky souvenirs that look like they date back to the 1930s.

An Apache-style blanket hangs behind the counter, separating the back room from the shop up front. A low padded chair sits behind the counter, and this is where the owner John Thunder (though his legal name is John Idandi) can usually be found. His dark eyes peers through the transparent counter, and when the characters enter, he will stand up slowly without saying a word and flip the switch on the side of his cash register which will hum to life.

Objects of Note. While there are many potentially useful items in Thunderbird Gifts, the most significant is *De Vermis Mysteriis* (see Appendix V on p.97), an ancient book of dark snake skin. John acquired it a number of years ago when a young woman (who had escaped from the dustbillies) burst into his shop just as he was about to lock up for the evening. She looked half mad as she shoved the book into John's hands and whispered "save them" before fleeing into the fading light.

Keeper's Notes

When the characters first walk into Thunderbird Gifts, the first to walk through the door can make a Spot Hidden roll to notice the old man tucking something away under the counter. With a *Hard* success they will notice that it is some kind of book, and with an *Extreme* success they will see that it has a black snake skin cover with the title *De Vermis Mysteriis* embossed in silver upon its cover.

This book is of extreme importance to *Al'issya Ss'rissi A'na*, and she will stop at nothing to get it. The various protections and charms placed on the shop has prevented her from detecting its presence, and the dustbillies are slightly afraid of the old man, perhaps sensing his medicine bag that he always wears.

NPCs. *John Thunder (aka John Idandi)* – John's hair is pure white and is pulled back into a messy ponytail. Combined with his lined, leathery skin and shrunken frame he looks like he could be a hundred years-old. John doesn't smile or greet customers who enter his shop, but quietly turns on his electric cash register, waits behind the counter, and watches them intently.

Keeper's Notes

John doesn't trust white people much, although his only true friend is Reverend Scott, who he simply calls Billy. He knows some folk magic that he learned from his grandfather, and he uses it to make the charms which protect his shop and the *Blood of the Lamb Pentecostal Church*. If the characters have befriended Reverend Scott (and John is aware of this) or

if they are in danger, he will be much more inclined to trust them. Until then, he will remain distant, simply answering general queries about Abattoir and ringing up any purchases.

John can't actually read the *De Vermis Mysteriis*, as he doesn't understand Latin. If untrusted individuals ask about it, he won't lie, but will try to steer the conversation away from further inquiry. If he somehow gets the impression that one of the characters may actually know something of the book, he may take it as a sign from the spirits that these are the people who can help, though he will still be hesitant to say too much at first.

If they are trusted individuals, he will tell them the story of how it came into his possession. This will also inspire him to share what he knows about the dustbillies, the Teihiihan and their priestess (though he doesn't know her name).

John Thunder has lived in this region for his entire life, and has encountered the Teihiihan before in his youth, though he knows nothing of their connection to the Serpent People. He knows them mainly through legends and stories passed down through his family, and will share them with the characters freely if they have befriended him, or if he believes that they are being targeted by the cult.

He doesn't know how many people have gone missing in the area because he doesn't pay attention to the news beyond the borders of Abattoir, nor does he know that the dustbillies are in league with the Teihiihan. It is entirely possible however that he will figure it out during the course of events, either through something he witnesses or if the characters share their thoughts with him. If this happens, John will always side with the characters as he knows the Teihiihan to be an evil race.

3J. BEST FOOT FORWARD: SHOES & REPAIRS

Exterior Description. This was once a shoe shop as the sign above the door reads *Best Foot Forward* and below that *Shoes & Repairs*. The windows still have ads for shoes, though the styles are out of date. The interior appears to consist of mostly empty shelves, and counter at the rear, and a door leading presumably to the back rooms. A small sign on the door says *FOR RENT OR LEASE* and below that *Scott Brown Properties*. At the very bottom is the phone number *EM 6-9347*.

Interior Description. If the characters manage to get inside, they will find the back rooms consist of an empty storage room, an office, and a workshop for repairing shoes.

Objects of Note. There are some leather working tools, and a few pairs of display work boots.

NPCs. There are no people who are likely to be found here.

3K. ATOMIC RADIO ELECTRONICS

Exterior Description. In the front window of this larger brick building is a sign comprised of a red neon atom with blue

neon script across it that reads *Atomic Radio Electronics*. The sign is currently unlit and *Out of Business* is written in white grease paint across it. Looking through the window, the inside is covered in a thick layer of dust, but the shelves appear to be still full of merchandise, from radios, to CBs, to televisions. Along the back wall are racks of electronic parts, coils of wire, and racks of batteries. It looks as if the owner simply left one day and never returned.

A green and white sign on the door says *FOR SALE* and below that *Scott Brown Properties*. At the very bottom is the phone number *EM 6-9347*.

3L. SCOTT BROWN PROPERTIES

Description. Across from the school is a Spanish Colonial-style house that looks like it was built in the early 30s. A white wooden sign with a lime green logo stands near the road, advertising this place as *Scott Brown Properties*. The mailbox out front simply has the name *BROWN* painted on it in the same green color as the sign. An attached garage is open, revealing a green (same color again), 1972 AMC Gremlin. At a glance, the garage seems clean and well ordered.

Objects of Note. There is a concealed closet in the bedroom that contains a large number of firearms, including rifles, shotguns, and pistols. There is also enough ammo to start a small war. Scott himself carries a .44 Magnum revolver in a shoulder holster.

NPCs. *Scott Brown* – Scott looks to be in his mid 50s, and seems rather haggard. He's of average height and build with white hair, blue eyes, and nearly perfect teeth. He wears gray pants and an alarmingly green suit jacket that matches his signs.

Keeper's Notes

Scott was 22 when he moved to Abattoir in 1948, hoping to take advantage of the town's recent prosperity. He was almost single-handedly responsible for the development of Weyland Estates, and as he purchased and developed more property in town, his future looked bright indeed.

Unfortunately, when the mine went under, Scott was hit hard financially and emotionally. He tries to make the best of it, convincing businesses to steer towards a more tourist-based economy, but it soon became obvious that Abattoir was dying. Scott refused to give up.

He became obsessive about maintaining and protecting his properties, hoping that one day things would turn around for this sleepy desert town. His wife left him shortly after, moving back to Austin with their son, Scott Jr.

Despite his appearance, Scott is only 49 now, and is somewhat of a recluse. He goes out once a week to check his properties and pick up groceries at Mathers' General Store. Scott isn't a bad guy, but he is more concerned about

his properties than any of the people in town. He is aware of the dustbillies as troublemakers, but knows nothing of their other activities. If anyone approaches him about property, he becomes almost manic with excitement at showing the prospective buyers what he has to offer. He'll talk enthusiastically about Abattoir's better days, and that those days are set to return very soon.

If he catches anyone trespassing on one of his properties, or god forbid, damaging one, he will lose his temper and draw his .44 Magnum and demand to know "What the hell do you think you're doing!"

Scott Brown and Steve Brown are not related.

3M. DR. ROBERT L. BRENNER

Description. This is a normal looking Georgian-style house that seems relatively well maintained. A sign out front says it's the home of *Dr. Robert L. Brenner*. A sign on the door shows his hours are *9am to 5pm, Monday thru Thursday*. Below that it reads *For Emergencies Call: EM 6-4128*.

Objects of Note. Dr. Brenner has a full operating room that is heavily soundproofed, and a kill room off that. All of this is concealed behind a veneer of southwestern charm. Dr. Brenner has a direct phone line to the dustbilly compound, so he can have a small army at his house in under 15 minutes.

NPCs. *Robert L. Brenner* – Robert (called Doc Bob by the locals) is in his early 60s with an average build, neat gray hair, and pale blue eyes. He wears a white suit with a matching Panama hat, and polished brown shoes. He's the epitome of the southern country doctor, right down to his charming drawl, approachable smile, and chimney-style pipe between his teeth.

Keeper's Notes

Dr. Brenner used to be a veterinarian back in the days when cattle was the big business in town, but these days he serves as the town's doctor. While not certified to work on humans, he's capable enough to handle simple illnesses, stitches, broken bones, etc. All of this stays off the books of course, and any paperwork will list patients as horses, pigs and dogs.

Dr. Brenner is part of the Yig cult's inner circle, second only to Osteen in the power he wields. He keeps a sharp eye on the happenings in town, and plays the friendly old country doctor for strangers to keep them off their guard. If he sees the dustbillies threatening to cause the wrong kind of trouble, he'll step in and diffuse the situation, acting more like a savior than villain.

Of course, if any characters become too troublesome and/or seem to be hesitant to participate in "The Hunt", he may simply sedate them when their back is turned.

The Keeper should remember that Dr. Brenner is a brilliant psychopath, and should not be underestimated.



4. BLOOD OF THE LAMB PENTECOSTAL CHURCH

Description. Sitting atop a low rise near the center of town is a faded wooden, country church. A single, narrow steeple reaches up into the cloudless sky, its metal roof covered with a patina of rust. The belfry's shutters are closed and look as if they haven't been opened in fifty years.

The front doors were once painted blue, but most of the paint has long since crumbled away revealing only gray, weathered pine beneath. A series of four tall windows line each side of the church, their stained glass depicting unidentifiable martyrs being executed in various gruesome ways. The front steps are in disrepair, but still functional if one is careful.

The church is surrounded by a three-foot high picket fence whose condition suggests that it was built at the same time as the church, presumably the early 1800s. To the left of the church is an ancient cemetery with slate headstones and a single rustic mausoleum. This low structure looks like it was probably built using local stones.

A closer examination reveals primitive talismans hanging over the windows and front door fashioned from bones and sinew (Handout #23). There are other ornaments made from feathers and skulls with blue symbols painted on the foreheads of each. Most of the skulls seem to be from smaller mammals (probably coyote), but the one above the front door is obviously from a buffalo.

The wooden sign in front of the church is the newest feature of the property (probably less than 10 years old) and bears the name *Blood of the Lamb Pentecostal Church* and below that says *Established 1965*.

Objects. Whenever he's not in his tiny apartment Reverend Scott keeps his double-barrel sawed-off shotgun (which he has affectionately named *Righteous Fury*) stored in his pulpit within a poorly hidden compartment. Anyone looking at the pulpit from the preacher's side can easily see how it opens. The Reverend takes *Righteous Fury* with him when he staggers off to bed at night.

NPCs. Reverend William "Billy" Scott – Reverend Scott is an older man whose age is difficult to gauge exactly, but it somewhere between 60 and 70 years of age. He has wild gray hair that rings his head like a halo, and dark watery eyes. He wears black pants, a short-sleeved black shirt, a clerical collar, and no shoes. Billy has the perpetual smell of whiskey about him, even when he's not drinking, which isn't often.

Keeper's Notes

If anyone approaches or enters the church unexpectedly, Reverend Scott will put a shotgun to their head from behind the door of the main entrance. Once he realizes that they aren't a dustbilly or worse, he welcomes them in and offers them a drink (usually whiskey, though he has water out back).

He is fairly relaxed about his faith, toasting the altar when he drinks and talking to the "Good Lord" as one would talk to an old friend. Which is to say that he's not always polite, occasionally calling him "That Almighty Bastard".

Billy has become good friends with John Thunder, the owner of the cheesy souvenir shop in town, and it is he who has warned Billy of the evil spirits. He is also the one that provided Billy with the protective fetishes that guard the entrances to the church.

He genuinely knows nothing about the Teihiihan or the dustbilly cult, though he does believe that there is an evil presence in the area. He has long known that many of the locals hold some blasphemous views, but he also knows that it is man's plight to be a sinner for the entirety of his life. He looks at the snake imagery as a product of the times... just like the current fascination with Rock n' Roll music. "Everybody thinks the devil is some kind of romantic idea... until they meet him face-to-face!"

Location History

The church is quite old, having been originally built as a Methodist church when the town was established in 1832 and then abandoned in 1918 following the influenza epidemic. It reopened as a Pentecostal church in 1931, attracting dozens of believers to settle there. The minister was Reverend Ezekiel Holgate, and he included snakes and snake imagery in his services, often speaking in tongues and shouting "Yig!" in lieu of "Amen". Ezekiel was compelled to take long walks into the desert where he was slowly being influenced by the priestess of Yig who would come to him as a beautiful woman to seduce him. He'd return in the morning with no memory of the encounter, his head filled with strong compulsions to eat human flesh.

By 1936, Ezekiel was completely enthralled. During services one Sunday in July he added a sleeping draught (given to him by Al'issya Ss'rissi A'na) to the sacramental wine. That night, the Teihiihan feasted on the flesh of the congregation while Reverend Holgate and the priestess of Yig copulated in their midst. At the height of this blood orgy, Al'issya Ss'rissi A'na transformed into a massive serpent and devoured Holgate. Soon after, the town was set ablaze by the Teihiihan.

Only the church was spared, and it remained abandoned for decades until Reverend Scott arrived in 1965. Back in Dallas, Billy had his own church, a sizable congregation, a nice home, a loving wife (Margaret), and two wonderful children (William Jr. and Sally). Unfortunately, Billy also had several secret vices that included drinking and gambling.

At first he managed to keep his problems secret, even from his family. After his children left home however, his extracurricular activities began to seep into the void. He began gambling with church offerings, and about ten years ago he lost everything. All the money from the church, his life savings, and worst of all the patience and respect of his beloved wife, were gone in an instant.

Sally threw him out, and he left Dallas with nothing but the clothes on his back, a bottle of tequila, and his 1963 Cadillac El Dorado. The next couple of weeks were a blur, but eventually he found himself in Abattoir... out of booze, out of money, and nearly out of gas.

He spent several months cleaning and making minor refurbishments to the renamed The Blood of the Lamb Pentecostal Church. While renovating, Reverend Scott had

decided to capitalize on the local infatuation with snake imagery by incorporating the serpent from the Garden of Eden in much of the internal decor.

While the church can seat as many as 200 people, attendance is abysmal these days, drawing only a handful of locals. This meager attendance drops to zero when the temperature climbs above 90 degrees, and so during the summer months, the Reverend often skips services all together to get an early start on his drinking. Most evenings, Reverend Scott can be found at the Last Stop bar, mingling with the locals and getting drunk. He usually accomplishes the latter by dusk and heads back to the church, where he has a small apartment in the back consisting of a tiny bedroom and kitchenette.

5. WEYLAND COMMUNITY PUBLIC SCHOOL

External Description. *This is the largest building in town, except for the old slaughterhouse. It is red brick, trimmed in granite with a flat roof. There is a large pair of double doors on the front, with side entrances at both ends. Etched into the granite above the door are the words **Weyland Community Public School**, and beneath that **est. 1952**. It is three stories tall, with windows lining the front and back.*

The entire area is surrounded by a five-foot-high chain link fence, though there are no gates to keep people out. A playground sits rusting to the right of the building, and an overgrown gravel parking lot is just outside the fence.

*A number of the windows have letters cut out of yellow construction paper that spell out **GO RATTLERS**. There is a weathered sign on the fence for **Scott Brown Properties**.*

Internal Description. *It's not necessary to break into the school since the doors are unlocked. The halls are lined with gray steel lockers and outdated notices promoting various school clubs or events. Looking into the room reveals that the school is fully furnished as if it were still in use, except for the fact that everything is covered in a thick layer of dust. Each classroom has a dozen student desks, a large, wooden teacher's desk, and shelves filled with 1950s era school books.*

On the first floor near the middle of the building is the main office. There is a receptionist area up front, as well as offices for the principal, vice principal, and the school nurse.

Keeper's Notes

The Keeper can improvise what the characters find if they decide to search the desks, lockers, and/or offices. The thing to keep in mind is that the place has been abandoned for about twenty years, and that only personal items seem to have been removed.

All records have been removed from the office filing cabinets. There are still some basic office supplies and a dried up mimeograph machine. The nurse's office has some

basic medical supplies, though most of the medicines are well past their safe use date.

The bathrooms still have running water and toilet paper in the stalls. A *Hard* Spot Hidden check will find a cigarette pack with a book of matches hidden behind one of the toilet tanks. There are four, twenty-year-old cigarettes left.

6. ABATTOIR WATER WORKS (WATER STREET)

Description. Overlooking the entire town is the massive water tower, with **ABATTOIR, TEXAS** painted in neat block lettering on the east and west sides. This provides all the water for the town, and still continues to function despite the fact that there are only three people whose job it is to maintain it.

The small building next to it is simple cinder block construction with a metal roof, a single steel door, and no windows. This structure houses the pump, piping, valves, maintenance tools, pressure gauges, etc.

Objects of Note. Tucked beneath the pipes is an oversized metal tool box with a variety of pipe wrenches, rolls of friction tape, and other tools required to maintain the town's simple water system.

NPCs. Vance Kennet (see 29 Ridge Road) comes here once a week (always a different day and time) to check on the Abattoir Water Works. If the characters are snooping about, the person with the lowest Luck score should roll to see if Vance is there or shows up. If he catches them, he'll ask their business and try to get them to move along. He seems a little nervous, and if they ask questions about the dustbillies, he'll get agitated and demand they leave.

7. ABATTOIR CEMETERY

Description. The cemetery is just barely maintained. The grass is cut every two weeks by one of the three town employees, and once a month, the grass around the stones is trimmed. There are a few odd stones that are slightly better maintained by family members who arrive once in awhile from out of town, though this doesn't happen as often anymore.

Objects of Note. The most recent grave is from 1967, with the vast majority of them dating back to the mid-'50s. If the characters investigate, they can learn that there are 43 deaths that all took place on July 12, 1955. If they ask around, they can learn that there was a cave-in at the mine on that day, killing 58 people. The reason that there are only 43 in the cemetery was that 15 bodies were never recovered.

NPCs. If the characters are looking around during daylight hours, have the person with the lowest Luck score should make a roll to see if Malcolm Ferrell (see 25 Ridge Road) shows up to mow the grass with an old fashioned push mower. He'll generally ignore the characters, but questioned

he'll answer questions about the cemetery, which is the only thing he knows about. He'll be able to tell them a bit about the mine disaster in 1955, but he doesn't have any real details. He knows absolutely nothing about what the dustbillies are doing, though he knows they're trouble. Malcolm generally keeps his head down and minds his own business, occasionally dropping by The Last Stop for a drink on Friday nights.

8. HACKETT & SONS BEEF CO.

Exterior Description. This massive cinder block building has a warehouse/factory look to it. There are two loading docks on the southern side, with frosted windows set high on the outer walls. There are two employee entrances: one near the southeast corner facing the road and one at the northwest corner facing the barn.

Painted across the long side of the building that faces the street is the name **Hackett & Sons Beef Co.**, and beneath that the tagline reads **Real People, Real Meat.**

The entire complex is surrounded by ten-foot chain link fencing with three lines of barbed wire at the top, pitched outward. A gatehouse is the only way in or out of the facility, though it currently is chained closed with a **KEEP OUT** sign hanging from it. The keep out signs are also mounted every thirty feet or so along the entire perimeter of the fence.

The other building on the property is a long, corrugated steel quonset hut with huge double-doors at each end. Judging by the tall, cylindrical feed silos next to it, this is likely to be the cattle barn. There are dozens of one-foot-square translucent windows along each side, and a vent tower on the roof.

Interior Description. The inside of the main building is ruined. There is debris, peeling paint, and rusted equipment everywhere. Time and weather have allowed mold and slime to cover the floors, walls, and ceilings, with the occasional hole open to the sky.

Keeper's Notes

If the characters search the building, a Spot Hidden check will reveal the skeletal remains of two adults and a child, all covered in a thick layer of mold. They apparently died huddled beneath a stainless steel counter, a meat cleaver clutched in the larger adult's bony hand.

Their clothes have long since rotted away, but a successful Medicine check will reveal that the larger adult skeleton was male while the smaller adult was female. The child is impossible to tell. A *Hard* success on the Medicine check reveals that the man had a broken leg, while an *Extreme* success suggests many other injuries, including deep cuts and fractures. It seems likely that they died from their injuries many years ago.

9. BENSON'S HARDWARE & LUMBER

Description. The building is simple red brick construction. Large windows on the side facing the road display tools of all kinds from shovels to kitchen appliances. A sign in the window advertises "Propane Refills". The inside is well organized and offers all the typical things you'd expect, including tools, nails, screws, plumbing supplies, electrical supplies, gardening supplies, and so on. There is a display where they once sold firearms and ammo, but it is currently empty.

Lumber Yard. The fenced in yard next to the building contains stacks of lumber, cinderblocks, bricks, fence material, and long lengths of black pipe that are too large for the store.

Objects of Note. All the usual tools and hardware can be acquired here, though the prices are 50% higher than one might expect.

NPCs. Peter "Pete" Benson – Pete is a tall, lanky man with blonde hair who looks to be somewhere in his late forties. He has dark-rimmed glasses and tends to dress in sturdy, practical clothes that have seen a few miles. Pete is a quiet, simple man with a friendly manner and an honest smile.

He owns and operates Benson's Hardware & Lumber with his sons Rob (19), David (22), and Peter Jr. (25). They are blonde as well, and all seem healthy, pleasant, and respectful. Pete's wife died giving birth to Rob several years before they moved to Abattoir, and so he has raised them alone for the last two decades. They regularly attend Reverend Scott's services.

Keeper's Notes

Pete is aware that the dustbillies are dangerous, but knows nothing of the cult. Rob, David, and Peter Jr. are oblivious to the severity of the threat, though their dad cautions them to avoid Seth and his "thugs", which they have so far managed to do.

About sixteen years ago, the dustbillies compelled Pete to stop selling guns by threatening his kids. This is part of the reason that Seth told his people to keep away from the Benson boys. The other part of the reason is that Pete is able to order bulk ammunition for them without drawing any undue attention.

What Seth doesn't know is that Pete has been building a stockpile of weapons and ammo in anticipation of one day having to defend his family. These weapons are stored in a buried fallout shelter in the backyard of their house. It can either be accessed from a hatch (disguised as a well head) on the surface, or a secret passage behind a shelf in the root cellar that requires a *Hard Spot Hidden* check to discover.

10. HIGHWAY 6 DINER

Description. This is a classic aluminum-sided diner from the 1940s that looks like it closed down about the same time as the mine. The windows are broken and the interior has been ruined by exposure, though its overall structure looks fairly solid.

Objects of Note. If the characters search through this place, they could find a few cooking utensils and maybe a rusted kitchen knife. A *Hard Spot Hidden* check will find a few industrial-sized cans of baked beans in the back of a cabinet. The cans are intact and still edible.

Creature. A rattlesnake has made its home in the diner. Everyone entering should make a Luck roll. Failure means that they disturb the snake (see *Keeper Rulebook*, p.339). If they actively search the place, then the person with the lowest Luck score will automatically find it.

11. VINCENT BROS. SCRAP YARD

Description. The main building is a workshop with an attached office. There are racks of used parts, some of which are on the new side. The scrap yard is filled with cars dating back to the 1930s, all laid out in rows that stretch the entire length. Near the workshop is a hydraulic pit car crusher that hasn't been used in some time.

Objects of Note. The office door is kept locked, but if the characters get inside they find a sofa, soda machine, and a large metal desk. In the main drawer is a locked cash box with about \$250 and a .38 caliber handgun. A forty channel CB radio sits on the desk next to a police scanner with red lights running from left to right in repeating patterns. If anyone uses the CB, there is a great deal of static due to the poor antenna, but it will reach local listeners, which is really the only reason they use it.

This scrap yard holds some of the wrecks from previous dustbilly victims. These are identifiable by the bullet holes, though the Vincent brothers will explain that they were simply used for target practice. A successful *Spot Hidden* check in any of these cars will find many blood stains. If asked, the brother will claim that they shoot rats in the scrap yard sometimes, and indeed there are a few dead rats with large caliber bullet wounds.

Keeper's Notes

This would be a good place for a Keeper to put a clue if the characters are looking for someone specific as part of the scenario. Perhaps there is a unique personal item that John or Mike recovered from a wreck, or the investigators might even find the wreck of the car they were driving.

NPCs. John and Michael Vincent (Cw) – John and Mike are two brothers in their mid- to late 30s that look similar enough to be twins, but aren't. This similarity is reinforced by the fact that they both have matching brown mullets, thick mustaches, and matching grease-stained blue coveralls.

Keeper's Notes

They aren't Dusbillies, but they are aware that they hunt and kill strangers, and they're not bothered by it. They often buy cars that the dustbillies bring them with no questions asked, and salvage parts that they need to keep their cars in working order.

The brothers know nothing about the specifics of where the cars come from and don't care enough to ask. If confronted, the brothers are cowards and will direct the characters to talk to Seth. If they sense trouble from the characters, they use the CB radio in their office to call Seth and warn him.

12. ADATTOIR LANDFILL

Exterior Description. The landfill consists of a massive hill of garbage that is slowly spreading down the slope. A flattened area at the top has a large bulldozer parked on the west side with a small shack on the right. The shack has an opening for a window that is covered with a ragged curtain. The door is ill-fitting and looks as if it was salvaged from the trash.

Interior (Shack) Description. Gerald will not willingly let anyone go into his shack, but if they do enter, they'll see a three legged chair with the missing leg replaced with a cinder block, a dirty cooler with warm cans of soda, and an oscillating fan plugged into a series of extension cords that run over to Vincent Bros. Scrap Yard.

When the characters turn around to see the interior of the front wall of the shack, they see a series of disturbing pictures of torture and death involving mostly women. Many of the victims are tied and beaten with looks of either desperate despair on their faces or they're catatonic. Many of the women are in red-tinted, padded rooms with pictures of rainbows, unicorns, and teddy bears on the walls. Other pictures show bodies that have been burned to a crisp, making their sex impossible to determine. The photos look as if they were taken with a Polaroid instant camera.

Keeper's Notes

The pictures are so disturbing, a Sanity check is required (1/1D6). The Sanity loss may be greater if the characters are looking for a missing girl or woman (Keeper's discretion).

Objects of Note. There could be remnants of past victims if investigators want to search through the garbage, but will require an *Extreme* success.

NPCs. Gerald Brewster – Gerald is in his late 40s and moderately obese with short black hair, dark eyes, and dresses in dirty denim overalls. He wears no shirt, knee-high rubber boots, and carries a .38 snub-nosed revolver in his pocket. Gerald is very rude to anyone he doesn't know, yelling at them to "Get the fuck outta here! You don't belong here!" or something to that effect. [*Hit Points: 10; Dodge: 20; Firearms (Handgun): 35*]

Keeper's Notes

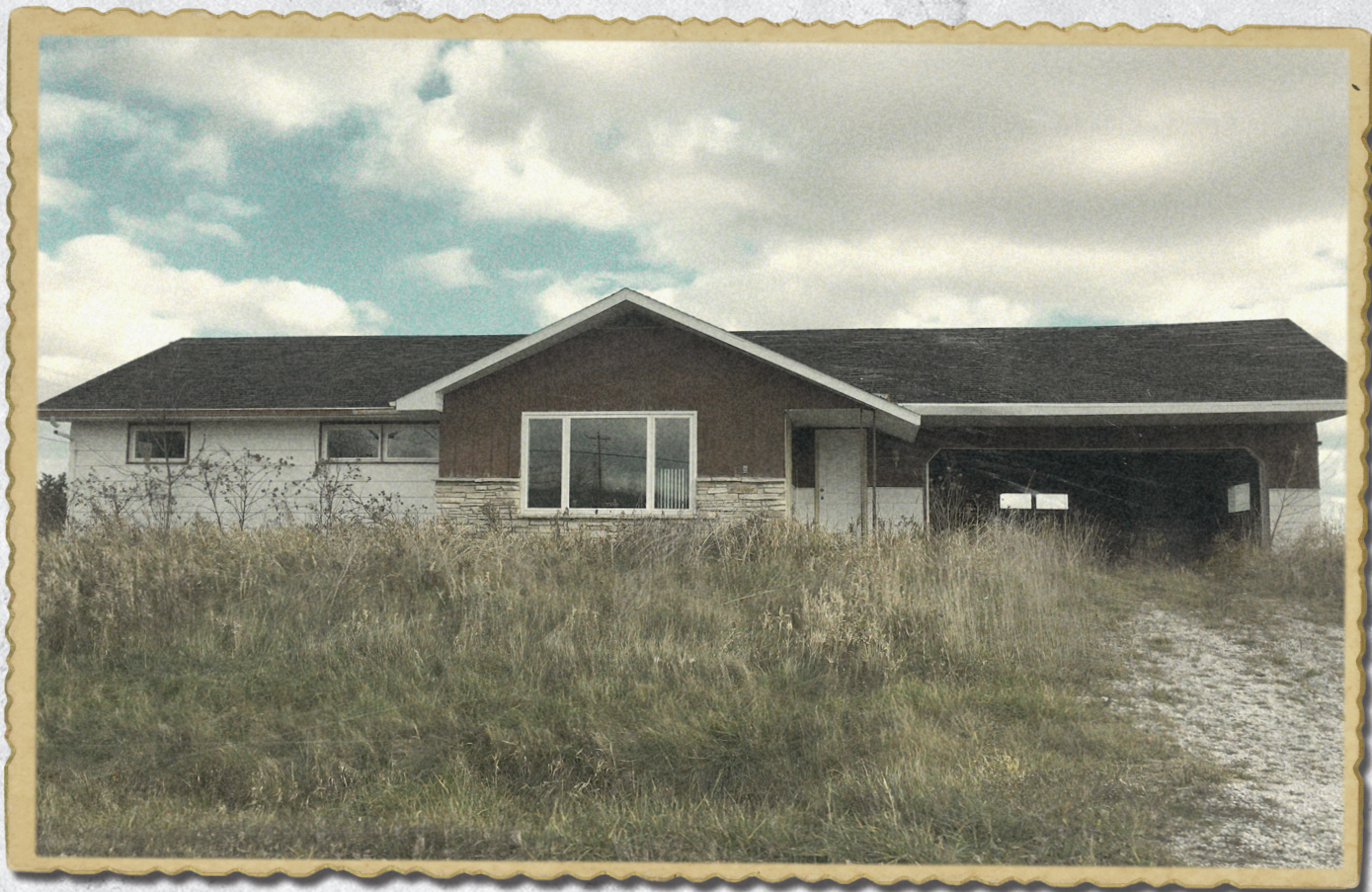
Gerald manages the landfill alone. He is a dustbilly supporter who happily disposes of whatever they need gone (mostly bodies) that they don't want Osteen to know about. In return for his discretion, Seth brings him pictures of their victims, including those in the Red House. If Osteen knew he'd probably have Gerald burned on the windmill and Seth tortured for his penance.

If any PCs show up, Gerald will demand to know what the hell they think they're doing there. He will try to intimidate them to leave. If they are not official law enforcement and they seem threatening, he'll pull a snub-nosed .38 on them, demanding that they leave. He has no problem shooting them if they resist. If the PCs are law enforcement, Gerald will make a run for it down the slope of garbage, shooting at anyone who tries to stop him. If capture seems likely, he'll eat a bullet rather than face the wrath of Osteen.

In his chest pocket are a pair of keys, one to the bulldozer and the other to his house (34 Hackett Road). Also in his pocket is his favorite picture (Polaroid) which shows a tortured young woman of about twenty years of age. She's tied up, gagged, and badly beaten with a look of terror on her face.

Monsters. There is a Mutated Rat Swarm (see Appendix) hiding within the garbage. They normally stay burrowed deep, but the heatwave has brought many to the surface. They don't like the light, but a Spot Hidden check might see a two-foot-long white tail darting into the refuse. If the PCs come at night, then they will attack if anyone prods through the garbage.





13. MISCELLANEOUS HOUSES

Description. Most of the homes in Abattoir are sprawling, single story, ranch houses. They have wide facades, front-facing garages, low-pitched roofs, and were originally painted in various colors, though most are now the sun-bleached, no-color of dust. Any yards that they may have once had have been reclaimed by the merciless desert. All that remains is brown scrub grass littered with rusted barbecue grills, abandoned cars, and countless other bits of unidentifiable debris.

It's difficult to tell which houses are currently inhabited and which are not. Some windows are boarded up while others have faded drapes or closed storm shutters.

Keeper's Notes

If the characters pass any of these houses at night, a *Hard Spot Hidden* check will allow them to notice a dim light that suggests that it might be inhabited. If anyone knocks on a door at night however, they are not likely to get an answer. If the characters sound scared or desperate, a successful *Hard Persuade* check will convince the person to open the door.

If the characters decide to break in, they'll likely be met by a terrified individual with a shotgun or baseball bat who will immediately attack, fearing that it's the dustbillies or worse.

Citizen Key (see *Residents of Abattoir* on p.13 for details)

- (Af) = Afraid
- (Ap) = Apathetic
- (Cf) = Complicit, Forced
- (Cw) = Complicit, Willing
- (Cu) = Cult Member
- (F) = Friendly
- (O) = Oblivious

Ridge Road

House Number	Residents
--------------	-----------

- | | |
|---|--|
| 4 | <u>Hank Dewitt (Af)</u> – Hank is a retired electrician in his late sixties who worked at the old Weyland Mine when it was open. He is slightly overweight with trimmed auburn hair, gray eyes, and a tired face. He has a good idea that something bad is going on in town, but spends most of his time in his garage with his wife listening to Coyote Mike and tinkering with old radios. |
|---|--|

Hank performs repairs and maintenance at the laundromat for his friend Brian (Westbrook) when

he asks. In return, Brian gives him free use of the machines at the laundromat.

Alice Dewitt (Af) – Alice is in her sixties and rarely comes out of the house because she's afraid of the dustbills. In fact, most people believe she left town years ago to go live with family. She spends most of her time in the garage with her husband where they have made a kind of hidden living area.

8 Harold "Harry" Kelly (F) – See Kelly's Drugs on p.25.

9 William "Bill" Mika (O) – Bill is a middle-aged man who is pleasant in appearance, with trimmed gray hair and watery green eyes. Bill wants to be left alone. He's a retired accountant from Austin who moved here with his wife. She died of natural causes soon after their arrival.

11 Russel Williams (Af) – See Esso Gas Station on p.16.

15 Quint McCoy (O) – Quint has trimmed dark hair with hard brown eyes. He wears dark pants, a white shirt, and glasses with silver rims. Quint is a retired laborer from Dallas, and while he hasn't traveled much, he is fascinated by foreign lands and peoples.

He currently serves as the town's Public Works Supervisor. He spends most of his time reading National Geographic magazines and marking locations that he reads about on his globe. He's friends with Anton Vasser.

17 Anton Vasser (O) – Anton is tall and lean, with short graying hair and blue eyes. He wears a casual suit and a gold wrist watch. He's a retired geologist who used to work for Weyland Mines. He's friends with Quint McCoy.

18 This house was abandoned some time ago. It is still in fair shape and has a faded Scott Brown Properties sign on the front door which is unlocked.

21 Daniel Mathers (Cu) – See Mathers' General Store on p.22.

22 William "Willy" Cain (F) – Willy is in his mid-forties and has a pleasant appearance. He has brown hair, dark eyes, and wears casual clothing. He is always checking his cheap wrist watch as if late for something (though he's not).

Willy's wife and daughter died shortly after arriving in Abattoir. The official story is that they died in a car crash on Red Road, and their bodies were carried off by coyotes, but Willy doesn't buy this story. He tried contacting authorities, but to no avail. He currently serves as the town's Animal Control Officer. He owns a rifle and is an excellent shot. Willy could be an useful ally if approached.

23 Scott Brown (O) – See Scott Brown Properties on p.28.

25 Malcolm "Mal" Ferrell (O) – Mal is works part time for the town to maintain the cemetery. He's thin, with messy dark hair, hazel eyes, and sturdy, practical clothing. Secretly, Mal wants to discover why he keeps having the same unsettling dreams about snakes.

27 Peter Benson (Af), Robert Benson (O), David Benson (O), and Peter Benson Jr. (O) – See Benson's Hardware & Lumber on p.32.

29 Vance Kennet (Af) – Vance is short and stout with an unkempt mullet of brown hair, and brown eyes. He is a retired plumber who currently works part time maintaining the town's water works. He wears a dark blue coveralls and a silver wrist watch.

30 Nate Patterson (O) – See Esso Gas Station on p.16.

32 Steve Brown (O) – See Esso Gas Station on p.16.

33 Chet Prince (O) – Chet has a square face, with short gray hair and narrow brown eyes. He wears denim overalls and a straw hat. Chet is quiet and keeps to himself. He's a retired carpenter and he still helps out neighbors with projects if they ask.

34 Benjamin Peterson (O) – Ben has gray hair, brown eyes, and a thin mustache. He wears a dark suit and glasses with gold rims. Ben's a retired real estate lawyer who is very well-spoken and reserved. He has drinks with Scott Brown every Friday on his front porch to discuss real estate.

35 Ernie Peters (Af) – See Abattoir Town Hall & Post Office on p.23.

37 Carlos Garza (Af) – See The Last Stop on p.24.

38 Lawrence Miller (Ap) – See First Bank of Abattoir on p.25.

39 Brian Westbrook (O) – See Sunshine Laundromat on p.26.

40 This house was abandoned some time ago. It is still in fair shape and has a faded Scott Brown Properties sign on the front door which is unlocked.

Hackett Road

House Number Residents

11 Edward Bailey (Af) – Ed is an accountant who handles the finances for many businesses in town, including Kelly's Drugs, Sunshine Laundromat, and Scott Brown Properties. He's in his 50s and below average height. Ed is thin with sharp features, straight, dirty blond hair, and brown eyes. In addition

to his accounting job, Ed also serves as the town's assessor, and handles all licensing and tax collection for Abattoir.

- 13 This house was abandoned some time ago. It is still in fair shape and has a faded Scott Brown Properties sign on the front door which is unlocked.
- 14 Robert Taylor (Cw) – See The Last Stop on p.24.
- 15 Matthew Sutton (F) – Matt is a pharmacist in his late 50s. He works part time at Kelly's Drugs, and also serves as the town's Planning and Zoning Commissioner. He's average height and slim with striking features, and neat graying black hair. He talks a lot with Willy Cain and shares his attitude about the things happening in town. Matt probably knows more about the dustbilly compound than any other outsider, and can provide plans for the place if asked by the PCs.
- 27 Brian Westbrook (O) – See Sunshine Laundromat on p.26.
- 29 Jacob Thomson (O) – Jacob is a retired fireman from Dallas in his 80s. He's of average height and frail with rough features. He has short gray wispy hair. His wife died before he moved to Abattoir. He's an avid stamp collector and serves as the town's Fire Marshal.
- 31 Samuel May (Af) – Samuel is a bank clerk in his 30s who works part time at the First Bank of Abattoir. He's short with lean with angular features, neat blond hair, and pale blue eyes. He drinks excessively at night to help him ignore what's going on in town, but he always comes into work sober. He lives with his dog Grizzle (medium-sized mutt) who will bark when anyone nears the house and will defend Samuel to the death if threatened.
- 34 Gerald Brewster (Cu) – See Abattoir Landfill on p.33.
- 36 Noah Clark (Af) – Noah is a retired radiologist in his mid 70s. He's very short and stout with soft features, neat gray hair, and dark hazel eyes. He's annoyed by "hippies", and a sucker for political discussions. Noah has a weakness for good food and makes special orders at Mathers' General Store every month. He lives with his long-time friend Lawrence Bell.
Lawrence Bell (Af) – Lawrence is a retired sales rep in his late 60s. He's just below average height with thin, pinched features. He's bald with blue eyes. Lawrence (never "Larry") is annoyed that he and Noah are stuck in Abattoir and would prefer to move to the city where there are "decent restaurants".
Noah and Lawrence are a couple, and have been

in a committed relationship for more than forty years. In public they tend to fight, thinking that this will throw people off the fact that they're a couple, but it only makes it more obvious. While this would be a scandal in many small towns, it's the last thing to worry about in a place like Abattoir.

- 37 This house burned down many years ago. The owner died in the fire, and there were apparently no next of kin, and so the property is currently owned by the town. No one wants to pay the expense of having it torn down and hauled away, so the burned out husk remains.
- 39 Archibald "Archie" Smith (Cw) – See Tom's Barber Shop on p.23.
- 52 See Highway 6 Diner on p.32.

Steel Road

House

Number Residents

- 6 Mitchell Oppenheimer (Af) – Mitch is a sculptor in his late 20s. He's average height and slender with rough features with messy blond hair. He is living off an insurance settlement after his parents died, and spends most of his time welding large metal sculptures that stand like sentinels around his house. Mitch regularly buys scrap metal from the Vincent brothers. He's aware that they're bad guys, but he keeps his head down and minds his own business. He always goes inside when someone drives by. He has reinforced his doors with metal, making his house one of the most secure in Abattoir.
Mitchell is afraid to do anything on his own, but will help anyone resisting the dustbillies if it's not too dangerous. He likes to think of himself as a hero, and could become one if he can overcome his fear.
- 20 John and Michael Vincent (Cw) – See Vincent Bros. Scrap Yard on p.32.





13d. Surrounding Roads

Description. The various dirt roads that criss-cross the area surrounding Abattoir are all more or less the same. They tend to be hard-packed gravel, well-traveled, and extremely unpredictable. Hairpin turns seem to come out of nowhere and over the next hill the hapless driver may find a gully where there was once a road. Loose gravel shoulders can collapse, causing the driver to steer their vehicle into a ditch. A flash flood months ago could have taken out one of the countless wooden bridges that span ravines and dry stream beds. The roads seem to have no rhyme or reason to which direction they go next.

Red Road

The first (and possibly last) road one encounters when leaving Abattoir to the east is Red Road, though a hand painted sign just outside of town calls it the **Highway of Blood**. The sign was made

by the dustbillies because this is the road where their ritual hunts begin. It's the most traveled road in the area, and the dustbillies know it like the backs of their hands. If one were to search the gullies along the side of this road, particularly near the western end, they would likely find countless spent shell casings, broken car parts, hubcaps, and the occasional discarded firearm that jammed at the wrong time. Not many people do this since they are often busy screaming and driving for their lives.

