

PINEBOX PERILS



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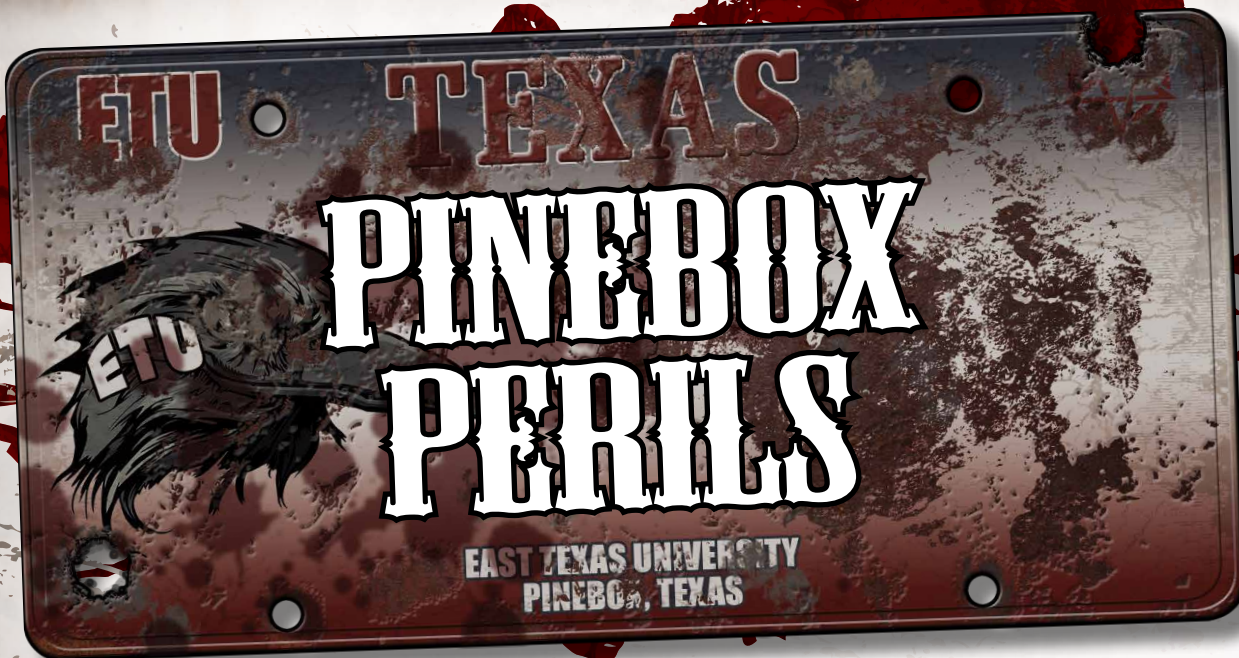


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INTRODUCTION

When it comes to horror, a story is only as good as the antagonist.

In fact, when we think of our favorite movies or books, quite often we think of the villain first. Michael Myers, Dracula, Freddy Kruger, the alien queen, the Terminator, Darth Vader, the mummy ... the list goes on and on. The same is probably true of some of your favorite gaming moments. The most unique, challenging villains make for the most memorable victories (or defeats).

The original *East Texas University* provided Deans with a respectable list of antagonists, running the gamut from one-time foes to potentially recurring villains. While that list is enough for a single run-through of the game, this book delivers even more variety. Not to mention the relief it lends to the Deans who have run entire *East Texas University* campaigns three, four, or even five times with no signs of slowing down.

While it's clearly the study group who drives the campaign, new and fresh villains can help spark whole new paths of adventure in the Dean's imagination. In these pages you'll find a variety of antagonists, from uniquely cursed hillbillies to creepy dolls. We hope *ETU: Pinebox Perils* takes your campaign to new heights of horror and hijinks.

If you'll indulge in a bit of Dean advice, another feature of memorable villains is that their presence is felt before it is seen. Memorable antagonists may work from the shadows, be one step ahead of the heroes, or project their influence through accomplices both willing and unwilling. Villains leave a trail of broken hearts, spirits, bones, or bodies, each one telling a tragic story of prevalent evil. Encountering a memorable antagonist should feel like watching the slowly burning trail of gunpowder leading to the powder keg. It is a deepening sense of dread weighing in the pit of your stomach, an anticipation of terrible things to come.

Another trait of memorable villains is that they often have motivations beyond just "doing evil." It can be incredibly interesting to discover why people do what they do. While there's nothing wrong with occasional jump scares, encounters become even more meaningful when the study group learns not only who's behind the latest atrocity, but what motivates them. For Deans willing to dig a bit deeper, the options are endless.

We hope these new foes will frustrate, challenge, and frighten your study groups. After all, the better the villain, the sweeter the victory!



Hollerin' Kate's spirit is filled with anger at the injustice of her death and she strikes out at those who catch her attention.

Physical Appearance: Hollerin' Kate can use her illusion ability to appear as a living person. Her true form, however, is a drowned, barefoot, corpse that leaves a trail of wet footprints in her wake.

Origins: Katelynn Bell was a turn-of-the-century Hell-raiser who could have inspired Bonnie Parker in her crime spree with Clyde Barrow several years later. From 1904–1906, Katie ran with the Blackjack gang, robbing payroll deliveries to the numerous timber operations deep in the Big Thicket. Then in 1906, Katie and a new gang member, Mildred Ramsey, formed a lover's triangle over Curt Smith which threatened to tear the gang apart.