Dirt Road

This short side road leads to The Homestead, and is reasonably well kept. A drainage ditch runs along the eastern side, and it is often polluted with waste from the dustbilly compound.

Rattler Road

This road leads to a dead end at a deep ravine (Rattler Ravine) in what the dustbillies call "The Forbidden Lands". The ravine got its name from the fact that there tend to be more than the average number of rattle snakes there.

Serpent's Road

The dustbillies gave the road its name because it leads to the Serpent Caves, though few know what's really in those caves.

Twister Road

This winding road is one of the most twisting roads in the area, hence the name. A little over five miles to the west the road is barricaded with old wrecked cars and boulders. It's impossible to get a vehicle around the barricade or to drive one out into the desert.

Miner's Road

Unsurprisingly, this road leads to the mining camp, and ultimately to the old Weyland mines.

Ridge Road

This road intersects with Miner's Road in the mining camp. The dustbillies have prepared a pit trap about a mile and a half to the south. Only a *Hard Spot* Hidden check will warn a driver of the trap. If a vehicle drives into it at speed, it will be like hitting a brick wall. The car will be ruined and there are likely to be some severe injuries.

Gully Road

This is a relatively long, straight road that ends at a 30-foot deep gully where the old wooden bridge has collapsed. Of course, it was destroyed by the dustbillies to prevent victims from escaping that way, but it was done so long ago that it's impossible to tell.



THE HOMESTEAD

14. THE HOMESTEAD

Description. Enclosed by a ten-foot-high adobe wall, this 260 by 340 foot compound looks more like a fort than anything else. The only features visible from the outside is some sort of tower or steeple in the center, an industrial windmill that towers over the wall, and a massive gate on the shorter, southern wall. The dustbillies appear to have built a twenty-foot-square metal platform about eight feet below the vanes on the windmill.

Keeper's Notes

Known by many of the locals as "The Compound", this is the inner sanctum of Osteen's cult, and the majority of the dustbillies. No outsiders that have seen the compound have returned to describe it. The only features of the interior that can be seen from the outside are the bell tower of what is presumably some kind of church or meeting hall, and the old steel windmill.

The windmill once provided water to the area before the introduction of electricity, but after it fell into disuse, the mechanism rusted and hasn't moved since. On certain nights, the light huge bonfires that have left the upper sections of the windmill blackened with oily soot. Some even whisper that on

nights when the tower bonfire is seen, they can hear the echo of distant screams.

The only apparent entrance is through a pair of gates as high as the wall and about sixteen feet wide. They're constructed from heavy wooden beams that make up the frame and sheathed with corrugated steel. There must be some way to see outside since the gates always seem to open when a dustbilly's vehicle approaches.

There is a drainage ditch on the east side of the compound. A three-foot-diameter drainage pipe runs beneath the wall, allowing waste water to be directed away from the homestead. The outside of the pipe is covered by a steel grate that is welded to the end, but time and water have rusted it badly. A few good kicks could break it open (though this would cause a lot of noise), or it could be pried open with a crowbar or similar tool.

There are 30 dustbillies in total, with between 20 and 30 dustbillies at the Homestead at any one time, depending on whether or not any have been killed or happen to be out.

14A. MAIN GATE

Description. The heavy double-gate is held by large hinges made from old car axles. Several sturdy bolts secure the doors when closed. They are oiled and balanced enough to open easily at a push or pull if not locked. There are a few peepholes in the doors, and there is almost always someone who is on watch.

Just inside the compound is a small, wooden gatehouse with a single window and door that is always open. Inside is a wooden table with two chairs. On the table is a deck of cards and a two piles of bottle caps.

Keeper's Notes

The gates have the following stats: Build 16, Armor 6. If a car runs into the gate while closed and doesn't do enough damage, the car suffers that same damage. If the damage exceeds the door's Build, the door opens and the car suffers only 20% of the damage. The Build is considered 8 if a car is ramming it from the inside.

Objects of Note. There are no important items.

NPCs. Dustbilly Gatekeepers – There are two dustbillies (Keb and Able) here at all times, because it takes two to open the gate. These are not the brightest of individuals, and are considered too unstable to go outside (a fairly sobering thought).

Keb and Able argue constantly over their card games, since neither remembers the rules correctly, and each accuses the other of cheating. Even as they open the gate, they can be heard arguing.

Keb: "No you dumbass, three sevens ain't a full house!"

Able: "It were when you got one yesterday you fuckin' liar!"

Keb: "That ain't what happened and you know it!"

For the purposes of this scenario, Keb and Able can be considered mooks, meaning that they are fairly easy to put down with a single hit.

14B. COMPOUND

Description. After entering through the main gate, one can see the entire layout of the compound (Handout #12). The large central building is a mission-style church with a tall bell tower rising above the front door. Off to the right is the old windmill, though the bottom is enclosed by an adobe structure with no windows and a single door. Eight to ten other structures frame this inner compound, with the doors generally facing inward.

At the center of this courtyard area is a statue of a woman. It's life-sized and stands atop a three-foot-high stone plinth, making the entire thing almost as tall as the outer wall. At first glance the figure seems straightforward enough – a woman dressed in a robe with her hands held out towards the church as if in

blessing. As one looks closer however, disturbing details begin to stand out. Her robe is slightly open, revealing a voluptuous body covered with writhing serpents. Her skin has the texture of reptilian scales, and her eyes look like those of a snake.

Hanging around the statue's neck is an actual silver necklace with an equilateral triangle pendant, pointing downward. In the middle of the triangle is set a yellowish-green stone about the size of a quarter carved in the shape of a serpent's eye.

Keeper's Notes

The necklace is the Eye of Yig (see Appendix V).

14C. THE CHURCH

Description. This impressive adobe church is the most visually striking of all the structures within the compound's walls. A square bell tower with a low-pitched roof rises high above the ornately carved wooden double doors in the front. Small round windows mark each side of the tower. Unlike the rest of the buildings here, the dustbillies go out of their way to maintain the church's exterior. The narrow stained glass windows line the sides are eight feet off the ground and bear no recognizable religious iconography. Instead, they contain abstract waving patterns of red and purple that are more reminiscent of fire or blood.

Keeper's Notes

If anyone were to see the church at night during a ceremony, the windows would appear as a deep crimson with the interior firelight making them appear to be rippling like vertical pools of blood.

Interior Description. Despite the blood stains on the stone floor and pews, this is easily the cleanest building in the entire compound. The church is decorated with serpent imagery that is sculpted into the walls, carved into the wooden pews, and a horribly detailed carving in the front of the pulpit that depicts a woman shedding her skin like a snake. The domed ceiling above the altar contains a baroque-style fresco that depicts a perverted image of the Garden of Eden. Serpents twist on the ground around a central giant serpent that is graphically feasting on the flesh of Adam and Eve who lay wide-eyed and bloody, with entire sections of flesh missing and exposed bones.

Standing beneath the dome is a twelve-foot tall statue of bronze that dominates the room. The scale covered torso is that of a muscular human male with the head of a snake. The figure holds a wide bowl in its upraised hands and a pair of humanoid legs support a lower serpentine body. A pair of serpentine tails split off at its lower back and wrap around to the front, creating a kind of nest that encloses an enormous mass of writhing snakes. A coffin-sized iron cage sits in front of the statue on a low wooden table.

The Homestead



The altar is carved from sandstone and has been stained red from decades of blood sacrifices. A kris-style, double-edged knife with a golden hilt rests in the center, its keen edge glistening in the firelight.

Keeper's Notes

The iron cage contains a family of Mojave rattlesnakes. They are used by Reverend Osteen in rituals and displays of power during ceremonies.

The blood stains on the floor and pews are from communal meals held in the church on special occasions or when they have an abundance of human meat to consume. Aside from these dried stains, the church is kept immaculate by the faithful worshipers of Yig.

The sacrificial dagger on the altar is ancient and would be worth thousands of dollars to a museum, and even more to a collector of such artifacts. Of course, it's priceless to the cult, and should a character steal it, Osteen will summon a Hunting Horror to retrieve it.

14d. DORMITORY

Exterior Description. This long wood-framed building has a pitched metal roof and several windows along the east and west sides of the building. All of the windows have sturdy screens and storm shutters that can be latched in case of bad weather. There are three sturdy wooden doors leading into this building. The first is located at the south end of the east wall that enters into a north/south hallway that runs the length of that wing. The other two enter into the dining room at the north end of the building. None of these doors have locks.

A stove pipe sticks out of the peak of the roof at the north end. A steady stream of smoke can almost always be seen drifting from it, day and night.

Interior Description. North/South Hallway: The hallway has doors along its west side that enter into a storage room, five bunk rooms, and a bathroom. At the north end of the hall ends in a large communal dining room which has two entrances to the kitchen, and two to the outside. All of these doors are a lighter wood, and none have locks.

Dining Room: The dining room has three long wooden tables with benches that can easily seat twelve people. These tables are old and made of a heavy dark stained wood. They are carved with graffiti, much of which is either serpentine in nature or raunchy depictions of nude women. The occasional word *Yig* can be picked out from the chaos.

Leaning against the north wall are several six-foot-tall by three-foot-wide planks of wood. Each has a roughly human silhouette drawn on it with paint or a black marker. The wood is riddled with countless holes and gouges. At any given time there could be up to a half dozen large knives, a couple dozen darts, and a few hand axes sticking out of these makeshift targets.

Kitchen: In typical dustbilly fashion, the kitchen is absolutely filthy. The walls and ceilings are saturated with grease and smoke marks, and the concrete floor is buried under decades of grime. There is a massive gas stove fueled by large tanks of Kerosene hooked up at both ends. A separate wood-burning cook stove sits against another wall, alongside two large sinks that don't look like they get used or cleaned very often. The dustbillies don't seem concerned about refrigeration, but they do have two large ice boxes that they use to store extra meat and to keep their beer chilled, though it rarely lasts that long. There are also a couple of large, butcher block tables in the center of the room that are covered in bones, rancid scraps, and other unidentifiable viscera. Additionally, there is an impressive collection of filthy carving implements that include butcher knives, chef knives, cleavers, paring knives, boning knives, and a few heavy steel mallets for tenderizing meat and breaking bones.

Bathroom: This place is absolutely disgusting. The urinals, toilet stalls, showers, and sinks all look and smell as if they've never been properly cleaned. Half of the toilets are backed up and have human waste dripping out of it onto the concrete floor.

Keeper's Notes

Any investigator who comes anywhere near this room will smell it through the door. Any who enter (dustbillies notwithstanding) must make a *Hard* Constitution roll. Success means gagging for 1D4 rounds, while failure means vomiting for 1D3 rounds and gagging for 1D4 rounds after that.

Bunk Rooms: Each of these rooms contains three bunk beds and a half dozen dresser drawers. All the linen and clothes are dirty, and the rooms reek of body odor.

Keeper's Notes

Any weapons or items carried by dustbillies may be found in these at the Keeper's discretion. The dustbillies aren't big on sentiment, so characters won't find anything like family photos or keepsakes.

Storage Room: This room is full of junk that the dustbillies don't use anymore. This includes several bottles of unused cleaning supplies, brooms, mops, cloths, a feather duster, bleach, dish soap, etc. On the upper shelves are a few extra blankets and pillowcases.

Keeper's Notes

At the Keeper's discretion this place may also contain some various items from former prisoners and victims of the cult.

NPCs. There can be up to 25 dustbillies present here at any given time, depending on the time of day. While there are 30 dustbillies, there are always 2 at the gate and 3 in the Red Room, meaning that at least 5 will always be out doing other things. Kind Keeper's can reduce the total by as much as half to account for dustbillies who are in town or patrolling the desert.

If they believe there are still strangers on the loose, the number here should be even smaller (6 or less) to account for multiple search parties. The majority of these can be considered 'mooks' when it comes to combat, unless the Keeper wants to ramp up the difficulty.

14e. WELL

Description. Situated in the northwest quadrant of the compound, this three-foot tall by five-foot-diameter stone well looks as if it predates the rest of the structures. A circular wooden cover sits atop the well, fitting snugly into the opening. A length of chain attached to the well runs through several eye bolts in the cover, securing it in place.

Keeper's Notes

This well is relatively shallow and has been dry for centuries. It currently houses a Spawn of Yig (see Appendix) that is released at night to patrol the compound. Osteen has complete control over the creature, and it will obey his commands. Keepers should note that the Spawn of Yig has human-level intelligence, and so isn't easily fooled. It can understand human speech and will select targets based on their level of threat, attacking those with the more formidable weapons first.

If the characters open the well during the day, they will see a dirt bottom. A Spot Hidden check will reveal a three-foot-diameter opening in the wall near the bottom. This is the snake's den, and it will only emerge if summoned by Osteen or if someone descends to the bottom of the well.

14f. OSTEEN'S HOUSE

Description. This single story home is of adobe construction with three windows on the east and west sides, two on the north side, and one on the south side. There are two heavy wooden doors on the north and south sides of the house. Both doors have deadbolt locks as well traditional locks for security.

Keeper's Notes

Osteen has never felt threatened enough to lock his doors with any regularity. If a character tries one of the doors, they should make a Luck roll to see if the door is unlocked.

Interior Description. The interior of Osteen's house is unsettlingly normal with the faint smell of bitter incense, tobacco, and a scent that is reminiscent of a small town antique shop. The lighting here is more subtle, with small pools of illumination scattered here and there throughout the house. The overall impression is that of perpetual twilight, regardless of the time of day. The heavy drapes are always drawn.

Office: Osteen's office is the most orderly room of the entire house. He has a large desk made of a dark-stained oak, upon which rests a heavy tome of black leather. The shelves that

line the walls contain a variety of books, the majority of which have no markings on the spines. There is a conspicuous lack of pictures or other personal items. There are heavy burgundy drapes covering windows on the west and south walls.

Keeper's Notes

The leather book on the desk is Osteen's own version of the Bible, which has been heavily edited and re-written for the purpose of corrupting men of the Christian faith, and turning them into devout worshippers of Yig, the Father of Serpents. In Osteen's gospel, women are not merely subservient to their masters, but hold little value beyond breeding and nursing young children. The book has been entirely handwritten and bound by Osteen, with several rituals in the back, including: Cloud Memory, Consume Likeness, and Summon/Control Children of Yig. This tome is extremely valuable to Osteen, and could be used as leverage by the characters in a pinch. If anyone seems to be getting away with the book, however, Osteen will sacrifice it to prevent that from happening.

Also on the desk is a recent newspaper. If the characters are looking for someone, it will be open to an article about the person or people in question. In a side drawer are a number of similar articles that Osteen has cut out and tucked into a manilla folder. He's very proud of his work, and feels that he is untouchable due to the countless bribes of local and state law enforcement officials, as well as the divine protection provided to him by Yig and his mother/lover Al'issya.

In the top drawer of the desk, the characters may find some items from missing people in the area. The keeper should feel free to choose items appropriate to their own game, particularly if the investigators are looking for a specific individual. These could include a family photo, lucky baseball card, driver's license, or badge.

The books on the shelves are mostly obscure occult tomes written in Latin, and more than a dozen volumes on alchemy dating back to the 12th century. The Keeper can feel free to insert any book they like, except for *De Vermis Mysteriis*, which has been in the hands of John Thunder for some time now. If a character knows anything about books, an Intelligence check will inform them that this book collection is probably worth thousands, if not hundreds of thousands of dollars to a collector...though acquiring rare books isn't likely to be foremost in their minds at the moment.

Hall: A narrow hall connects the office, bedroom, and living room. There are solid wooden doors on the bedroom and office, but the living room has a simple arched pass-through. There are two windows on the west wall of the corridor, and a utility closet at the north end that contains a boiler and some typical home cleaning supplies (bucket, mop, broom, towels and cleaning agents).

Bedroom: Osteen's bedroom is untidy, but appears relatively clean except for a faint, acrid odor. A wood-framed queen-sized bed stands against the center of the northern wall. A wardrobe

sits partially open against the northern wall to the right of the bed, with a small mirrored dresser just to the left of it. Both contain typical clothing that one might find in a priest's rectory, including black suit pants, long sleeve black shirts with a clerical collars, polished black shoes, and various undergarments. A bottle of unmarked cologne is on the dresser to the right of the mirror.

There is one window on the east wall that is covered with heavy, burgundy drapes.

Keeper's Notes

Osteen obviously cares nothing about making his bed or tidying the room since no one but himself ever enters it but himself. A successful Natural World check will let the characters realize that the smell in this place is reminiscent of a snake's den.

When it comes to satiating his sexual appetites, Osteen prefers to use the Breeding House or to visit Al'issya at the Serpent Caves. Of course Osteen is not fully human, and so he doesn't sweat like a human.

A double barrel, sawed-off shotgun leans against the wall beside the bed on the eastern side. It's loaded with solid slugs. There are 20 additional shotgun shells hidden beneath the clothes in his dresser.

Bathroom: The attached bathroom is surprisingly clean, with a toilet, sink, and shower. On the sink is a razor, toothbrush, toothpaste, shaving cream, and hand soap. The mirrored door on the medicine cabinet opens, but contains nothing inside. There is a large bottle of bleach and a toilet brush beside the toilet, and a small square window on the wall above the toilet.

Keeper's Notes

Osteen occasionally sheds his skin in the shower since tiles are easier to clean than sheets and carpeting. If the investigators go into his bathroom the Keeper may wish to reward them with finding some of his shed skin here (0/1D4 SAN Loss as it resembles snake skin but is in the unmistakable shape of a man).

Living Room: Osteen's living room is sparse with a sofa, coffee table, and a black and white console television. An improvised aerial allows him to tune in channel 28, a UHF station out of Lubbock, Texas, where he occasionally watches the ABC News. He has no family photos on the wall or any of the other adornments associated with the typical living room. The windows on the north and east walls are concealed by drapes.

Keeper's Notes

His coffee table is bare and the carpet is slightly dusty from his recent shedding. Osteen doesn't take any food or drink in his home, so sharp investigators may note the lack of a kitchen. This is because he eats with the rest of the dustbillies in the dormitory, or in the church on special occasions.

14g. THE RED HOUSE

Description. This cinderblock building has no windows and a pitched metal roof. There's a door on the south side on the west end, and another on the east side at the north end. Both doors are steel and have heavy, integrated locks. Each door has a small sliding peephole in the center that can only be opened from the inside. This allows those within to check the identity of the person or persons on the outside before opening the door.

Interior Description. The walls of this place are all painted white, though in most places the surfaces are a dull gray. The floors are tiled with industrial linoleum like you'd find in most grammar schools, but with more scuff marks and unsettling stains. The place smells primarily of ammonia and cigarette smoke (unless stated otherwise).

The lighting is primarily from humming, recessed fluorescent lights in the ceiling that bath every room and hall in a cold, sterile light (except for the cells). The acoustic ceiling tiles are suspended four inches below the concrete ceiling above it.

Southern Entrance: The southwest door opens into an east/west running entry hall. Directly across from the door is a small wooden table and two chairs. This is presumably where guards play cards and chew tobacco, going by the scattered deck of cards on the table and stained, spit-filled mason jar on the floor nearby.

There is another steel door with a heavy lock just to the right of the table, and at the far end of the hall are several lockers and a wooden bench.

North/South Hall: The inner door opens onto a narrower north/south hall. There are two doors on the western side and a single door on the eastern side.

Keeper's Notes

This short hall separates the cells from the bathroom and examination room. The doors in this hall are also made of steel with heavy, integral locks. The door leading to the cell corridor has a four-inch-square steel grille for viewing from either side.

Cell Hall: This east/west hall runs along the north side of the building. Halfway down the hall there is an old sofa on the northern wall with a low coffee table in front of it that is covered with scattered magazines that date back to the 1950s, and a large glass ashtray that is choked with cigarette butts. The door on the east end of the hall has an integral lock with an additional hasp and padlock above it. There are five white metal doors along the southern wall. Each has a small, sliding peephole to allow one to look inside, and each has a light switch on the wall to the right. Painted above each peephole are colorful images that look as if they were painted by a small child. Starting from the west side, the images are: a rainbow, a pony, a moon and stars, a doll, and a teddy bear.

The smell in this corridor is primarily of ammonia, cigarettes, and a background smell of lilac.

Keeper's Notes

The eastern door is only used to escort prisoners to the Breeding House and back, which only happens four or five times a year. Otherwise it's kept locked at all times.

***The Cells:** The five rooms to the south of the corridor are holding cells, and they are like something out of a nightmare. They have fully padded walls, floors, and doors (inside only), and the fluorescent lights in the ceiling are tinted red, casting the rooms in a ghastly red light that gives the building its name; The Red House. The switches for the lights are outside the room to the right of each door.*

The cell doors are steel, with heavy locks that can only be accessed from outside. The padded surfaces themselves are bone white, but the red lights give them a pink hue. Each cell also contains a heavily padded bed, though there are no pillows, sheets, or blankets. The padding in the rooms is decorated with printed images that match the image on the door: The Rainbow Room (A), The Pony Room (B), The Moon Room (C), The Doll Room (D), and The Teddy Room (E). The rooms all reek of body odor, urine, and lilac.

Inside each room, a woman lies curled up on the bed. Their hair has been cut close to their scalps, and each wears a nightgown with patterns that match the "theme" of their room. The women in the Rainbow and Pony rooms are obviously seven or eight months pregnant.

Keeper's Notes

These rooms don't have pillow cases, sheets, or blankets because they were removed after a prisoner tried to commit suicide by strangling herself. The women in these rooms have been systematically traumatized and raped. In some cases it's been going on for years. Each is forced to give birth to a child that they must then nurse for six months before it is taken away. A week later and they are taken to the Breeding House where the process begins again.

Otherwise, the women are mostly catatonic and submissive. They may go willingly with the characters if they insist, but will otherwise cower in a corner if they enter. They are unable to answer questions and are unlikely to speak. If a character makes an *Extreme Psychology* check, they can gather one piece of information that the woman has the possibility of knowing. For example, they might remember their own name or how they came to be there. Any questions about Osteen or snakes will cause them to shut down completely, regardless of the *Psychology* roll.

They are all weak and in mediocre health, so their stats are all around 35, except for their *Sanity* which is 0. They have 6 Hit Points and have no useful skills that they can access

in this state, nor will they do anything to protect themselves. The only exception would be if the characters are looking for a woman, and the Keeper has her in one of these rooms. Her *Sanity* will be low, but she hasn't been here long enough to slip away entirely.

CONTENT WARNING

The Keeper will have to decide, based on their pre-game discussion with the players, whether or not she has been assaulted. Once again it's important to stress that the Keeper should discuss boundaries with players before introducing subjects like rape and torture. Everyone at the table should be on the same page with their level of comfort. Of course it's impossible to include this scene without the implication of rape, but it can be kept as a background assumption without making explicit references in game.

***The Examination Room:** This looks like an examination room in an abandoned hospital. The cracking ceiling paint is a pale blue, while the walls and floor are covered in dull white tiles. There are three examination tables, and a few shelves along the north wall. The shelves are stocked with surgical implements, pill bottles, and other medical paraphernalia. The room is poorly lit by long fluorescent light fixtures that hang from the ceiling, with several flickering bulbs. The examination beds have blood and other stains on their once-white sheets, and each has thick leather straps attached to each corner for restraining "patients". The floor around them is similarly stained and filthy.*

*Against the southern wall are two tall, cylindrical tanks of pressurized gas. One is labeled **Oxygen** while the other says **N2O**. Several dirty face-masks hang on the wall near the tanks.*

Keeper's Notes

This is where Dr. Brenner tends to the breeding stock if they have medical needs, including childbirth. Characters may find many useful items here, including scalpels, bone saws, hypodermic needles, pain pills, tranquilizers, cocaine, etc. The Keeper should note that oxygen can intensify a fire or explosion. If an explosion detonates the two tanks, the blast will likely take out that half of the building and part of Osteen's house.

***Bathroom:** The bathroom is surprisingly clean and functional. There are two toilet stalls, two sinks, and a shower stall, though there are no curtains or doors. There's running warm (not hot) water in the sinks and shower. There are no mirrors, however, only empty marks on the wall where they were once mounted.*

Keeper's Notes

They were removed years ago when one of the prisoners broke a mirror and used a shard of glass to slit her own throat. If anyone looks into the toilet tanks, they will find

a sizable shard of mirror that could be used as a weapon, though it's as likely to cut the wielder as it is the victim.

NPCs. Dustbilly Guards – There are three dustbillies here at all times to serve as guards. That way, if there is any kind of emergency, one can run out to get help while the other two remain in the Red House. The dustbillies chosen to guard the Breeding Stock are of hardier stuff than the other “mooks”, and should use stat blocks from the “Dustbilly (typical)” entry in the NPCs section of this book. They will be armed with cattle prods and clubs, since they are meant to subdue unruly prisoners rather than killing them. The only time that they might be more heavily armed is if they have been warned about a potential threat, in which case they will have shotguns from the armory (14i).

14k. BREEDING HOUSE

Description. This wood-framed cabin has a low saltbox roof with only a few small, narrow windows and a red-painted door. There is neither latch nor lock.

Interior Description. The inside is dark and dingy, and the smell is nauseating to anyone encountering it for the first time (make Constitution roll to avoid throwing up for 1D4 rounds). The place reeks of sweat, blood, urine, feces, and other more horrible things. If human misery could be embodied in an odor, then this would be it.

There is no furniture of any kind. There are piles of straw in a couple places and thick leather restraints that are secured to the floor by stout chains. There appear to be restraints enough to bind the hands and feet of two people, with the length adjustable by anyone with the key. The straw is filthy with bodily excretions.

Keeper's Notes

Upon realizing the purpose of this place, a character must make a Sanity check (0/1). The Sanity loss increases to 1/1D4 if they're looking for a missing woman/girl. Occasionally the dustbillies will remove the filthy straw and hose down the inside of the building, using a squeegee to remove the water afterwards. Unfortunately, it has not been done recently.

14i. ARMORY

Description. This cinder block building has a flat concrete roof. On the western side is a metal garage-style door that's locked down with a thick chain and three sturdy padlocks.

Interior Description. The interior of this building is packed with weapons, ammunition, and explosives. The guns are mounted on wall racks, while the explosives and ammo are packed into heavy crates. If the investigators somehow manage to get into this building without drawing the entire compound down on them they can find the following:

M1 Carbines (30x)

- 5,000 rounds of ammunition
- **Skill:** Firearms (rifle), **Damage:** 2D6+1, **Range:** 90 yards, **Uses per Round:** 1 (2) **Mag:** 10, **Malfunction:** 97

Winchester 12-gauge Shotguns (10x)

- 1,000 rounds of ammunition
- **Skill:** Firearms (shotgun), **Damage:** 4D6/2D6/1D6, **Range:** 10/20/50 yards, **Uses per Round:** 1, **Mag:** 5, **Malfunction:** 100

MP-40 Submachine Guns (10x)

- 5,000 rounds of ammunition
- **Skill:** Firearms (SMG), **Damage:** 1D10, **Range:** 20 yards, **Uses per Round:** 1 (2) or full auto, **Mag:** 32, **Malfunction:** 96

Degtyarev DP-28 Light Machine Guns (5x)

- 5,000 rounds of ammunition
- **Skill:** Firearms (MG), **Damage:** 2D6+4, **Range:** 110 yards, **Uses per Round:** 1 or full auto, **Mag:** 60, **Malfunction:** 96

M9A1 2.36" Bazooka Rocket Launchers (5x)

- 30 shells
- **Skill:** Firearms (Heavy), **Damage:** 4D6, **Range:** 150 yards, **Uses per Round:** 1, **Mag:** 1, **Malfunction:** 98

M2 Flamethrower (1x)

- 10 rounds of use
- **Skill:** Firearms (Flamethrower), **Damage:** 2D6+burn, **Range:** 25 yards, **Uses per Round:** 1, **Mag:** 10, **Malfunction:** 93

Mk.2 Fragmentation Grenades (4x Cases)

- 20/case
- **Skill:** Throw, **Damage*:** 4D10/3 yards, **Range:** STR/5 yards, **Uses per Round:** 1/2, **Malfunction:** 99

Dynamite (10x Cases)

- 24 sticks/case
- **Skill:** Throw, **Damage*:** 4D10/3 yards, **Range:** STR/5 yards, **Uses per Round:** 1/2, **Malfunction:** 99

*Dynamite stick and hand grenade: Each delivers 4D10 damage to those within 3 yards, 2D10 to those within 6 yards and 1D10 to those within 9 yards.

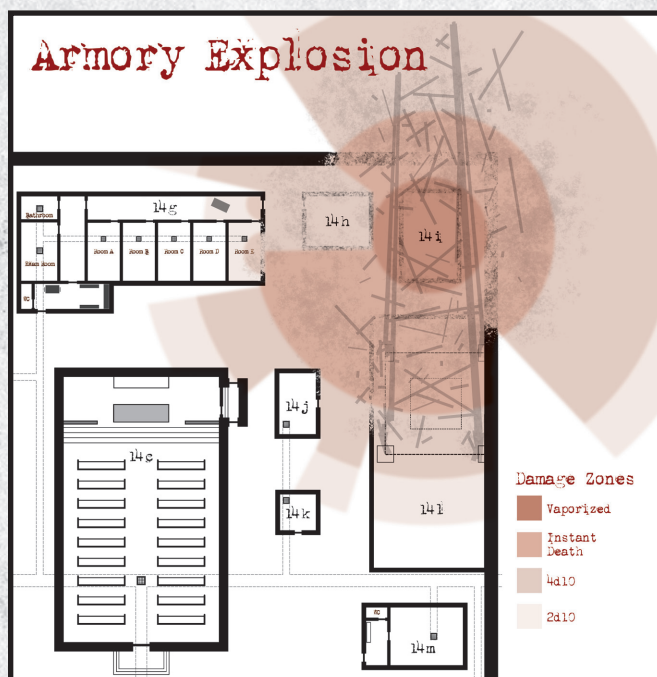
Keeper's Notes

Being a Mythos Cult, the dustbillies are preparing for the end of the world. These weapons, however, are also kept in case of a time when they have to defend themselves from the police or even the military. They are completely separate from the personal weapons and non-lethal weapons that the dustbillies keep in their dorms, in their vehicles, or even on their person. Only Osteen and Seth have the key for these locks.

If the interior of this place is somehow set on fire, or if an explosion is detonated within, the resulting blast will cause extreme damage to the northeast corner of the compound. Obviously the armory will be obliterated, as will the breeding house. The north half of the tower building will be destroyed, and the windmill will collapse, falling to the north. The far eastern

room (E) in the Red House will be breached, and anyone within has a 30% chance of being killed outright. Otherwise they suffer 2D6 points of damage. The entire northeast corner of the outer wall will be destroyed, stretching 60 to 70 feet in each direction.

Anyone within 50 feet of the blast who is not protected by a wall will die instantly. Anyone from 50 to 100 feet must make a Constitution check. Success means suffering 1D6 points of concussive damage, while failure means suffering 2D6 points of damage. The sound of the explosion will be heard for miles, and will be visible from Abattoir, the Mining Camp, and the Serpent Caves.



Creatures. Hiding in the shadows behind the weapon racks and ammo boxes are eight (8) Children of Yig. These massive rattlesnakes are twelve to fifteen feet long, and as big around as a man's arm. Unlike the typical rattlesnake of the area, these creatures are obviously larger, a hundred times more venomous, and are controlled by Osteen, obeying his commands instantly. At the moment, they have been instructed to protect the armory.

One round after the characters have entered the armory, they will hear the tell-tale rattle and slithering of the large rattlesnakes. Depending on the situation, the Keeper may opt to give the first character a DEX check to dive out of the door if they wish, though if anyone is right behind them, this won't be possible.

The Children of Yig can be kept at bay by brandishing an Elder Sign at them and making a successful POW check. This must be repeated each round to keep them away and only protects the one holding the sign.

Children of Yig

char.	averages	rolls
STR	40	(2D6+2 x 5)
CON	40	(2D6+2 x 5)
SIZ	20	(1D6+2 x 5)
DEX	95	(5D6+2 x 5)
POW	55	(3D6+2 x 5)

HP: 8

Average Damage Bonus: None.

Average Build: 0

Move: 8

ATTACKS

Attacks per round: 1 (can use Bite to fight-back numerous times per round)

Fighting (Bite): The snake appears so swiftly that the victim is always startled and automatically hit unless he or she can react swiftly (the player must make a successful DEX or INT check). On subsequent rounds, the character must successfully Dodge to avoid being bitten by the snake, which will pursue and continue to attack unless it is killed. No anti-venom can save someone bitten by a sacred snake of Yig. He or she always dies after a few minutes of agony. Although larger than others of its kind, these snakes have no unnatural or unusual abilities or powers, such as spells. There is normally no Sanity loss for seeing a sacred snake of Yig, although seeing a large writhing mass of them may call for the loss of 0/1 Sanity points (Keeper's discretion).

Armor: N/A

Skills: Stealth 90%

Sanity Loss: Special (see above)

14J. THE CELL

Description. This low cinder block structure is roughly fifteen by twenty-five feet, with a flat steel-reinforced concrete roof. A three by six foot plate steel door hangs from sturdy hinges on the center of the long, eastern side. It is locked with an inch-thick sliding steel bolt with a stout padlock.

Interior Description. As soon as the door is opened, a revolting miasma causes anyone not expecting it to gag violently. It's a strong metallic stench that mingles with the smell of rotten meat, urine, feces, and a wet mustiness. The only light is from a half-inch space at the bottom of the door. It illuminates a set of simple concrete steps that descend three feet to the floor below, though little else can be discerned from the outside.

Once a prisoner's eyes have adjusted to the interior, they can see that the concrete floor is covered with a slimy layer of decaying organic matter. A dark pile along the western wall appears to be a mass of old clothing, blankets, shoes, and so

on. In the southwest corner is a heavy iron grate set into the floor appears to be some sort of drain. A plastic bucket that is filled to near overflowing with urine and feces sits just behind the drain.

Keeper's Notes

If anyone gets the idea to attempt an escape through the sewer, they would first have to remove the two-foot-square drain cover, which is heavy iron and badly corroded. This requires a *Hard* Strength check by two people with a combined Strength of at least 120 to dislodge it. Once the drain is open, it's clear that only a smaller person (Size 50 or less) has any chance of squeezing through it to the sewer 10 feet below. A Spot Hidden check will allow the characters to notice several loose stones around the edge of the sewer opening that, if removed, would allow a person of up to Size 65 to squeeze down. Dislodging the stones will take five consecutive Strength checks, with each check representing 30 minutes of scraping away the mortar. The time is reduced by half if they have some sort of metal utensil like a knife or spoon. If this is attempted during the day, the person working with the stones should make a Luck roll to avoid attracting the attention of a dustbilly guard. If they work to dislodge the stones at night, they will not be overheard.

The second challenge for the would-be escapee is to overcome the revulsion of crawling through two feet of bile, blood, and human waste. Just entering the drain requires a Sanity check. Failure means refusing to do it, though a *Hard* Intimidate, Persuade, or Psychoanalysis check could convince them.

Once inside, the character needs to make a Constitution check every 30 feet. Failure means experiencing a bout of violent nausea and making a Sanity check (0/1D6). If they make it to the fresh air where the sewer spills into the gully, they get a 1D10 Sanity reward.

Objects of Note. If the characters search the cell, a *Hard* Spot Hidden check will find bits of bone and gristle and one interesting item. No more than 4 items will be found if multiple people search. Roll on the chart below to determine what they find.

1. Human Femur – There is evidence that it's been gnawed upon by human teeth.
2. Zippo Lighter – It still works and is half full of fuel.
3. Pocket Knife – This is a simple folding knife with a blade, corkscrew, and a spoon.
4. Wallet – It contains an expired 1969 driver's license belonging to Mr. John Levinson of Carson City, Nevada. There are family pictures of his wife and two young daughters, and thirty-three dollars in cash. The Keeper can optionally make this the wallet of a person for whom the characters are searching.

5. Silver Crucifix – This small silver cross was cast aside by its owner who no longer believed in a benevolent god after encountering the dustbills.
6. Moldy Leather Journal – This can be filled with the diary entries of a teenage girl, the ravings of a madman, or plot exposition from a previous prisoner at the Keeper's discretion.
7. Tin of Dapper Dan Pomade – It is only a quarter full.
8. Small Pill Bottle – There are three tablets. Those who are familiar with illicit drugs (drug users or law enforcement) will recognize them as Amphetamines, called Speed on the street.

Amphetamines (Speed)

Duration: 1D4+2 hours

Duration Effects: Quicker reaction times, feelings of energy/wakefulness, excitement, increased attentiveness and concentration, and feelings of euphoria. One tablet gives the user a Bonus Die to Dexterity and Intelligence related checks, and a Penalty Die to Sanity checks for the duration. It also makes it impossible for the character to sleep while under the influence.

Duration Side Effects: Headache, hostility, severe anxiety, dizziness, heart palpitations, rapid breathing rate, and hypertension (high blood pressure). A character taking a dose of the speed should make a Constitution check. Failure means developing one or more of the side effects (Keeper's discretion). If the character is 45-60 years of age, they have a Penalty Die on their check, and two Penalty Dice if older than 60.

Overdose: If a character takes more than one tablet, they must make a *Hard* Constitution check. Failure means suffering chest pains, severe dizziness, and hyperventilating. If they have any heart problems, this can induce a Moderate heart attack (1D6).

Addiction: There is no significant risk of physical addiction, though psychological dependency is possible. If used excessively, the body can build up a resistance.

Cthulhu Mythos: If the character loses more than 10 Sanity points from a single encounter, they must make a *Hard* Constitution check or suffer a Severe (1D10 points of damage) heart attack, but with a critical failure they suffer a Terminal (4D10 points of damage) heart attack. A successful First Aid or Medicine check can keep the character from dying if administered within the first five minutes, leaving them with 1 Hit Point.

9. Ballpoint Pen – The pen has blue ink and still works.
10. Deputy Sheriff Badge – The badge is from Brewster County, and is slightly bent. Anyone with connections to law enforcement will recall hearing about the mysterious disappearance of a Brewster County Deputy several years ago.
11. Tin Cup – This 8 oz. mug is made out of tin. It's banged up, but seems like it would still hold liquid. It could use a good cleaning though.

12. **Matches** – A small box of reasonably dry stick matches is tucked into the breast pocket of an old shirt. There are eleven matches remaining. Any character attempting to light one must make a luck roll to do so. Failure means that particular match is ruined and unusable.

Events. If the characters are in The Cell when night falls, most will eventually fall asleep, despite the smell. If anyone tries to stay awake, they should make a Constitution check every 30 minutes. Failure means that they doze off.

While asleep, each character must make a POW check. Success means that they experience an extremely vivid and disturbing dream. The Keeper should craft the dreams based on the characters background, but whatever the content, it will always contain the following elements: snakes, blood, cannibalism, and someone peeling the skin from their body to reveal something terrifying beneath. If possible, the Keeper should describe them to each player separately or provide them with a written handout describing the experience. When they wake, they will have to make a Sanity roll (0/1).

If any of the characters have drawn the attention of the priestess Al'issya by touching *De Vermis Mysteriis* or killing a significant minion, she will visit them personally in their dream. This dream will seem absolutely real to the point where the character may begin to question reality. The following is a sample dream that the Keeper can feel free to use or modify as they see fit.

You awake to find the cell bathed in a hideous red light, your companions nowhere to be seen. The light is momentarily blocked as a voluptuous woman in a translucent red cloak steps in through the door and down the steps. She has long dark hair and is vaguely Native American in her general appearance. Every inch of her skin appears to be covered in a scale-like tattoo pattern that seems to glisten in the crimson glow.

Her eyes have a deep, inner radiance that draws your gaze, and you find that you are unable to move. She saunters up to you and leaning over, bringing her face to within a few inches of yours. You now see that she doesn't have tattoos, but is actually covered in reptilian scales. She inhales deeply as if taking in your scent, and her eyes become momentarily brighter. Her lips part and a slender, forked tongue flicks, snake-like, across your throat.

"I know who you are (character's name), and I will ssssssee you ssssssoon." She whispers. All of a sudden, her head seems to split horizontally, revealing foot-long snake fangs. Her lower jaw distends as she engulfs your head and bites down. The pain is unspeakable as the fang punch through flesh and bone, your torso bathed in your own blood.

You awake screaming, groping at your face. There is no damage, but you still feel burning pain where she bit down. Looking down at your hands, you find that you are holding several fragments of what looks like the shed skin of a massive snake.

The character should make a Sanity check (1/1D6). The pain fades over the next few minutes, and the snake skin turns to dust shortly after that.

14k. STORAGE

Description. A low, cinder block structure is only fifteen feet square with a flat concrete roof. A small wooden door on the southern wall has a latch, but no lock.

Interior Description. This inside smells of mildew. Steps descend to the concrete floor a few feet below. There are dozens of cardboard boxes stacked against the left wall, and two fifty-gallon steel drums on the right. Along the back wall is a rack of tools that include shovels, picks, and rakes.

Keeper's Notes

There is a drain in the floor, but it is covered by a box. Use the description from 14j.

Objects of Note. The cardboard boxes contain canned fruits and vegetables, while the barrels contain vegetable oil and molasses. There are ten shovels, eight picks, and twelve rakes.

14l. SACRIFICIAL PREPARATION

Description. Enclosing the base of the windmill, this is a windowless cinder block structure about fifteen feet tall with a flat concrete roof that seems to have been poured right around the tower's base. There is a single door in the northern half of the western wall, directly across from the door into the prisoner building. This door has a handle above a heavy duty hasp and padlock.

Keeper's Notes

Rev. Osteen has the only key to this lock.

Interior Description. The building is a single room that has a warehouse-like feel to it. The base of the windmill takes up most of the northern half of the structure. The steel supports are painted over every square inch with dark red symbols or writing of some unknown language. There is a mingled smell of blood and kerosene. A poured concrete block is in the center of the southern half. It is four feet wide, eight feet long, and three feet high. The top of the block is stained with browns and reds. Several cans of kerosene sit in the southwest corner and several coils of rope hang from pugs bolted into the southern wall.

A metal ladder runs up the center of the windmill tower to a wooden door in the ceiling. There is a notch cut in the door so that it closes around the ladder.

Objects of Note. There's about ten gallons of kerosene in two 5-gallon cans. Each of the three coils of rope on the wall is about 100 feet and made of hemp or jute.

Keeper's Notes

The kerosene is used to soak the sacrifices so that they burn well once they are tied with the rope. There are other materials used in the preparation process, but they are not stored here.

14M. SLAUGHTER HOUSE

Description. This windowless building is made of adobe bricks with a heavy layer of white lime plaster that is cracking in places. Its low-pitched roof of corrugated metal is pitted with rust. A few areas of flaking paint suggest that it was once yellow. A single steel door in the front has a traditional knob with a sturdy looking hasp and padlock below it.

Keeper's Notes

If anyone succeeds on a Listen check, they will hear a steady hum coming from the rear of the building. Walking around the back will reveal an industrial cooling unit sticking a few inches out of the rear wall.

Interior Description. The first room is only about eight feet deep, but extends for the full width of the building. There is another steel door directly opposite the first. Along the western wall to the right is a wooden bench, and directly across from it on the eastern wall are four gray metal lockers that look like they may have been scavenged from an old school. There is a strong metallic smell in this room, mingled with sweat and cigarette smoke.

When the interior door is opened, the smell intensifies and a curtain of translucent plastic strips makes it impossible to see anything on the other side, though it is clearly lit with a pale, cool light. As soon as anyone passes through the freezer curtain, they notice that it's only a few degrees above freezing.

The room beyond takes up the rest of the building, descending three steps to a white tiled floor. In fact the entire room (walls, floor, and ceiling) is tiled, giving the impression of a kitchen or operating room. To the left is a steel butcher's table covered with cutting implements, a roll of butcher paper, twine, and a bucket of unidentifiable viscera. In the center of the room are three long steel tables with drainage grooves running along the perimeter of each. Two are empty except for a few smears of blood, but one has a roughly human shape covered with a stained white sheet.

Along the right wall there are two naked human corpses than hang suspended from meat hooks secured to the ceiling

by chains. The bodies have been butchered like pigs, their internal organs removed and folds of skin obscuring their faces. Both appear to be male.

A two-foot-square drain in the middle of the floor is half clogged with half-rotted meat and rust.

Keeper's Notes

Any characters entering this room must make an immediate Sanity check (1/1D8). If any of the PCs have been killed or badly injured, they may have been brought here to be slaughtered. This will require a separate Sanity check (1/1D12). The Keeper can have their companion on the table for the sake of ramping up the tension as they move over and pull back the sheet.

Particularly vicious Keepers could even have the eviscerated character clinging to life, their eyes opening moments after the sheet is removed. At this point it will be impossible to save them since their intestines are already scattered across the preparation table, but they could say a few last words.

If the drain cover can be dislodged (requiring a Hard Strength check) a person could slip down into the sewer below, though the smell does not improve. Use the description from 14j, except that the opening is slightly larger at two and a half feet.

Objects of Note. The lockers in the outer room contain butchers' aprons and knee-high rubber boots. All are stained with blood, which foreshadows the room ahead.

In the slaughterhouse proper, there are all the utensils associated with butchery including knives, cleavers, sharpeners, bone saws, meat grinders, scales, and stainless steel bowls. A Hard Spot Hidden check will find a scrap of meat paper with the following written in pen: **Ground, R. Taylor, Last Stop.**

14N. GARAGE

Description. Abutting the outer wall of the compound, this white, painted cinder block building looks like a garage. There are three roll-up garage doors on the southern half of the western wall, and three windows on the north half. The windows are wood-framed with six panes, and each is covered with heavy wire mesh.

The roof looks to be corrugated metal with a heavy patina of rust. A single stove pipe can be seen jutting out of the top at the northern end.

Interior Description. The garage doors are not locked, and will roll up easily (if loudly) when lifted. The immediate smell reeks of oil, grease, and gasoline. The interior has room for three vehicles. The back wall is lined with a tool bench that is only vaguely organized.

There are three repair pits; each is about eighteen feet long and four feet wide with an integral ladder at each short end. The pits are five feet deep with small drains in the center.

On the north wall is a wide doorway that opens into a workshop with a band saw, drill press, welding equipment, an acetylene torch, and other types of fabrication equipment. There is a heavy rack against the northern wall with a variety of steel bars, angle iron, rebar, and other raw materials. There is an old brown recliner in the southwest corner of the workshop.

There is a single door on the east side of the south wall with the word "storage" stenciled on it. Beyond the unlocked door is a fifteen by thirty foot room with shelves of spare parts for the various dustbilly vehicles, as well as cans of oil and grease.

Objects of Note. There are all the tools associated with a typical auto repair shop, plus materials for fabricating metal

from scratch. Anyone can gain a Bonus Die on an appropriate skill roll when using this equipment.

NPCs. Cooter – Ol' Coot is a rare older dustbilly who has enough brain cells to hold the knowledge of how to repair cars and fabricate with metal. Coot looks to be in his late 60s with patchy gray hair, scarred hands, and a twisted spine that gives him a permanent hunch. One of his eyes has been scarred by a splash of battery acid years ago, and so is permanently clouded.

He is a second generation dustbilly, and his cannibalism days are over, though he's still a devout follower of Osteen. He often sleeps in the old recliner in the workshop, preferring the quiet of his shop to the raucous noise in the dormitory.





THE OLD MINING CAMP

15. THE OLD MINING CAMP

Description. At the intersection of Miner's Road and Ridge Road is a small clump of houses and buildings. They include a more than thirty small cottage-style houses and several larger buildings that were clearly owned by the now defunct Weyland Mining Company. They include an office, community center, showers, and an equipment building called The Repository. Most of the land has been reclaimed by the desert, but many of the buildings seem more or less intact (Handout #14).

Keeper's Notes

If the characters spend more than ten minutes in the mining camp, the Keeper should have them make POW checks. Success means that they get the feeling that they're being watched. This is Grady observing them from one of the nearby cottages. He's accustomed to hiding from the dustbillies, so it would take an *Extreme Spot Hidden* check to notice him.

15A. WEYLAND MINING COMPANY OFFICE

Exterior Description. This wood-framed building has held up remarkably well to the elements. It's single story with asphalt-shingles, two windows covered with protective metal screens, and a single door. The sign above the entrance reads:

Weyland Mining Co.
Public Office
AUTHORIZED PERSONNEL ONLY

The stout wooden door is secured with a rusty padlock, and the windows are curtained so nothing of the interior can be seen. The lock is too corroded to pick, but it won't take much to break it. A few strong blows with something like a hammer will break the hasp.

Interior Description. Just inside the door is the main office that consists of three desks, six filing cabinets, and a large map of

the mines on the back wall (Handout #15). Each desk has a black rotary phone, document trays, and lock boxes.

Objects of Note. The map on the back wall shows a detailed layout of the uranium mines in the hills, though most of the abbreviations and notes are illegible. One of the mine shafts has a large piece of masking tape over it with the word **CLOSED** written in red ink below. This indicates where the mine broke through into the cave system and Serpent People temple, though these details are not indicated on the map. There are a few clues on the map however, including red dots that mark the disappearances of a dozen or more workers with employee numbers next to them, and the location of the 1954 cave-in.

In one of the filing cabinets are some records related to the cave-in. These are mainly insurance forms that describe payments to family members. Other insurance papers mention payments to family members of missing workers. The employee numbers correspond to the marks on the map.

The lock boxes hold nothing but a few yellowed receipts. In one of the desk drawers at the back is a small plastic bag with a 8 small white pills. Anyone with medical or law enforcement experience, or someone who takes a lot of recreational drugs, will recognize these as amphetamines or "Speed".

Keeper's Notes

Taking Speed will give the character a Bonus Die on Dexterity related rolls and remove or prevent 1 level of Exhaustion. This effect lasts for about 8 hours, at which point the user crashes, becoming tired and lethargic, gaining 2 levels of Exhaustion. If they take another Speed pill, they can avoid this, but taking them 3 or more times in a row risks serious mental and health problems including paranoia, anxiety, jittery hands, and possible heart problems if their CON is below 45. Anyone who uses 3 or more Speed pills in a row with a CON below 45 will have to make a CON check or suffer a minor heart attack. They will fall prone, have trouble breathing, and if medical help isn't received within an hour, will fall into a coma. If they suffer any sort of Sanity loss while using Speed, this check is made with a Penalty Die.

NPCs. There has been no one here since the mine closed in the mid 1950s.

15b. WEYLAND COMMUNITY CENTER

External Description. This simple flat-roofed cinder block structure has a faded mural painted along its wall. It depicts men having fun bowling, playing billiards, throwing darts, and drinking beer. The sign over the glass double doors says **Weyland Community Center**. Inside can be seen four candlepin bowling lanes, four pool tables, a wall of dart boards, and a bar along the far right wall. Six glass brick windows allow light to the interior, but are impossible to see through.

Interior Description. The glass doors were broken long ago. Time and climate has ravaged this place, as the peeling walls and ceiling make evident. The wooden bowling lanes are splitting and warped. The pool tables are covered in a heavy layer of dust with most of the fabric and leather chewed up by rodents.

The dart boards have a few darts still stuck in them from the last game that was played decades ago. Even the heavily polyurethane bar top is cracked and split. A phone booth sits in the corner, but even at a distance it's clear that it is probably out of order.

Along the wall near the glass brick windows are a number of round wooden tables and chairs, as well as a dilapidated jukebox. The 1950's era records inside are mostly cracked and broken, though a Luck roll might find one classic 45 intact.

Objects of Note. A little scrounging will find a couple candle pin bowling balls, a few darts, and a *Hard Spot Hidden* check behind the bar will find a full bottle of Wild Turkey whiskey that looks like it was deliberately stashed a long time ago.

NPCs. There is a 15% chance of finding Grady here if it's during the day. He likes to come in here and sit at a table as if watching a dart game. He'll even congratulate non-existent people for their "nice one".

15c. MINER HOUSING

Description. These 34 homes were abandoned shortly after the mine closed in the 1950s. They are all virtually identical, resembling small, two room cottages. They are simple wood-frame construction with corrugated metal roofs. The years have not been easy on the cottages, leaving them as little more than empty husks.

Keeper's Notes

The only exception is a half-collapsed house near the southern edge of the mining camp inhabited by Ralph Barnes (aka Grady).

Objects of Note. If the characters investigate the buildings, feel free to use the Weylands Estates search result chart (see page 19).

NPCs. Ralph "Grady" Barnes – Grady looks like someone who had a very hard life, hit bottom, and stayed there. He appears to be in his 60s with unkempt gray hair, dirty clothes, and badly pock-marked face. The back of his neck is covered with sores, and he coughs constantly when he talks. He wears heavy miner boots and an old, beat-up fedora.

He'll be wary of the PCs until he finds out that they are not dustbillies, and then he'll be excited to have visitors. He is obviously crazy, ranting about all manner of things. He will occasionally reveal some information about the dustbillies and their plans, but it will be mixed up with a bunch of nonsense. The Keeper should play Grady as friendly but incoherent.

He knows about the Teihiihan, and will freak out if they're mentioned or described.

Keeper's Notes

Living in one of the half-collapsed houses is a man named Ralph Barnes, though these days he goes by the name of Grady. He's not terribly smart or sane, but he's friendly enough, and a treasure trove of information if the characters can ask the right questions.

Grady has reinforced the non-collapsed half of his house, and has set up two rooms as living space using scavenged bits and pieces from the area. The smaller room is his bedroom, and is hidden behind an old wardrobe that functions as a very clever secret door. It contains a pile of cloth and other soft materials that are held in a rough frame of scrap wood. Standing on an old orange crate is a kerosene lamp that he apparently uses for light and warmth.

The other room has a makeshift kitchen and a pair of sofas against the wall. The walls are covered with black and white photographs, newspaper clippings, and a velvet painting of Elvis that is clearly the centerpiece of his collection.

Ralph's history is a sad one. He was a successful engineer by the age of 28, helping design construction equipment for Caterpillar Inc. in the 1930s. Following the death of his wife and son during childbirth however, he has a nervous breakdown and committed himself to a psychiatric hospital in Chicago. He was discharged six months later, but was no longer able to find work as an engineer. He managed to find work as a meat packer.

Then in 1946, Ralph ran into an old friend who helped him get a job as an engineer with the Wayland Mining Co. who was opening a new uranium mine in Texas. In less than a week, Ralph was meeting in Austin, Texas to discuss his new position with Mr. Weyland himself. By the time the mine opened in 1947, Ralph was living in his new home just outside Abattoir. Things finally seemed to be going right for the first time in a while, and Ralph felt as if he might be able to move on. That was until the tunnel collapse of 1954.

When Tunnel 17 collapsed in the summer of '54 killing 58 workers, there were claims of negligence in the newspapers. Knowing about Ralph's time in the sanitarium, Mr. Weyland decided to use him as the scapegoat for this tragedy. He filed reports with the state investigators claiming that Ralph Barnes had been negligent, and that he was responsible for the cave-in. Weyland had managed to get ahold of Ralph's medical records, and used them to portray him as a man with a tragic history who simply cracked under the pressure. Weyland also managed to imply that he had been kept in the dark about Ralph's past, while still managing to sound sympathetic.

He was not only wrongfully accused and publicly humiliated, but he was forced to re-live the loss of his wife and child. The worst part was that Weyland actually managed to convince Ralph that it was his fault. The combined stress was too much. Ralph suffered another breakdown and became a recluse. He started drinking heavily, and was shunned by the locals, who saw him as responsible for the deaths of their friends and loved ones.

When the dustbillies arrived and began to harass him, he disappeared. Most believed him to be dead, but he moved into the first mining camp, where he has remained to this day.

At night, Grady sometimes goes into town to dig through the garbage. He collects newspaper articles that fuel his conspiracy theories about the mine collapse. For years he has believed that there are "lizard people" behind the collapse, recalling some of the old Indian legends of the area. In his collection are several dozen articles about missing persons in the area that date back to the early 1960s, as well as miners who disappeared during the early to mid 50s.

As it turns out, he's not far off the mark. Al'issya Ss'rissi A'na sent two Spawn of Yig (see p.94) to collapse Tunnel 17 because it was getting too close to the sacred Temple of Yig.

Grady has an Elder Sign made of bone and sinew (Handout #23) from John Thunder that keeps Osteen from "seeing" him hiding in the Mining Camp, and allows the dustbillies to overlook him when they drive through.

15d. Repository

Description. Next to the mining office is a large quonset hut with doors on each end. The door on the southern side has a sign above the door that says **ENTRANCE** and one above the northern door says **EXIT**. To the right of the entrance is a green sign with white lettering. It says:

ATTENTION WEYLAND EMPLOYEES

The following equipment must be signed out 30 minutes before work shift begins and signed back in within 1 hour after shift.

Coveralls
Hardhat
Gloves
Boots

Supervisors must also sign out a standard Victoreen CDV-700 Geiger Counter Failure to observe company regulations will result in immediate termination.

Interior Description. The building seems solid enough, with several counters along either side of a long, straight aisle through the center. Shelves behind the counters hold stacks of folded coveralls, dust covered hardhats, blackened leather gloves, and worn boots. Skittering can be heard from within the shelves suggesting that rats or other rodents have made this place home.

Keeper's Notes

This place is covered with radioactive dust, though not at particularly dangerous levels in the short term. Anyone with basic scientific knowledge may suspect radiation, but without a geiger counter, there is no way to determine the potential lethality.



THE WEYLAND MINES

GENERAL DESCRIPTION

You pass through the leaning chain link fence with its faded radiation warning signs and broken gates, it becomes evident that this is a dead zone. There are no growing plants, insects, or any other signs of life. Only the occasional bird of prey flies overhead, but even they seem to give this place a wide berth. The air is suffused with a harsh, acerbic chemical odor that lingers in the back of the throat and irritates the eyes.

A number of low concrete structures look like tombs, and scattered pipes stick out of the ground like iron bones. The ground is scarred with deep criss-crossing excavator tracks that decades of wind and rain have been unable to erase.

Up on the hillside to the north are black, roughly rectangular openings cut into the ground. The wind blows across them creates a deep moaning sound that brings to mind the lost souls that gave their lives to this godforsaken place. Piles of crushed rock flank the openings, and the occasional overturned mine cart can be seen amongst the debris. At a glance, there appear to be three open mine shafts (Handout #17).

Keeper's Notes

The type of mining employed by Wayland included a combination of underground and in-situ mining. The in-situ mining (or in-situ leaching) sites are located on the slope below the underground mine shaft entrances. They consist of pumping apparatus, chemical tanks, and gasoline pumps. This mining process pumps water and certain chemical compounds through boreholes drilled into the deposit, and then recovering artificially dissolved uranium. This has had the effect of contaminating most of the groundwater in the area with heavy metals and radiation. These in-situ sites are also the source of the unpleasant smell.

The underground mine shafts are typical of what one tends to imagine when thinking of a mine. The tunnels descend at a 15 degree angle before leveling off after about two or three hundred feet. Occasionally a tunnel might descend or ascend depending on the mineral content of the rock or to avoid natural groundwater deposits. The mineshaft dimensions vary slightly, but they are generally eight to ten feet wide and ten feet tall.

Most of the equipment was removed from the site when the mine closed. All that's left are a few wooden loading areas, six concrete storage vaults (empty), and a few minecarts.



1. WEYLAND OFFICE

Description. This blackened structure is little more than a burned out husk, it's metal roof warped and rusted. The only feature identifying indicating its former use is a charred sign hanging askew on the front wall that reads: *Weyland Mining Co. – Main Office.*

Keeper's Notes

A cursory glance of the interior will notice several blackened kerosene cans. A Spot Hidden check will reveal the remains of an open lighter, making it clear that someone burned this place down decades ago. There is nothing else of interest here.

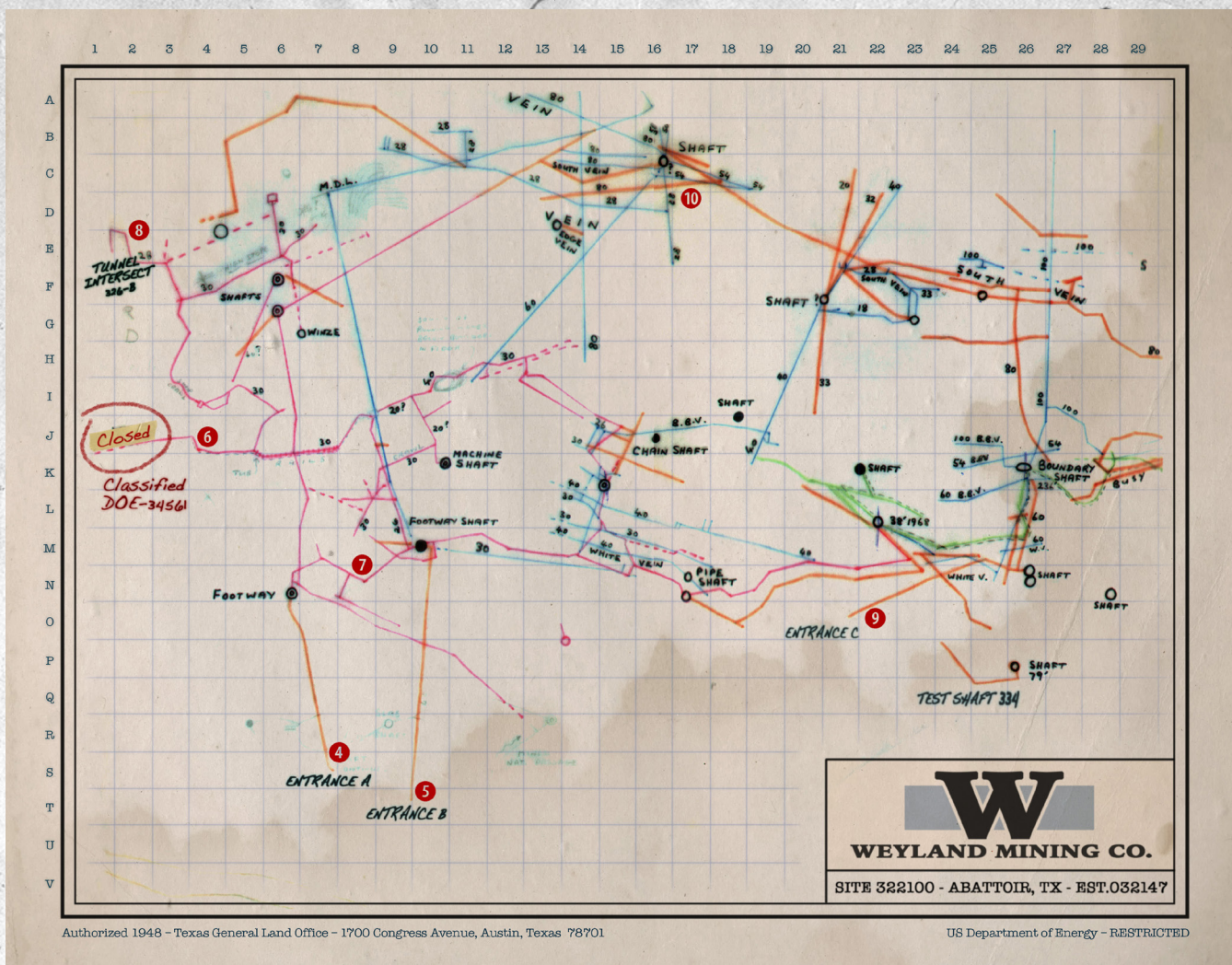
2. TOOL SHACK

Description. This building apparently once contained some of the more expensive mining equipment, but was cleared out long ago when the mine closed down. The only remaining item is an wooden box containing eight dusty mining hats and a broken pickax.

Keeper's Notes

The lights on the mining hats seem functional, but they are out of fuel. The characters could use a substitute fuel such as gasoline or lamp oil, though gasoline is dangerous and may burst into flames if damaged (Keeper's discretion).

Mineshaft Map - Keeper



Map Key

Blue Lines: These tunnels are partially or completely flooded. The water is probably radioactive (see Appendix).

Circles: The circles are two-foot-diameter vertical shafts. Some are intended to allow for out-gassing (Pipe Shaft), while others were made to provide fresh air for the miners (Shaft), and still others were for moving equipment (Machine Shaft) or gear (Chain Shaft). They are relatively smooth, though it is possible to climb them with 1D4 successful Strength checks.

Green Lines: These tunnels are smaller test shafts. They are only about three feet wide, six feet tall, and are not reinforced. They are prone to collapse, particularly if disturbed.

Orange Lines: These tunnels have minecart tracks. They were intended to move ore more efficiently between ore tunnels and the outside facility.

Pink Lines: These tunnels are either exploratory shafts or where the ore was mined.

Scale: Each square on the map equals about 500 feet.

3. ORE PROCESSING

External Description. The largest building on the site, it has concrete walls and a corrugated metal roof that is heavily pitted with rust. The steel sliding doors are closed and secured with a massive padlock. A metal sign above the lock says: **WARNING: CONTAMINATED AREA** and below that **Access Prohibited by order of the U. S. Department of Defense**. Every few feet along the outer wall of the structure are more bright yellow warning signs that say: **DANGER: RADIATION**.

Keeper's Notes

If anyone has a working geiger counter, they will be able to detect high levels of radiation emanating from the building.

Internal Description. At one time this place evidently contained equipment used to grind up uranium ore into a fine powder in preparation for further refinement. Low, sturdy platforms mark where the grinding machinery once sat.

All that's left here is a mass of old power cables, an empty tool rack, faded safety signs, and a rusted steel drum. Every surface is covered is a thick layer of mustard yellow dust.

Keeper's Notes

Anyone foolish enough to enter this building will be exposed to the yellow, radioactive dust that contaminates this place. The Keeper can decide exactly what constitutes exposure, but they will most certainly breath in the radioactive dust if they begin searching the interior (see Appendix V, p.97).

A working geiger counter will alert the characters to the danger, assuming they understand how to interpret the device.

4. OLD MINE ENTRANCE

This was the original shaft that Weyland Mining Company tunneled into the hillside of the Devil's Backbone. It was once sealed up, but the boards have since been removed and cast aside. The tunnel itself is ten feet wide and about the same in height. The remnants of the mine cart rails are only just visible in the ground.

An empty mine cart sits abandoned on the rails about thirty feet in. The passage descends at about a five degree decline.

Keeper's Notes

The opening is easily large enough to hide a car, should the characters choose to do so. If they scrounge around a bit, a Spot Hidden check will find a dust-covered wooden box with two heavy canvas tarps. Each tarp is about 15 x 30 feet with steel grommet holes every 3 feet along the edges.

5. NEW MINE ENTRANCE

This mine entrance is a bit narrower than the other one. A small shed that presumably once held mining gear now only contains a number of hardhats (3), pickaxes (2), and baggy coveralls (5). There is the smell of something dead coming from the opening.

Keeper's Notes

About fifteen feet inside the tunnel, there are the remains of several coyotes. The poor beasts look as if they've been ripped apart, partially eaten, and then discarded. A Medicine or Natural World check will reveal that there were no weapons used to kill them. A *Hard* success suggests that they were pulled apart by sheer force.

6. CLOSED SHAFT

Description. This tunnel is blocked by heavy planks nailed across the passage. A sign reads: **RESTRICTED AREA.** Beneath that reads: *Unauthorized entry is prohibited per Department of Energy order 34561.*

Keeper's Notes

If the characters have heard about the famous cave-in, it is fairly obvious that this is the runner where that tragedy occurred. Should the characters wish to explore beyond this point, it will require 4 Strength checks to remove enough boards for them to climb through. Roughly twenty yards down the passage, they find the cave-in and the place where the rescuers dug through to rescue them trapped men. If they look beyond that point, they will find the remnants of a massacre. Old blood stains and desiccated remains are scattered throughout the tunnel. Written in blood on the wall are the words: **Hell is empty and all the devils are here.**

At the far end of this sealed off chamber is where the dig abruptly ends. The area has been opened up to expose a wall of smooth, dark green stone. More than a dozen broken drill heads lay on the ground nearby. A *Hard* Spot Hidden check will find a thin seam that forms a tall triangle with a three foot base and a height of ten feet. A small bloody hand print, not much larger than a child, stains the wall just to the left of the triangle.

This door cannot be opened by anyone but the Teihiihan. If the characters have encountered the Teihiihan previously, it is obvious that the hand print was one of them. The Keeper can have this lead someplace if they like. Otherwise, it's a dead end.

7. SUPPLY DEPOT

An old wooden cabinet stands in a carved out alcove. A stout padlock remains locked through the hasp securing the double doors.

Keeper's Notes

A stout blow with a pickax, hammer, or similar tool will break the corroded lock. Anyone with the ability to pick locks can open it in ten minutes with even rudimentary tools. Inside are two breathing units, two-hundred feet of hemp rope, and a wooden box of dynamite (10 sticks).

8. TUNNEL INTERSECT

The tunnel was once boarded up, but the wood is all broken and splintered. The mine shaft descends into darkness, though an air current can be felt pulling that way. The flowing air current is more obvious if the characters have any open flame.

Keeper's Notes

The tunnel continues on for about a hundred yards before intersecting with the Serpent Caves at location #3.

9. SECOND MINE ENTRANCE

The opening to this mine start is similar in size to the main tunnel (Entrance A). It descends at a steeper angle, and has an electric winch and pulley system that would have once

allowed mine carts to move up and down the shaft. It's fairly obvious that it's not currently operational, though there is still a heavy rope attached that runs off into the darkness. The descent angle is about twelve degrees and can be navigated easily on foot, with the rope providing an additional bit of stability. After a hundred feet or so, the shaft is flooded with black stagnant water.

Keeper's Notes

This is an exploratory mine shaft that was started shortly after the primary one. Early core samples suggested that there were more uranium deposits in this direction. Whether this was true or not, they were never able to discover. After a dozen or so shafts were made, they broke through to an underground cistern of highly radioactive water that flooded this section of the mine. The flooded areas are marked in orange on the map. The water is highly radioactive (see Appendix).

10. FINAL DIG

The most recent tunnels lead to this junction of mine shafts. It looks as if they reached this point and tried to drive the mine shafts in many different directions. All end at a blank wall with an orange "X" painted on them. A few of the shafts have several feet of dark, oily water.

Keeper's Notes

These were the final tunnels made by Weyland Mining. There was already talk of closing the mine, but there was one last ditch effort made to find another vein of ore. Unfortunately, they broke through to another contaminated cistern, and many tunnels were flooded with up to three feet of radioactive water (see Appendix).





THE SERPENT CAVES

1. CAVE ENTRANCE

Serpent Road seems to just fade out of existence about a hundred feet from a steep cliff face. Several dozen abandoned cars litter the area, some of them dating back to the early 1900s. They are heavily weathered and all of them seem to have been burned out.

A six-foot-wide by twelve-foot-high fissure stands out black against the lighter sandstone around it. Standing to either side of it are two crude sandstone obelisks. Each spire is about three-feet-tall with a dark metal ring embedded in each.

Keeper's Notes

Closer examination of the obelisks reveals that they once had some sort of writing or images, but time and weathering have made them illegible. The metal rings are roughly six inches in diameter, and forged from a material that looks like wrought iron, but are much lighter. If touched, the rings deliver a strong electrical shock with an audible crack.

2. SERPENT NEST

The descending limestone passage is clogged with stalagmites and stalactites. Slightly warmer air is rising up the passage, and carries with it, a sickeningly sweet smell that catches in the back of the throat, leaving a bad taste. It opens into a large vaulted cave a hundred and fifty feet across. The

floor is covered with a thick layer of rotting plant matter and bones. In the center, a thirty foot depression is lined with some kind of sand or powder. The remnants of nine massive eggs lay scattered about the depression. Sprawled dead among the remains is the body of a massive serpent. Since much of it looks to have been eaten, the thickest point of its body is at least two feet in diameter.

Keeper's Notes

A Natural World check will reveal that the snake would have to have been as much as 50 feet in length. A *Hard* success reveals that the others in the nest likely fed on it after it died. Should the characters choose to explore the nest, a Spot Hidden check will find the remains of dozens of coyotes and almost as many humans.

If the characters have not encountered a giant snake previously, they should make a Sanity check (0/1D3).

3. WEYLAND MINE INTERSECT

The mineshaft opens up to a sixty-foot natural cave. A pile of stone debris and various pieces of mining equipment litter the floor just inside the cave. The equipment consists of several hardhats, a pneumatic drill, two pickaxes, and an ore cart laying on its side.

Keeper's Notes

If the characters move any of the rock, they'll find the skeletal remains of several miners. A successful Medicine check will reveal that they all suffered many broken bones before dying. A Spot Hidden check will find a 1956 driver's license for William Calhoun of 12 Ridge Road, Abattoir, TX.

4. MUTATED RATS

The tunnel has widened to a kind of gallery, with a ceiling height of more than eighty feet. The stalagmites and stalactites are stained dark red from iron deposits, and the smell of sulfur is strong (Handout #19).

Keeper's Notes

A Listen check will allow the characters to hear the sound of scurrying and high-pitched squeaks that are reminiscent of bats. As they reach the middle of the chamber, swarms of mutant rats will explode from burrows in the limestone (see Mutant Rat Swarm in the Appendix). The Keeper will want to give the characters enough warning to flee as this encounter is intended more to disgust the PCs and keep them moving. If they saw the rats at the Repository, perhaps they recognize the sound. Otherwise, they will have three rounds before the swarms reach them. The rats won't chase them far, so give them a few close rounds and maybe a chance for a minor bite.

5. OLD REMAINS

The tunnel comes to a dead end. You're about to turn around when your eyes catch a glint behind an outcropping of rock. Looking closer you see the skeletal remains of a man curled up into a ball. His clothes hang off him in tatters, and he clutches a large, leather-bound book.

Keeper's Notes

If the characters look him over, they realize that his clothes date back to the mid 1800s. The book he's holding is a mouldering Bible, though it is heavily decayed and chewed around the edges. His bones show signs of being gnawed by small, rodent-like teeth. In fact, he was devoured by a rat swarm more than a hundred years ago. Why he came here is a mystery.

6. SHRINE OF YIG

The tunnel ends at a smoothly carved hemisphere. A stalagmite has been carved into a kind of pedestal atop which sits a small statue of gray-green stone. The idol is only about two and a half inches tall, and resembles a six-armed, two-tailed serpent (Handout #20).

Keeper's Notes

If anyone should approach the idol, they will notice that it seems to radiate a faint warmth. In the hand it feels warm to

the touch (slightly warmer than body temperature). Anyone holding the idol will be able to keep the Teihiihan at bay, though they will not be able to pass this protection on to their companions... unless they hand them the idol of course. If the person holding the idol attacks a Teihiihan, they will no longer be cowed by the idol and will attack the holder, though they will do so with a Penalty Die.

Directly behind the pedestal, a *Hard Spot Hidden* check will reveal a cunningly concealed door. It is carved from wood and coated with limestone to exactly match the wall. Once discovered, it is easy to determine that it opens outward. On the other side is a five-foot wide staircase carved into the rock that descends fifty feet to an obviously intelligently made tunnel. It travels in an almost perfectly straight line to a matching set of stairs on the far end. These ascend to a door that opens into the Temple Complex (15e). The door is not concealed on the temple end.



Keeper's Notes

This image is of an actual statue called "Idol of Yig" that was sculpted by Jason McKittrick of Cryptorium on Etsy. Please consider visiting his store to purchase the idol to use as an amazing prop in your game!

<https://www.etsy.com/listing/657037512/idol-of-yig>



7. MUTATED FUNGUS

A cathedral-like tunnel stretches off into the darkness. Like other areas within the cave system, there are pillars of limestone and countless smaller stalagmites and stalactites, but unlike other places, every surface is covered with yellow and white fungal growths. The fungi range in size from a few inches across to several feet on some of the massive white pillars. The tunnel descends to a smooth white floor that is covered with several inches of, milky-looking stagnant water.

The dimensions of the tunnel are difficult to guess, but it must be over a hundred feet wide with a ceiling almost twice that overhead. Despite the size, sound doesn't echo in this place due to the thick layers of pale mushrooms that cling to everything.

Keeper's Notes

A *Hard* Listen check will reveal that there is a faint squelching sound in the tunnel, though pinning down its origin requires an *Extreme* success. In fact, the sound is coming from everywhere. It is being made by countless translucent red worms burrowing through the fungal material. If anyone breaks off a piece of the fungus, a cloud of reddish spores and worms burst from it, covering the character with both. The cold worms immediately begin burrowing into the person's clothes, requiring a Sanity check (1/1D4).

The truth is that the worms are harmless to animals, though the spores can be dangerous if inhaled. Any character unfortunate enough to be covered in spores must make a Constitution check. Failure means that they breathed in at least some of the spores, which begins taking hold in the warm, moist interior of their bodies almost immediately. They will develop a wheezing cough within an hour, followed by dizziness within six hours. The fungus will cause them to suffocate within 24 hours unless they can expose themselves to bright sunlight and heat. The fungus is extremely sensitive to both, and will die in less than thirty minutes after the victim is exposed to full sun.

8. BURROWER

In the wall of the tunnel there are several oddly symmetrical round holes, each about five feet in diameter. A pile of pulverized stone is directly below each opening, and more rock powder filling the lower third of each small tunnel. A faint squirming sound can be heard within.

Keeper's Notes

There are three young Cthonians living in the walls of this tunnel. The priestess has recently been raising them to serve as guardians, but they are less than 10 years old, and so are still quite small by Cthonian standards.

They will be able to sense when thinking creatures are in the tunnel and will immediately come to investigate. If the characters leave within thirty seconds or so, the Cthonians won't follow, but will return to their burrowing.

9. INTERSECTION

Four larger tunnels intersect at this point, making it difficult to choose a direction. In fact, after a moment of consideration, you're not entirely sure which tunnel you entered from.

Keeper's Notes

This intersection has the unique property of confusing directions. Characters can make POW checks to notice that something isn't right about this place. If anyone takes the time to search the area, a *Hard* Spot Hidden check will identify which passage they entered, at which point it can be marked. If not marked in some way, it will quickly be forgotten again. An *Extreme* success on the Spot Hidden check will reveal an item from one of the Teihiihan's victims near the passage that leads to area 13. If the characters are looking for someone specific, it should be something they'll recognize. Otherwise it should be something motivating like a woman's shoe or a child's teddy bear.

10. WATCHER POOL

This three-way intersection is marked with a stagnant pool of dark green water. There is a three-foot ledge to the right that can allow one to walk around it to reach one of the other two tunnels.

Keeper's Notes

If the characters do not disturb the water, nothing happens and they can go on their way. If they throw anything in (to test its depth for example), the water begins to churn with worm-like serpents. They make a disturbing howling sound that echoes through the caves, possibly alerting the Teihiihan. The Keeper can have the character with the lowest Luck make a Luck roll to see if the noise draws anyone to them.

11. FAILED CONVERSIONS

This nightmare room is indescribable. As the tunnel ends, the floor falls away into a deep, bowl-like cave. The floor is covered to an unknown depth with the bodies of children ranging in age from several months to eight or nine. While some are only skeletal remains, others are still in various stages of decomposition, and even worse, a few on top are still moving. Writhing among the bodies are some sort of carrion worms and beetles. The occasional eye will roll towards the characters with a pleading gaze.

Keeper's Notes

The characters must immediately make a Sanity check (1/2D6). These are the failed attempts to convert children into Teihiihan. The Keeper can suggest to the characters that they have a strong urge to burn this place, if they have the means to do so. Anyone who suffers a bout of madness from this sight will be compelled to flee uncontrollably for 10 minutes or become completely catatonic.

If anyone can bear to make a Spot Hidden check on this horrific scene, they will notice bits of clothing that indicate that these were likely victims captured by the Teihiihan. It should suggest what might be in store for any victim they might know, but if not, the Keeper can have them make an Idea roll to reach that conclusion.

If the Keeper feels that the scene is too disturbing, they can tone it down by making all the remains skeletal, in which case the potential Sanity loss would be 1/1D6.

12. WASTE

The smell of rot and decay emits from this passage. At the far end it descends and widens to form a fifty to eighty foot wide cesspool that drains into a carved, circular tunnel in the far side. The drain is about two and a half to three feet in diameter with a stream of sewage running down its center.

Keeper's Notes

If any characters have a source of fire, they will notice the flame and/or smoke being pulled by a strong draft towards the drain hole. An Idea roll will suggest that it must be a direct passage to the outside. In fact it does lead to a small, concealed gully about half a mile from the cave entrance.

It is possible to crawl through the passage to escape the caves, though this will not be easy. It will require crawling two-thirds of a mile (almost 11 football fields) through revolting sewage. Just gathering up the courage to wade across the cesspool and climb into the tunnel requires a successful Sanity check. Failure means that nothing short of bodily forcing the person will get them in there, though there will be no loss of Sanity.

Once in the tunnel, each character will have to make a Sanity check every 100 yards (every 3 minutes). Success means that they are able to keep going, while failure inflicts 1 point of Sanity loss and triggers a panic attack. This will cause a 10 minute delay. Traversing the entire tunnel without any stops will take about 33 minutes, assuming a MOV of 8. If someone does have a panic attack, the person behind them can, if they are not also panicking, make a successful Persuade, Intimidate, or Psychoanalysis check (Keeper's discretion) to cut the delay to 5 minutes.

The Keeper might want to recommend that any characters than had more than one panic attack in the tunnel suffer from claustrophobia and nightmares for the foreseeable future.

13. THE TEST

This massive cavern is more than a hundred and fifty feet across. Its shape naturally funnels to a narrower end where there is an oddly-shaped doorway carved into the limestone. The opening is triangular, with a base of three feet, rising to a point twenty feet overhead. Strange symbols are expertly etched into the border. The passage beyond looks as if it opens up again after seventy feet or so.

Keeper's Notes

If anyone can make an *Extreme* Archaeology or Occult check, they can identify the language as Aklo. Stepping into the passage causes immediate dizziness. The passage seems to disappear, leaving the individual standing on a barren landscape with a smoldering volcanic cone in the distance. The opening that was on the far side of the tunnel now looks like a free-standing triangle of stone, but instead of seeing the surrounding landscape, they see darkness within the doorway. This will trigger a Sanity check (0/1D4).

Turning around to look allows them to see the cave from which they just entered, and can step back through if they wish. In the sky, flying reptilian shapes circle overhead. A well-traveled path leads from one doorway to the other.

If the characters try to step off the path, they will feel a kind of magnetic resistance that holds them back. A successful Strength check will allow them to push through and leave the path. Unfortunately, if they do this, the path and the doors vanish, and the person remains in Earth's distant past forever, though their chances for survival are not good. From the perspective of those still on the path, the person leaving it becomes wavy, as if seen through a heat haze, and vanishes. Anyone witnessing this will have to make a Sanity check (1/1D6).

Anyone who reaches the far side can step through. Looking back, they see only a tunnel as before and no sign of anyone who was in the tunnel with them, until they themselves step through on the other side.

14. THE SERPENT CAVERN

Gazing for the first time on this space is overwhelming. The ground slopes steeply down to the floor of this titanic cavern, which is hundreds of feet across with a vast, domed ceiling. Hanging in the air near the apex of the chamber is a brilliant, crystalline sphere that radiates a greenish radiance that bathes the entire area in a gangrenous light.

Unlike so many other caves in this system, there is no evidence of stalagmite or stalactite growth, and the ground is covered with a dense layer of pulverized sandstone. Paving stones form a kind of road that leads from the doorway to a series of structures spread across the cave's floor.