The feud came to a tragic end after a successful robbery and the night of drunken revelry which followed. Mildred pushed Katie into a water well near their hideout and left her to drown. Katie clung to the rocks lining the well and shouted for help, but her cries went unanswered. Eventually she lost her strength and slipped under the waters for the last time.

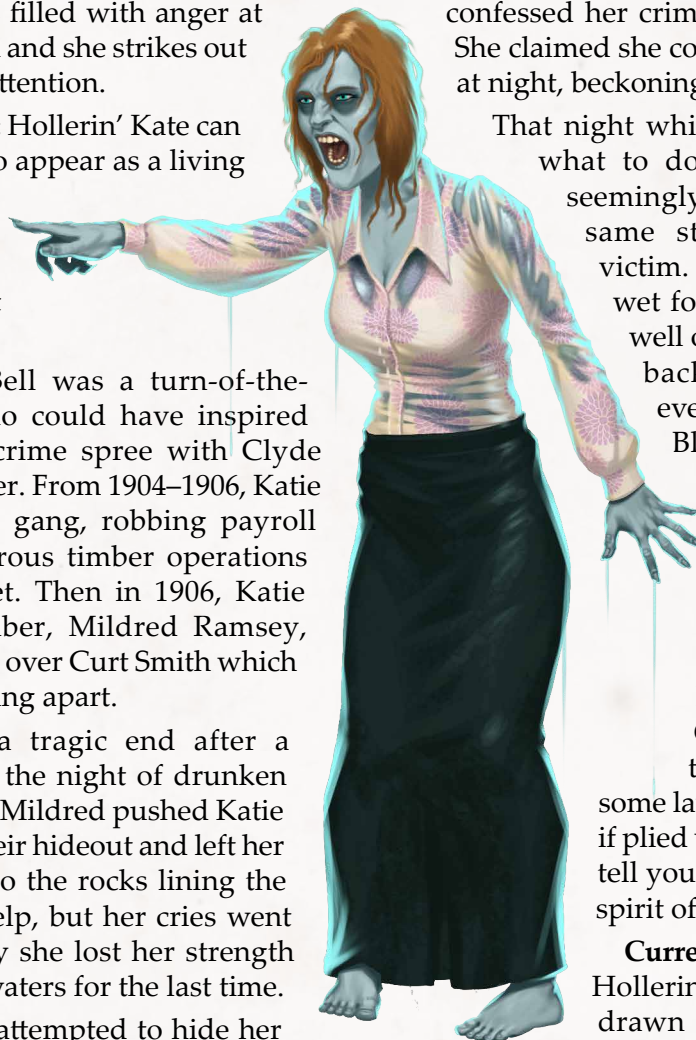
Although at first she attempted to hide her misdeed, within days Mildred broke down and

confessed her crime to the rest of the gang. She claimed she could still hear Katie's cries at night, beckoning her back to the well.

That night while the gang argued over what to do, Mildred escaped and seemingly threw herself into the same stone-lined well as her victim. No one remarked on the wet footprints leading *from* the well or the drag marks leading back toward it, but that event marked the end of the Blackjack gang.

Each one of those rough and rowdy men skulked off into the night far from the drunken, angry cries that carried on the wind. None ever returned to Golan County. Each went their separate ways — some lawful and others not — but if plied with enough liquor they'd tell you a tale about the vengeful spirit of Hollerin' Katie Bell.

Current Manifestation/Setting: Hollerin' Kate is an angry spirit drawn to the bitter emotions of a feud or someone who



feels a burning desire for vengeance. Rarely can the living control or direct Hollerin' Kate. She is a spirit of anger, lashing out at whom she chooses.

Goals/Purpose: Hollerin' Kate serves neither good nor evil. She's more akin to an angry force of nature — a wildfire set to consume all in its path. This ghost manifests until she decides vengeance has been served.

Weaknesses: Like many spirits, Hollerin' Kate is susceptible to banishing rituals, wards, and so on. Hollerin' Kate's resting place is long forgotten in the depths of the Big Thicket, but finding her remains (mixed with those of her nemesis) and laying them to rest causes Kate to retreat to the spirit realm... at least for a while. After all, she was a tough, mean cuss in life and doesn't need much excuse to remain that way in death.



HOLLERIN' KATE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength —, Vigor d6

Skills: Athletics d4, Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Ethereal:** Ghosts in *ETU* may change their corporeal state as a free action at the beginning of each action. While in spirit form, they may only be harmed by magical attacks.
- **Fear (-2):** Katie's terrifying form causes Fear checks when she first materializes.
- **Ghost:** Ghosts in *ETU* use their Spirit for Strength, can be visible or invisible (-6 to target) at the start of each turn as a free action, have slow Regeneration, may be blocked or harmed by salt (see *ETU* for specifics).
- **Illusion:** Kate can create minor illusions to terrify her victims (see **Additional Ghostly Abilities** in *ETU*).
- **Imprint:** Katie can impart a horrific vision of her murder and drowning down that deep, cold well (see **Additional Ghostly Abilities** in *ETU*).
- **Stunning Scream:** Kate can manifest in the flesh to scream and target a single victim within 3" (6 yards). Those who fail a Spirit roll are Stunned and make rolls to recover at -2. Additionally, nearby mirrors and glass (including cell phone screens) crack or shatter.