The structures are unlike any culture known. The architecture is tall, narrow and tapers from bottom to top, forming sharp peaks. No windows are visible, though doorways seem probable. Several buildings appear to have suffered damage at some time in the distant past, though any debris has either been reduced to dust or removed. The largest structure at the far side of the cavern appears to have been at least partially carved from the living rock.

There is no sign of movement or life of any kind. In fact, the place is absolutely silent to the point where even the sounds of your own footsteps make no echoes.

Keeper's Notes

If any character tests the sound by making a loud noise, it will seem to be slightly muted, and there will be absolutely no echo. This entire scene can trigger a Sanity check (0/1) at the Keeper's discretion.

A Spot Hidden check can reveal a few things about the building complex at this distance. A normal success allows them to notice that after a minute, the radiance seems to be dimming slightly. An Idea check suggests that this may be done to simulate the day-night cycle. A Hard Spot Hidden will reveal that the structures appear to have no seams as one

might see with stone block construction. This could mean that either the seams are too fine to be seen from here or that they were carved from solid rock. An *Extreme* success reveals that there is in fact some nearby movement in the form of something shifting just beneath the stone dust.

If the characters approach the moving ground, a number of Metallic Beetles will erupt from the ground. These three to four inch insects appear to be made of living metal, and their purpose is to keep the cavern clear of organic material. Fortunately for the characters, they are malfunctioning and are not as effective as they might be. They are not as sensitive to vibrations as they once were and are not as effective at dealing with organic contamination (see Appendix IV, p.95).

These Metallic Beetles are everywhere throughout the cavern except the buildings. Due to their degraded condition, however, the characters will only encounter a Metallic Beetle swarm if they spend too long in a single location. For every ten minutes the characters spend exploring an area, the characters should make a group Luck roll: failure means that a swarm will erupt from the ground.

15. SERPENT TEMPLE COMPLEX

The structures in this complex seem to jut out from the floor like giant wedges of stone. There isn't a single seam to suggest that they were constructed out of individual blocks. The central building extends from the back wall, almost bifurcating the cavern. Two other buildings flank it to the left and right, with the remnants of several smaller ruins in their midst. The ruins are little more than portions of wall and a few obelisk-like pillars.

Keeper's Notes

The Keeper should have the characters make POW checks. Any that succeed get the strong feeling of being watched. In fact, there are a number of Teihiihan hiding throughout the cavern, using their camouflage to remain hidden. The priestess has ordered them to let the characters pass, sensing that there is something unique about these individuals. She feels that they might be good breeding stock, like Reverend Holgate was so many years ago.

15A. HALL OF SLAVES

Judging by the fragments of clothing, pottery, and bedding, this may once have been a place where human servants were housed and fed, but is now little more than a hollow husk.

Keeper's Notes

A Hard Spot Hidden check will reveal the occasional faint image scratched into the stone wall. Some are barely identifiable stick figures, while others depict what look like bipedal lizards hanging small people (or perhaps children) from hooks and chains.

15b. TEIHIIHAN DWELLING

A heavy metal door opens into a great pillared hall. The pillars are tapered and covered with bas-relief carvings of upright serpents, with arms and legs, ophidian heads and tails, and wearing ornately decorated robes. These Serpent People are depicted performing various rituals and ceremonies. It is quite clear that the few humans shown are the lowliest of slaves.

The hall extends to the right and left more than a hundred feet, and at least eighty feet to the far side. Along the opposite wall from the door are pools of flickering firelight with small, dark figures hunched around them. Leathery looking tents are gathered near the fires. The tents seem to be decorated with faces and other humanoid features.

Keeper's Notes

A Spot Hidden check will reveal that the tents are made from human skin, and the small people gathered around the fires are Teihiihan. They are deep in their ritual meditation, and will not immediately notice the characters if they are reasonably quiet. If noticed, they Teihiihan will charge at the characters to drive them out of their space, but will not pursue them beyond the door, per Al'issya Ss'rissi A'na's orders. There will be anywhere between twenty and thirty Teihiihan here at any one time.

15c. CONVERSION HALL

This is a mirror image of the Teihiihan Dwelling (15b) in every way except that there are no flesh tents or Teihiihan. There are fires, but these are scattered about the chamber, and are tended by what look like small children.

The children (or child-like creatures) are hairless and wear dusty gray robes. Their eyes have been sewn shut and their heads are covered in red paint or blood. Each carries a bundle of fungi that they occasionally toss onto the fires, presumably to keep them burning. The smell of the burning fungi is pungent and makes the room feel claustrophobic, despite its size.

Glancing up, you see at least six or seven other children suspended about eight feet off the floor. Steel hooks pass through the fleshy parts of their backs, forearms, and calves, and are attached by chains to the ceiling overhead. The suspended children are wrapped with something like linen bandages that have been painted with blood-red symbols, their heads hanging towards the floor.

It's clear that the suspended children are breathing, and as the characters watch, one of the fire tenders picks up a stick with a wad of cloth tied around the end from a nearby bucket. He or she puts it up to the face of one of the victims who begins to greedily drink what they can from the wet rag.

Keeper's Notes

This is where children are prepared for conversion into Teihiihan. It is part of the Corruption of the Cannibal spell (see Appendix). The fire tenders are children who weren't worthy enough for conversion, but were still strong enough to serve. The tenders are heavily drugged and will not react to the characters in any way. They will only attempt to go about their business. If they are forced to stop or leave, they will begin howling as if being tortured. This is part of the magic used to keep them in servitude. Knocking them out will silence them. Should the characters end up rescuing any of the tenders, they will be difficult to manage, and they may never recover from their ordeal.

The potential converts on the other hand can be saved. Although they are suffering from malnutrition and dehydration, there is nothing that cannot heal over time. At least physically. Healing their minds will take somewhat longer, but it's not impossible. If the characters are looking for any children, they will be one of those suspended from the ceiling.

Freeing them from the hooks isn't too difficult considering they weigh very little, but it will take two adults to do so. If only one is attempting to free a child from the hooks, they will have to make a STR check. Failure means inflicting 1 HP of damage on the child and still not getting them unhooked. Each suspended child has only 3 HP, so three failures means that the character has killed them. Inadvertently killing a child will mean a Sanity check (1/1D6).

15d. PRIESTESS HALL

An open archway leads into a chamber that is a hundred-foot-square with a fifty-foot-square tiled pool in the middle. The water looks clear and there is a faint smell of some sort of incense.

The next chamber is about seventy by seventy with a circular depression in the middle. Pillows suggest that it might be some sort of sitting area. The ceiling has a fresco depicting flying serpents with a central figure that appears to be a kind of humanoid serpent with six arms and two tails.

The final chamber is about fifty feet across, and appears to be a sleeping chamber, though the low, circular bed appears to be more of a bowl or nest. It is padded and lined with some kind of red, silk-looking fabric.

Keeper's Notes

The pool is where Al'issya Ss'rissi A'na spends most of her time when not sleeping. If the characters were not brought here against their will, they will find her here. She will walk naked from the pool, shifting slowly from her more serpent-like form to that of a seductive woman. She will invite the characters to the sitting room, whether the image of Yig looks down upon them. She can be very persuasive, requiring that each character make a POW check to resist her invitation if they wish.

Otherwise, she will summon the Teihiihan to block their way out of the building. There is a small window of opportunity between her invitation and when the Teihiihan arrive for the characters to attack her or attempt to flee. Even then, she'll order the Teihiihan to capture them so that their worth can be tested (see 15c), though not for conversion. She wants to see if any might be worth becoming her consort. The Keeper should play this by ear, and give the characters every opportunity to get out. If they talk to her, she won't summon the Teihiihan, and so they might choose to play along and get more information, such as where the victims are being held. At the moment, any children are in the Conversion Hall (15c) or in the outer temple complex (15e).

15e. TEMPLE COMPLEX

This central building is clearly built for some sort of religious purpose. The wide steps lead to a five-foot-wide triangular doorway that reaches its peak nearly thirty-five feet up the face of the structure. Inside it opens to a vast hall with a raised altar at the back. Stairs lead to a dais upon which sits a throne-like seat carved from a single piece of obsidian. A doorway behind the chair opens to another chamber.

The next room is a cathedral-like hall with two rows of tapered pillars. Each pillar is carved with images of a massive serpent being with six arms and two tails. A side chamber on the left seems to serve as a kind of preparation room for the priests or priestesses who serve whatever blasphemous god they worship.

The third chamber is a roughly square space about eighty feet across. In each corner stands an alabaster-white statue of one of the Serpent People seen elsewhere in this place. Each is nearly ten feet tall and holds a silver staff with a kind of amber snake twisted into an infinity symbol at the top.

At the back of this third chamber is a doorway that leads through a series of doors. Each door is open and made from some kind of yellow-green metal. On the far side is a ten-foot-wide and thirty-foot-high tunnel that stretches off into darkness.

16. TEMPLE OF YIG

The tunnel ends in a round chamber about sixty feet in diameter. Its domed ceiling is covered with bas-relief carvings of the same six-armed, two-tailed serpent being that has been depicted everywhere in this complex. The floor is decorated with patterns of coiled snakes formed by lines of inlaid green stone. A raised stone dais near the center of the room is backlit by two braziers piled with bright yellow coals. Pale yellow smoke emitting from the braziers fills the room with an oily haze and an acrid, earthy smell.

Above the dais is a crumbling overhang supported by six pillars. The broken stubs to two more pillars flank the dais, though there

is no sign of any remnants or debris. Behind the dais is an open maw of a stairway descending into utter darkness.

Mixed with the other smells is a metallic odor. A dark area of blood is littered with bits of flesh and fragments of bone in the center of the room in front of the dais (Handout #21).

Keeper's Notes

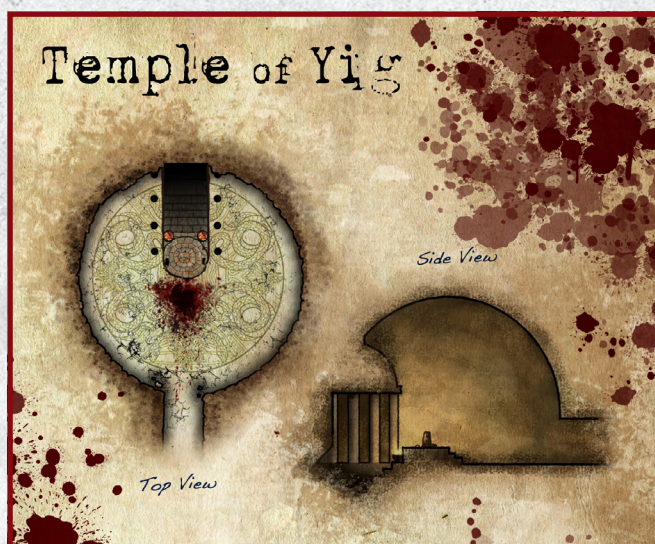
If the characters are involuntarily brought into the temple, they will find Al'issya Ss'rissi A'na kneeling in the middle of the dais, her head bowed in meditation or prayer. She will look up as they are dragged in and cast onto the floor in front of her, landing unceremoniously in the grisly remains of her most recent meal.

If any of the characters have the presence of mind to make a Spot Hidden check, they will notice bits of hair and a set of dog tags, though the blood and gore makes them impossible to read without cleaning them first. If they do so at some point, they can deduce that the remains belonged to army Private Harold McKinnon. A Hard Spot Hidden check will allow a character to notice a pile of clothes to the right of the dais, presumably belonging to the victim whose blood covers the floor.

Al'issya Ss'rissi A'na's interaction with the characters will depend on what's happened so far, but it's clear that she is the one in control here. If brought by the Teihiihan, they will throw the characters into the room and stand by the doorway to await her commands.

If she requires additional servants within this most sacred of places, she will summon the three Teihiihan who are camouflaged throughout the chamber. They will simply appear to step out of the walls all around the characters, their skin morphing from a coarse tan sandstone to a leathery russet complexion.

The stairs behind the dais lead down more than a hundred feet to a dark metal door with no apparent handle or lock. This is the way to the Serpent People's city, and is included so that the Keeper can, if they choose, expand this scenario at some point. If that's not the case, then the door can be permanently sealed or the passage beyond can be collapsed.



The Serpent Caves

Map Locations

1. Cave Entrance
2. Serpent Nest
3. Weyland Mine Intersect
4. Mutated Rats
5. Old Remains
6. Shrine of Yig
7. Mutated Fungus
8. Burrower
9. Intersection
10. Watcher Pool
11. Failed Conversions
12. Waste
13. The Test
14. Serpent Cavern
15. Serpent Temple Complex
 - 15a. Human Slaves
 - 15b. Teihiihan Dwelling
 - 15c. Conversion
 - 15d. Priestess Hall
 - 15e. Temple Complex
16. Temple of Yig



Timeline of Events



Arrive in
Abattoir

110°F

45°F

113°F

41°F

117°F

55°F

120°F

58°F

123°F

1 2 3 4 5 6 7 8 9 10 11 12 1 2 3 4 5 6 7 8 9 10 11 12 1 2 3 4 5 6 7 8 9 10 11 12 1 2 3 4 5 6 7 8 9 10 11 12 1 2 3 4 5 6 7 8 9 10 11 12

Noon

Midnight

Noon

Midnight

Noon

Midnight

Noon

Midnight

Noon

JULY 28

JULY 29

JULY 30

JULY 31

AUGUST 1

TIMELINE OF EVENTS

0. OPENING CREDITS

The Keeper begins by describing the era, the car, the road, the desert, and the reason the Investigators are driving down this particular stretch of West Texas highway. The description will take them right up until they enter the town of Abattoir. At some point, they hear Coyote Mike on the radio, his deep, baritone voice pouring out of the speakers like molasses.

Soundtrack

- Roll On Down The Highway by *Bachman-Turner Overdrive*
- Southbound by *The Allman Brothers Band*

1. ARRIVAL IN ABATTOIR

Read or paraphrase the *Prologue* for the players. As the characters pull into town, one of their tires is going flat. The Keeper can leave the cause ambiguous, or perhaps they can find a big old iron nail in the tire. Whether they are in Abattoir as part of an investigation or simply looking for gas, the characters will likely end up at the Esso Gas Station.

If the Keeper wants to make sure the PCs stop at this location first, then the characters could be waved over by Russ who notices their flattening tire. He can either repair or replace the tire in about an hour.

Soundtrack

- Cat's Squirrel by *Cream*
- La Grange by *ZZ Top*
- Frankenstein by *The Edgar Winter Group*
- Strange Brew by *Cream*
- Life by *Grand Funk Railroad*

2. THE DUSTBILLIES TAKE NOTICE

The fact is that the characters' tire is flat because the dustbillies have buried spikes all over the road into town. Seth and two of his 'brothers' will follow the characters from the moment they get into town, ultimately deciding that they're worthy for *The Hunt*. Seth will make it a point to confront the characters to take a measure of them and their ability to fight.

If the PCs are law enforcement, Seth will call Dr. Brenner for instructions. Brenner will talk to the characters personally, putting on his old country doctor persona in order to set the characters' minds at ease. He'll be friendly and helpful, suggesting that the people they're looking for might have left town to the east on Red Road.

If the characters are not specifically looking for someone, this would be a good time for the Keeper to introduce the plot hook about missing children.

Soundtrack

- The Pusher by *Steppenwolf*
- Locomotive Breath by *Jethro Tull*
- Into the Void by *Black Sabbath*
- Slow Ride by *Foghat*
- Presence of the Lord by *Blind Faith*

3. MARKED FOR THE HUNT

Once Dr. Brenner gives the okay, the characters' car tire will be repaired and they'll be allowed to go. Unfortunately, the bridge back to the highway has mysteriously collapsed, but some helpful dustbilly ally will gladly give them alternate directions to the highway, setting them up for *The Hunt*. If they attempt to flee on foot, the dustbillies will go after them with off-road vehicles (motorcycles and pickups).

Soundtrack

- Movin' Out by *Aerosmith*
- Jackie Blue by *The Ozark Mountain Daredevils*
- Paint it Black by *The Rolling Stones*

4. THE HUNT BEGINS!

As soon as the characters leave town on Red Road (aka The Highway of Blood), they are ambushed by four dustbilly vehicles (three cars and Seth's pickup truck). The dustbillies will attempt to run them off the road and take them alive... though not right away. The dustbillies enjoy *The Hunt* far too much to let it finish quickly, and so they tend to play with their quarry a bit first.

Naturally if the characters look like they might escape or if they kill any of their pursuers, the dustbillies will do whatever it takes to stop them.

The standard Call of Cthulhu chase rules will work for this scene, but if a tougher and grittier grindhouse feel is desired, then the Keeper should use the alternative rules in the Appendix I.

Soundtrack

- Paranoid by *Black Sabbath*
- Crossroads by *Cream*
- Born to Be Wild by *Steppenwolf*

5. CHARACTERS ESCAPE

At this point, the scenario becomes much less predictable. If the characters somehow evade the dustbillies, this will only be a temporary reprieve. As they evaluate their situation, there are a few options they might consider.

There's a good chance that they may inadvertently run right into the dustbilly compound where they will almost certainly be captured, especially during the day.

Soundtrack

- *Midnight Rider by The Allman Brothers Band*
- *Can't Find My Way Home by Blind Faith*

5A. TEIHIIHAN ATTACK

The Investigators try to escape by road, but the first thing they notice is that all the roads heading south or west are being heavily patrolled by searching dustbillies on motorcycles, cars, and pick-up trucks. In fact, the only roads that seems to be open are the ones to the east. These of course lead them into the forbidden lands. Since the dustbillies have failed the priestess, she will send the Teihiihan after the Investigators once the sun goes down (Handout #24).

Soundtrack

- *Hamrer Hippyer by Heilung*

5B. RETURN TO ABATTOIR

The Investigators go back to Abattoir, hoping to get help. If they drive in, the dustbillies there will immediately alert their brethren scouring the desert. If they sneak in, they will have to be careful to avoid contact with the dustbillies, though they will not know who to trust. The Keeper can use this opportunity for possible allies to contact them, whether it's Reverend Scott, John Thunder, or someone else.

An Idea roll will suggest to the PCs that the old trailer park could be a good place to hide, rest, and perhaps find a weapon.

Soundtrack

- *Little Johnny Hooker by Grand Funk Railroad*

5C. GET HELP

When the Investigators return to town, they may attempt to find a way to call the authorities or seek help from the locals. The problem becomes deciding who to trust, because if they pick the wrong person, the dustbillies will be alerted.

In Abattoir, there are a few trustworthy people who may also be willing to assist the characters. The most likely are John Thunder and Reverend Scott. Others may be friendly as noted in their character description.

Soundtrack

- *Blind Man by Mountain*
- *The Wind Cries Mary by Jimi Hendrix*
- *Can't Get Enough of Your Love by Bad Company*

6. CAPTURE

Whether pulled out of the wreckage of their vehicle, knocked unconscious, or drugged, the characters will be tied up and dumped into the bed of Seth's pick-up truck, or whatever the dustbillies have available at the time. They will then be driven to the dustbilly compound (**The Homestead**) where they are dumped into **The Cell**. Any women will be brought to **The Red House** for examination, to see if they are suitable for breeding.

If anyone was reduced to 0 Hit Points during their capture, the dustbillies will stabilize them and bring them straight to **The Red House** at **The Homestead** where Dr. Brenner will patch them up. They will awaken in the **Examination Room** with 4 Hit Points.

WARNING

It is vital that the Keeper talks with their players ahead of time regarding the content of the scenario. They should be assured that the scenario will NOT include any scenes of rape, even if those things are implied in the case of the previous dustbilly victims. The Keeper should NEVER have a player character sexually assaulted under any circumstances, whether they are male or female. Keepers are strongly discouraged from including anything like sexual assault in their game.

Female characters will be deemed unsuitable for breeding and will either be sent to the slaughterhouse to be used as food, or back to **The Cell** to await sacrifice (see below).

Soundtrack

- *White Room by Cream*
- *All Along the Watchtower by Jimi Hendrix*
- *Bad Company by Bad Company*

7. REVEREND OSTEEN

The characters are visited by Reverend Osteen in their cell. Yig has sent him a vision that suggests the characters are somehow a threat to their plans. He will deem the women (if any) unsuitable for breeding, and have them brought to **The Cell** with the others. Anyone who is severely injured (only 1 Hit Point remaining) will be taken to the **Slaughterhouse**.

Soundtrack

- *Mean Mistreater by Grand Funk Railroad*
- *Fire by Jimi Hendrix*

8. CHARACTERS DECIDE TO HELP

There are a number of ways that the Investigators can learn about other sacrifices. They can overhear some of the dustbillies talking, see one of the women in **The Red House**, or there may be other victims in **The Cell** with them.

They may also witness a sacrifice that night as they are awakened by screams and flickering light from beneath the cell door as an offering burns atop the sacrificial tower (the old windmill).

If the characters have returned to Abattoir, they can overhear hear rumors of missing people, blasphemous rituals, and the burning windmill. At that point, if the players haven't worked it out, an Idea roll might help them put two and two together.

The last possibility is that they capture a dustbilly and compel him to talk about what's really going on. This doesn't take much effort since he'll be eager to speak about the glory of Yig, and the dustbillies are not too bright.

The goal here is to entice the Investigators to rescue the sacrifices, and so the Keeper should do whatever they can to draw them in. If the characters are looking for a missing person or persons, then this will be relatively easy, but if not, then the Keeper can make some of the prisoners children or a friendly NPC. It may even be someone that came with them and was snatched off the street by an overly enthusiastic dustbilly. In this latter case, the dustbilly in question will be sacrificed that night as an example.

Ultimately the Keeper cannot force the Investigators to want to rescue anyone, and if this turns out to be the case, then it's still possible to have them accidentally end up at the Temple of Yig, though it will take some extra work. For example, the dustbillies or Teihiihan could chase them to the cave. A supporter of the dustbillies might suggest that they can find a working telephone at the old mine offices. As a last ditch effort, the Keeper could have the Investigators discover a small cave where they can hide from the dustbillies, only to become trapped and have to find another way out that just happens to lead to *The Serpent Caves*.

Soundtrack

- We're An American Band by *Grand Funk Railroad*
- Layla by *Derek and the Dominos*
- Takin' Care of Business by *Bachman-Turner Overdrive*

9. ESCAPE INTO THE DESERT

There are any number of ways that the characters could escape captivity, though the Dustbillies have already anticipated many of them. For example, despite their dimwittedness they are not likely to fall for the 'sick prisoner' trick. The Keeper will have to improvise quite a bit since a clever group is likely to think of ways to escape that neither the Keeper nor this scenario has imagined. The Keeper should be careful not to punish a clever idea, and should the characters manage to escape, they should just roll with it.

Note that if the dustbillies fail Osteen in this way, he will punish those involved by crucifying them upside-down to the

sacrificial tower and setting them on fire as an example to the others. This also serves as a signal to alert the Teihiihan that some prisoners have escaped.

Once the Teihiihan are after the characters, things will escalate quickly. It will be very apparent that these are not humans. At first, they will watch from the shadows, but once night falls, they will attempt to capture the Investigators. This will cause Al'issya Ss'rissi Ana to become intrigued by these individuals, and she will want to see them personally. Of course if threatened, the Teihiihan have no problem killing one or more of the escapees.

Soundtrack

- Flight of the Phoenix by *Grand Funk Railroad*
- Key to the Highway by *Derek and the Dominos*

10. THE TEMPLE OF YIG

Whether they find their way there by accident or are brought there, they must first travel through the *Weyland Mines* and/or *Serpent Caves* before reaching the *Temple of Yig*. This vault has been carved from the surrounding sandstone, and sits atop a vast Serpent Person city (see Background on p.9). While the abandoned city doesn't play a part in this scenario, the Keeper can choose to expand on it at some point if they want this to grow into a larger campaign.

Mines. The mines are standard for the time period, with rough wooden supports, steel tracks, and mine carts. There are a number of useful items near the entrance including an old acetylene gas lamps, shovels, pickaxes, miner's hats, dynamite, and so on.

The mine shafts angle down slightly, and head off in a number of directions. The shafts are marked with wooden signs, and so getting lost is unlikely if the characters are reasonably alert.

If they go straight ahead, they will likely find an elevator shaft that descends for some distance. It is hand operated, requiring no electricity, and still seems to be in working order.

Caves. One of the tunnels on the western side of the mine break through into natural caves (*The Serpent Caves*). The cave system is much more complex, and the Keeper is encouraged to stress the claustrophobic nature of the place.

The Temple Complex. The Temple of Yig consists of many chambers, some of which contain any prisoners that the characters are looking to find. These ultimately connect to the main temple where they will almost certainly find the high priestess of Yig – Al'issya Ss'rissi Ana.

Soundtrack

- In-A-Gadda-Da-Vida by *Iron Butterfly*

11. Temple Destroyed

If the characters have managed to procure some explosives, they might choose to blow up the temple. This will likely kill Al'issya Ss'rissi Ana and many of the Teihiihan. This will essentially end the reign of terror in the area.

Osteen will disappear, abandoning the dustbillies to seek out other Serpent People. Ultimately he could become a recurring villain if this becomes the start of a longer campaign.

With little or no evidence, telling the authorities would be pointless. They will receive Sanity rewards for stopping the cult of Yig, and even more so if they rescue anyone.

Soundtrack

- Roadhouse Blues by The Doors

12. Escape and Contact Authorities

If the characters manage to escape with some or all of the prisoners and alert the authorities, the situation will be turned over to the same secret government organization that was responsible for the Innsmouth, Massachusetts raid in the 1920s. The characters will be questioned for some time, and afterwards they will be told (in no uncertain terms) that they are never to speak of these events. The implication being that they're almost certain to end up in a 'nuthouse' without a key or even a door.

Soundtrack

- All Right Now by Free

13. Escape and Tell Nobody

After suffering Sanity loss from their experience and/or lack of action, the characters will tell no one of their experience. Perhaps they tried at first, but after some skepticism and talk of psychiatrists, they decided to never speak of it again.

If run as a one-off scenario and the Keeper is looking for an authentic grindhouse ending, there could be a narrative after-credits scene where a character might crawl into their bed one night and find it full of rattle snakes or they might be walking down the street when they see an odd-looking individual with a tattoo of a snake staring at them.

Alternately, the Keeper might run a short scene with the characters visiting the local sheriff to tell him about their horrific experience. He seems to believe them, but during the conversation, perhaps the characters notice a photo on the wall of the sheriff with his arm around Osteen's shoulder. Both men have big smiles on their faces, and the characters may even recognize that the picture was taken in *The Homestead*.

If run as the start of a campaign, the Keeper could have Osteen's cult stalk the characters until they are forced to take

action. This could expose them to the unseen Serpent Person underworld, other cults of Yig, or greater mythos threats.

Soundtrack

- One Of These Nights by The Eagles

14. Everyone Dies

It's quite possible (if not likely) that all of the characters will die. This could happen as early as the car chase or they could be sacrificed. Of course they could also die destroying the Temple of Yig which would at least give their death some sort of meaning.

When a character is killed, the Keeper should do their best to give them a cinematic death. This could involve allowing them a few final words, a noble sacrifice to save another, or if nothing else, the satisfaction of spitting into the face of their killer.

Soundtrack

- Do It Again by Steely Dan

Final Thoughts

In a sandbox scenario like this, it's impossible to anticipate every action that a PC might take, and so these options should be seen as guidelines or suggestions. It is highly recommended that the Keeper become intimately familiar with the motivations of the key NPCs so that they can improvise in response to whatever the players can come up with. Ideally, the Keeper should be just as surprised as the players at the outcome of the scenario.

It can be assumed that Osteen and Al'issya Ss'rissi Ana know a great deal of what's going on with the characters through magical scrying or receiving information from various allies in Abattoir. The Keeper should have them respond accordingly, and with uncanny foreknowledge. This should make the PCs increasingly paranoid, and hopefully more cautious.

The Keeper may want to have the characters make the occasional POW check to see if they sense that they are being watched. This would apply to both magical and mundane options.

Of course neither Osteen nor Al'issya Ss'rissi Ana are omniscient, so it is certainly possible to obfuscate their activities with a little care. Thunderbird Gifts and Blood of the Lamb Pentecostal Church are protected against scrying, and the Keeper can choose to make the PCs aware of this fact with a POW check. This can be described as a feeling of safety or the fact that, for the first time in a while, they don't feel like someone is watching them.

Appendix I - The Hunt

Running the Hunt

The Dustbillies. There are usually nine dustbillies participating in The Hunt: two in each car, three in Seth's pickup, and two on motorcycles. The Keeper can adjust this to suit their taste or the abilities of the characters. Seth is by far the most capable and dangerous of the bunch, and the others will follow his lead. If Seth is killed, the remaining dustbillies will become much more savage, and may even forget that they're supposed to take the characters alive.

Remember that the dustbillies are zealous psychopaths who believe that Yig will give them eternal life if they die in his service. They'll take risks that no sane person would, seeing death as a great blessing. They cannot be placated or paid off.

Their typical strategy is to have the two cars pull onto Red Road behind the characters' car as soon as they turn onto it. They will speed up, tapping the rear bumper if possible to get their quarry's attention.

Meanwhile, Seth and two more dustbillies will be waiting in his pickup with one of them operating the harpoon bow in the bed of the truck. They will ambush the characters' vehicle four turns into the chase, pulling out directly behind them as the other dustbilly cars fall back a few car lengths. They have done this many times before, and so have plenty of practice.

Seth will try to hit the fleeing car with a harpoon that is tethered to the pickup's front bumper with an eighty foot length of tow cable. He then have the driver use the brakes to slow their quarry.

The dustbillies have firearms, but they'll avoid using them in favor of the non-lethal options at their disposal. These latter options include beanbag guns, restraining poles, saps, and syringes loaded with powerful sedatives. If all else fails, they will simply beat the characters unconscious with their fists.

In the desert to the north and south of Red Road, the two dustbillies on motorcycles will go after anyone who attempts to flee off the road. They are armed with beanbag guns, syringes, and .38 snub-nosed revolvers for backup.

The Characters. Once the hunt has started, the pressure should be kept on the characters. This is a tense scene with a lot happening and the Keeper should find ways to give passengers something to do, even if they are unarmed. Perhaps a dustbilly jumps onto the trunk of the characters' vehicle, smashes the back window, and tries to climb in. They could also use improvised weapons such as glass bottles or tire irons.

Provide the PC driver the correct Handout (p.102-105) that describes their car's capabilities and options during the chase.

Even if the characters manage to temporarily evade the dustbillies, **The Hunt** continues. The Keeper should make sure

that they feel the pressure of their pursuers at all times. This could be done by seeing them searching in the distance, clouds of dust in all directions, or they may see the dustbillies violently questioning townsfolk. The sound of car and motorcycle engines in the distance should be a constant reminder of the threat bearing down on them. The characters should never forget that the dustbillies are one step behind them at all times.

If the characters get away and circle back to town, the dustbillies will use more lethal options against the PCs rather than risk them escaping. They could drag a hostage out into the middle of town and threaten to kill them if the characters don't give themselves up. If the dustbillies are desperate, they may even hang someone from the water tower for the characters to see, especially if the characters were friendly with them. This will earn them brutal punishment from Osteen, but they won't be thinking about that at the time. Chances are good that the one responsible will end up burning atop the windmill that night.

Chase Rules Overview

1. Speed Roll. Make Drive rolls. Success means normal movement. *Extreme* success means +1 movement. Failure means -1 movement.

2. Compare Speeds. Reduce the lowest speed to 1. Reduce other speeds by the same amount. For example, if the slowest vehicle has a movement of 14, then they would become 1, and a vehicle with a movement of 16 would become 3.

3. Dexterity Determines Initiative. The initiative order is determined by the characters' Dexterity scores, just like in combat. All passengers' actions fall into the initiative as well.

4. Movement Actions. There are four basic Movement options: Move Forward, Initiate Attack, Perform Other Action, or Passenger Assistance.

Move Forward – This means moving ahead 1 or more locations, depending on the driver's skill and speed.

Initiate Attack – This includes any attack action using firearms, throwing an object, drive auto, brawling, and so on. Note that cars inflict 1D10 points of damage per build point.

Perform Another Action – This can involve preparing a weapon, searching for item, binding a wound, and so on.

Passenger Assistance – A passenger can use a successful Spot Hidden check to eliminate a Penalty Die for the drive. This basically involves them watching the road for hazards, warning them that a sharp turn is coming up, and so on. More than one person can assist. This will increase their chance of spotting something but will not eliminate any additional Penalty Dice.

OPTIONAL CHASE RULES

Pushing Chase Rolls

The car is likely to go off the road, crash, or suffer a critical mechanical failure depending on what's being pushed.

Hazards

Hazards require Drive Auto checks to get past. Each Hazard has its own requirements and consequences of failure. Dustbillies either have a Bonus Die due to their familiarity with the route, or may even avoid the roll completely.

Sudden Hazards

At the Keeper's discretion, they can roll a die (using the Even the Odds rules) to determine if there is a hazard. An odd roll means a random hazard. This can be done any time that the Investigators or dustbillies are taking a risk, such as putting the pedal to the metal or making an unusual maneuver.

These are similar to *Hazards*, except that the dustbillies have no particular advantage.

Acceleration

The car can accelerate, allowing them to move ahead up to 3 locations, but gain a Penalty Die on Hazards.

The driver can put the "pedal to the metal", allowing them to move up to 5 locations, but at the cost of gaining two Penalty Dice against any Hazards.

Car-To-Car Combat

Firearms or Throwing: Penalty die while moving. No penalty die if remaining stationary and spending 1 movement action.

Tires: Penalty Die to target tires. Armor: 3. Hit points: 2 (only damaged by impaling weapons). Destroying a tire reduces vehicle Build by 1.

Driver Damage: If the driver of a moving vehicle takes a major wound he or she may lose control of their vehicle and must roll immediately as for a Hazard at *Hard* difficulty level.

Leaping Car-to-Car: Leaping from one moving vehicle to another is a Dexterity check. A success means landing hard on the other vehicle, suffering 1D4 points of damage. A *Hard* success means landing on the other vehicle, but suffering only 1 Hit Point of damage. An *Extreme* success means landing and taking no damage. A failure means hitting the ground, and suffering 1D4 Hit Points of damage per 10 mph. For example, if the car was traveling 60 mph, they would suffer 6D4 points of damage. A critical failure means falling under the tires of the other vehicle, suffering 5D10 points of damage.

Crashing

If a car takes more than half of its build in any one attack, drives off the road, or fails a Hazard roll, the car crashes. The severity of the crash is determined by the driver. When crashing, the driver must make a Drive Auto check. Consult the following chart to determine results:

Result

Consequences

Critical Success

Due to the extraordinary skill (or luck) of the driver, the car is still operational. A *Hard* Drive Auto check will get the car back onto the road. All actions continue as normal.

Extreme Success

The car is disabled, but everyone inside is unharmed and can take their normal actions.

Hard Success

The car is totaled. Everyone inside must make a successful DEX check or suffer 1D4 points of damage. They can take their normal actions.

Success

The car rolls once and is totaled. Everyone inside must make DEX checks or suffer 1D6 points of damage.

Failure

The car rolls twice and is wrecked. Everyone inside must make a Luck roll. Anyone who fails is thrown from the vehicle, suffering 3D6 points of damage. Those who are not ejected suffer 2D6 points of damage. Each character is stunned for 2D6 rounds.

Fumble

The car rolls twice, catches fire, and will explode in 3 rounds. Everyone makes Luck rolls. Anyone who succeeds is ejected from the car, suffering 3D6 points of damage. Those inside suffer 2D6 points of damage and must make *Hard* DEX checks to escape before the car explodes. Anyone inside when the car explodes is dead. Survivors are unconscious for at least 30 minutes.

Ramming with a Vehicle

A driver can make a Drive check to run down a pedestrian or ram another vehicle. The target will in turn have the opportunity to Dodge or make an opposed Drive check.

If a person is hit by a speeding car (20 mph or over) they suffer 4D10 points of damage, plus 1D10 for each Build point over 6. For example, a Cadillac El Dorado (see below) would inflict 5D10 points of damage.

When hitting another vehicle, each full 10 hit points of damage decreases the vehicle's build by 1 point (round down); damage below 10 hit points is ignored. The Keeper can decide if damage to the vehicle affects those inside.

Running a motorcycle into someone will inflict 2D10 points of damage to the pedestrian. The rider will also need to make a successful Ride check to avoid spilling the motorcycle. If they do spill, the rider will suffer 1D10 points of damage.

Harpoon Attack

The dustbillies have managed to cobble together a crossbow-style harpoon launcher using old truck parts including an axle, metal scraps, and heavy-duty leaf springs. It takes one full combat round to load, and so can shoot a harpoon every other round. Each harpoon is tethered to fifty feet of towing cable, which in turn is secured to the frame of the pick-up truck.

Harpoon Bow

Skill: Firearm (Crossbow)

Damage: 1D10+2

Base Range: 50 feet

Uses per Round: 1/2

Magazine Cap.: 1

Malfunction: 95

Non-Lethal Attacks

Beanbag Gun

These compressed air weapons launch a dense beanbag at a target to knock them out. If a character is hit, they have to make a *Hard* CON check or be knocked out for 2D10 minutes. If they are wearing enough armor to reduce the damage to 0, they are not knocked out.

Beanbag Gun

Skill: Firearm (Shotgun)

Damage: 1D4

Base Range: 5 yards

Uses per Round: 1

Magazine Cap.: 1

Malfunction: 100

Knock-Out Blows

The dustbillies will also attempt to use their fists, gun butts, ax handles, and whatever else they have to subdue the characters. The Keeper should use the Knock-Out Blows rule on page 125 of the Keeper Rulebook.

Restraining Pole

This is simply a four to six foot pole with a loop of rope or wire on the end that can be easily tightened by the wielder. The attacker must make a Fighting Maneuver in order to get the loop around the target's neck, arm, or leg. If more than one attacker is making such an attempt, each attacker gets a Bonus Die. A successful maneuver means that the target is restrained. Once restrained, the victim's movement is limited and requires an opposed Strength check to move around. As long as they are restrained by the cord, they will be unable to get nearer to or farther from the person at the other end of the Restraining Pole.

If the cord is around the victim's neck, their breathing is restricted. They must make a CON check every round after 3

rounds to remain conscious. If they are trying to move with the cord around their neck, this check will have a Penalty Die.

If a limb is caught, the victim will have to make opposed STR checks to use that limb, and even then they will have a Penalty Die. For example, suppose that a character's arm is being held by an opponent. They have a gun in that hand and which to fire it at a particular target. They'll have to make a successful opposed STR check before they can make their Firearm attack, and that attack will have a Penalty Die.

If the victim is restrained by two or more Restraining Poles, they are effectively immobilized. They may be able to free themselves with an *Extreme* Strength check at the Keeper's discretion based on the circumstances.

An attacker can use Fighting Maneuvers on their turn to force their victim to drop carried items or move in a particular direction. They will have a Bonus Die if an ally also has a Restraining Pole attached to the same victim.

Sap (Leather Billy Club)

These leather-covered clubs are particularly suitable for knocking a victim unconscious. When struck, the victim has a Penalty Die to their CON check to remain conscious (see Knock-Out Blows on page 125 of the Keeper Rulebook).

Syringes

Dr. Brenner has supplied the dustbillies with a powerful sedative. Several of them, including Seth, carry steel veterinary syringes. These are quite sturdy and won't break if dropped. They also hurt like hell when injected. If used in combat, attacking with the syringe is considered a Fighting Maneuver (see p. 105 of the Keeper Rulebook).

A successful maneuver means that the target has received a dose of sedative and must make a *Hard* CON check. Success means that they are drugged but conscious, gaining 2 Penalty Dice to all actions and checks. Failure means that they fall unconscious immediately for 4D4 hours. A second dose means they fall unconscious for 6D4 hours with no save.



DRIVING STUNTS

Bootlegger Turn

One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard* Drive check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting

When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel

When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes

This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard* Drive check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

VEHICLE OPTIONS

Vehicle Type	MOV	Build	Armor	Passengers
Muscle Car (M)	16	6	2	4
Dustbilly Car (D)	15	5	2	4
Pickup Truck (P)	15	6	2	2+
Luxury Car (L)	15	6	2	5
Motorcycle (B)	17	2	0	1

Type of Car

Special Features

Muscle Car (M)	On a <i>Hard</i> success, the driver can gain 2 extra Movement Actions or one Driving Stunt. On an <i>Extreme</i> success, they gain 3 extra Movement Actions or kick up a cloud of obscuring dust (Sudden Hazard) for their immediate pursuer.
Dustbilly Car (D)	On a <i>Hard</i> success, the driver can get one extra Movement Action or Dodge an attack. On an <i>Extreme</i> success the driver can coax 2 extra Movement Actions out of the car or one Driving Stunt.
Pick-up Truck (P)	On a <i>Hard</i> success the driver can gain 1 extra Movement Action or give passengers a <i>Bonus</i> Die to attack another vehicle. On an <i>Extreme</i> success, the driver gains 2 extra Movement Actions next round. The truck can cut across difficult terrain at half speed. Seth's Pick-up is rigged with nitrous oxide, giving him the ability to move 8 additional locations per use, per round. This boost can only be used two times before being recharged at The Homestead.
Motorcycle (B)	On a <i>Hard</i> success, the rider gains an extra Movement Action or a Bonus Die to their Dodge roll. On an <i>Extreme</i> success, they gain 3 extra Movement Actions or they manage to hide in a vehicle's blind spot (rider's choice). The motorcycle can easily cut across rough terrain with no penalties to movement.
Luxury Car (L)	On a <i>Hard</i> Success, the driver can use the momentum of their vehicle to plow through the next Hazard without having to roll. On an <i>Extreme</i> success, the drive can slam on the breaks, causing a pursuer one location behind to slam into the rear of the car or veer off the road. If the pursuing car rear-ends the braking car, they suffer 1D6 points of Build damage, while the braking car suffers half of that amount. If they go off the road, they lose 2 Movement Actions.