SAVAGE TALE: THE BALLAD OF HOLLERIN' KATE

A local singer-songwriter has a burgeoning hit on his hands with his original "The Ballad of Hollerin' Kate" but the spirit of Katelyn Bell is less than pleased.

HEART'S DESIRE

Kenny Carter is a Philosophy senior who has gained a small measure of popularity behind the microphone with his guitar at small venues and open mic nights. After learning that his girlfriend, Saylor, had been cheating on him with his best friend, Carter threw himself into songwriting. The *Ballad of Hollerin' Kate* was the result. Never in his wildest dreams did he expect to awaken the *real* Kate!

The vengeful spirit acted upon Carter's feelings and the girlfriend who wronged him was later found unconscious after her car swerved off the road and into a steep ditch. Saylor survived, but suffered from ruptured eardrums and every window of the car was cracked or shattered. When she awakened in the hospital, Saylor was nonresponsive and in a state of shock. After two days of no improvement her parents had her transported to a Houston hospital.

In the aftermath, Carter felt equal parts guilt and satisfaction at what he sees as Karma for Saylor's illicit affair. Unfortunately, Carter's list of people who wronged him doesn't end there.

PROFESSIONAL AMATEUR

It's open mic night at the Pizza Barn. The study group could be on site to cheer for a friend, celebrate passing exams (or drown their sorrows), or wind down after solving a mystery.

At some point during the evening, a student named Kenny Carter takes the stage. Many people at the Pizza Barn seem to recognize him and the crowd noise diminishes in anticipation. By way of introduction he tells the crowd he'll be playing a new song based on an old tale his grandfather used to tell him, called *The Ballad of Hollerin' Kate*. He waves over at a booth of six young men and says "This is for you, Mike!"



Carter's talent is clearly a cut above the rest and the ballad has a beautiful, haunting quality that sticks with the audience long after the song is over.

The ballad describes a female robber named Katie Bell who lived a rough and tumble life on the wrong side of the law. The song ends with Katie involved in a love triangle and getting pushed into a water well by her nemesis! She yelled for help all night till she finally drowned, alone and exhausted. But her restless spirit lives on, occasionally appearing along a lonely country road, screaming in rage and anguish.

VENGEANCE

Have the study group make a Notice roll during the song. With success they see one of the people Carter pointed at seems upset. That would be Mike, Carter's former best friend. Between Carter's callout and the Ballad of Hollerin' Kate, Mike realizes his affair with Saylor is no longer secret.

Later, after Mike leaves or otherwise makes it out of the party's sight, he's found unconscious in the parking lot, a victim of Hollerin' Kate. Blood drips from both his ears and several nearby car windows are cracked. A Healing roll determines both eardrums are ruptured. When he eventually awakens in the hospital, he refuses to discuss what happened.

DETECTIVE WORK

With some time and detective work (Research), the study group learns the Pizza Barn incident was not the first recent case of an unconscious person being brought in with ruptured eardrums. This information might come from a pre-med student who volunteers at the hospital, an article in the newspaper, or the roommate of one of the victims. A raise on the roll reveals the connection of one or both victims with Kenny Carter.

This is the story of tough Katie Bell, 'Till she slipped under water for good
a pretty young lass on that day.

who loved to raise hell.

She stole many a man's heart

and a small fortune as well

'till a night of hard drinkin'

and her friend's jealous thinkin'

sent her a tumblin'

down a deep water well.

Katieeeeeeee, holler Katie.

Maybe someone will hear.

Katieeeeeeee, holler Katie.

No one knows you're near.

Ole' Katie's too tough to
sink right away.

She paddled and hollered for
most of a day.

But none came a lookin'

Her heart it was shaken

Katieeeeeeee, holler Katie.

Maybe someone will hear.

Katieeeeeeee, holler Katie.

Who will shed a tear?

Katie died under a blood red moon

Her life cut short far too soon

But if you listen hard on a
moonlight night

You can still hear Katie hollarin'

Yeah, Katie Bell is still a hollarin'

To set her wrongs aright.

Katieeeeeeee, holler Katie.

Maybe someone will hear.

Katieeeeeeee, holler Katie.

It's your turn to strike fear.

—The Ballad of Katie Bell

TRACES OF KATE

In the following days, Kenny Carter plays at different venues and more attacks follow. In each case the victim's eardrums are burst, as is any material (especially glass) that may break from loud noise. In some cases there are also small puddles of water left behind by Kate's wet footprints. The victims may be people the students have previously encountered, or the Dean can use the cases below. The common factor is that Carter holds a grudge against each person and played his song shortly before the person was injured.

- **MOM'S DINER ACOUSTIC SET:** Kyle Steen is a waiter at Mom's Diner. He's been stealing the tips of his co-workers and swiping money from the cash register. When Carter spies him taking tips from his acoustic performance, the musician's temper boils over.
- **GREEK FUNDRAISER:** Carter is unhappy that several of Saylor's sorority sisters knew about her affair and failed to warn him. He especially holds a grudge against Leslie Mato, Saylor's roommate. A sorority fundraiser concert is a great place to establish an alibi and get revenge.
- **STUDENT CENTER COFFEE BAR:** While playing at the coffee house during Open Mic Night, Carter sees a professor who humiliated him about his research paper in front of the entire class. In his current state of mind, that's all the excuse he needs for Hollerin' Kate to seek revenge.

QUESTION & ANSWER

It shouldn't take long for the study group to figure out the attacks seem like something Hollarin' Kate would do, and that all the victims are related to Kenny Carter.

Carter has strong alibis for each of the attacks, but the study group can make a Persuasion or Intimidation roll to get him to open up about Hollerin' Kate. With success, he says Kate's tale has passed down his family for generations. He doesn't know the location of the old hideout or Kate's well though — it's been lost through the ages. With a raise, Carter spills the beans that his own great-great-grandfather was a member of Hollerin' Kate's gang.

Carter is happy to talk about the ballad but won't admit anything further unless the party gets rough or finds a way to threaten his future. Once that's done, he clams up *unless* the party gets rough or finds a way to truly threaten his future. If that happens, an Intimidation roll gets him to admit that *maybe* his ballad has attracted Kate's attentions, but that's not his fault. With a raise, he admits he knew he was pointing Kate at his enemies.

If the study group *fails* to extract this information, they just made Carter's naughty list! He stages a special performance just for them! Shortly thereafter, Hollerin' Kate attacks the students with a quick illusion or other weird event designed to hurt or maim — she won't manifest or let herself be seen at this point if she can help it.

🔴 **HOLLERIN' KATE:** See page 4.

NOW WHAT?

Due to Carter's family connection, Kate is tied to Carter. The acts of vengeance continue until the study group puts a stop to the haunting. They can do this without Carter's help or even much detective work, but it will certainly be easier with the musician's assistance.

Convincing Carter to stop playing the ballad is the simplest way to put a stop to the attacks... at least for a while. The best approach is for the students to use a ritual based on the *banish* power to send her away for good. Performing the ritual while Kenny Carter performs nearby counts as +2 Support to the Occult (Ritualism in original ETU) roll, as does using a lock of Carter's hair as a component. These bonuses can stack, but even knowing to try these tricks requires an Occult roll.

SAVAGE TALE: THE HAUNTING OF WING B

The second floor Stanbury Hall residents on Wing B have been reporting frightening phenomenon. Senior and Residence Adviser (RA) Kelli Hawkins of this all-female dorm is a psychic sensitive and amateur ghost hunter. Kelli attempted what she thought was a séance but was actually a summoning ritual! She accidentally summoned the ghost of Hollerin' Kate, who's now causing havoc among the co-eds!

STRANGE STUFF

The study group's adventure begins with a call from Professor Maclanahan, who excitedly offers them an extracurricular job. He's learned of "strange stuff" happening in the Stanbury Hall dormitory and finagled approval to send his protégés to investigate. The study group doesn't have free access to the women's dorm, so GlenMac readily agreed for his team to be chaperoned at all times by RA Kelli Carter. GlenMac also provides several pieces of ghost hunting equipment, including recorders for EVPs, infrared cameras, and the like.

NIGHT SHIFT

Kelli awaits the study group in the dorm lobby at the appointed time. The senior student has an issue with "over-sharing" and within minutes the students have learned all about her major, her home town, her ex-boyfriend, her favorite places to eat, her career goals, and finally, that she believes in the paranormal. She confides that she was the one who notified GlenMac about the haunting and is excited to be going on a real ghost hunt, but is too embarrassed to admit recently trying a séance on her own. For the remainder of the adventure, treat Kelli as an Annoying Roommate. Use the Senior Student profile with the Big Mouth Hindrance.

The dorm is still full of activity when the study group arrives. Students come and go and at least two rooms have their doors wide open with music blasting. Kelli gives them a tour of Wing B. It's a long hall with a media room and elevators at one end and a fire exit stairwell at the other. While taking the tour, the study group meets residents Celine and Yaniqua. The two argue loudly in the media room, one accusing the other of ruining her term paper. The paper is soaking wet, courtesy of Hollerin' Kate.

ENCOUNTERS IN WING B

The study group can set up their equipment in the common areas of Wing B. Depending on where the heroes go and the time of night, they can encounter a number of weird sounds, haunting visions, and macabre events courtesy of Hollerin' Kate's illusions. For example, as the residents settle in for the night and the hall quietens, a woman cries out for help. The cries are very loud

and a few doors open and worried faces peek out. It's difficult to determine where the cries originate. No matter where the listener stands, the alarm seems to be coming from the other end of the hall. After 20–30 seconds the cries stop and aren't repeated. A thorough search reveals no one in distress and campus security (if called) chalk it up to pranksters.

If the characters attempt to record EVPs, when they review the recordings they hear a voice that alternates between crying for help and cursing at someone and swearing for revenge.

When one or more of the study group uses the public restroom off the media room, the ghost uses its Illusion ability to make the room seem as if it's filling with water and the student is about to drown.

If a student falls asleep, Hollerin' Kate uses the Imprint special ability to impart a terrifying nightmare of Kate's murder.