'70s VEHICLE EXAMPLES

Muscle Cars: '69 Dodge Challenger and '69 Ford Mustang

Dustbilly Cars: '72 Plymouth Duster and '67 Dodge Dart

Pickup Trucks: '70 Chevy K10 Pick-Up (Seth's Truck)

Motorcycles: '43 Indian 841 Motorcycle

Luxury Cars: '63 Cadillac El Dorado



69 Dodge Challenger



69 Ford Mustang



72 Plymouth Duster



64 Dodge Dart



Let's Pick Up



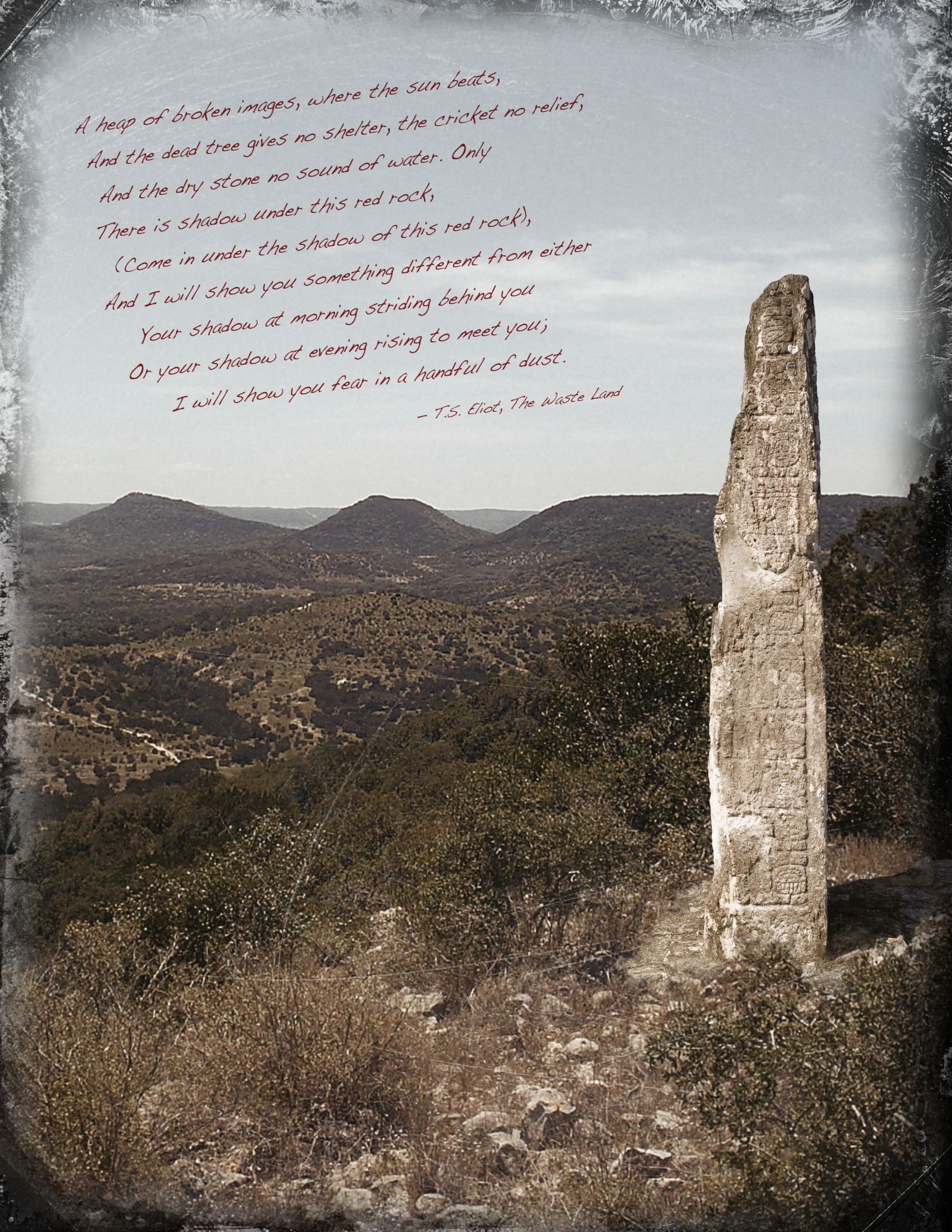
71 Dodge Van



A heap of broken images, where the sun beats,
And the dead tree gives no shelter, the cricket no relief,
And the dry stone no sound of water. Only
There is shadow under this red rock,

(Come in under the shadow of this red rock),
And I will show you something different from either
Your shadow at morning striding behind you
Or your shadow at evening rising to meet you;
I will show you fear in a handful of dust.

- T.S. Eliot, *The Waste Land*



Appendix II - Environs

THE DESERT

The purpose of this scenario is to explore and expand the concept of survival in Call of Cthulhu. Besides providing additional challenges and pressures for the characters to face, the environment also helps to set the mood, which is critical to any horror story. This book includes some additional definitions, rules, and desert hazards that the Keeper can use at their discretion throughout the scenario to enhance the cinematic feel of the story.

THE RULE OF THREE

One of the most important aspects of cinematic role playing is the **Rule of Three**. When adjudicating the dangers presented in this book, be aware of what level of realism you, as a Keeper, are looking to provide.

In a realistic, brutal setting, allowing only **one** skill or ability check or to overcome the obstacle is acceptable.

If you're interested in less lethal, but still gritty setting, allow **two** skill or ability checks before lethal effects befall the investigators. This will give the players a real sense of danger, yet still encourage some heroic stunts.

And for a truly pulp action, over-the-top cinematic feel, allow **three** skill or ability checks before the proverbial hammer falls on the characters.

For example, let's say that the investigators are attempting to climb a sheer cliff face to enter a cave unseen. A deadly setting would see only **one** roll to avoid falling to one's death. In this case it might be that one poor climb check would seal their fate.

A setting that mixes gritty action and heroic deeds would allow **two** rolls before dropping the characters on the rocks hundreds of feet below. In this case, perhaps the climbing roll fails, so an additional strength roll is needed to hold on with their fingertips.

In a pulp setting that reflects a more Indiana Jones sensibility, there would be at least **three** potential chances before tumbling down the rocky mountain wall. In this case, it might be that the climbing skill fails and the strength check fails, but perhaps a Dexterity roll could save the falling investigator as she grabs a root dangling nearby.

The **Rule of Three** also applies in the opposite direction when a character attempts to perform a stunt. The more skill or ability checks required to achieve the stunt, the more realistic and dangerous the action will be. In other words, asking for more rolls to succeed will lead to barriers when you want your player group to engage in cinematic action.

For example, suppose a player wants their character to grab a coat from a hook, throw it over a security guard and then push them down a flight of stairs. In a realistic setting, that player may have to roll to snatch down the coat, another roll to hit the guard, and yet another roll to knock them over.

In a gritty game, the Keeper may ask for a roll to cover the guard and another to knock them prone.

In a cinematic world, a single roll is enough to give the hapless guard a blanket party and send him on his way to oblivion.

It's important that you communicate with your group to decide collectively what sort of game you intend to run concerning the **Rule of Three**. Make sure all are in complete agreement to prevent conflicting expectations in the game.

ENVIRONMENTAL HAZARDS

The following hazards are not truly characters or monsters, but it may be necessary to place their effects into the Initiative order. Pick an initiative system and remain consistent from one combat round to the next. Players may have to be tactical, expending an action to remain balanced or hold on, so be aware if a character does not have a movement or action available to maintain safety.

Flavor. At the beginning of each entry, there is a small narrative section that can help inspire the scene. After reading the flavor text, the Keeper should describe the scene in their own words as appropriate to the encounter and the mood of your game.

Each entry may also include additional options other than those listed below, or it may omit ones that do not apply. Details on their use will be included with each specific description.

Pressure. Sometimes your players will suffer from analysis-paralysis. If they are intent on remaining locked up, refusing to move either forward into danger or around the obstacle, these ideas can help to get the story moving.

If / Then. Many scenes are dangerous to traverse. The notes here describe which specific actions could cause certain consequences. This can and should give your players pause as they weigh various actions and what that means for them moving forward. Do they run across a frozen lake or walk carefully? Both options will have merit based on the group and their mission.

Even the Odds. This is a simple way to randomly pick targets in a crowd. Each target rolls a die. An **even** number means that subject is not targeted, but an **odd** number means

suffering the effects of the environment, be it falling through ice, tripping over roots or being smashed against rocks while being swept away by a raging river.

Changes. Even a blizzard can get boring after a while. This section is a prompt to wake up lethargic players. Use one or more of these events to jump start the encounter as things change... for better or worse.

Fumblecrit. During any extreme activity, whether it's combat or dealing with a natural hazard, some will fumble while others will enjoy a critical success. This table will list a few events that you can either roll for, or choose from, to add to the drama and energy of the scene.

AVOIDING REPETITIVE CHECKS

In a survival game, the number of checks can become tedious and interrupt the flow of the story. If this happens, the Keeper can have players make bulk rolls. For example, if a character needs to make a check every hour over the course of twelve hours, simply roll them all at once and narrate the results.

DEFINITIONS

BONUS DICE

Having a **Bonus Die** means that you roll a second 10s die when you make your percentile roll. You then use the more favorable of the two rolls. For example, if you have a **Bonus Die** and roll a 10 and a 30, you use the 10. A character can have up to 2 **Bonus Dice** at a time. **Bonus Dice** and **Penalty Dice** cancel each other out.

BLINDED

A **Blinded** character can't see and automatically fails any skill check that requires sight. Attack rolls against them have a **Bonus Die**, and the character's attack rolls have 2 **Penalty Dice**.

DEAFENED

A **Deafened** creature can't hear and automatically fails any ability or skill check that requires hearing.

DESPAIR

Enough time under extreme conditions can wear anyone down. After enduring extreme conditions (cold, heat, isolation, etc.) for 3 days requires that a character make a successful *Sanity* check (0/1). The character gains 1 **Penalty Die** after 6 days, and 2 **Penalty Dice** after 9 days.

DIFFICULTY LEVEL

For every skill or ability check, the Keeper decides which of the characters skills or abilities is relevant and the difficulty

of the task, represented by a **Difficulty Level**. There are three levels of difficulty: *Normal*, *Hard* and *Extreme*.

A *Normal* difficulty means that the player must simply roll under their character's skill point or characteristic. A *Hard* difficulty means that they must roll under half of their skill point or characteristic. An *Extreme* difficulty means that they must roll under one-fifth of their skill point or characteristic.

For example, if a character has a Spot Hidden skill of 50, a roll of 38 would be a success, a roll of 24 would be a *Hard* success, and a roll of 8 would be an *Extreme* success.

PENALTY DIE

Having a **Penalty Die** means that you roll a second 10s die when you make your percentile roll. You then use the less favorable of the two rolls. For example, if you have a **Penalty Die** and roll a 10 and a 30, you use the 30. A character can have up to 2 **Penalty Dice** at a time. **Penalty Dice** and **Bonus Dice** cancel each other out.

EXHAUSTION

Some environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called *Exhaustion*.

Exhaustion is measured in six levels. An effect can give a character one or more levels of **Exhaustion**, as specified in the effect's description.

Level	Effect
1	Penalty Die on skill checks
2	Speed halved
3	Penalty Die on attack rolls and characteristic checks
4	All Strength checks require an Extreme success
5	Character is unable to walk and Strength checks automatically fail
6	Unconsciousness that only rest can rectify

A character suffers the effect of their current level of exhaustion as well as all lower levels. For example, an investigator suffering 2 levels of *Exhaustion* has their speed halved and has a **Penalty Die** on skill checks.

Finishing a night's sleep reduces a character's *Exhaustion* level by 1, provided that they've also had sufficient food and drink.

HALLUCINATIONS

Suffering from hallucinations means having visions of things that are not real combined with an inability to differentiate between fantasy and reality. All mental ability checks have 2 **Penalty Dice**.

HYPERTHERMIA

This is a state where the body begins to overheat, and can cause headaches, hallucinations, and finally, death. The severity of the hyperthermia depends on whether or not the creature has adequate access to water.

INVISIBLE

An ***Invisible*** creature is impossible to see due to darkness or some sort of strange eldritch magic. The creature's location may be discernible by any noise it makes, tracks it leaves, or the displacement of some smoke or vapor in the air. Attacks against the creature have 2 *Penalty Dice*, and the creature's attack rolls have a *Bonus Die*. Spending a round trying to perceive signs of the creature can allow a Spot Hidden or Listen check (depending on which is appropriate) to remove one *Penalty Die* from an attack roll next round.

PAIN

There are four levels of pain that are considered beyond the normal pain that is regularly encountered by the characters. These include Major, Severe, Extreme, and Crippling.

Major Pain. This level of pain is experienced when a character endures serious injuries such as sprains, minor burns, a broken nose, and so on. A character suffering major pain gains a level of *Exhaustion* until the pain is relieved; either through some sort of pain relieving medicine or healing.

Severe Pain. Characters experience severe pain when they suffer a broken leg, a 1st degree burn, a deep cut, and so on. The victim suffers a level of *Exhaustion* and is stunned while the pain remains.

Extreme Pain. This level of pain is experienced with 2nd degree burns, severed limbs, deliberately exacerbating existing wounds (such as sticking a finger into a stab wound), and so on. The victim gains two levels of *Exhaustion*, screams uncontrollably and is incapacitated.

Crippling Pain. This amount of pain is almost unbearable. Some causes include 3rd degree burns, being dissolved by acid, frostbite, and so on. Anyone unfortunate enough to experience this level of pain suffers three levels of *Exhaustion*, is incapacitated, and must make a *Hard Constitution* check or fall unconscious for 3D6 hours.

PRONE

A ***Prone*** character's only movement option is to crawl, unless they stand up and thereby end the condition.

The character has a *Penalty Die* on attack rolls. An attack roll against the character has a *Bonus Die* if the attacker is within 5 feet of the character. Otherwise, the attack roll has a *Penalty Die*.

RESTRAINED

A ***Restrained*** character's speed becomes 0, and they can't benefit from any bonus to their speed. Attack rolls against the character have a *Bonus Die*, and the character's attack rolls have a *Penalty Die*. The character has a *Penalty Die* on Dexterity checks.

SANITY

Sanity is a measurement of the character's mental health and stability. Most characters start off reasonably sane, but as their Sanity points diminish, they become more and more insane, and can develop all sorts of mental problems as a result.

The average character's Sanity would be around 45 or 50 for an every day person, while a Sanity of 20 or less is approaching madness. If a character's Sanity reaches 0, they are completely insane, and are no longer under the control of the player. See Keeper's Handbook (p. 154) for more information.

SCARRING

Some wounds are likely to leave permanent scars. These tend to be particularly deep wounds or burns, or any major wound that was not healed by unnatural means.

Minor Scarring. Characters with minor scarring that is visible will be memorable, and will have a *Penalty Die* if trying to blend into a crowd, go unnoticed, or disguise themselves in some non-magical way.

Major Scarring. These scars cause the same difficulties as minor scarring, while additionally making many social interactions more difficult. The character with major scars will have a *Penalty Die* to any social-based skill check when the scars are visible and appearance is a factor (Keeper's discretion).

STUNNED

A ***Stunned*** character is *Incapacitated* (see above), can't move, and can speak only falteringly. The character automatically fails Strength and Dexterity checks. Attack rolls against the character have a *Bonus Die*.

UNCONSCIOUS

An unconscious creature is *Incapacitated* (see above), can't move or speak, and is unaware of its surroundings. The character drops whatever they are holding and falls prone. The character automatically fails Strength and Dexterity checks.

Attack rolls against the character have a *Bonus Die*. Any attack that hits the character is an *Extreme* success if the attacker is within 5 feet of the character.

DESERT CONDITIONS

From the Journal of Marian Kelly

The old gray madman at the Blood of the Lamb had called this area "The Devil's Backbone" but I've come to think of it simply as Hell. There's nothing but dry rocks and dust as far as the eye can see in all directions. My feet are kicking up small clouds of dust with each step.

After a few hours of walking, I was beginning to think that I was just going in circles, but I've finally spotted something. Assuming it's not a heat-induced hallucination, I can see a windmill peeking over the next hill.

With any luck, my next entry will be made someplace shady with a cool drink of water. I can hear what sounds like a car engine, so I might have found rescue at last!

No matter where one travels within a particular environ, there will be aspects that are common throughout the entire region. The following section outlines conditions that are likely to effect the characters no matter where they go.

REGIONAL PRESSURES

A desert is best defined as a region of land where there is very little rainfall. Many mistakenly think that deserts are always hot, but nothing could be further from the truth. Of course there are indeed stereotypical hot deserts covered in vast shifting sand drifts, other deserts are flat salt plains, rocky plateaus, and even frozen tundras.

Between the extreme variations in temperature and the almost complete absence of drinkable water, even the most experienced traveler will only cross them when there is great need or no other choice.

REGIONAL CONDITIONS

Remember to be consistent and adjudicate your gaming table when situations arrive that hinder the party. Listed below are some possible hazards and minor setbacks that a desert region can offer.

Deserts generally vacillate between extreme heat during the day and freezing cold at night, with each presenting its own unique challenges to the anyone unfortunate enough to find themselves in one.

Heat. The desert sun is brutal and unforgiving, with the temperatures during the day reaching as much as 100 degrees Fahrenheit or higher. Under these conditions, a character can easily become *Hyperthermic*. This can lead to Heat Exhaustion and Heat Stroke.

Heat Exhaustion – Anyone exposed to the heat for two hours, even with adequate water, must succeed on a Constitution check or gain 1 level of *Exhaustion*. After 4 hours, it becomes a

Hard Constitution check, and after six hours, they must get an *Extreme* success to avoid suffering more *Exhaustion*.

Those who are carrying a heavy load or those wearing heavy, restrictive clothing have a *Penalty Die* on their checks.

Anyone that lives in a desert climate is adapted to this sort of heat and so will have a *Bonus Die* on their check.

Heat Stroke – This condition results from prolonged, unprotected exposure to the desert sun and dehydration. This effects the body's ability to regulate its temperature, causing a person's core body temperature to increase to dangerous levels. The symptoms include a throbbing headache, dizziness, lack of sweat, muscle weakness or cramps, nausea and vomiting, rapid heartbeat, and rapid, shallow breathing.

As the heat stroke worsens, there are behavioral changes such as confusion, disorientation, or staggering followed in the end by seizures, unconsciousness and death.

Once a character has gone without water for at least 12 hours and is exposed to the desert heat for more than an hour, they are at risk of heat stroke. Every hour in the sun, they must make a Constitution check or lose 5 points from Strength, Dexterity or Intelligence (decide randomly). The difficulty increases to *Hard* by the third hour and *Extreme* by the sixth.

When their Strength reaches 20, their movement is reduced to 0. When their Dexterity reaches 20, they begin to fumble objects, stagger and become incapable of performing the most basic tasks. When their Intelligence reaches 20, they become confused, disoriented, and begin hallucinating.

When any of the ability scores drops below 15, the character falls unconscious. Without treatment, they will begin to have seizures 30 minutes later, and an hour after that, they will slip into a coma. Once this has happened, they will never be the same if they manage to recover. If left untreated, the character will die 3 hours later.

Heat stroke can be avoided by remaining protected against the sun and heat as much as possible and staying hydrated.

At any point prior to slipping into a coma, the character can recover by getting out of the heat and rehydrating. Once they are in a coma however, the situation become rather grim. Getting them out of the heat and rehydrating them will allow them to come out of the coma in 3D6 days. When they awake however, their Intelligence will be permanently reduced from its previous maximum by 1D4 x 5 points. Their Strength and Dexterity will return to normal.

Those in heavy, restrictive clothing have a *Penalty Die* on their checks. Anyone who is adapted to this sort of heat will have a *Bonus Die* on their checks.

High Sun – This is the 4 hour time period during the day when the sun is at its highest point in the sky, and the effects of the heat are compounded. During this time, everyone will have 2 *Penalty Dice* on their checks.

Hot Metal – Wearing metal objects like watches or jewelry in direct sunlight can cause minor burning. These things

will become extremely uncomfortable very quickly unless the person is unconscious. If someone is unconscious in the sun while wearing metal, they will take a hit point of damage on top of any other damage they make be taking.

Limited Resources. Perhaps more than any other environ, deserts lack the most basic resources necessary for life. This means that travelers must plan to bring whatever they need with them, and ration it appropriately.

Food & Water – A character needs 2 gallons of water and 1 pound of food per day, though they can make their supplies last longer by rationing. Characters who don't eat or drink begin to dehydrate and starve.

Dehydration will effect the characters first. Those who drink only half of the amount of water required must succeed on a Constitution check or suffer 1 level of *Exhaustion* at the end of the day. A character with any desert experience can go without water for a number of days equal to 10% of their Constitution score before suffering these effects.

Without any water, the character will dehydrate very quickly, suffering 2 levels of *Exhaustion* per day.

Exhaustion caused by lack of water can't be removed until the character rehydrates.

Every 2 days without food causes the character to lose 5 points of Strength, while eating a half ration can reduce this to 5 points every 6 days.

Once the food is gone, the character can last for a number of days equal to 20% of their Constitution score before serious starvation sets in.

Once the character begins to starve, they automatically lose 5 Strength points at the end of each day. A day of normal eating restores their Strength and resets the number of days without food to zero.

Navigation. Finding a path during the night and day only requires a Survival check, when appropriate. The trouble begins when trying to navigate by landmarks and features. After the landscape shifts due to sandstorms, earthquakes, dust devils or other phenomena, the difficulty increases to *Hard*. If the party has a map, the roll is made with a *Bonus Die*.

Fauna. It would be impossible to list every known creature in the desert, but rest assured that most deserts are far from lifeless, and some even have apex predators that can pose a threat to the characters.

Nighttime Cold. Once the sun has set in the desert, the temperature drops alarmingly fast. It can go from 100 degrees Fahrenheit to below freezing in just a few hours. Without proper shelter or a heat source, resting can be close to impossible and hypothermia is a very real danger.

Sun Blindness. In addition to the obvious effects of the sun's heat, its brightness has its own set of dangers.

After 4 hours without some sort of eye protection, anyone who is not accustomed to the sun must make a Constitution check or suffer reduced vision, giving them a *Penalty Die* on all checks that require their eyes. This penalty goes away after an hour or more of rest, assuming that they are able to shade their eyes from the light in some way.

Protective eyewear or a hat that provides eye shade is sufficient to avoid this condition.

Sun Burn. To those who are not accustomed to the sun, constant exposure can lead to uncomfortable and even painful burns on exposed areas of the skin. Unprotected skin will begin to burn after 4 hour of exposure, inflicting 1 hit point of heat damage. After 8 hours of exposure, the skin will begin to blister, inflicting an additional 2 hit points of heat damage.

Sunburn can be avoided by covering the body in light, loose-fitting clothes and/or wearing sufficient sunblock.

ABILITY SCORE LOSS

Unless otherwise stated, any ability score points that are lost as a result of environmental conditions are restored at a rate of 5 points per hour once those conditions have been rectified.

For example, if one is suffering from the cold, then time spend in a warm, dry place will allow the person to recover.

FUMBLECRIT

- 1 While foraging for food and/or water, the subject falls into a patch of spiky plants. The victim is impaled by tiny needles, piercing even the tiniest opening to hit flesh. The character must remove the needles, taking 1D4 hours to do so or suffer a *Penalty Die* until they are all gone. Medicine or Survival knowledge will reduce the time by half.
- 2 The forager stumbles and twists an ankle. Movement is reduced to half until healed or after a long rest.
- 3 Food and/or water is found, but it is poisonous and causes stomach pains. Anyone who ate or drank this meal will be nauseous for 12 hours. If they do not take 8 hours of rest, they must *Even the Odds* each time they attempt any physical activity. An odd result means that they vomit, leaving them Stunned for 2 rounds. A successful Medicine skill check using a First Aid Kit can reduce the time of the effects by half. If a character is vomiting, their water requirements are doubled for that day.
- 4 After eating and/or drinking, body waste, including gas, has a noticeable scent. This allows predators to track the character with a *Bonus Die* from the last known location.

DESERT HAZARD: WASTELAND PRESSURE

In addition to the normal pressures of getting through a desert as quickly as possible, the wastelands have a great abundance of venomous creatures that can make resting at night nearly impossible.

Due to the wide variety of rock formations, ravines, canyons and natural strongholds, these lands are popular with those who are fleeing the law and see shelter where no one in their right mind would follow. Maybe the characters are fleeing capture, or perhaps they are the pursuers who must catch up to their quarry at all costs.

IF/THEN

The wastelands are much more dangerous than they might first appear, and it can be easy for a traveler to become complacent enough to make a mistake.

Falling Rocks. Whenever walking near a cliff, beneath an overhang, or through some other rock formation, there is a chance that some of the stone will come loose and drop down on the unsuspecting characters.

If they are not actively avoiding these circumstances, there is a 1 in 6 chance each hour that nearby rocks will break loose and fall near the group. This increases to 2 in 6 if the characters are making a lot of noise, 3 in 6 if engaged in hand-to-hand combat, and 4 in 6 if someone discharges a firearm or explosive.

If the characters are actively watching for such dangers, then they can easily avoid falling rocks, though it will slow their movement by 10% or so (Keeper's discretion).

If a rock falls near the characters, have them make Dodge check to avoid it. If any fail, they are hit by the stone or related debris and suffer 1D10 hit points of damage. The damage also determines the size of the rock.

Total Damage	Rock Diameter	Additional Results
1-2 hp	6 inches	Stunned for 1 round.
3-4 hp	1-2 feet	Stunned for 1 round and knocked prone.
5-6 hp	2-3 feet	They sustain a painful bruise, gaining two levels of Exhaustion.
7-8 hp	4-8 feet	Pinned by the rock. They must make a Hard Strength check to escape.
9-10 hp	8+ feet	Critical Injury. In addition to the damage, 1 limb is broken and useless. Maximum damage may require amputation (Keeper's discretion).

Losing Direction. The wasteland can be very disorienting, despite having plenty of landmarks. The problem is that many landmarks look very much alike.

When traveling through a wasteland with many tall rock formations, the characters should make a Navigation or Survival check each hour to make sure that they have not lost their way in this maze of stone.

Once lost, finding the correct trail can be difficult, requiring a minimum of 1 hour and a *Hard* Navigation or Survival check to get back on track.

Those with any knowledge of the this type of desert will have a *Bonus Die* on this check.

If the characters are only going in a general direction, like due east for example, they are not likely to become lost for long. In this case, a failed check means that they run into a dead end or other obstacle that will force them to retrace their steps and lose 1 hour of precious time.

Venomous Creatures. There are an alarming number of venomous insects, reptiles and other exotic creatures in the desert wastelands. The characters are unlikely to run into any of them during the day, unless they are foraging for food and water. After all, foraging involves looking in cool spots and turning over rocks, which is where many of these creatures hide during the day.

If a character rolls a Fumblecrit when foraging, they have accidentally encountered a venomous creature and have been bitten or stung.

At night, things become much more dangerous. Characters can minimize the risks by taking extra time when setting up camp by clearing away rocks and debris that might be concealing potentially venomous creatures. This process is safe enough if the characters are aware of the danger. If not, treat it like foraging.

During the night, if the area has been cleared and there is a campfire, there is a 1 in 20 chance of a character being bitten or stung by a creepy crawly. If there is no fire and the camp is poorly prepared, there is a 3 in 20 chance.

If bitten or stung, the character should make a Luck roll. Failure means making a Constitution check or suffer 1D3 points of poison damage.

As an option, the Keeper can have a roll of 1 on their check mean that the venom is a lethal dose, and unless they receive some sort of anti-venom, they lose 1D4 hit points each hour until dead.

A First Aid Kit that is purchased in the vicinity of the desert will likely have the anti-venom necessary to save the person's life, with no check necessary.

The Keeper may decide that a lethal bite or sting is a bit harsh, and so they can simply reduce the effect to having a level of Exhaustion for a day or two.



Appendix III - NPCs



Al'issya Ss'rissi A'na

[ahl-ISS-yah ss-RISS-ee ah-NAH]

Al'issya Ss'rissi A'na is a Serpent Person, priestess of Yig, and one of those involved with creating the Teihiihan. When the time came to abandon the city beneath the Devil's Backbone (see Background), she stayed behind to protect the sacred temple of Yig and maintain the suspension chambers of the Teihiihan. When all was in order, she placed herself into a deep torpor to await a time when the Serpent People would rise again.

Al'issya has the ability to shift effortlessly between her Serpent Person form, human form, and the form of a colossal rattlesnake, using the latter for combat and escape. Keepers should use the Spawn of Yig's physical stats (see below) when she is in her snake form, though she retains her mental and magical abilities. Her snake form is 50 feet long and nearly 1,500 pounds.

Al'issya Ss'rissi A'na

Serpent Person, Priestess of Yig

STR	50
CON	50
SIZ	65
DEX	70
INT	90
APP	85 (Human Form)
POW	95

HP: 20

Damage Bonus: 0

Build: 0

Move: 8

Magic Points: 19

ATTACKS

Attacks per round: 1 (claw, bite, or weapon)

Fighting attacks: Fighting (Brawl) 50%; Bite 35% (Damage 1D8 + venom); Dodge 35%

Armor: 1-point scales

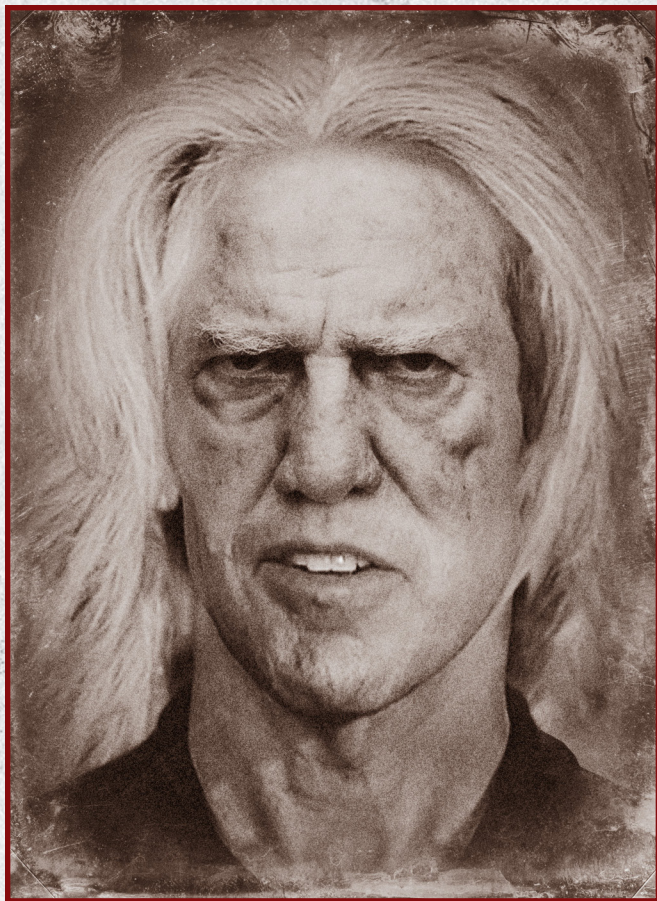
Skills: Charm 90%, Intimidate 65%, Listen 80%, Spot Hidden 45%, Stealth 80%, Languages: English 60%

Spells: Appear Human, Call Yig, Cloud Memory, Contact Yig, Curse of the Cannibal*, Enthrall Victim, Gate, Mindblast, Wither Limb, Wrack

Sanity Loss: 0/1D6 (in her serpent person form)

Venom: A victim of Al'issya's bite must succeed with an *Extreme* CON roll or take +1D8 additional damage.

*See New Spells in the Appendix



REV. MORDECHAI OSTEEN

Now, hold on to yourselves. There's one more thing: a terrible presence is in there with her. So much rage, so much betrayal - I've never sensed anything like it. I don't know what hovers over this house, but it was strong enough to punch a hole into this world and take your daughter away from you. It keeps Carol Anne very close to it, and away from the spectral light. It lies to her - it says things only a child can understand. It has been using her to restrain the others. To her, it simply is another child. To us, it is the Beast.

— Poltergeist [1982], Tangina Barrons
about the Beast (Reverend Henry Kane)

Reverend Mordechai Osteen is the leader of the dustbillies and is half Serpent Person. His real name is Tylarishsh, and he was born in 1936 to the unholy union of Al'issya Ss'rissi Ana and Reverend Holgate (see Background).

The real Mordechai Osteen was a Pentecostal minister who had been passing through the area when he was lured into the desert by a vision. There he was consumed by Tylarishsh who assumed his appearance and identity so that he might bring others to his mother and the worship of Yig.

When she summoned Tylarishsh (now Osteen) into the desert in 1960 to present him with *De Vermis Mysteriis*, she took him as her lover. She now carries a child that she intends to one day become the vessel for the Earthly manifestation of Yig.

Osteen has the same attitude about humans as Serpent People, and considers them to be lesser servants at best. He's a zealot who will do anything to fulfill his mother's plans for the ultimate glory of Yig, and the extermination of the Earth's mammalian infestation.

Tylarishsh/Reverend Osteen

STR 45

CON 65

SIZ 55

DEX 50

INT 70

POW 65

HP: 12

Damage Bonus: 0

Build: 0

Move: 8

ATTACKS

Attacks per round: 1

Fighting attacks: Brawl 40%; Firearms (Handgun) 40%;
Firearm (Rifle/Shotgun) 55%; Dodge: 35%

Armor: 1 hardened skin

Skills: Charm 65%, Cthulhu Mythos 40%, Intimidate 65%,
Fast Talk 55%, Occult 35%, Psychology 60%, Spot
Hidden 65%, Survival 35%, Throw 40%

Spells: Blinding Flesh*, Consume Likeness, Contact Deity
(Yig), Create Scrying Window, Create Zombie, Invoke
Demon (Summon/Bind Byakhee), Invoke Child of the
Goat (Summon/Bind Dark Young), Invoke Invisible
Servant (Summon/Bind Star Vampire), Mind Transfer,
Voorish Sign, Wither Limb, Wrack

*See New Spells in the Appendix

IMPORTANT ITEMS

Enchanted Whistle: Osteen has a small bone whistle hanging around his neck. He uses it to instantly summon a Byakhee.

Sawed-Off Shotgun

OSTEEN'S BEHAVIOR & TACTICS

Scrying: If the characters become a problem, Osteen will cast the spell *Shadows of the Past* (see *The Grand Grimoire* of the Cthulhu Mythos, p. 72) to learn what they have been doing over the past hour. Using this information, he will be able to make eerily accurate predictions about their current actions,

and direct the dustbillies accordingly. Osteen performs this ritual in the church, using a copper bowl filled with human blood to scry on the interlopers.

Homestead Threatened: If the characters cause trouble at The Homestead and things are not going well for the Dustbillies, Osteen will release the Spawn of Yig from the well to kill any strangers within the walls of the compound.

Disguise: Tylariss has consumed several likenesses in the past, and can turn into any of them at will. They include a young girl (age 8), a young boy (age 5), and of course the original Reverend Osteen. Since he has assumed the identity of Osteen, he spends most of his time in this form. He will use the other disguises to get closer to the characters if he wants information, to lead them somewhere, to feed them disinformation, or to take them out with a syringe of horse tranquilizer.

If the dustbillies manage to capture one of the characters before the others, they will be taken to Osteen who will perform a ritual that involves severing the person's dominant arm just below the elbow, reducing it down its essential salts, and consuming it. This is a variation on the Consume Likeness spell, and will allow Osteen to look exactly like the character. The maimed character will be hanged (alive) on a meat hook in the slaughterhouse (see Location 14m) to await butchering.

In this new disguise, Osteen will seek out the other characters, claiming to have escaped. He will then try to lure them into a trap. If anyone becomes suspicious, he'll summon a Byakhee to attack the PCs and take him (Osteen) back to the Homestead.

Last Resort: If anyone manages to make it back to the highway with knowledge of his secrets, Osteen will summon a Byakhee to hunt them down before they can reach help.

DR. ROBERT L. BRENNER

Robert Brenner (aka "Doc Bob") is actually trained as a veterinarian and has no medical degree. He is deeply involved with the dustbillies, and is second only to Osteen in the power he wields. He plays the friendly old country doctor for strangers to keep them off their guard, but he's really the brains in town. In fact, his job is to keep an eye on things. If he sees the boys (dustbillies) threatening to cause the wrong kind of trouble, he'll step in and diffuse the situation, seeming more like a savior than villain.

Of course if any characters become too troublesome and/or seem to be hesitant to participate in **The Hunt**, he may simply sedate them when their back is turned.

The Keeper should remember that Dr. Brenner is a highly intelligent psychopath — basically a serial killer — and so should not be underestimated.



Dr. Robert L. Brenner

STR 55

CON 50

SIZ 65

DEX 45

INT 80

POW 45

HP: 11

Average Damage Bonus: 0

Average Build: 0

Move: 7

ATTACKS

Attacks per round: 1

Fighting attacks: Brawl 30%; Firearms (Handgun) 35%;
Firearm/Shotgun 45%; Dodge: 25%

Armor: 0

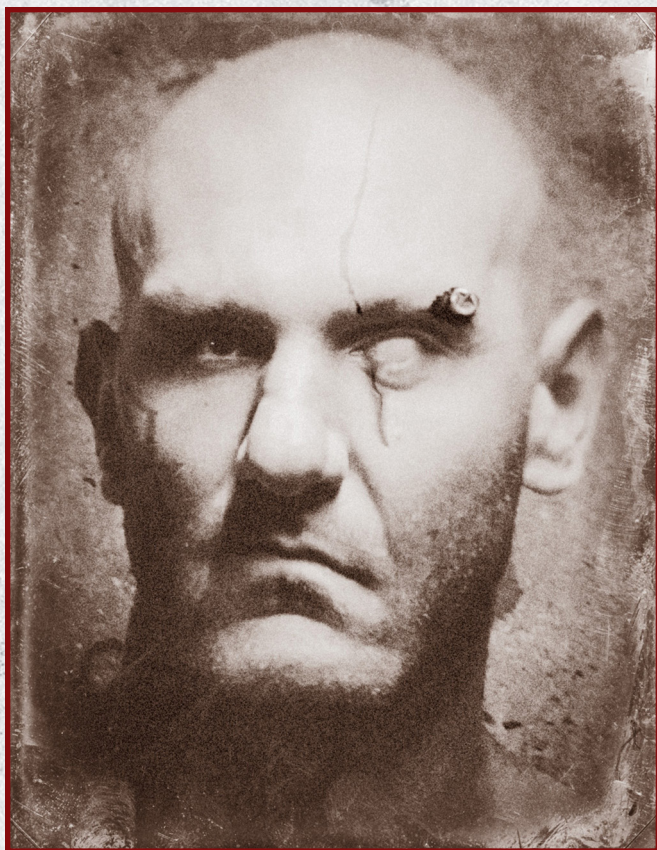
Skills: Charm 45%, Cthulhu Mythos 15%, Intimidate 55%,
Fast Talk 55%, First Aid 55%, Medicine (Human) 35%,
Medicine (Veterinary) 45%, Psychology 50%, Spot Hidden 45%

Spells: None

DR. BRENNER'S BEHAVIOR & TACTICS

Brenner always wears his friendly country doctor in public in case anyone is watching. The only places he lets his manner change is in the privacy of his home or The Homestead.

He carries three syringes of strong sedative (see p.77) at all times in case of trouble. Just inside the front door of his house is a 12 gauge shotgun to deal with unwanted guests.



SETH

The most prominent dustbilly is named Seth, and he's one of the most capable. He's also happens to be the most psychopathic, reveling in tormenting others. Seth is lean, muscular, and covered with ritualistic scarring. His face and body are tattooed with various Latin verses from *De Vermis Mysteriis*. The most prominent is in red lettering across his chest, and it reads: **SAPIENTIA ET MORS IAM NON CECIDIT RÉGIS CONCESSA FUIT ALIQUA TENUIT TENEBRIS.**

His face has a ragged scar that runs across his face and head. A glint of metal turns out to be a bolt that looks as if it was screwed into the left side of his forehead. Whether this was done to intimidate others or as a crude attempt to pin his skull together after a past injury is unclear.

Seth doesn't talk much, but his stare is enough to chill the blood. He controls his men with absolute brutality, with several of them missing fingers that he cut off to punish failure. He is an utter fanatic and is completely devoted to Osteen, who he considers to be his true father.

Seth's Behavior & Tactics

Seth is completely devoted to Reverend Osteen, seeing him almost as a demi-god. He obeys Osteen and Brenner without question, but will not listen to anyone else.

That being said, he can let his anger get out of hand at times and may need to be reigned in if *The Hunt* or *The Homestead* are threatened by his actions. Any other dustbilly would likely be killed for some of his outbursts, but Osteen values his skills.

When dealing with potential sacrifices, Seth will always try to subdue first using one of Doc Brenner's unique syringes or simply knocking them out. If one of his boys is hurt or killed, the Keeper should have Seth make a POW check to avoid flying into a rage and trying to kill them.

Seth carries a sap in his pocket, and two syringes of sedative under his seat (see p.77). Tucked into his belt behind his back is a .38 revolver in case killing is unavoidable.

Under the seat in his pickup is a sawed-off double-barreled shotgun with two shells, There are a dozen more shells for it in the glove box as well as a box of twenty shells for the revolver.