Other encounters could include a growing sense of dread, mysteriously cracked mirrors, windows, or the screens of electronic devices, and wet footprints. Make sure the study group experiences *at least* two haunting events before moving on to **Kelli's Confession** below.

 **HOLLERIN' KATE:** See page 4.

KELLI'S CONFESSION

After yet another unsettling encounter, Kelli wonders out loud if they should try "another" séance. If the study group doesn't take the bait, she sets up in the media room using a ritual printed from the Internet and some ritual components. Anyone who passes an Occult roll realizes the ritual Kelli possesses is not a simple séance ritual, and with a raise they realize it's a summoning ritual!

Fortunately, Kate can be exorcised with a real *banish* ritual. If Kelli participates in the event, the Casting Modifier is reduced to zero since she was the one who originally summoned the ghost. Of course Kate isn't keen on being banished and actively works to disrupt the process, both during the Gathering Power phase and the ritual itself.

Don't be afraid to get nasty. Kate was mean in life and she's twice as ornery in the afterlife!





Deep in the heart of the Big Thicket an extended family lives together in a cluster of cabins far from the nearest road or power line. The Jenkins clan spans four generations, most of whom haven't seen the outside world in decades, if ever. They keep themselves hidden, because those who meet the Jenkins clan are rarely ever seen again.

Appearance: Members of the Jenkins family range from infant to 82 years old. They include men and women and varying races. They dress in rugged clothes with numerous patches. Many go shoe-less, except in the winter.

Origins: Ezekiel Jenkins was born doubly cursed. Not only did he come from a dirt-poor sharecropper family, but in appearance he was unattractive at best. Upon leaving home in search of fortune, he met a demon at a dark, lonely crossroads in Golan County and made a Hellish bargain. When he stepped into Pinebox for the first time in his life the sad, ugly, desperately lonely young man found himself irresistible to the opposite sex. Merely nearing his presence cast women under his irresistible spell.

Ezekiel's dream come true quickly turned to a nightmare as the infatuated women grew murderously jealous. In the aftermath, Ezekiel felt his only choice was to completely withdraw from civilization before his curse drove anyone else to extremes. He and Harriet Fielding, the married woman who killed a rival for his attention,

retreated to a hand-built cabin miles into the piney woods of the Big Thicket.

True to his word, Ezekiel never stepped foot in civilization again. He lived out his days in the same poverty from which he began, kept in companionship by Harriet, whose infatuation never wavered until death. Tragically, the sins of the father were passed to all six of the Jenkins children upon reaching puberty. Consequently, the clan of outcasts has grown over the years as hikers, law enforcement, census takers, and others stumbled on the family's collection of cabins. One and all fell victim to the Jenkins' curse, each becoming hopelessly infatuated, never returning to civilization. Today, several generations of Jenkins kinfolds live in self-exile.

Current Manifestation/Setting: The kinfolk live in a collection of cabins within a 1000 acre tract of piney woods which has been under dispute for decades. The original owner fell under the kinfolk's curse and wrote a letter to his lawyer putting it in a trust. The cabins have no electricity and the kinfolk have very little material goods or wealth, but when they need to communicate with the outside world they walk for miles to mail their letters in a neighbor's mailbox along with a few fresh eggs as barter for postage.

Outsider adults who come within 6" of "the kinfolk" of the appropriate gender must make a Spirit roll at -2 or become enthralled,

experiencing a euphoria that could be described as love. Unfortunately, it could also be described as an addictive narcotic as powerful as methamphetamine. Victims feel anxious any time they're out of line of sight of their mate and this anxiety grows over time. Treat these victims as though they have the Habit (Major) Hindrance.

Victims can only be enthralled to one kinfolk at a time (although kinfolk can have more than person enthralled to them), and only to the gender to which they are normally attracted. Strangely, this effect requires the victim see the kinfolk, although not necessarily make eye contact. The curse does not work through solid doors or walls, but it can work through windows. Those who are blind are immune to the effect and a blindfold or hood provides a +4 bonus to the Spirit roll of those who are sighted.

Once under the influence of the kinfolk's curse, the hapless victim desires nothing more than to always maintain the connection with their new "love," even at the expense of all other responsibilities, family, or personal connections. Victims who are separated from their "love" feel painful, depressive withdrawal symptoms lasting weeks. Few ever leave their partners willingly.

Goals/Purpose: The kinfolk's primary goal is to remain secluded and their existence kept secret from all but a few trusted neighbors. With a few exceptions, the kinfolk want to be left alone and have no wish to abuse their curse. Sadly, at least once per generation, a teen or young adult has ignored the kinfolk's law and slipped out into "the real world" to find and bring back a mate. Rarely has this gone as planned.

That being said, over the years a few of the kinfolk have just been rotten, delighting in sowing mischief or the power to command willing slaves. Today, William-Royce is one such individual.

Weaknesses: Ezekiel Jenkins is long dead, but the deal he made at the crossroads still binds the family together. The only known ways to resist the curse are to be blindfolded or to stay at least 6" away from the kinfolk. Aside from the curse, the kinfolk do not have access to occult magic. The right ritual could render someone immune to the curse for a period of time. Breaking the curse involves learning what Ezekiel Jenkins bartered away, finding it, and reclaiming or destroying it.

KINFOLK

These people have fled civilization for the seclusion of a simple life deep in the woods of East Texas. They range in age from children to the current 82-year-old patriarch, Henry Jenkins. For the most part they're not evil people, but they're dangerous all the same. They'll also go to great lengths to keep their existence secret.

The kinfolk's isolation means they know nothing about pop culture or current events, and little about technology beyond simple mechanical devices (they have a few old trucks for hauling and emergencies). They're cunning though, and know plenty about hunting, trapping, fishing, and living without modern comforts.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Healing d6, Notice d4, Persuasion d8, Shooting d8, Stealth d8, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal (To family), Outsider

Edges: Select one from the following: Brawny, Brute, Strong Willed, or Quick

Gear: Varies.

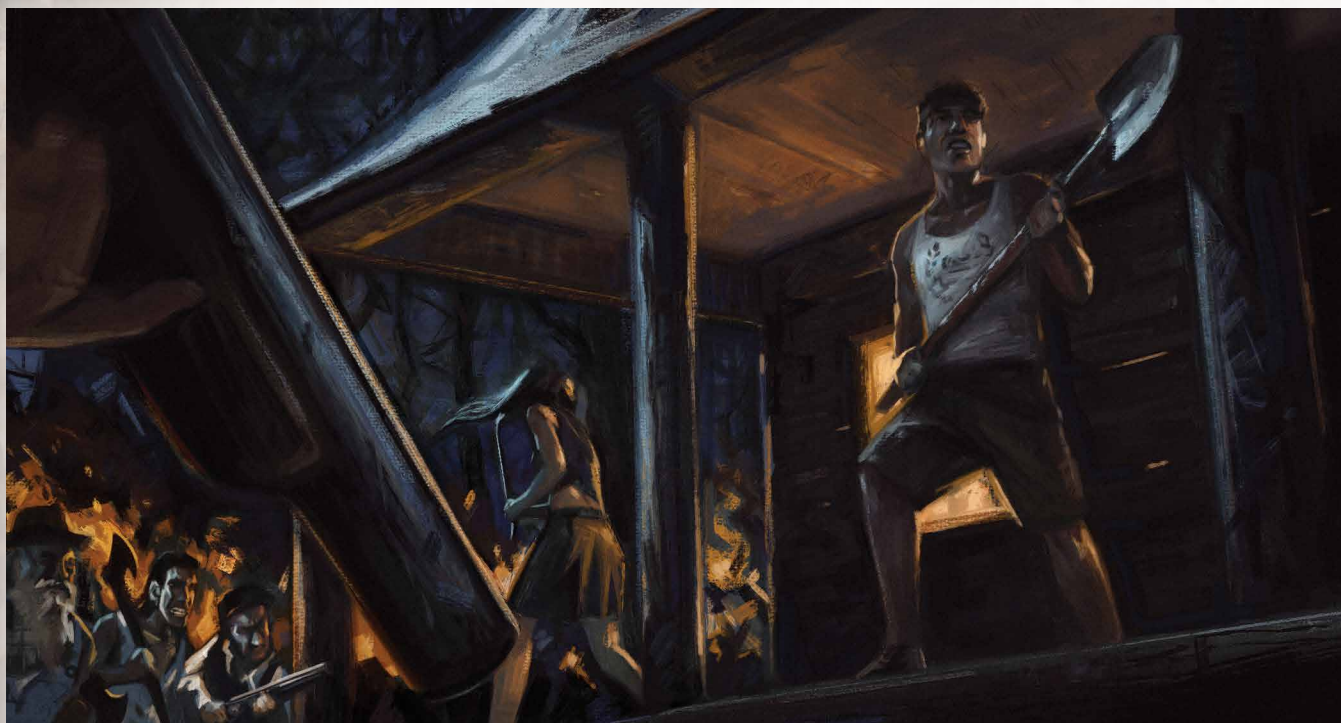
Special Abilities:

- **Attraction:** Adults within 6" (12 yards) and in sight of a kinfolk must make a Spirit (-1) roll or become enthralled. The roll is made when the kinfolk is first met. If successful, the character never has to check with *that* kinfolk again. If failed, the victim falls in deep, desperate love with the kinfolk and gains the Habit (Major) Hindrance. Afterwards, the curse may only be lifted with the *dispel* power. Success lifts the curse enough to give the victim another Spirit roll to break free of her unnatural infatuation. A raise breaks the curse forever, for that particular victim and kinfolk.

"WHY CAN'T I
QUIT YOU, ISAIAH
JENKINS?"

-TRISTA BANKS





SAVAGE TALE: IT TAKES A VILLAGE

While researching an article on missing person cases, Journalism student Trista Banks discovered a handful of instances over the last 50 years in which people disappeared down Washboard Road, an old logging trail leading deep into the Big Thicket. Thinking it would make a great story and not particularly fearful since the last disappearance was before she was even born, Trista decided to explore Washboard Road one Saturday morning. What she found were the kinfolk. She quickly fell in love with a handsome, tanned young man named Isaiah and vowed to leave the stressful modern world in favor of a simple life with her new infatuation.

Fortunately, Trista left her research notes and a letter about investigating Washboard Road with her dorm mate "just in case."

TEARFUL NEWS

The adventure begins in any convenient public venue such as the student center, a fast food restaurant, or the lobby of the Hearst Art and Journalism Center. One or more of the study group overhears a young co-ed, Karlie Adams, on the phone.