Seth

char.	averages	rolls
STR	80	(3D6+6 x5)
CON	50	(3D6+1 x5)
SIZ	85	(3D6+2 x5)
DEX	75	(1D6+12 x5)
INT	45	(3D6 x 5)
POW	45	(3D6 x5)

HP: 13

Average Damage Bonus: 1D6

Average Build: 1

Move: 9

ATTACKS

Attacks per round: 1

Fighting attacks: Brawl 50%; Ax 55%; Dodge: 50%

Armor: 1 point from Hardened Skin (see below)

Skills: Climb 35%, Drive Auto 55%, Jump 45%, Spot Hidden 35%, Survival 45%, Throw 45%

Sanity Loss: If tortured the victim can suffer Sanity loss 0/1D4.

Torture: When a dustbilly has someone at their mercy, they will often torture the person for fun, inflicting 1 hit point of damage per blow. After each blow, the victim should make a CON check to see if they pass out from the pain. A success means that they remain conscious, and an *Extreme* success means that they were able to avoid the point of damage. Failure means that they fall unconscious.

Hardened Skin: Osteen has used magic from *De Vermis Mysteriis* to give Seth some protection against harm. This has provided him with 1 point of Armor. This won't be immediately noticeable due to the tattoos covering his body, some of which are part of the protective magic.



THE DUSTBILLIES

They have come to form a race by themselves, with the well-defined mental and physical stigmata of degeneracy and inbreeding. The average of their intelligence is woefully low, whilst their annals reek of overt viciousness and of half-hidden murders, incests, and deeds of almost unnameable violence and perversity.

— *The Dunwich Horror* by H.P. Lovecraft

The dustbillies are basically inbred, mutant rednecks. As such, they are like any other man in that they need to eat, sleep, and excrete. This also means that they can be killed like anyone else. Where they differ is that their deformities have made them stronger and faster than the average person, but they are also extremely dimwitted and prone to violence and fanaticism. Reverend Osteen has been able to exploit their weaknesses and has managed to galvanize them into a formidable cult.

Most of the dustbillies are more or less the same, but there are a few exceptions listed below. In certain cases, Osteen has granted specific boons to disciples who have shown particularly zealous devotion. While these boons are limited, they nevertheless make these dustbillies particularly dangerous.

Dustbilly

Typical

<i>char.</i>	<i>averages</i>	<i>rolls</i>
STR	80	(3D6+6 ×5)
CON	50	(3D6+1 ×5)
SIZ	45	(3D6 ×5)
DEX	75	(1D6+12 ×5)
INT	30	(2D6 ×5)
POW	45	(3D6 ×5)

HP: 9

Average Damage Bonus: 1D4

Average Build: 1

Move: 9

ATTACKS

Attacks per round: 1

Fighting attacks: Brawl 50%; Firearms (Handgun) 30%; Firearms (Rifle/Shotgun) 35%; Dodge: 45%

Armor: None

Skills: Climb 35%, Drive Auto 45%, Jump 45%, Spot Hidden 35%, Survival 40%, Throw 35%

Sanity Loss: If tortured the victim can suffer Sanity loss 0/1D4.

Knock-Out Blows: If the dustbilly is trying to catch someone alive as they do during their ritual hunt, the Keeper should use the Knock-Out Blows rule (see Keeper Rulebook, p. 125). Of course if someone has become too much trouble or has killed one of the other dustbillies, they'll inflict normal damage.

Torture: When a dustbilly has someone at their mercy, they will often torture the person for fun, inflicting 1 hit point of damage per blow. After each blow, the victim should make a Constitution check to see if they pass out from the pain. A success means that they remain conscious, and an *Extreme* success means that they were able to avoid the point of damage. Failure means that they fall unconscious.

Keeper's Notes

Dustbillies rarely use firearms during The Hunt, but they certainly know how to use them. They live in Texas after all. Generally they prefer to fight in close with knives, meat hooks, and clubs.

Appendix IV - Monsters



TEIHIIHAN

Myths. The Teihiihan are prominently featured in the folklore of the Arapaho and other nearby indigenous cultures of North America. These terrifying creatures were said to have been battled many times in the distant past, and so they've become common antagonists in many tales of native heroes and warriors.

They were said to be ugly, child-sized, bloodthirsty humanoids with sharpened teeth, dark skin that could change to hide them from view, and cat-like eyes. The stories also describe them as not-too-smart, though most accounts suggest they were skilled hunters who could use basic tools and weapons.

Despite their small size, they were said to be extremely strong and swift, able to defeat all but the most cunning warriors. Their greatest weakness was their lack of intelligence, and so they could easily be tricked by those with quick wit and clever minds.

Facts. Much of the information about the Teihiihan in indigenous folklore is fairly accurate, though none reveal the fact that the Teihiihan were actually created by the Serpent People.

The Teihiihan are the result of horrific experiments on human children who were chosen because they were more genetically malleable and more easily corrupted. The Serpent People would acquire their subjects from the local tribes, often wiping out entire villages in the process.

After countless failed attempts, they eventually developed a formula and process that had a high enough success rate

to make it worthwhile. The end result was the *Corruption of the Cannibal* ritual (see Appendix V, p.96) that would painfully morph human children between the ages of 8 and 12 into a Teihiihan. Of course the procedure wasn't always successful, and failed attempts would leave the unfortunate child twisted and deformed, and unfortunately alive.

Abilities. In appearance and abilities, they are much like those depicted in the legends. Their skin has similar properties to certain species of cephalopod in that they can change their color and texture. This allows them to blend almost perfectly into the natural environment. Their senses are extremely sensitive, allowing them to see in pitch dark, detect a scent over many miles, and hear the slightest sound. Of course their senses can also become vulnerabilities when they are overwhelmed by bright light, loud noises, or pungent smells.

Appearance. Teihiihan appear to be dark-skinned, muscular children with long, matted black hair. Their faces have an unnatural, distorted appearance due to the additional muscles and bone that give them their incredible bite strength. While they rarely wear clothes, their original sex is impossible to determine since their genitalia disappears during the horrific conversion process. They have sharpened, predator-like teeth and jagged yellow claws that they use to grasp and rend the flesh of their prey.

Behavior and Tactics. The Teihiihan are not terribly intelligent, though they are far from being "dumb animals". They tend to hunt in groups of three, but can work in larger groups if there is a significant enough threat. They will obey Al'issya Ss'rissi'Ana without question, and will die at her word without hesitation.

When hunting, the Teihiihan will often stalk their prey from separate directions, attempting to cut off any path of escape. A common tactic is for one Teihiihan to drive their quarry into an ambush where others are waiting. This hunting style has been adopted by the dustbillies for *The Hunt*.

If the Teihiihan are trying to capture escaped sacrifices, they will use clubs to beat them unconscious. Keepers should use the Knock-Out Blow rules in the Keeper Rulebook (p.125).

On the other hand, if they have been sent to recover the book *De Vermis Mysteriis*, they will do so at all costs. While they will take the opportunity to take a character alive if the opportunity presents itself, they are more likely to kill whoever is in their way out of expediency. Their priestess has made it clear that the recovery of the book supersedes all other concerns.

Vulnerabilities. While the Teihiihan are excellent at following instructions, they are not so great at improvising if

things don't go according to plan. Combined with their ability to be easily fooled, this weakness can leave them vulnerable to a clever victim who is able to keep their wits about them long enough to confound them.

Teihiihan

Cruel Cannibals Who Detest Humanity

char.	averages	rolls
STR	110	(3D6+12 x5)
CON	65	(2D6+6 x5)
SIZ	35	(2D6 x5)
INT	30	(1D6+3 x5)
POW	50	(3D6 x5)
DEX	65	(2D6+6 x5)

HP: 10

Average Damage Bonus: 1D4

Average Build: 1

Average Magic Points: 0

Move: 9

ATTACKS

Attacks per round: 2 (scratch and bite) or 1 (weapon)

Fighting attacks: Brawl 40%, Bite 1D6+db, or as per weapon (spears, knives, and tomahawks preferred); Dodge: 40%

Keeper's Notes

The weapons they use are of suitable size for a human child. Their teeth are long and filed to razor-like sharpness.

Grip and Worry (mnvr): If the Teihiihan's bite attack succeeds, the victim remains locked in their jaws. The Teihiihan then continues to tear with it's sharpened teeth, doing 1D4 + db damage automatically each round. An opposed STR roll is required to dislodge the Teihiihan, breaking the grip and ending the continuous damage.

Armor: 0

Skills: Jump 75%, Listen 70%, Speak English 15%, Speak Serpent Language 70%, Spot Hidden 50%, Stealth 90%, Survival 40%, Track 65%

Sanity Loss: 0/1D6 Sanity points to see a Teihiihan.

Camouflage: The Teihiihan's skin can change its color and texture to match a background almost exactly. Of course it cannot change their basic shape and size, but under the right conditions, they can become virtually invisible. While hidden in this manner, they must remain still. When they move or attack, the camouflage disappears and they return to their normal appearance. Only a *Critical* success (01) on a Spot Hidden check will allow a character to see a Teihiihan when it is hiding in this way.

MUTANT RAT SWARM

The rats were moving in, creeping on their bellies, forcing them forward. 'Look,' Warwick said coldly.

Hall saw. Something had happened to the rats back here, some hideous mutation that never could have survived under the eye of the sun; nature would have forbidden it. But down here, nature had taken on another ghastly face.

The rats were gigantic, some as high as three feet. But their rear legs were gone and they were blind as moles, like their flying cousins. They dragged themselves forward with hideous eagerness.

— Graveyard Shift by Stephen King

Mutant Rat Swarm

char.	averages	rolls
STR	35	(1D6+4 x5)
CON	55	(2D6+4 x5)
SIZ	35	(1D6+4 x5)
DEX	70	(4D6 x5)
POW	50	(3D6 x5)

HP: Special (A successful attack by a character is assumed to kill one mutant rat, lowering the general effectiveness of the swarm's next attack. If a swarm is set on fire, they will expire in two rounds, continuing to attack while burning, which could potentially set their victim on fire, at the Keeper's discretion.)

Average Damage Bonus: 0

Average Build: -1

Move: 9

ATTACKS

Attacks per round: 1

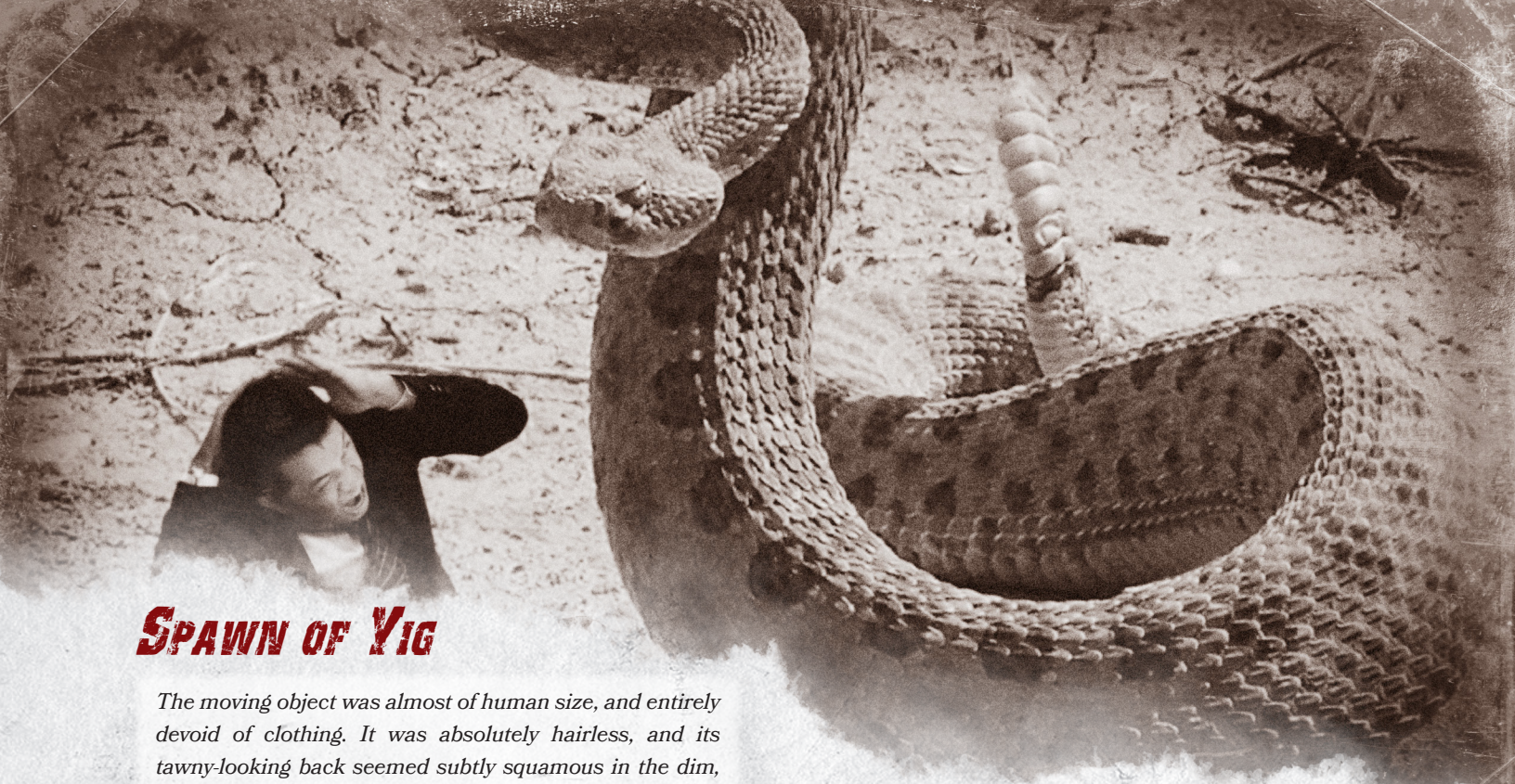
Fighting attacks: Attack % = Number of Mutant Rats (3D4) x 5. Note that as the number of rats drop, the Attack % will also drop. The swarm inflicts 1D4 + Parasitic Infection with each successful attack. Dodge: 40%

Overwhelm (mnvr): As a pack they may assault and overwhelm an individual using the maneuver rules, giving their attack a Penalty Die. Such an attack would involve swarming over the target, biting and scratching as they do so. If the attack succeeds, they inflict 2D4 + Parasitic Infection.

Parasitic Infection: If bitten by the swarm, the victim must make a CON check. Failure means that they are infected, but will have no symptoms for about six weeks. When the parasites finally reach the brain, they will multiply rapidly, spreading to the salivary glands. The victim then begins to show obvious signs of the disease, including excessive salivating, fever, hallucinations, and violence, attempting to bite their victims. They will die 2D4 days later.

Armor: None

Sanity Loss: 0/1D4



SPAWN OF YIG

The moving object was almost of human size, and entirely devoid of clothing. It was absolutely hairless, and its tawny-looking back seemed subtly squamous in the dim, ghoulish light. Around its shoulders it was rather speckled and brownish, and the head was very curiously flat. As it looked up to hiss at me I saw that the beady little black eyes were damnably anthropoid, but I could not bear to study them long. They fastened themselves on me with a horrible persistence, so that I closed the panel gaspingly and left the creature to wriggle about unseen in its matted straw and spectral twilight.

— Curse of Yig by H.P. Lovecraft

The Spawn of Yig are the obscene offspring of Yig and a human. While they can have characteristics of both parents, they often appear as a massive serpent nearly 40 feet long and weighing over 1,000 pounds. These creatures are scaly and snake-like, with withered, vestigial limbs that dangle uselessly from the body. The face often retains vaguely human features, but the eyes are always cold and lidless. Spawn of Yig are rarely seen above ground, preferring instead to inhabit dark underground places. If one is killed, its body rapidly decomposes, leaving a sticky, black goo covered with swarms of flies.

Spawn of Yig

char.	averages	rolls
STR	120	(5D6+6 x 5)
CON	120	(5D6+6 x 5)
SIZ	115	(5D6+5 x 5)
DEX	120	(4D6+12 x 5)
INT	65	(2D6+6 x 5)
POW	55	(3D6 x 5)

HP: 24

Average Damage Bonus: +2D6

Average Build: 3

Move: 9

ATTACKS

Attacks per round: 1

Fighting attacks: Swallow 35% (damage 1D10 + 1D10 per round from constriction, suffocation, and stomach acid until dead or they are extricated); Constricting Crush 20% (damage 1D6 + db); Bite 30% (damage 1D6 + venom); Dodge 60%

Armor: 2-point scaly skin

Skills: Listen 50%, Stealth 70%, Swim 70%

Sanity Loss: 2/2D4+1

Swallow: Spawn of Yig attack by raising their heads high, then striking like normal snakes. They normally consume victims, and can swallow up to 20 human-sized creatures.

Venom: When bitten by a Spawn of Yig, the victim must make a CON check. An *Extreme* CON roll will halve the damage, otherwise the victim suffers 2D10 points of venom damage. If they survive the bite, they'll remain semi-conscious, suffering stomach pains, vomiting, diarrhea, chills, sweats, cramps, jaundice, altered heart rate, impaired vision, and convulsions for as much as 12 hours.

No antivenom exists for this poison, although an immediate *Hard* First Aid or Medicine check can reduce the duration of the poison's effects by half. In certain circumstances, Keepers may allow a poison's effects to be shaken off if the CON roll is a critical success.



METALLIC BEETLE SWARM

These three inch beetles appear to be made of dark living metal with signs of rust at the edges. They were created countless eons ago by the Serpent People to keep their caverns clear of organic material and the occasional intruder. Each is powered by a chip of green stone that draws power from the Earth's magnetic field, and so never needs to be replaced.

The Metallic Beetles can communicate with each other over short distances using ultrasonic clicks. This allows them to swarm any organic matter and reduce it to powder in a matter of minutes.

Metallic Beetles cannot think, but they have been designed with rudimentary instructions that tell them where to go, what to break down, and to avoid Serpent People. This protection extends to the Teihiihan who excrete Serpent Person pheromones.

Metallic Beetle Swarm

STR	35
CON	55
SIZ	35
DEX	70

HP: 10 (Each swarm is made up of 10 Metallic Beetles. A successful attack of any kind destroys 1D3 beetles, reducing their Hit Points by that amount.)

Damage Bonus: -1

Build: -1

Move: 9

ATTACKS

Attacks per round: 1

Fighting attacks: Bite 30% (Damage 1D3); Dodge: 30%

Overwhelm (mnvr): As a swarm, Metallic Beetles can assault and overwhelm an individual using the maneuver rules, because of their numbers they gain a Bonus Die on the attack. Such an attack would involve swarming over the target, biting and scratching as they do so. A successful attack increases the damage to 1D6.

Armor: Though they are metal, they aren't very tough, so they are not considered to have armor. They are immune to fire.

Sanity: 0/1

Appendix V - Other

NEW SPELLS

BLINDING FLESH

- **Cost:** 2 magic points; 1D3 Sanity points
- **Casting time:** Instantaneous

This spell is intended to blind the target in the most horrific way possible. For the spell to take effect, the caster must be within 10 yards of the target and succeed in an opposed POW roll with the target. If successful, the flesh around the victim's eyes begins to quickly spread and grow over their eye sockets, covering the eyes completely in 10 seconds. This leaves the victim completely blind.

The process is disturbing and painful. The target and any witnesses should make a Sanity roll (1/1D6). Failure of the Sanity check means that the victim will likely drop anything they're carrying in order to grope helplessly at their now eyeless face.

While blinded by the skin now covering their eyes, their vision is not technically damaged. The flesh could be cut open allowing them to see, though unless this is done by a trained surgeon, it will inflict 1D4 points of damage doing so, and they will be unable to blink or close their eyes. In a modern setting, a skilled plastic surgeon could restore them to 90% of their original functionality and appearance.

CORRUPTION OF THE CANNIBAL

- **Cost:** 5 magic points; 1D8 Sanity points
- **Casting time:** 1D3 hours

Transforms a human child into a Teihiihaan, permanently. The victim of the spell must be fed no less than a pound of flesh from a dead relative, though this feeding need not be voluntary. After consuming the flesh, the victim must wash it down with a pint of blood from the same relative, mixed with a thimbleful of the blood of the caster. The blood also need not be voluntarily ingested. Teihiihaan chants and dances must be performed during the entire feeding, and this may be done by a number of individuals (two minimum, a drummer and a dancer) other than the spellcaster, who must serve the victim the flesh and blood.

Prior to the feeding ritual the victim must be prepared by enduring a minimum of three days of excruciating pain. The Teihiihaan favour suspending the victim by large hooks that are run through meaty parts of the body or the skin of their backs. During this time the victim is deprived of any food, and only given minimal water to keep them alive. No water is given during the final 24 hours before the ritual is to be completed. From the time the torture begins the victim loses 1D4 SAN per

hour. If this doesn't drive them completely insane (SAN 0), then what little remains is lost once the transformation begins.

After the flesh and blood is consumed the caster joins the chanting and dancing while the victim writhes on the ground in pain. Over the next 1D6 hours their body transforms, bones breaking and elongating in the arms, muscles stretching and growing, teeth growing longer (these will later be filed into the dagger-like shape the Teihiihaan favor), skin shedding to reveal the new Teihiihaan flesh beneath. This process is excruciating, and the victim is unable to do anything but wail and curl up in a ball until the transformation is complete. The victim's mind is broken and they will have no recollection of their former life, being now no more than a newborn Teihiihaan who must be taught the rites, ways, and language of their new people.



NEW ITEMS

EYE OF YIG

This ancient pendant was created by the Serpent People in eons past. Its original purpose was to enhance the knowledge of the wearer and allow them to better focus their mental power. Over time however, it has retained the imprints of those who used it, and since it was designed to be used by Serpent People, it is not entirely compatible with the human nervous system.

Effects: If a character puts on the Eye of Yig it causes an immediate loss of 2D6 Sanity points. It also imparts the following abilities while wearing it: *Cthulhu Mythos* 40%, *Command of the Bloody Tongue* (*Grand Grimoire*, p. 69), *Deflect Harm* (*Grand Grimoire*, p. 93), *Dominate* (*Grand Grimoire*, p. 98), and *The Blessing of Yig* (*Grand Grimoire*, p. 127). Humans wearing it lose 1D4 Constitution points every 10 minutes until it is removed or they die. This loss is permanent.



De Vermis Mysteriis

Latin, by Reverend Ezekiel Holgate, 1932

This unique version of the tome has a black snake skin cover with silver lettering that reads *De Vermis Mysteriis*. It was created in 1932 by a Pentecostal minister named Ezekiel Holgate in the region of West Texas called the Devil's Backbone. Holgate was lured into the desert by a serpent priestess of Yig who channeled the knowledge through him. The reverend feverishly worked on the book with materials she provided for him as well as his own blood for ink. The last step was to melt down his own crucifix and pour the liquid metal into grooves on the cover that formed the letters for the title. The process nearly killed him.

Holgate utilized the book with his parishioners until they were all killed by Al'issya Ss'rissi Ana and her Tehiihan minions.

Sanity Loss: 2D6

Cthulhu Mythos: +4/+8 percentiles

Mythos Rating: 36

Study: 48 weeks

Suggested Spells: *Contact Deity/Yig, Create Scrying Window, Create Zombie, Invoke Demon (Summon/Bind Byakhee), Invoke Child of the Goat (Summon/Bind Dark Young), Invoke Invisible Servant (Summon/Bind Star Vampire), Mind Transfer, Voorish Sign*

Special Abilities: The first time that someone looks at this book, they must make a POW check. Success means that they

feel a wave of mild nausea and dizziness. An *Extreme* success means that they feel a compulsion to touch it, with no rational reason for doing so.

Keeper's Notes

If someone touches the book, they must make another POW check with a Bonus Die. Success means that they immediately hear a serpent-like female voice in their head that says: "I ssssee you." At that point, Al'issya Ss'rissi A'na will be aware that they have knowledge of the book, and she will want to talk to them personally. She'll send word to Osteen about it, and will summon two Sand-Dwellers to find and retrieve the book.

NEW RULES

RADIOACTIVE MATERIAL (DUST & WATER)

Radioactive material can be detected by a Geiger counter within 30 feet. Anyone who touches the material must make a CON check or lose 1D4 CON. The check must be repeated every hour without decontamination. If they remain in contact with the material, the checks are made with a Penalty die. At ½ their normal CON, the victim begins to show signs of radiation poisoning. At 0 CON, the victim dies.

Decontamination: The characters' ability to decontaminate themselves is limited. Their best option is to strip off contaminated clothing and wipe themselves down with uncontaminated dirt or sand. The clothes and any other porous material cannot be easily decontaminated, and certainly not under these circumstances.

Signs of Radiation Poisoning: The most common early symptoms of radiation sickness are nausea, vomiting, and diarrhea, followed later by blisters or sores. The radiation can also cause hair to fall out, and in some cases, this hair loss is permanent.



Appendix VI - Handouts

Abattoir, Texas

This map can be made available to the players to make things easier at the Keeper's discretion.

Locations

- | | | |
|------------------------------|--|-----------------------------------|
| 1 Esso Gas Station | 3f First Bank of Abattoir | 5 Weyland Community Public School |
| 2 Wayland Estates | 3g Kelly Drugs | 6 Abattoir Water Works |
| 2a Playground | 3h Sunshine Laundromat | 7 Abattoir Cemetery |
| 2b Wayland Common | 3i Thunderbird Gifts | 8 Hackett & Sons Beef Co. |
| 2c Wayland Memorial | 3j Best Foot Forward Shoes & Repairs | 9 Benson's Hardware & Lumber |
| 3 Town Center | 3k Atomic Radio Electronics | 10 Highway 6 Diner |
| 3a Mathers' General Store | 3l Scott Brown Properties | 11 Vincent Bros. Scrap Yard |
| 3b Bob's Barber Shop | 3m Dr. Robert L. Brenner | 12 Abattoir Landfill |
| 3c Town Hall & Post Office | 4 Blood of the Lamb Pentecostal Church | 13 Other Houses |
| 3d The Last Stop Bar & Beds | | |
| 3e Abattoir Grocery & Liquor | | |



Scale in Feet

The Fast Stop Bar & Beds

You made it, partner!



Sponsored by

Hackett & Sons Beef Co.

"Real People, Real Meat"

Abattoir, Texas • EST. 1933

Breakfast

Eggs, Sausage, Toast, and Coffee.....	\$1.25
Egg Scramble with Head Cheese and Coffee.....	\$1.25
Hotcakes and Sausage.....	\$1.00

Hungry-man Special
4 Eggs, Sausage, Grits, Toast, and Coffee.....\$1.65

Lunch/Dinner

Burger and Fries.....	\$1.55
Ham & Cheese / Potato Chips.....	\$1.10
BLT with Potato Chips.....	\$1.10
Liverwurst and Cheese w/ Potato Chips.....	\$1.10
Cheese and Lettuce Sandwich w/ Potato Chips.....	\$0.90
Pork Pie.....	\$1.00
Barbequed Ribs and Cornbread.....	\$1.20
Chili (Bowl).....	\$0.80

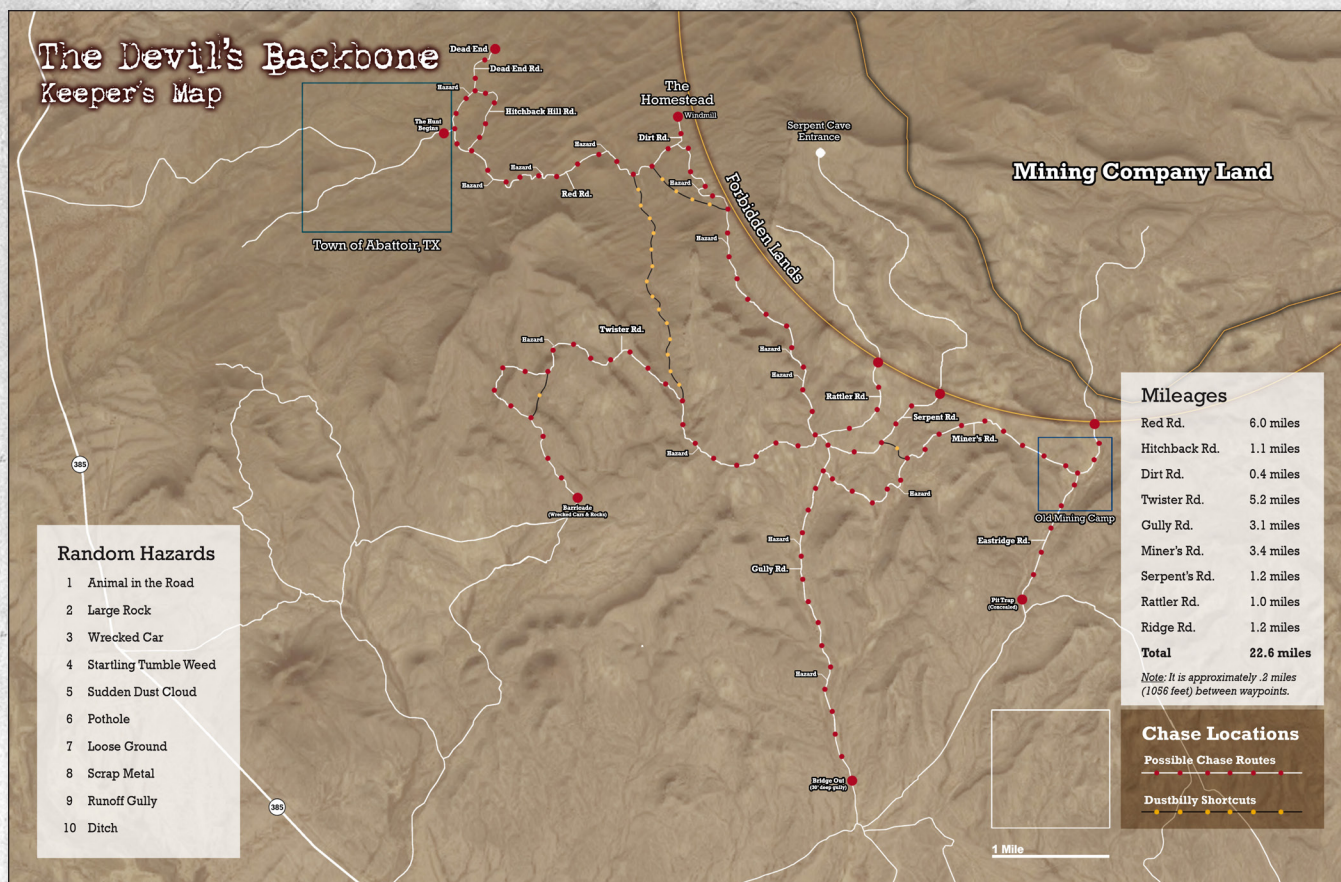
Last Stop Special
Sausage Sandwich with Fries.....\$1.00

Drinks

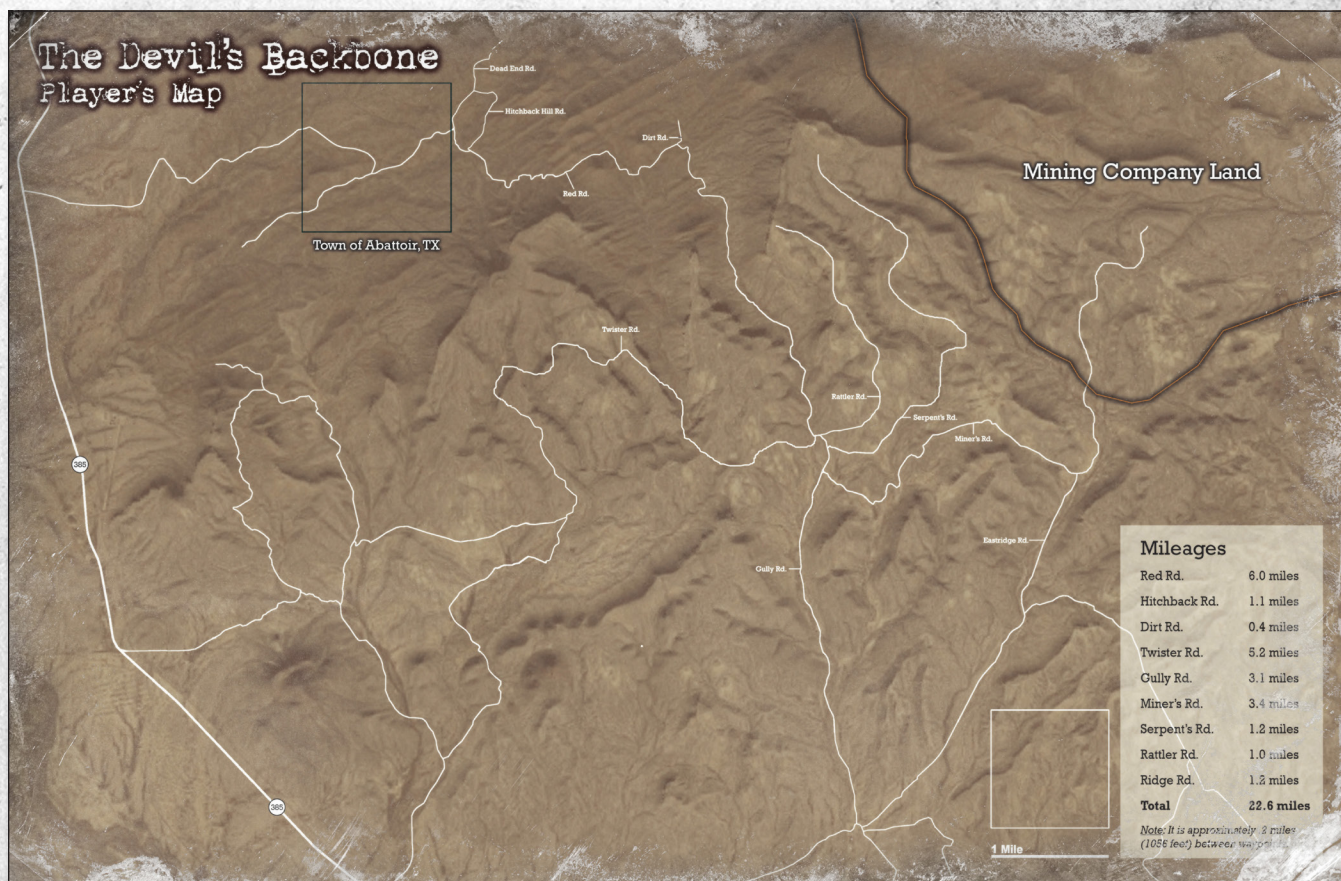
Beer.....	\$1.00
Whiskey Shot.....	\$1.50
White Lightning shot.....	\$0.75
Coca-Cola, Root Beer, Ta Orange Drink.....	\$0.15
Milk.....	\$0.20
Coffee w/ free refills.....	\$0.20
Tea	\$0.15
Iced Tea.....	\$0.15

Motel Rates

\$8.00 per night
Includes local phone service and coffee
CLEAN / HOT SHOWER / AM RADIO



Handout #3



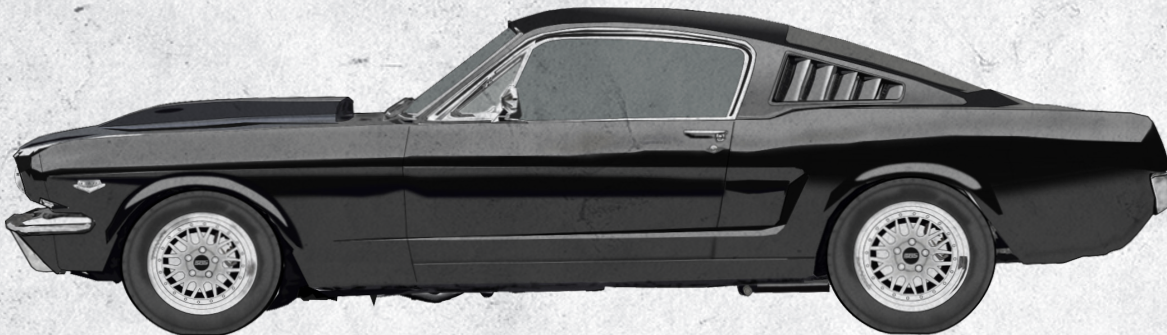
Handout #4

Weyland Estates

Typical Mobile Home



Handout #5



Muscle Car Stats

MOV: 16; Build: 6; Armor: 2; Passengers: 4

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard Drive* check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* success, the driver can gain 2 extra Movement Actions or one Driving Stunt. On an *Extreme* success, they gain 3 extra Movement Actions or kick up a cloud of obscuring dust (Sudden Hazard) for their immediate pursuer.

Handout #6

Passenger or Cargo Van Stats

MOV: 15; Build: 7; Armor: 3; Passengers: 6-8

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

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Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard* Drive check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* Success, the driver can use the momentum of their vehicle to plow through the next Hazard without having to roll. On an *Extreme* success, the driver can slam on the breaks, causing a pursuer one location behind to slam into the rear of the car or veer off the road. If the pursuing car rear-ends the braking car, they suffer 1D6 points of Build damage, while the braking car suffers half of that amount. If they go off the road, they lose 2 Movement Actions.

Handout #7

Motorcycle Stats

MOV: 17; Build: 2; Armor: 0; Passengers: 1

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard* Drive check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Special Features

On a *Hard* success, the rider gains an extra Movement Action or a Bonus Die to their Dodge roll. On an *Extreme* success, they gain 3 extra Movement Actions or they manage to hide in a vehicle's blind spot (rider's choice). The motorcycle can easily cut across rough terrain with no penalties to movement.

Handout #8

Dustbilly Car Stats

MOV: 15; Build: 5; Armor: 2; Passengers: 4

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard* Drive check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard* Drive check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* success, the driver can get one extra Movement Action or Dodge an attack. On an *Extreme* success the driver can coax 2 extra Movement Actions out of the car or one Driving Stunt.

Handout #9

Luxury Car Stats

MOV: 15; Build: 6; Armor: 2; Passengers: 5

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard* Drive check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard* Drive check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* Success, the driver can use the momentum of their vehicle to plow through the next Hazard without having to roll. On an *Extreme* success, the drive can slam on the breaks, causing a pursuer one location behind to slam into the rear of the car or veer off the road. If the pursuing car rear-ends the braking car, they suffer 1D6 points of Build damage, while the braking car suffers half of that amount. If they go off the road, they lose 2 Movement Actions.

Handout #10



Seth's Pickup Truck Stats

MOV: 15; Build: 6; Armor: 2; Passengers: 2+

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard Drive* check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* success the driver can gain 1 extra Movement Action or give passengers a *Bonus* Die to attack another vehicle. On an *Extreme* success, the driver gains 2 extra Movement Actions next round. The truck can cut across difficult terrain at half speed.

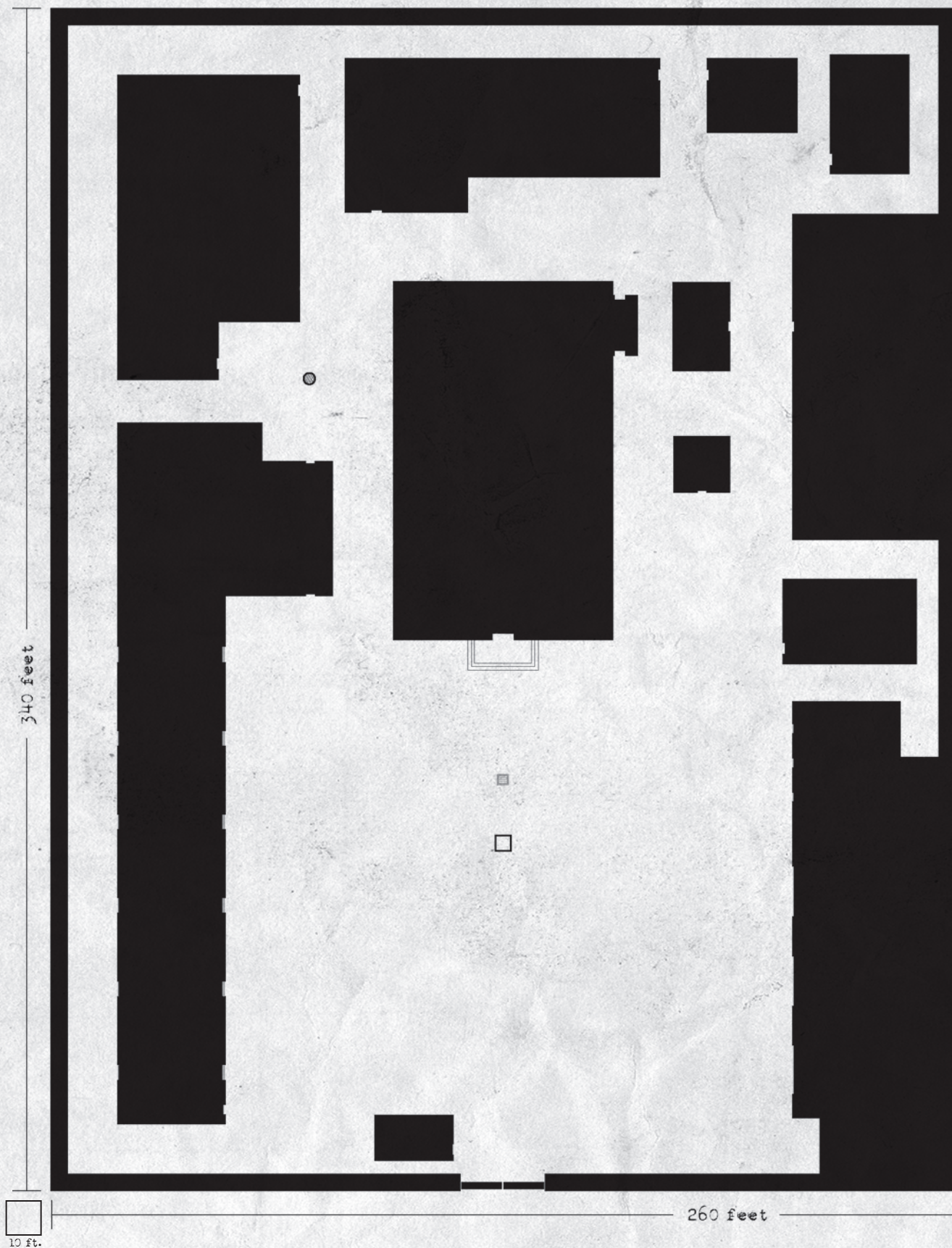
Seth's Pick-up is rigged with nitrous oxide, giving him the ability to move 8 additional locations per use, per round. This boost can only be used two times before being recharged at The Homestead.