"So how soon is as soon as you can?... Tomorrow afternoon? Are you kidding me? My roommate is missing! Look, I understand you're short staffed but... okay, I'll let you know if she comes back."

When the heroes check on the tearful student, she explains her roommate's disappearance. University security says it's not their jurisdiction and the Sheriff's Department just told her they're already on skeleton crew staffing due to a nasty stomach virus incapacitating most of the deputies. Assuming the heroes offer to help, the grateful student gladly shares the research Trista left behind.

RESEARCH

Trista's research consists of local newspaper articles printed from microfilm. Each one describes a missing person and some connection to Washboard Road. The first documented case was in 1933, and the most recent in 2001. The only thing the cases have in common is the road's name in conjunction with the disappearances. Both men and women ranging from their 20s to their 50s all fell victim after traveling alone down the road. One worked for the US Forest Service, one was a logging surveyor, one was a painter, and so on.

WASHBOARD ROAD

The next logical step is searching the road for signs of the missing student. While Karlie is willing to ride along and help in the search, she feels she can do more good staying behind and pestering the Sheriff's Department into action.

The unmarked road begins in the north-east part of the county and extends into the adjoining county. True to its name, the road begins as a torturous series of bumps akin to an antique washboard, then gets progressively worse. Allow an occasional Survival roll or a Notice -2 roll for students to detect a single set of tire tracks in a muddy pothole.

After thirty minutes of slow, painful travel, have the driver make a Driving roll. With a failure, the vehicle loses traction and slides off the road into a deep ditch. With no cell phone signal to call for help, it takes an hour for the passengers and driver to push and steer the vehicle back to the road. Use this incident for flavor, and to hint at the fact that they're truly on their own back here.

Eventually, the road dwindles to little more than a faint track covered in pine needles and marred by the occasional small sapling. It's here they find Trista's abandoned jeep. A quick search reveals a game trail leading even deeper into the woods. A successful Survival roll turns up no signs of foul play, but a raise reveals two distinct sets of footprints. One set belongs to Trista, the other to Isaiah Jenkins. Isaiah is an 18 year old who has never seen the outside world. When Trista's jeep pulled to a stop nearby, the curious young man hid on the trail and watched the outsider. Unfortunately, the two drew too near one another and Trista was ensnared by the kinfolk curse.

THE VILLAGE LOVE BUILT

If the heroes follow the tracks, they find many hand-painted "No Trespassing" signs and warnings to turn back. Eventually they meet an armed man on the trail. This is Ray, a member of the kinfolk by marriage and the most recent "missing person" in Trista's file. Since he doesn't carry the kinfolk curse, Ray was given the job of turning away any strangers coming for Trista before they become ensnared as well. He holds a shotgun pointed safely at the ground and warns the heroes to turn away or they'll never leave. If

the students choose peace, proceed to **Love, Not War**. If they try to fight, proceed to **Love is Dumb**.

LOVE, NOT WAR

Ray does not initiate violence, but defends himself and the home he loves if attacked. As long as the study group is satisfied with talking, Ray seeks a peaceful resolution. He doesn't reveal the secret of the kinfolks' curse, but explains Trista has fallen in love and decided to start a new life. With a successful Persuasion roll, Ray even leads them to the village to check on Trista themselves.

Near the cabins, Ray stops and rings an old fashioned dinner triangle and makes the group wait a few minutes before continuing, giving the kinfolk time to hide. As long as the students don't enter a building, they aren't directly exposed to any of the cursed Jenkins clan, only their willing spouses. Once in the village of cabins, the students see only a few people (spouses of blood kinfolk) watching them curiously from a distance.

Students who pay attention to their surroundings may make a Notice roll. Even with failure the cabins and people in it all seem extremely poor. With success, they also notice the lack of power lines or telephone poles.

After a few moments, Trista exits one of the small cabins and reluctantly comes to speak to the heroes. Just as Ray said, the college student explains she won't be returning to ETU. She assures them she is not under duress, but rather in love. Trista offers to write a letter or even record a video message on a cell phone explaining she's safe but has chosen another life path and is withdrawing from school. To sooth their consciences, the former student asks for their phone numbers and promises to call if she ever needs help or wants to leave.

Kidnapping the student is a temporary solution at best, given that she returns to Washboard Road and the object of her infatuation at the earliest opportunity.

LOVE IS DUMB

If the students decide to use the direct approach and attack Ray, he uses the shotgun to defend himself. He still doesn't want to kill anyone, but he won't let them threaten his home. Six rounds after the first gunfire, the first kinfolk arrive on

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the scene. At that point the students must resist the Attraction special ability.

- **Ray:** Use Blue Collar Worker from *East Texas University* with addition of Double-Barrel Shotgun (Range 12/24/48, Damage 1–3d6, ROF 1).
- **Kinfolk (1 per 2 heroes):** Armed with garden hoes or similar tools, (medium improvised weapons) Str+d4 damage.

WRAPPING IT UP

Whether the students sneak, talk, or force their way into town, they're likely to run into the kinfolk, and Trista doesn't want to leave. The entire group might even fall in love and decide to join her! This results in a TPK (Total Party Kinfolk). Eventually though, GlenMac comes looking for them and finds a magical solution to their dilemma.