Harpoon Bow. The dustbillies have managed to cobble together a crossbow-style harpoon launcher using old truck parts including an axle, metal scraps, and heavy-duty leaf springs. It takes one full combat round to load, and so can shoot a harpoon every other round. Each harpoon is tethered to fifty feet of towing cable, which in turn is secured to the frame of the pick-up truck. At any one time, Seth is likely to have 1D6 harpoons ready in the bed of the truck.

[Skill: Firearm (Crossbow); Damage: 1D10+2; Base Range: 50 feet.; Uses per Round: 1/2; Magazine Cap.: 1; Malfunction: 95]

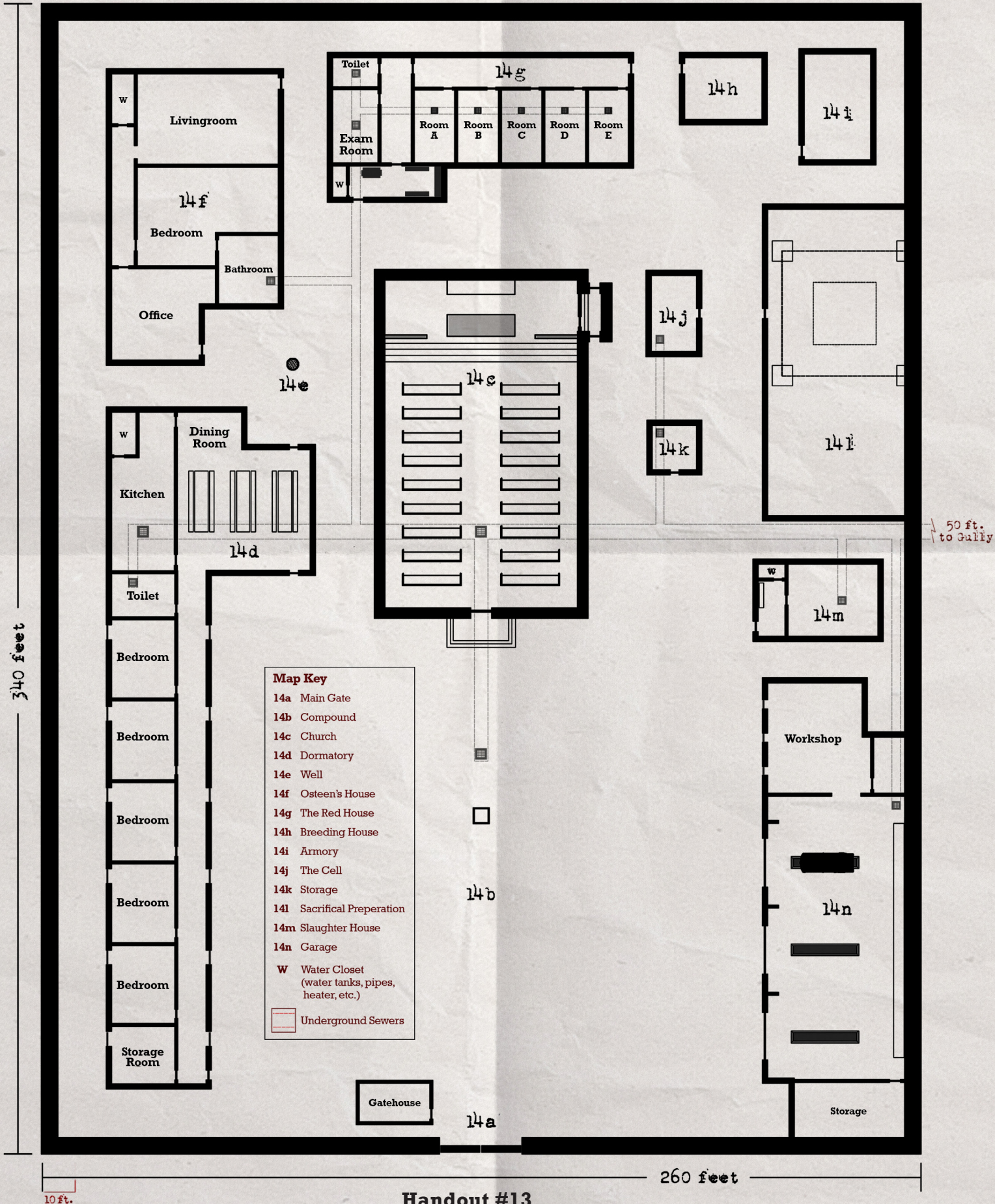
The Homestead

Player's Map



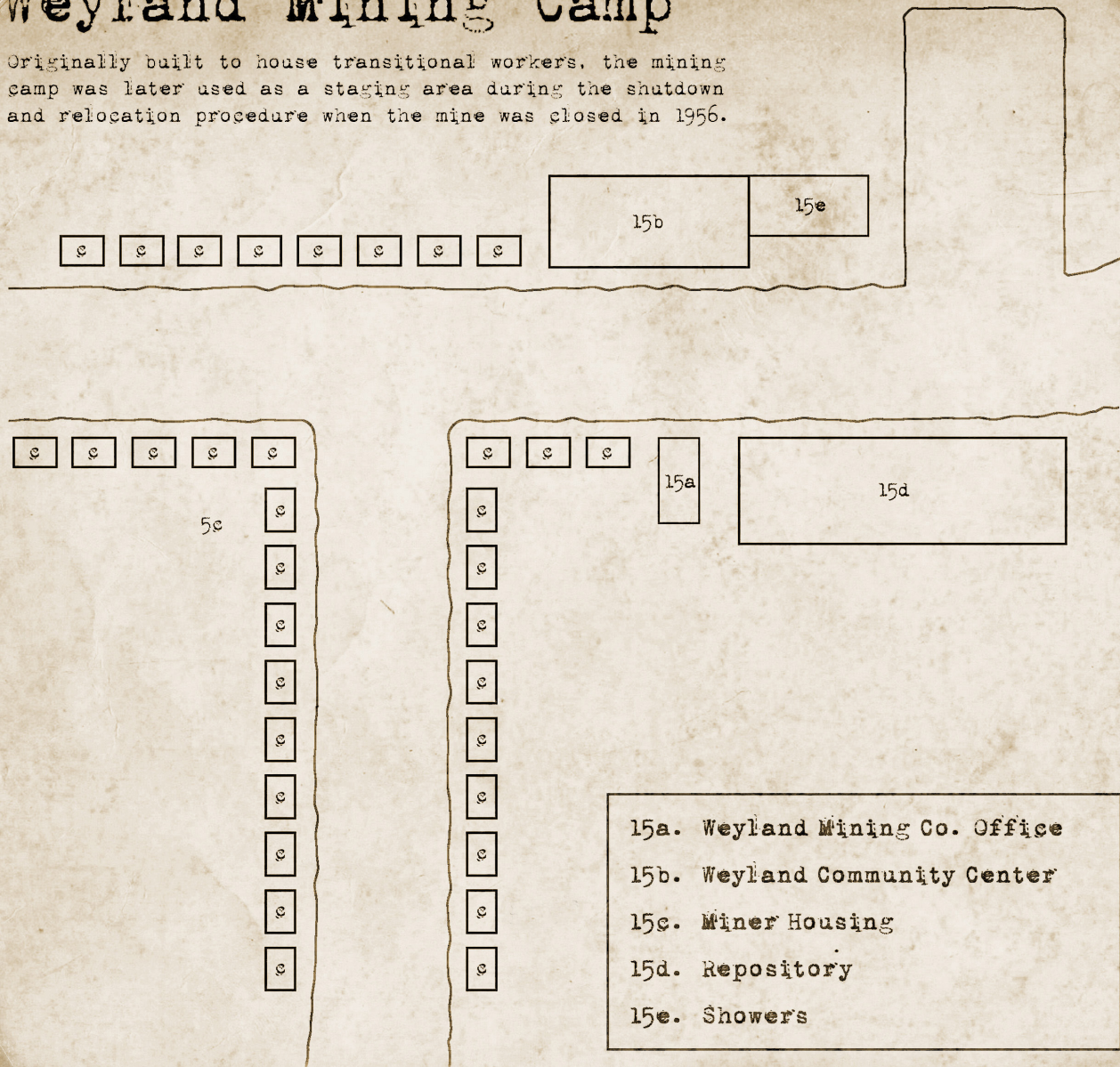
The Homestead

Keeper's Map

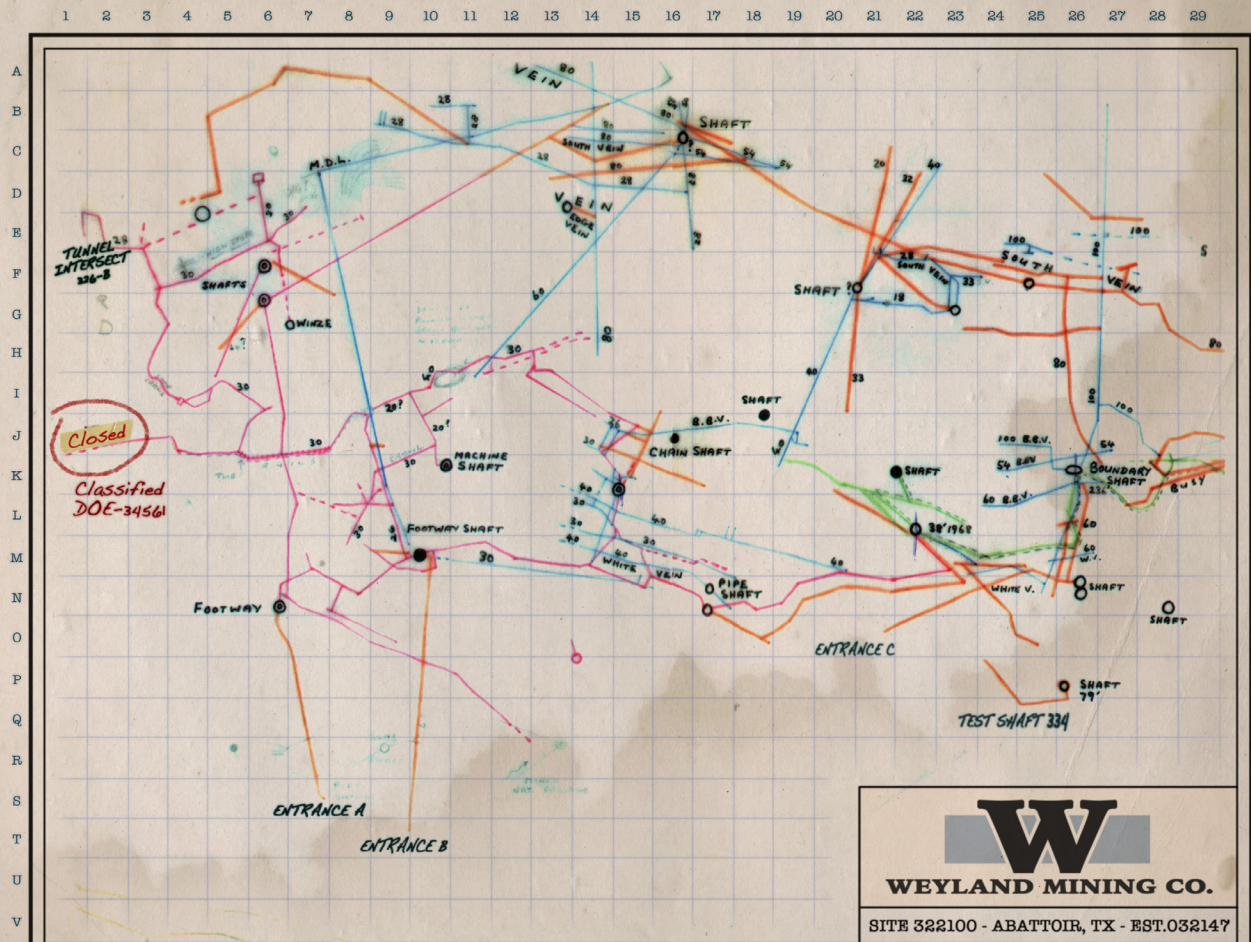


Weyland Mining Camp

Originally built to house transitional workers, the mining camp was later used as a staging area during the shutdown and relocation procedure when the mine was closed in 1956.



Player's Map

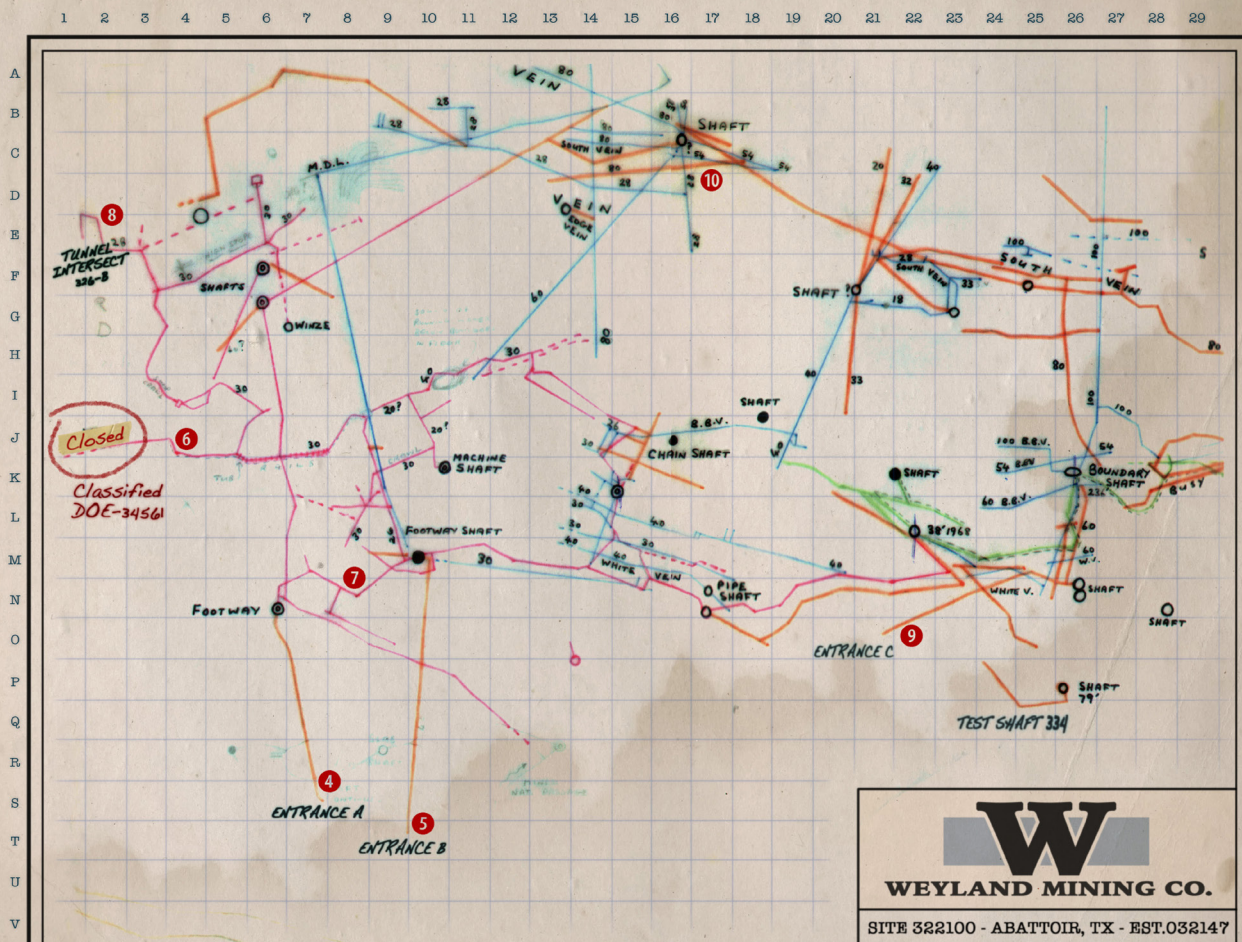


Authorized 1948 - Texas General Land Office - 1700 Congress Avenue, Austin, Texas 78701

US Department of Energy - RESTRICTED

Handout #15

Keeper's Map



Authorized 1948 - Texas General Land Office - 1700 Congress Avenue, Austin, Texas 78701

US Department of Energy - RESTRICTED

Handout #16

Mining Company Land



Handout #17

The Serpent Caves

Map Locations

1. Cave Entrance
2. Serpent Nest
3. Weyland Mine Intersect
4. Mutated Rats
5. Old Remains
6. Shrine of Yig
7. Mutated Fungus
8. Burrower
9. Intersection
10. Watcher Pool
11. Failed Conversions
12. Waste
13. The Test
14. Serpent Cavern
15. Serpent Temple Complex
 - 15a. Human Slaves
 - 15b. Teihiihan Dwelling
 - 15c. Conversion
 - 15d. Priestess Hall
 - 15e. Temple Complex
16. Temple of Yig

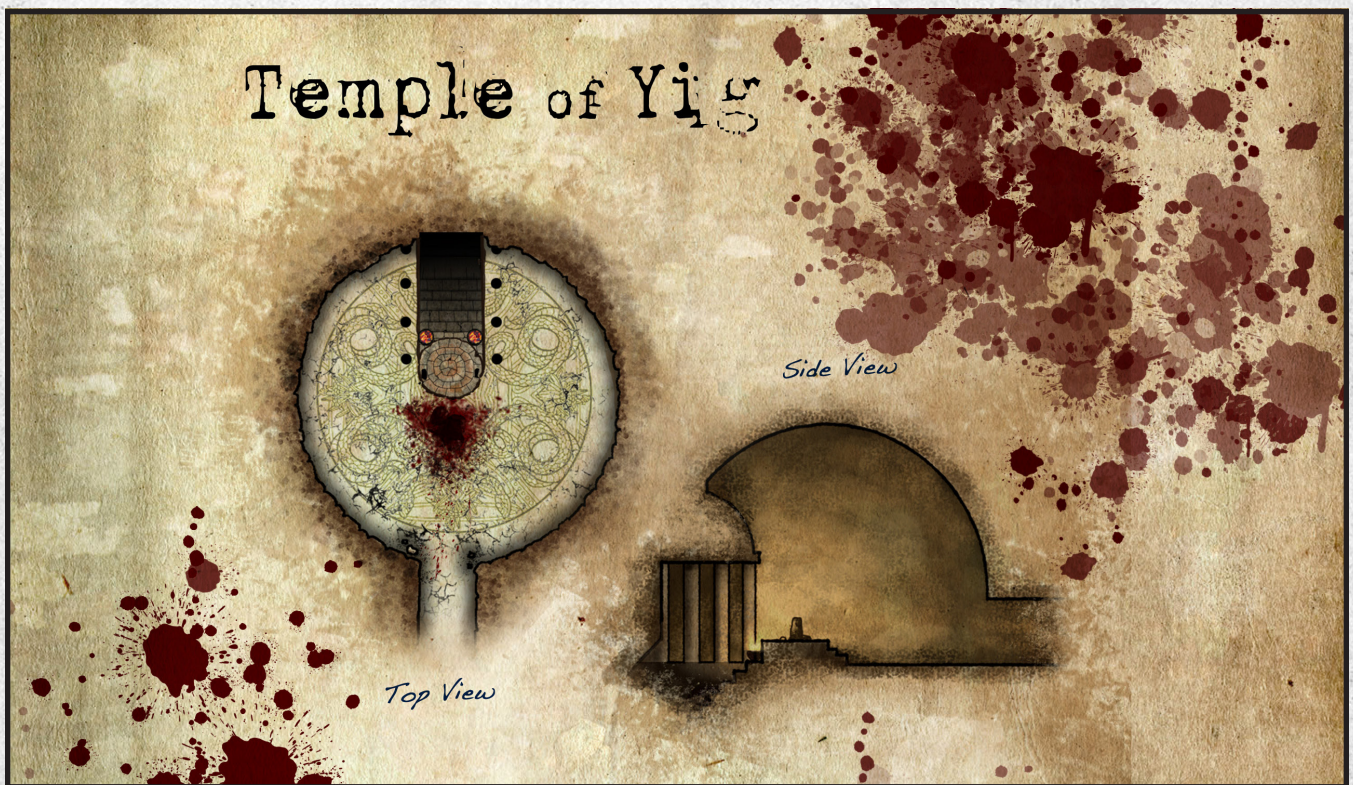




Handout #19



Handout #20



Handout #21



Handout #22



Handout #23



Handout #24

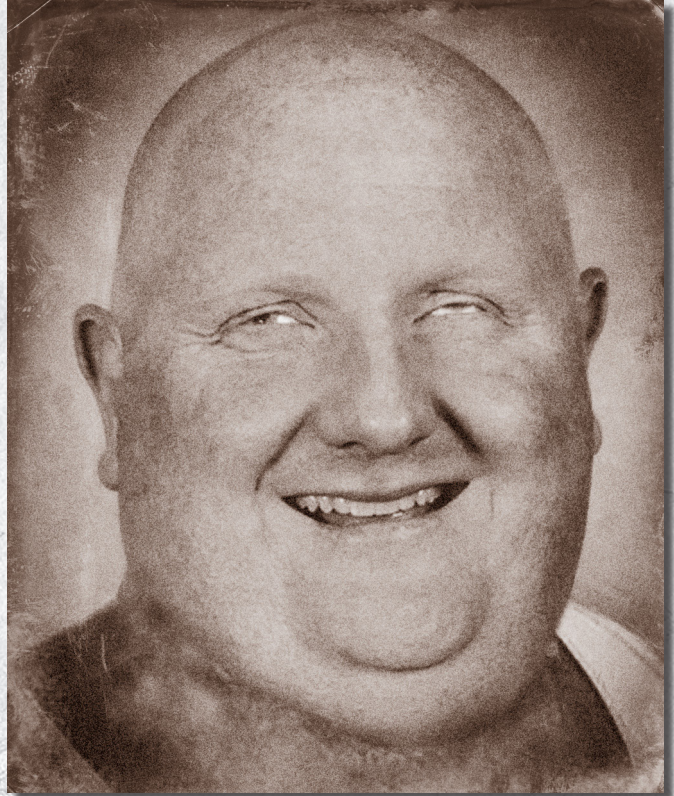


NPC Portraits

In Alphabetical Order by Last Name



Dr. Robert L. Brenner
Various (Locations 3d, 3m or 14)



Gerald Brewster
Abattoir Landfill (Location 12)



Scott Brown
Scott Brown Properties (Location 3l)



Carlos Garza
The Last Stop Bar & Beds (Location 3d)

NPC Portraits

In Alphabetical Order by Last Name



Grady

The Old Mining Camp (Location 15)



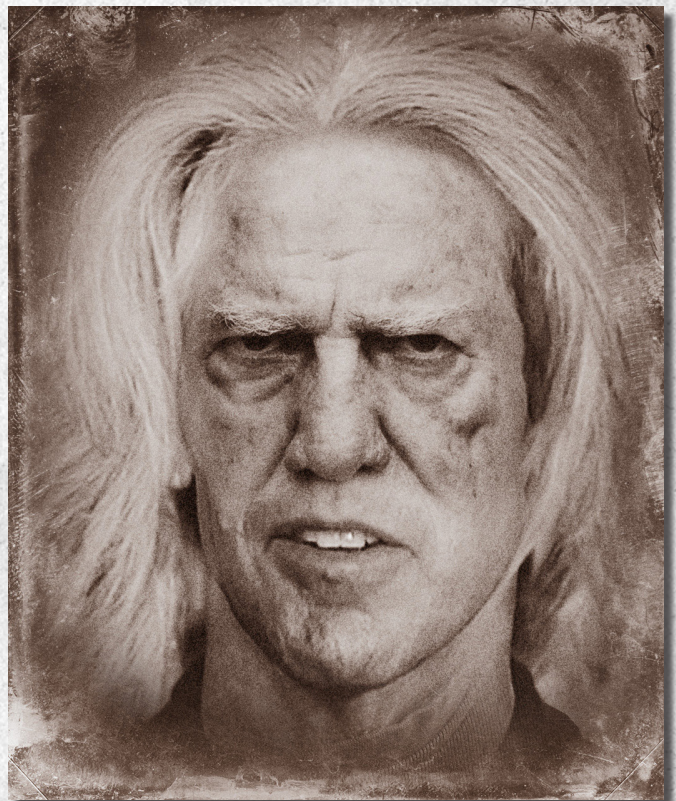
Daniel Mathers

Mathers' General Store (Location 3a)



Lawrence Miller

First Bank of Abattoir (Location 3f)

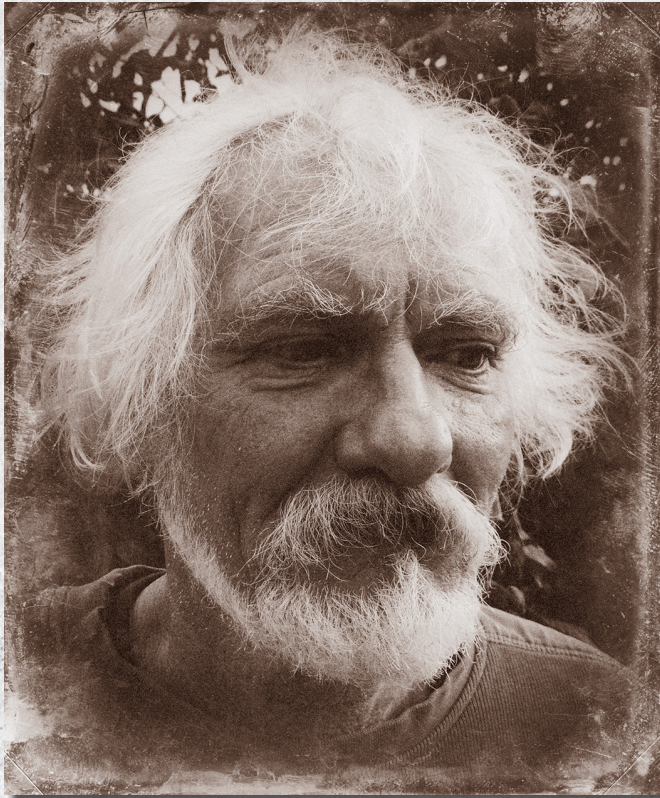


Rev. Mordechai Osteen

The Homestead (Location 14)

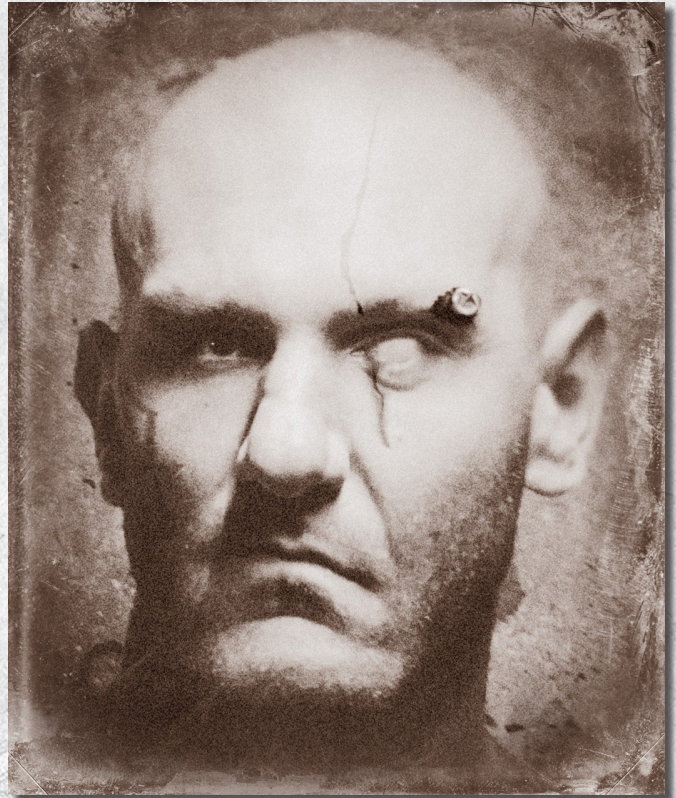
NPC Portraits

In Alphabetical Order by Last Name



Rev. William "Billy" Scott

Blood of the Lamb Pentecostal Church (Location 4)



Seth

Various (Locations 3d, 13b, 14)



Archibald "Archie" Smith

Tom's Barber Shop (Location 3b)



Peter "Pete" Smith

Weyland Estates (Location 2)

NPC Portraits

In Alphabetical Order by Last Name



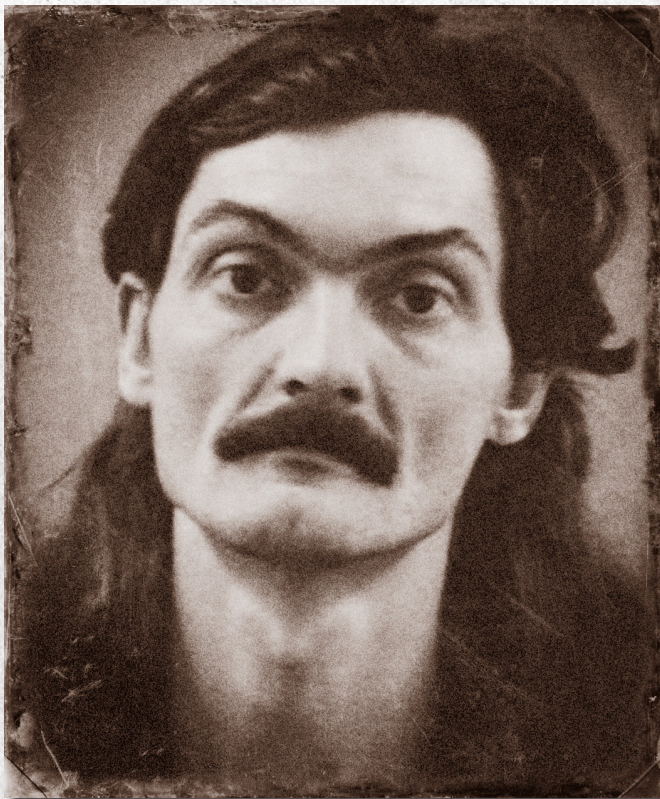
Robert Taylor

The Last Stop Bar & Beds (Location 3d)



John Thunder

Thunderbird Gifts (Location 3i)



John or Michael Vincent

Vincent Bros. Scrap Yard (Location 11)



Russ "Russo" Williams

Esso Gas Station (Location 1)

Appendix VII - Pre-Gens

Using the Pre-Gens

This section has two sets of pre-generated characters that can be used to create two very different stories. The option has the player characters just stumbling into the situation, while the second option is a more straight forward investigation.

Option 1: Dead End

Four friends from Austin have been on a week-long road trip through West Texas. They've just spent a few days camping at Big Bend National Park and are headed north on route 385 when they find themselves low on gas in the middle of nowhere.

Wallace. Wallace Comely comes from a long line of law enforcement officers. He has just graduated from the police academy and will be starting his new job as a traffic officer in Austin next month. To celebrate, he decided to take his girlfriend Janice, her brother Jack, and their mutual friend Timmy on a short vacation.

He's a fairly clean-cut individual who doesn't drink or smoke, and for that reason he doesn't exactly get along with Janice's brother who is into drugs.

Janice. Janice Borrow works as a secretary for the Austin Police department. She got to know Wallace because he would stop by regularly to visit his father before he retired a year ago.

She is almost as clean cut as Wallace, though she isn't quite as vocal about it. In truth she has a secret wild side, so while she might chide her brother for his actions, deep down she envies his freedom. For that reason, she's a little harsher with him than she should be.

Jack. Jack Borrow would have become a homeless drifter without his sister to take care of him. He wears a dirty black AC/DC shirt, torn bluejeans, and disintegrating flip-flops.

He almost always high and usually has drugs of some kind on him. At the moment he's carrying a few joints, some speed, and eight hits of blotter acid.

He's not stingy about sharing his narcotics, though no one in the group ever takes him up on it. The fact is that Wallace would have turned him in a long time ago were it not for his relationship with Janice.

All-in-all, Jack is a friendly enough guy who simply doesn't like taking responsibility for anything. Of course he loves Janice, and if push came to shove, there's nothing he wouldn't do for her.

Timmy. Timothy Miller has been best friends with Jack and Janice since first grade. While everyone else calls him Tim, they both still call him Timmy, though not in a cruel way.

Timmy works as a nurse at a hospital in Austin, and is very competent at first aid. He had wanted to be a doctor, but he didn't have the grades or money to do so.

He's worried about Jack's drug use, but hasn't plucked up the courage to confront him about it. He has talked to Janice about it, and they have decided to bring up the subject with him after this trip.

Option 2: Two Detectives

Two FBI agents from the Dallas office are investigating a series of disappearances in the area. They managed to track the most recent alleged victims to Big Bend National Park where a ranger positively identified them and believes that they were heading up route 385 towards Marathon.

When they come upon the sign for gas and food, it seems a likely place to ask questions about the missing people.

Keeper's Notes

The missing people could be the Miller family (see The Sacrifices on p.9) or the relative of a powerful political figure and their friends. The Keeper could even use the characters and story from Option 1. In fact, if the Keeper has already run the Option 1 scenario, they could run Option 2 as a kind of sequel to it, particularly if the PCs were killed off too quickly.

Whoever the missing person or people are, the Keeper should consider ahead of time what has happened to them, where they are being held, and what sort of clues might be left around for the investigators to find.

Special Agent Carlyle. Richard Carlyle is the senior agent on this case. He has been an FBI agent for about 13 years, and has seen some dark things. He has lost most of his faith in humanity in general, but is determined to make a difference, and so takes his job very seriously.

He's a chain smoker and a moderate drinker (when not on duty), but is still in fair shape.

Like so many in law enforcement, Carlyle's home life is a shambles. He is estranged from his wife and son who couldn't handle his cynical attitude.

Agent Baines. Christopher T. Baines is the junior agent on this case, and has been in the FBI for just over three years now. He has a great deal of respect for Carlyle and is ready to back him up at any time.

Baines has been married for about six months and his first child is on the way. His wife Barbara is very concerned about something happening to him, and he promised to always wear a silver cross that she gave him for his birthday.

While Baines does admire Carlyle, he is determined not to become as cynical. He does what he can to see the best in people, and tries to get Carlyle to see things the same way, but it's an uphill battle.

Modern Era Investigator

Name Wallace Comely

Player _____

Occupation Uniformed Police Officer

Age 21 Sex Male

Residence Austin, Texas

Birthplace Austin, Texas

Characteristics

STR	70	35 14	DEX	75	37 15	INT	50	25 10
CON	65	32 13	APP	60	30 12	POW	55	27 11
SIZ	75	37 15	EDU	65	32 13	Move Rate	8	



Major Wound		14	
HIT POINTS			
Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane		55	99	
Indef. Insane				
Insane	01	02	03	04
	05	06	07	
	08	09	10	11
	12	13	14	15
	16	17	18	19
	20	21	22	23
	24	25	26	27
	28	29	30	
	31	32	33	34
	35	36	37	38
	39	40	41	42
	43	44	45	46
	47	48	49	50
	51	52	53	
	54	55	56	57
	58	59	60	61
	62	63	64	65
	66	67	68	69
	70	71	72	73
	74	75	76	
	77	78	79	80
	81	82	83	84
	85	86	87	88
	89	90	91	92
	93	94	95	96
	97	98	99	

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30					
	31	32	33	34	35	36	37
	38	39	40	41	42	43	44
	45	46	47	48	49	50	51
	52	53					
	54	55	56	57	58	59	60
	61	62	63	64	65	66	67
	68	69	70	71	72	73	74
	75	76					
	77	78	79	80	81	82	83
	84	85	86	87	88	89	90
	91	92	93	94	95	96	97
	98	99					

MAGIC POINTS					
	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

Skills

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language (Own) [EDU]	65	32	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	1	0	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> English	50	25	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	5	2	<input type="checkbox"/> Law [05%]	20	10	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Archaeology [01%]	1	0	<input type="checkbox"/> Fighting [Brawl] [25%]	50	25	<input type="checkbox"/> Library Use [20%]	40	20	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Art / Craft [05%]	5	2	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Listen [25%]	32	16	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> None	5	2	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Locksmith [01%]	10	5	<input type="checkbox"/> Spot Hidden [25%]	50	25
<input type="checkbox"/> None	5	2	<input type="checkbox"/> Firearms [Handgun] [20%]	60	30	<input type="checkbox"/> Mech. Repair [10%]	1	0	<input type="checkbox"/> Stealth [20%]	40	20
<input type="checkbox"/> Charm [15%]	15	7	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	60	30	<input type="checkbox"/> Medicine [01%]	10	5	<input type="checkbox"/> Survival [10%]	10	5
<input type="checkbox"/> Climb [20%]	20	10	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Natural World [10%]	10	5	<input type="checkbox"/> None	20	10
<input type="checkbox"/> Computer Use [05%]	5	2	<input type="checkbox"/> First Aid [30%]	30	15	<input type="checkbox"/> Navigate [10%]	10	5	<input type="checkbox"/> Swim [20%]	20	10
Credit Rating [00%]	15	7	<input type="checkbox"/> History [05%]	5	2	<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Throw [20%]	20	10
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> Intimidate [15%]	15	7	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/> Track [10%]	10	5
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	20	10	<input type="checkbox"/> Persuade [10%]	50	25	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge [half DEX]	37	18	<input type="checkbox"/> Language [Other] [01%]	30	15	<input type="checkbox"/> Pilot [01%]	1	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	50	25	<input type="checkbox"/> Spanish	1	0	<input type="checkbox"/> None	35	17	<input type="checkbox"/> None	1	0
			<input type="checkbox"/> None	1	0	<input type="checkbox"/> Psychology [10%]	1	0	<input type="checkbox"/> None	1	0
						<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	50	25	10	1d3 + db	-	1	-	-
.38 semi-automatic	60	30	12	1D10	15 yards	1 (3)	8	99

Combat

Damage Bonus	+1d4
Build	+1
Dodge	37 18 7



Name Janice Borrow

Player _____

Occupation Secretary

Age 20 **Sex** Female

Residence Austin, Texas

Birthplace Austin, Texas

STR	70	$\frac{35}{14}$	DEX	55	$\frac{27}{11}$	INT	70	$\frac{35}{14}$
						Idea		
CON	60	$\frac{30}{12}$	APP	55	$\frac{27}{11}$	POW	65	$\frac{32}{13}$
SIZ	70	$\frac{35}{14}$	EDU	50	$\frac{25}{10}$	Move Rate	8	$\frac{4}{1}$



Major Wound

Dying

Unconscious

HIT POINTS

01	02
03	04
05	06
07	08
09	10
11	12
13	14
15	16
17	18
19	20

Temp. Insane		Indef. Insane		65	99		Insane	01	02	03	04	05	06	07	<div>SANTY</div>								
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22		23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45		46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68		69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91		92	93	94	95	96	97	98	99

CALL of CTHULHU

LUCK																			Out of Luck					01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76							
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

MAGIC 13					MAGIC POINTS
00	01	02	03	04	
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

<input type="checkbox"/> Accounting [05%]	62	31 12	<input type="checkbox"/> Elec Repair [10%]	10	5 2	<input type="checkbox"/> Language (Own) [EDU] English	50	25 10	<input type="checkbox"/> Science [01%] None	1	0 0
<input type="checkbox"/> Anthropology [01%]	1	0 0	<input type="checkbox"/> Electronics [01%]	1	0 0	<input type="checkbox"/> Law [05%]	5	2 1	<input type="checkbox"/> None	1	0 0
<input type="checkbox"/> Appraise [05%]	5	2 1	<input type="checkbox"/> Fast Talk [05%]	5	2 1	<input type="checkbox"/> Library Use [20%]	50	25 10	<input type="checkbox"/> None	1	0 0
<input type="checkbox"/> Archaeology [01%]	1	0 0	<input type="checkbox"/> Fighting [Brawl] [25%]	25	12 5	<input type="checkbox"/> Listen [25%]	20	10 4	<input type="checkbox"/> Sleight of Hand [10%]	10	5 2
<input type="checkbox"/> Art / Craft [05%] Typing	50	25 10	<input type="checkbox"/> None	1	0 0	<input type="checkbox"/> Locksmith [01%]	1	0 0	<input type="checkbox"/> Spot Hidden [25%]	25	12 5
<input type="checkbox"/> None	5	2 1	<input type="checkbox"/> None	1	0 0	<input type="checkbox"/> Mech. Repair [10%]	10	5 2	<input type="checkbox"/> Stealth [20%]	20	10 4
<input type="checkbox"/> None	5	2 1	<input type="checkbox"/> Firearms [Handgun] [20%]	20	10 4	<input type="checkbox"/> Medicine [01%]	1	0 0	<input type="checkbox"/> Survival [10%] None	10	5 2
<input type="checkbox"/> Charm [15%]	55	27 11	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	40	20 8	<input type="checkbox"/> Natural World [10%]	10	5 2	<input type="checkbox"/> Swim [20%]	20	10 4
<input type="checkbox"/> Climb [20%]	20	10 4	<input type="checkbox"/> None	1	0 0	<input type="checkbox"/> Navigate [10%]	10	5 2	<input type="checkbox"/> Throw [20%]	20	10 4
<input type="checkbox"/> Computer Use [05%]	5	2 1	<input type="checkbox"/> First Aid [30%]	30	15 6	<input type="checkbox"/> Occult [05%]	5	2 1	<input type="checkbox"/> Track [10%]	10	5 2
Credit Rating [00%]	10	5 2	<input type="checkbox"/> History [05%]	5	2 1	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0 0	<input type="checkbox"/> None	1	0 0
Cthulhu Mythos [00%]	0	0 0	<input type="checkbox"/> Intimidate [15%]	15	7 3	<input type="checkbox"/> Persuade [10%]	30	15 6	<input type="checkbox"/> None	1	0 0
<input type="checkbox"/> Disguise [05%]	5	2 1	<input type="checkbox"/> Jump [20%]	20	10 4	<input type="checkbox"/> Pilot [01%] None	1	0 0	<input type="checkbox"/> None	1	0 0
<input type="checkbox"/> Dodge [half DEX]	27	13 5	<input type="checkbox"/> Language [Other] [01%] Spanish	35	17 7	<input type="checkbox"/> Psychology [10%]	50	25 10	<input type="checkbox"/> None	1	0 0
<input type="checkbox"/> Drive Auto [20%]	30	15 6	<input type="checkbox"/> None	1	0 0	<input type="checkbox"/> Psychoanalysis [01%]	50	25 10	<input type="checkbox"/> None	1	0 0

[illegible]

Damage Bonus +1d4

Build (+1)

Dodge	27	13
		5



Modern Era Investigator

Name Jack Borrow

Player

Occupation Drifter

Age 25 Sex Male

Residence Austin, Texas

Birthplace Austin, Texas

Characteristics

STR	55	27	11	DEX	55	27	11	INT	50	25	10
CON	35	17	7	APP	50	25	10	POW	85	42	17
SIZ	65	32	13	EDU	66	33	13	Move Rate	7		



Major Wound		10		
HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	
		11	12	13
		14	15	
		16	17	18
		19	20	

Temp. Insane		Indef. Insane			85		99				Insane		01	02	03	04	05	06	07	SANITY				
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26		27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49		50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72		73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95		96	97	98	99

CALL of CTHULHU

													Out of Luck				01	02	03	04	05	06	07
LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS	00	01	02	03	04	
	05	06	07	08	09	
	10	11	12	13	14	
	15	16	17	18	19	
	20	21	22	23	24	

Skills

<input type="checkbox"/> Accounting [05%]	5	2	1	<input type="checkbox"/> Elec Repair [10%]	10	5	2	<input type="checkbox"/> Language (Own) [EDU]	65	32	13	<input type="checkbox"/> Science [01%]	1	0
<input type="checkbox"/> Anthropology [01%]	1	0	0	<input type="checkbox"/> Electronics [01%]	1	0	0	<input type="checkbox"/> English	5	2	1	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Appraise [05%]	5	2	1	<input type="checkbox"/> Fast Talk [05%]	50	25	10	<input type="checkbox"/> Law [05%]	20	10	4	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Archaeology [01%]	1	0	0	<input type="checkbox"/> Fighting (Brawl) [25%]	25	12	5	<input type="checkbox"/> Library Use [20%]	50	25	10	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Art / Craft [05%]	5	2	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Listen [25%]	50	25	10	<input type="checkbox"/> Sleight of Hand [10%]	10	5
<input type="checkbox"/> None	5	2	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Locksmith [01%]	50	25	10	<input type="checkbox"/> Spot Hidden [25%]	25	12
<input type="checkbox"/> None	5	2	1	<input type="checkbox"/> Firearms (Handgun) [20%]	20	10	4	<input type="checkbox"/> Mech. Repair [10%]	34	17	6	<input type="checkbox"/> Stealth [20%]	50	25
<input type="checkbox"/> Charm [15%]	15	7	3	<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	25	12	5	<input type="checkbox"/> Medicine [01%]	1	0	0	<input type="checkbox"/> Survival [10%]	10	5
<input type="checkbox"/> Climb [20%]	50	25	10	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Natural World [10%]	55	27	11	<input type="checkbox"/> None	10	5
<input type="checkbox"/> Computer Use [05%]	5	2	1	<input type="checkbox"/> First Aid [30%]	30	15	6	<input type="checkbox"/> Navigate [10%]	10	5	2	<input type="checkbox"/> Swim [20%]	20	10
Credit Rating [00%]	0	0	0	<input type="checkbox"/> History [05%]	50	25	10	<input type="checkbox"/> Occult [05%]	5	2	1	<input type="checkbox"/> Throw [20%]	20	10
Cthulhu Mythos [00%]	0	0	0	<input type="checkbox"/> Intimidate [15%]	15	7	3	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	0	<input type="checkbox"/> Track [10%]	10	5
<input type="checkbox"/> Disguise [05%]	5	2	1	<input type="checkbox"/> Jump [20%]	35	17	7	<input type="checkbox"/> Persuade [10%]	10	5	2	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Dodge [half DEX]	27	13	5	<input type="checkbox"/> Language (Other) [01%]	1	0	0	<input type="checkbox"/> Pilot [01%]	1	0	0	<input type="checkbox"/> None	1	0
<input type="checkbox"/> Drive Auto [20%]	20	10	4	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Psychology [10%]	10	5	2	<input type="checkbox"/> None	1	0
				<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Psychoanalysis [01%]	30	15	6	<input type="checkbox"/> None	1	0

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Knife, small (switchblade etc.)	25	12	5	1D4+DB	Touch	1	-	-
Hatchet/Sickle	1	0	0	1D6+1+DB	Touch	1	-	-

Combat

Damage Bonus none

Build 0

Dodge 27 13 5

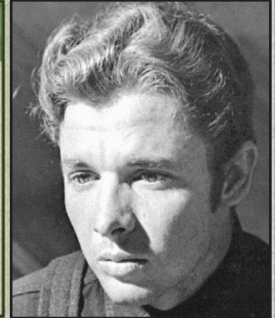


Modern Era Investigator

Name Timmy Miller
 Player _____
 Occupation Nurse
 Age 22 Sex Male
 Residence Austin, Texas
 Birthplace Austin, Texas

Characteristics

STR **70** ³⁵/₁₄ DEX **40** ²⁰/₈ INT **60** ³⁰/₁₂
 CON **55** ²⁷/₁₁ APP **55** ²⁷/₁₁ POW **45** ²²/₉
 SIZ **55** ²⁷/₁₁ EDU **80** ⁴⁰/₁₆ Move Rate **8**



Major Wound		M 11 HP
HIT POINTS		
Dying	00	01 02
Unconscious	03	04 05
	06 07 08 09 10	
	11 12 13 14 15	
	16 17 18 19 20	

Temp. Insane		Indef. Insane		45	99	Insane	01 02 03 04 05 06 07	
							08 09 10 11 12 13 14 15 16 17 18 19 20	
							21 22 23 24 25 26 27 28 29 30	
							31 32 33 34 35 36 37 38 39 40 41 42 43 44	
							45 46 47 48 49 50 51 52 53	
							54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76	
							77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99	

CALL of CTHULHU

LUCK		Out of Luck	01 02 03 04 05 06 07	
			08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	
			31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53	
			54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76	
			77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99	

		M 9 MP	
			00 01 02 03 04
			05 06 07 08 09
			10 11 12 13 14
			15 16 17 18 19
			20 21 22 23 24

Skills

<input type="checkbox"/> Accounting (05%)	5 ² / ₁	<input type="checkbox"/> Elec Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Language (Own) (EDU)	80 ⁴⁰ / ₁₆	<input type="checkbox"/> Science (01%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Anthropology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Electronics (01%)	1 ⁰ / ₀	<input type="checkbox"/> English		<input type="checkbox"/> Biology	40 ²⁰ / ₈
<input type="checkbox"/> Appraise (05%)	5 ² / ₁	<input type="checkbox"/> Fast Talk (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Law (05%)	5 ² / ₁	<input type="checkbox"/> Chemistry	1 ⁰ / ₀
<input type="checkbox"/> Archaeology (01%)	1 ⁰ / ₀	<input type="checkbox"/> Fighting (Brawl) (25%)	40 ²⁰ / ₈	<input type="checkbox"/> Library Use (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> None	1 ⁰ / ₀
<input type="checkbox"/> Art / Craft (05%)	5 ² / ₁	<input type="checkbox"/> None	1 ⁰ / ₀	<input type="checkbox"/> Listen (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Sleight of Hand (10%)	26 ¹³ / ₅
<input type="checkbox"/> None	5 ² / ₁	<input type="checkbox"/> None	1 ⁰ / ₀	<input type="checkbox"/> Locksmith (01%)	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden (25%)	50 ²⁵ / ₁₀
<input type="checkbox"/> None	5 ² / ₁	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)	35 ¹⁷ / ₇	<input type="checkbox"/> Survival (10%)	10 ⁵ / ₂
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> None	1 ⁰ / ₀	<input type="checkbox"/> Natural World (10%)	10 ⁵ / ₂	<input type="checkbox"/> None	10 ⁵ / ₂
<input type="checkbox"/> Computer Use (05%)	5 ² / ₁	<input type="checkbox"/> First Aid (30%)	63 ³¹ / ₁₂	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	25 ¹² / ₅	<input type="checkbox"/> History (05%)	5 ² / ₁	<input type="checkbox"/> Occult (05%)	5 ² / ₁	<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Cthulhu Mythos (00%)	0 ⁰ / ₀	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)	1 ⁰ / ₀	<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
<input type="checkbox"/> Disguise (05%)	5 ² / ₁	<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/> None	1 ⁰ / ₀
<input type="checkbox"/> Dodge (half DEX)	20 ¹⁰ / ₄	<input type="checkbox"/> Language (Other) (01%)	30 ¹⁵ / ₆	<input type="checkbox"/> Pilot (01%)	1 ⁰ / ₀	<input type="checkbox"/> None	1 ⁰ / ₀
<input type="checkbox"/> Drive Auto (20%)	35 ¹⁷ / ₇	<input type="checkbox"/> Spanish	1 ⁰ / ₀	<input type="checkbox"/> None	1 ⁰ / ₀	<input type="checkbox"/> None	1 ⁰ / ₀
		<input type="checkbox"/> None	1 ⁰ / ₀	<input type="checkbox"/> Psychology (10%)	50 ²⁵ / ₁₀	<input type="checkbox"/> None	1 ⁰ / ₀
				<input type="checkbox"/> Psychoanalysis (01%)	1 ⁰ / ₀	<input type="checkbox"/> None	1 ⁰ / ₀

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-

Combat

Damage Bonus	+1d4
Build	+1
Dodge	20 ¹⁰ / ₄



Name Special Agent Richard Carlyle

Player Charles

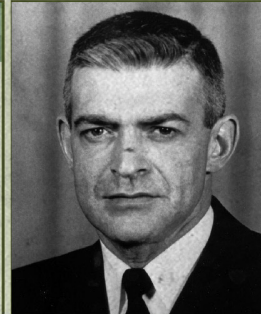
Occupation Federal Agent

Age 38 **Sex** Male

Residence Dallas, TX

Birthplace Austin, TX

STR	50	$\frac{25}{10}$	DEX	65	$\frac{32}{13}$	INT	90	$\frac{45}{18}$
						Idea		
CON	65	$\frac{32}{13}$	APP	40	$\frac{20}{8}$	POW	50	$\frac{25}{10}$
SIZ	85	$\frac{42}{17}$	EDU	70	$\frac{35}{14}$	Move Rate	7	$\frac{+1}{-1}$



Major Wound: **Dying**

Hit Points		00	01	02
Unconscious		03	04	05
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Temp. Insane		Indef. Insane		50		99		Insane																SANTY
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

CALL of CTHULHU

LUCK																			Out of Luck					01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76							
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

MAGIC 10					MAGIC POINTS
00	01	02	03	04	
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

<input type="checkbox"/> Accounting [05%]	5	2	<input type="checkbox"/> Elec Repair [10%]	10	5	<input type="checkbox"/> Language (Own) [EDU]	70	35	<input type="checkbox"/> Science [01%]	1	0
	1	0		1	0	<input type="checkbox"/> English		14	<input type="checkbox"/> None		0
<input type="checkbox"/> Anthropology [01%]	1	0	<input type="checkbox"/> Electronics [01%]	1	0	<input type="checkbox"/> Law [05%]	55	27	<input type="checkbox"/> None	1	0
	1	0		1	0			11	<input type="checkbox"/> None		0
<input type="checkbox"/> Appraise [05%]	5	2	<input type="checkbox"/> Fast Talk [05%]	10	5	<input type="checkbox"/> Library Use [20%]	45	22	<input type="checkbox"/> None	1	0
	1	1		10	2			9	<input type="checkbox"/> None		0
<input type="checkbox"/> Archaeology [01%]	1	0	<input type="checkbox"/> Fighting [Brawl] [25%]	40	20	<input type="checkbox"/> Listen [25%]	30	15	<input type="checkbox"/> Sleight of Hand [10%]	10	5
	1	0		40	8			6		10	2
<input type="checkbox"/> Art / Craft [05%]	5	2	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Locksmith [01%]	16	8	<input type="checkbox"/> Spot Hidden [25%]	60	30
<input type="checkbox"/> None	5	2		1	0			3		60	12
	1	1	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Mech. Repair [10%]	25	12	<input type="checkbox"/> Stealth [20%]	35	17
	1	1		1	0			5		35	7
<input type="checkbox"/> None	5	2	<input type="checkbox"/> Firearms [Handgun] [20%]	50	25	<input type="checkbox"/> Medicine [01%]	1	0	<input type="checkbox"/> Survival [10%]	11	5
	1	1		50	10			0	<input type="checkbox"/> None		2
<input type="checkbox"/> Charm [15%]	20	10	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	65	32	<input type="checkbox"/> Natural World [10%]	10	5	<input type="checkbox"/> Swim [20%]	20	10
	4	4		65	13			2		20	4
<input type="checkbox"/> Climb [20%]	20	10	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Navigate [10%]	20	10	<input type="checkbox"/> Throw [20%]	20	10
	4	4		1	0			4		20	4
<input type="checkbox"/> Computer Use [05%]	5	2	<input type="checkbox"/> First Aid [30%]	45	22	<input type="checkbox"/> Occult [05%]	5	2	<input type="checkbox"/> Track [10%]	35	17
	1	1		45	9			1		35	7
Credit Rating [00%]	25	12	<input type="checkbox"/> History [05%]	15	7	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	<input type="checkbox"/> None	1	0
	5	5		15	3			0		1	0
Cthulhu Mythos [00%]	0	0	<input type="checkbox"/> Intimidate [15%]	40	20	<input type="checkbox"/> Persuade [10%]	45	22	<input type="checkbox"/> None	1	0
	0	0		40	8			9		1	0
<input type="checkbox"/> Disguise [05%]	5	2	<input type="checkbox"/> Jump [20%]	20	10	<input type="checkbox"/> Pilot [01%]	1	0	<input type="checkbox"/> None	1	0
	1	1		20	4	<input type="checkbox"/> None	1	0		1	0
<input type="checkbox"/> Dodge [half DEX]	32	16	<input type="checkbox"/> Language [Other] [01%]	20	10	<input type="checkbox"/> Psychology [10%]	10	5	<input type="checkbox"/> None	1	0
	6	6	<input type="checkbox"/> Spanish	20	4			2		1	0
<input type="checkbox"/> Drive Auto [20%]	55	27	<input type="checkbox"/> None	1	0	<input type="checkbox"/> Psychoanalysis [01%]	1	0	<input type="checkbox"/> None	1	0
	11	11		1	0			0		1	0

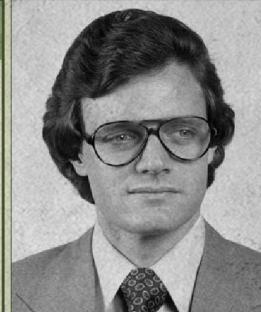
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Damage Bonus	+1d4	
Build	+1	
Dodge	32	10 6



Birthplace Newark, NJ

STR	60	30 12	DEX	70	35 14	INT	50	25 10
CON	50	25 10	APP	65	32 13	POW	65	32 13
SIZ	50	25 10	EDU	50	25 10	Move Rate	9	



Major Wound

10

Temp. Insane

Indef.	
Insane	

65

99

Insane	01	02	03	04	05	06	07
--------	----	----	----	----	----	----	----

SANITY

HIT POINTS	Dying		00	01	02
	Unconscious		03	04	05
	06	07	08	09	10
	11	12	13	14	15
	16	17	18	19	20

CALL of CTHULHU

13

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

<input type="checkbox"/> Accounting [05%]	5	2	1	<input type="checkbox"/> Elec Repair [10%]	10	5	2	<input type="checkbox"/> Language (Own) [EDU] English	50	25	10	<input type="checkbox"/> Science [01%] None	1	0	0
<input type="checkbox"/> Anthropology [01%]	1	0	0	<input type="checkbox"/> Electronics [01%]	1	0	0	<input type="checkbox"/> Law [05%]	30	15	6	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Appraise [05%]	5	2	1	<input type="checkbox"/> Fast Talk [05%]	25	12	5	<input type="checkbox"/> Library Use [20%]	25	12	5	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Archaeology [01%]	1	0	0	<input type="checkbox"/> Fighting [Brawl] [25%]	60	30	12	<input type="checkbox"/> Listen [25%]	30	15	6	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Art / Craft [05%] None	5	2	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Locksmith [01%]	1	0	0	<input type="checkbox"/> Sleight of Hand [10%]	10	5	2
<input type="checkbox"/> None	5	2	1	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Mech. Repair [10%]	20	10	4	<input type="checkbox"/> Spot Hidden [25%]	45	22	9
<input type="checkbox"/> None	5	2	1	<input type="checkbox"/> Firearms [Firegun] [20%]	45	22	9	<input type="checkbox"/> Medicine [01%]	1	0	0	<input type="checkbox"/> Stealth [20%]	20	10	4
<input type="checkbox"/> Charm [15%]	30	15	6	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	50	25	10	<input type="checkbox"/> Natural World [10%]	10	5	2	<input type="checkbox"/> Survival [10%] None	15	7	3
<input type="checkbox"/> Climb [20%]	20	10	4	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Navigate [10%]	10	5	2	<input type="checkbox"/> Swim [20%]	20	10	4
<input type="checkbox"/> Computer Use [05%]	5	2	1	<input type="checkbox"/> First Aid [30%]	40	20	8	<input type="checkbox"/> Occult [05%]	5	2	1	<input type="checkbox"/> Throw [20%]	30	15	6
Credit Rating [00%]	20	10	4	<input type="checkbox"/> History [05%]	5	2	1	<input type="checkbox"/> Op. Hv. Machine [01%]	1	0	0	<input type="checkbox"/> Track [10%]	25	12	5
Cthulhu Mythos [00%]	0	0	0	<input type="checkbox"/> Intimidate [15%]	15	7	3	<input type="checkbox"/> Persuade [10%]	50	25	10	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Disguise [05%]	5	2	1	<input type="checkbox"/> Jump [20%]	20	10	4	<input type="checkbox"/> Pilot [01%] None	1	0	0	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Dodge [half DEX]	40	20	8	<input type="checkbox"/> Language [Other] [01%] None	1	0	0	<input type="checkbox"/> Psychology [10%]	10	5	2	<input type="checkbox"/> None	1	0	0
<input type="checkbox"/> Drive Auto [20%]	50	25	10	<input type="checkbox"/> None	1	0	0	<input type="checkbox"/> Psychoanalysis [01%]	1	0	0	<input type="checkbox"/> None	1	0	0

[illegible]

Damage Bonus	none
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Build 0

Dodge	40	20
		8



Appendix VIII – The '70s

PLAYING IN THE 1970s

The 1970s were a tumultuous time. In some ways, the decade was a continuation of the 1960s. Women, African Americans, Native Americans, gays and lesbians and other marginalized people continued their fight for equality. Many Americans who joined the protest against the ongoing war in Vietnam were rewarded when it ended in April of 1975 (just three months before the time this scenario takes place).

News & Pop Culture – 1975

- Stephen King's debut novel *Carrie* is in bookstores, and his new novel *Salem's Lot* will be released in October.
- The Vietnam War ends.
- Bill Gates and Paul Allen found Microsoft.
- *Jaws* is a huge hit in theaters, and becomes the first summer blockbuster.
- In Issaquah, Washington, serial killer Ted Bundy abducts Janice Ott and Denise Naslund in broad daylight at Lake Sammamish State Park.
- *Columbo*, *All in the Family*, and *MASH* are the most popular shows on television.
- *Saturday Night Live* debuts on NBC.
- The number one song on the radio is *The Hustle* by Van McCoy/The Soul City Symphony.
- CB Culture reached its height around this time, with the typical CB radio having 25 channels.
- Price of a gallon of gas is 53 cents, and the price of a movie ticket is \$2.00.

1970s Slang

- Bad** – Good; nice
Bomb – Hip; cool
Boogy – Dance
Book it – To quickly run away
Buggin' out – Freaking out
Bugged out – Freaked out
Bummer – Too bad
Casanova – A ladies' man
Catch my drift – Understand my meaning
Check ya later – See or talk to you later
Chill – Relax

- Chillaxin'** – Chilling and relaxing
Chillin' at the pad – Hanging out at home
Confab – Have a conversation
Copacetic – Alright
Crib – Apartment or home
Dig? or **Can you dig it?** – Do you understand?
Don't be such a spaz – A klutz; silly
Down with – Okay with...
Dream on – You'd say this to someone who's being unrealistic
Dude – A guy; a generic term when speaking to people
Fab – Short for fabulous
Far out man – Very cool
Flip side – As in, "Catch you on the flip side," or, "See you later."
Flower power – Choosing peace over war
Freaks me out – Frightens or surprises me
Freaky deaky – Very strange
Funky – Cool
Gig – Work or a job
Gimme some skin – Low five
Going around – Dating
Good lookin' – Thanks for looking out for me
Good vibes – Positive energy
Groovy – Cool
Foxy mama – A hot lady
Hairy eyeball – Someone's sneering at you
Here's the skinny – Here's the story
Hey, sunshine – Hey, beautiful
Hey, what's crackin'? – How are you? What is happening?
In your face – Take that!
Jeepers creepers – Oh my gosh
Keep on steppin' – Keep it moving; get out of here
Keep on truckin' – Don't stop now; keep doing whatever you're doing
Let's blow this taco stand – Let's get out of here
Let's get our groove on – Let's dance
Lowdown – The truth; the real story
Nifty – Cool

Off the hook – Very cool
Out of sight – Very cool
Peace out, home fry – Goodbye
Radical – Cool
Right on – To agree with someone or something
Rip off – Of lesser value than was expected
Say, brotha – Hey, what's up?
Shaggin' wagon – A van from the era that was tricked out with a bed in the back
Sit on it – Shut up
Stone fox – A woman who's really hot
Ten-four, good buddy – I understand
The Man – Any authority, corporation, police, or government
Threads – Clothes
To go bananas – To go crazy
To the max – Take it to the max, or all the way
Tripping – Crazy
What it is – What's up?
What's your 20? – Where are you?
Youngblood – A young man; boy
Zipperhead – Guys with short hair

RECOMMENDED GRINDHOUSE FILMS

The following list of movie suggestions is meant to inspire Keepers and/or players who intend to play this scenario. While not all of these movies are set in the same time period or region, each embodies the spirit of the grindhouse genre.

Note that these are not required to enjoy the scenario, but watching these prior to the game will almost certainly help enhance immersion in the story.

Death Proof (2007)

Dirty Mary, Crazy Larry (1974)

Duel (1971)

House of 1000 Corpses (2003)

I Spit on Your Grave (1978)

Last House on the Left (1972)

Race with the Devil (1975)

Texas Chainsaw Massacre (1974)

The Hills Have Eyes (1977)

Vanishing Point (1971)



CASH & ASSETS – 1975

Credit Rating	Cash	Assets	Level
Penniless (CR 0 or less)	\$5 —	None —	\$5 —
Poor (CR 1-9)	CR x 10 (\$10 - \$90)	CR x 100 (\$100 - \$900)	\$20 —
Average (CR 10-49)	CR x 20 (\$200 - \$980)	CR x 500 (\$5k - \$24.5k)	\$100 —
Wealthy (CR 50-89)	CR x 50 (\$2.5k - \$4.45k)	CR x 5,000 (\$250k - \$445k)	\$500 —
Rich (CR 90-98)	CR x 200 (\$18k - \$19.6k)	CR x 20,000 (\$1.8m - \$1.96m)	\$2,500 —
Super Rich (CR 99)	\$500,000 —	50 million+ —	\$50,000 —

The rule of thumb is, if it costs \$10 today, it cost about \$2 in 1975.

Summer Cooking School Held At West High June 16 thru 21

By Barbara Marshall

(Pictures for this story were accidentally destroyed.)

The West High Homecoming Department was the setting for a summer cooking school held from June 16 through June 21. Approximately 12 children were enrolled and ranged in age from 5 to 8. Sessions were held each day from 10 a.m. until 11 a.m.

The main purpose of the cooking school was stressing nutrition in each of the basic food groups, which are, milk, grain, meat, group, fruit and vegetable group and bread and cereal group.

Each day, Monday through Thursday, the children did something different. On Monday they made beverages with milk. Tuesday they made banana boats and sweet 'n' firm

on vegetables. Everyone was busy making cookies on Wednesday and on Thursday the children made grilled cheese sandwiches and a fruit drink made of pineapple juice and 7-Up.

A picnic was held at the Knights of Columbus Park on Friday. The children prepared a picnic lunch consisting of peanut butter and jelly sandwiches, applewishes, cookies and various milk drinks. After lunch the children received certificates if they had attended sessions for the entire week.

Those girls who helped with the program were: LaTonia Miller, Angela Gaffney, Jana Sola, Donna Patek, Elaine Sola and Cindy Houseright.



Beverly Gross

Beverly Gross Outstanding Businesswoman

Miss Beverly Gross of Houston has been named Outstanding Young Businesswoman of Southeast Texas for 1975. Beverly is the daughter of Mr. and Mrs. A. C. Gross of Houston and granddaughter of Charles Brinkman of West.

Delegate to the National Junior Achievement Conference as president of T-JACCO, a company formed by the Junior Achievement Club of Memorial High School, and as vice president in charge of sales.

Validation of her graduating class in May, Beverly was voted by her classmates as "most likely to succeed" and by her teachers as outstanding junior girl.

The faculty also selected her for the John Brown Outstanding Senior Award and teachers voted her the outstanding female senior.

Serving as cheerleader her senior year, Beverly also received the D.A.R. Good Citizen Award and the President's Physical Fitness Award, and was named to Who's Who in Math and Who's Who in English.

In addition to a number of Junior Achievement awards, Beverly won several annual awards during her three years in senior high school, including the English II, III and IV, geometry, algebra II, elementary algebra, calculus, world history, American history, and physics awards.

Becoming a member high school awards, Beverly who plans to major in accounting at Texas A&M University, was chosen to represent her high school in Outstanding Teenagers of America, Washington, D.C., and the Society of Distinguished American High School students, Montgomery, Alabama.

Miss Beverly Gross, a 1974 West High School graduate who graduated fourth in her class, is the son of Mr. and Mrs. Paul Gross of R. 1 in Elm Mott.

Miss Zahorka, daughter of Mr. and Mrs. Ernest Zahorka of 710 Marshall, is a 1974 high school graduate and a member of NHS.

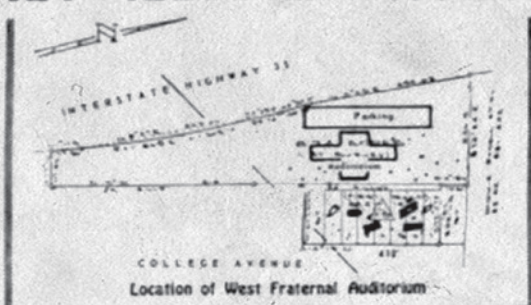
Miss Cynthia Melgren, daughter of Dr. and Mrs. Melgren, is a 1973 graduate, and she was a member of the National Honor Society (NHS) and Future Homebuilders of America (FHA).

Miss Loretta Lykins graduated in 1971. She was also a member of NHS and was an honor graduate. Both Helen and Loretta are the daughters of Mr. and Mrs. Lawrence E. Lykins of R. 1.

Miss Melinda, a 1974 graduate, was a member of the FHS and vice-president of FHA. She is the daughter of Mr. and Mrs. Fred A. Matz of R. 2.

Miss Cynthia Melgren, daughter of Dr. and Mrs. Melgren, is a 1973 graduate, and she was a member of the National Honor Society (NHS) and Future Homebuilders of America (FHA).

KJT - KJZT Plan West Fraternal Auditorium



Location of West Fraternal Auditorium

Baptist Church To Sponsor Car Wash

The First Baptist Church of West will sponsor a car wash Saturday June 28, from 9 a.m. till 4 p.m. at the Church. Proceeds will help pay for a trip to the Youth Evangelism Conference in Ft. Worth, Wash and Vacuum. \$2.00 or Wash \$1.50. We will pick up and deliver your car, call 828-5145 from 9 a.m. till 4 p.m. on Saturday June 28.



Alfonso Cinck

Alfonso Cinck Commended By Vice Admiral

Naval technician 1st class Alfonso Cinck II was recently commended by Vice Admiral Williams, Rear Commodore Norfolk.

He was commended for his ship (USS ORION) demonstration of superior phases of Radiological Control Practices Evaluation (RCPE).

This commendation provided a new high water mark 50 Submarine Tender performance.

July 1st he and his wife start a 30 days leave and then will be transferred to Margart, Florida to Fleet Maintenance Activity Group (FMAG).

He is the son of Mr. and Mrs. Alfonso Cinck Jr. and grandparents are Mrs. Frank Gray and Mr. J.P. Cinck of West.

West School Board To Hold Regular Meeting July 1

The West School Board will hold its regular monthly meeting July 1, 7:30 p.m., in the office of its Acting Secretary, Mr. R.F. Salk, 108 S. Main Street, West, Texas.

West City Council Prepares A Comprehensive Plan For The City

The West City Council met in regular session at 7:00 p.m. on Tuesday. The council passed a resolution regarding the Board of Texas Council of Governments to provide technical assistance to the city of West in preparing a comprehensive plan for the city. The plan will give a comprehensive history of what we have been, and establish a policy into what direction the City is to go in the next 10 to 20 years.

The Comprehensive Plan committee will be set up of interested citizens in West that will make recommendations and the TCOG will furnish the technical assistance, documents, plans, mapping, etc. The cost to the city will not exceed \$1500.00.

Alderman J.T. Tucker is pointed on the new proceedings set up in the City Garage with regard to maintenance of equipment and vehicles. Dr. J.J. Sprague reported on the Texas Municipal League Meeting he attended in Austin on Monday, as a representative of the West City Government.

Alderman J.T. Tucker, Alton Kerk and City Attorney Steve Kazanek, were appointed by Mayor Muska to a committee to make recommendations to the council on revising the City Building Permit Requirements and to make recommendations on a Mobile Home Ordinance.

A resolution was passed by the council appointing the Tax Equalization Board for this year.

Director of Public Works Eugene Bajer reported on the progress of the 4" water line being installed on Spruce Street. This also gave the overall estimates on laying the 4" water line between Roberts and Playhouse Drive. He also reported all five manholes have been finished, and will be flushed every 6 months in the future.

Work is being completed on the repair to the ground water storage tank at well site #4, and the tank should be back in service in a few days. Mr. David Thomas, representing Memorial Health and Mental Center, asked the council to budget \$75 per resident for services rendered by the MHA/MK in local residents, which would amount to \$1875.00. The council took this under consideration but no action has been taken on it.

Guests present at the meeting were Mayor Muska, J.C. Holbrook, Alton Kerk, R.F. Salk, David Thomas and Harry Tachovsky.

Prior to the council meeting, the Council along with the City Attorney Steve Kazanek and City Secretary A. R. Harvill, toured the properties owned by the city.

The Budget Hearing has been set for July 1, 1975, and notices posted to this effect.

show that gasoline consumption can be reduced 7.2 to 28.5 percent by driving at 55 mph rather than 70.

The budget savings, surprisingly, noted in the driver of the Volkswagen. For the average driver, who drives 9,992 miles a year, savings of \$133.24 a year (based on 35 cents per gallon for gasoline) are possible, simply by driving within the 55 mile-per-hour speed limit.

The KJT Society #31 and the KJZT Society #11 have proposed to construct a West Fraternal Auditorium to provide entertainment and relaxation for persons in and around the community of West.

The proposed Auditorium will be located on Interstate 35, with College Avenue on the East side, Spring Street on the North and Randle Street on the South. Entrances to the Auditorium will be from the access road adjoining I-35.

The Auditorium will contain a private bar, pool tables and other legal non-gambling devices, private game rooms for adult members and a recreation area for junior members.

Any adult wishing to be a member must be over 21 years of age, of sound moral character and recommended by a member. Any individual who is under 18, of sound moral character and recommended by a member who will be responsible for that person's behavior will qualify for Junior membership. Adult membership dues are \$1.50 per month and Junior membership dues are \$1.00 per month. Those individuals who live in the West Auditorium, Inc. will be exempt from paying dues according to their type of investment.

There will be three types of membership plans: (1) Life Membership; (2) Family Plan, which states that a sum of \$10,000.00 per family is needed to qualify all future children of the original investors are included in life members. Any single member who legally obtains a spouse, and any children born to them shall have the same privileges as family life members. (3) Life Membership; Single Plan, which states that to qualify an investment of \$500.00 is needed and will include life membership for that person only, and (4) Life Membership, which states that an individual who invests \$100.00 but less than \$500.00 will have such benefits such as no dues in private game rooms and reduced Auditorium rates. Shares will be available for \$100.00.

A sum of \$150,000.00 is needed to be raised through the sale of shares and capital notes. The Board of Directors at LaGrange has approved a loan of 70% of the total cost including furnishings of up to \$150,000.00.

Present plans include 18,700 square feet with a seating capacity of 900 people in the main hall; room, also included will be a kitchen and dining room and a private club area. "Anyone interested in investing their money or information pertaining to the West Fraternal Auditorium, Inc. may call or talk to anyone on the executive Committee or the Board of Directors. They are: Ernest Boddick, Chairman of the Board; A.C. Boddick, President; Raymond Kautschner, 3rd Vice President; Marka Hovak, 2nd Vice President; Rose Marie Sola, Secretary; Ed H. Grimes, Treasurer; and Horatia Merriam, Auditor.

Members of the Board of Directors are Dennis Salk, Helen Kautschner, Henry Kautschner, Eugene Hovak, Lucille Kautschner, Evelyn Boddick, Margaret Hovak, Raymond J. Matz, Edmund A. Sola, Dorothy Sola, George Meador, and Christine Sola.

SPJST District 3 Holds Youth Achievement Day June 22

The SPJST District 3 held its Youth Achievement Day on June 22 in El Paso, with over 800 citizens registered in arts, crafts, talent (individual and group), including games and king/queen competition, plus "points" awards, which were distributed to the most active youth for the full year in activities participation.

Merit point system recipients were: Laurie Zahorka, Luc Wright placed 1st in Pottery Arts and painting; Bob girls were in the junior competition. Honorable mention achievers were Edwin Salk (Hobby Arts) and Carol Myers (Home Arts).

The youth club Publicity Poster won 3rd place in its category for their youth page design. Doree priors were also distributed to the contestants in the district level competition. Among those were Janette Kowack, Joanne Zahorka and Janice Jerez.

Waco Patrolman Barrington Instructs Bike Safety Program



Waco patrolman Barrington instructed local bicyclists on bicycle safety rules of the road. Explaining to always look four ways when stopping at a stop sign, to the right, left, rear and behind you. A Bicycle Rodeo will be held Thursday at 11:00. Anyone interested in competing for ribbon may attend.

Hill Co. Association For Retarded Citizens Will Present Fund Show



THE HILL COUNTY ASSOCIATION for Retarded Citizens will present a fund raising show Thursday, June 26, 1975, at Hill County High School Auditorium in Hillsboro, Texas. This performance will be a benefit for the Citizens of Retarded Citizens. The proceeds from this show will go to the betterment of the Hill County Association for Retarded Citizens.

Area Students On Dean's List

Bay University has named 674 students to its Spring 1975 Dean's List and Dean's Distinction List.

To be named to the Dean's List, one must be an undergraduate or postgraduate student who has earned a grade point average of 3.5 to 4.0 while taking 15 credit hours during the semester.

PENelope Berenda, James M. May graduate, secondary education, Mr. and Mrs. Henry Berenda, Board 1, Penelope High School, 1975.

Maria, Susan Ann, senior, education, Mr. and Mrs. Toby Matz of R. 1 in Elm Mott, Penelope High School, 1975.

WEST: Clements, Beth Ann, junior, education, George A. Blaheta, Board 1, West High School, 1975.

Kate, Magdalen R. May graduate, secondary education, Mr. and Mrs. Ed Kater, 419 S. College, West High School, 1975.

Thomas Wolf Is Ping Pong Champ



Music Cerecreek and Thomas Wolf. Music Cerecreek presents the First place ribbon to Thomas Wolf. The new singing recreation program Ping Pong Champions.

Drivers Lower Speed, Reduce Expenses

Whether what you get out of that car, obviously you're not thinking about prices. But if gasoline prices start to go up, you'll be up there, one thing is for sure, you can do to compensate—bring in driving speed down.

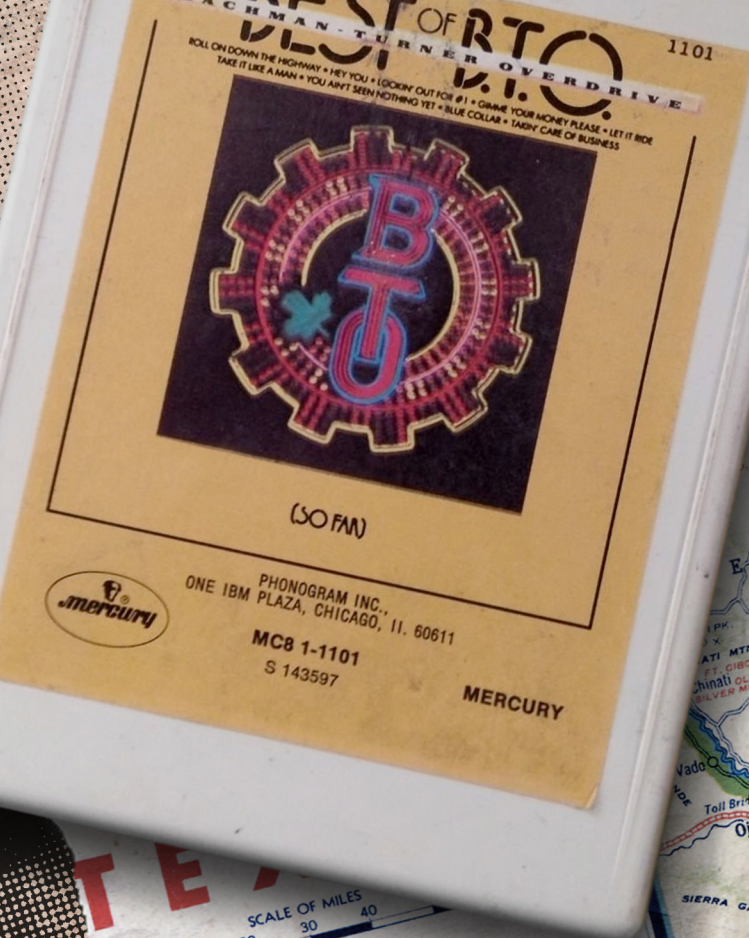
Tests by the U.S. Department of Transportation's Federal Highway Administration (FHWA) show that gasoline consumption can be reduced 7.2 to 28.5 percent by driving at 55 mph rather than 70.

The largest savings, surprisingly, noted in the driver of the Volkswagen. For the average driver, who drives 9,992 miles a year, savings of \$133.24 a year (based on 35 cents per gallon for gasoline) are possible, simply by driving within the 55 mile-per-hour speed limit.

July 13 Date Set For Picnic At Cottonwood

SPJST Lodge No. 6, Cottonwood will sponsor its 70th annual picnic on July 13, 1975. The picnic is located three miles east of West, just off FM Road 2114.

A delicious Barbecue Beef dinner, with all the trimmings, will be served from 11 a.m. to 9 p.m. Games furnished by the youth club will start at 1 p.m. and an auction will be held at 4 p.m. A dance will begin at 8 p.m. with music provided by Billy Upmeyer and the Makers. Everyone is cordially invited to come and have a day of fun and games.



It's the summer of 1975, and West Texas is experiencing one of the worst heatwaves in recent memory. You're traveling along a lonely stretch of Route 385 when you notice the fuel gauge dip below half a tank. You're beginning to wonder if you'll make it to the next gas station after all.

Suddenly you see a sign pointing to food and gas a few miles off the highway! There's nothing marked on the map, but it's not that unusual to find the odd town in the middle of nowhere. The only thing the map says about the area is that it's called "The Devil's Backbone".

You'll feel better once you fill the tank and maybe grab a bite to eat.



THE HIGHWAY OF BLOOD IS A CALL OF CTHULHU SCENARIO SET IN WEST TEXAS DURING THE MID 1970s. IT IS INTENDED TO PAY HOMAGE TO CLASSIC GRINDHOUSE CINEMA OF THE TIME, INCLUDING MOVIES LIKE TEXAS CHAINSAW MASSACRE, THE HILLS HAVE EYES, RACE WITH THE DEVIL, AND DUEL. IT IS INTENDED TO BE EXTREMELY GRITTY, AND MAY NOT BE SUITABLE FOR EVERYONE. PLAYER DISCRETION IS ADVISED.