If the party investigates the original Jenkins' tales, or uses some kind of hoodoo to figure out what's going on with all the loved ones, they should also realize a *dispel* ritual will break the kinfolk's hold over them. The kinfolk might even thank the heroes for the intervention! Not all, of course, and those few who enjoy enslaving others' will should definitely cause some trouble of the most violent variety.

SAVAGE TALE: TRAGIC LOVE

A member of the kinfolk needs emergency surgery, so Trista calls the students for help.

BAD WEATHER

An approaching hurricane is all anyone can talk about on campus. The storm will make landfall to the southwest of Golan County, putting the region in danger of the heaviest rain and potential for flooding. Popular rumor is that President Nelson will cancel classes the next day, which is all the excuse needed for several impromptu "hurricane parties" that night. The heroes may be at one such party (create a party using the Party Generator if needed), they could be throwing their own, or perhaps simply gathered for a quiet night of pizza and gaming. *Savage Worlds*, of course.

WHAT IS THE NATURE OF YOUR EMERGENCY?

In the midst of the party one of the heroes receives a call from Trista, the former ETU student who chose to stay with the kinfolk after succumbing to the "love curse." The young woman is in a panic after having driven her jeep to a convenience store to place the call. Her new husband, Isaiah, is seriously ill. The kinfolk have several old medical textbooks and Trista says Isaiah shows classic symptoms of appendicitis. She believes he needs emergency surgery or his appendix will burst and lead to sepsis. If that wasn't bad enough, the curse is driving her out of her mind due to being separated from Isaiah.

Bringing the kinfolk to a hospital or anywhere public is a recipe for disaster, not to mention she doesn't think she can move him in his current condition. She needs the study group to find a male doctor and bring him blindfolded to the kinfolk's home. She insists the doctor must be a man, but won't say why (her husband's curse only works on females, since that's what he's attracted to). She also stresses the importance of keeping the location a secret, and the nature of the kinfolk's curse a secret if the party already knows about it from their previous adventure.

HOUSE CALLS

Although the surgery is performed with the Healing skill, the complex nature of the wound means only someone with genuine medical training is qualified to perform the surgery.

An applicable skill roll and internet search reveals a few options. Given the late hour, no doctor's offices are currently open. The Golan County hospital has one doctor on late shift but can page in another for emergencies. Two doctors live in Pinebox, three more live in Timberland Village, and a few others commute to the hospital from nearby counties two or three days a week. Convincing a doctor to make a house call requires a successful Persuasion (-4) roll, and doing so blindfolded requires a raise.

Veterinarians who care for large animals such as horses and cattle are much more accustomed to driving out into the country to care for their patients. An up-front payment of \$300 gets them in the heroes' vehicle, but they require a raise on a Persuasion roll to do so blindfolded.

Paramedics aren't taught surgery but have enough training to perform life-saving acts when necessary. They have Healing d6.

Students with Healing may also give it a try, but this isn't fixing a Wound, this is a specialized procedure. Anyone who isn't specifically trained in treating appendectomies makes the Healing roll at -4.

The point of all this is to force the students to at least strongly consider talking some poor sap into taking a long, blindfolded drive out onto a country road. If they can't manage that, they'll have to try the tricky surgery themselves.

RETURN TO WASHBOARD ROAD

The first drops of rain fall just as the students help their surgeon into a vehicle. By the time they reach the edge of town they need to use windshield wipers to see, and within ten minutes the rain comes down in sheets. Lightning cracks across the sky, and strong wind gusts whip the trees along the highway. The gravel county road is regularly maintained and in fair condition, making for a safe if somewhat muddy, journey. As the heroes turn off the county lane onto the unmarked Washboard Road the conditions become much worse. The road is little more than a series of washed out ruts and bumps, made even more dangerous by the driving rain, which cuts visibility to mere yards in front of the vehicle.

Traversing Washboard Road during the storm is a Dramatic Task (Challenging) using the Driving skill at -2. Possible Complications include getting the vehicle stuck in the muddy road or a fallen tree blocking their route. One Wild Card in the front passenger seat may make Notice rolls as a Cooperative

roll to help the driver detect hazards, adding +1 to the driver's roll for every success.

If the heroes fail the Dramatic Task, the driver temporarily loses sight of the road and drives onto the sloped shoulder where they lose traction in the mud and slide sideways before finally coming to rest against a tree. The vehicle is wrecked.

If the heroes succeed at the Dramatic Task, they see Trista in the rain signaling with a flashlight, helping them stay on the road and indicating where to stop. She's soaked from head to toe, but relieved to see them. She has little to say except that Isaiah has been getting steadily worse and needs their immediate help.

The thick forest on either side of the trail shields the young people and surgeon from the worst of the storm's fury, but the rain hammers down unabated and it's nearly impossible to avoid becoming drenched. The former student leads the study group quickly down the trail despite the darkness.

KINFOLK HOMESTEAD

After a long, wet, muddy trek, the heroes spot signs of habitation up ahead. Lights shine from the windows of three wooden shacks and they sense the dark silhouettes of several others. As they reach the clearing Trista stops and tells the group to keep quiet. She leads them to the nearest cabin, a 5'x8' building with a small covered porch.

If any women are in the group, Trista tells them not to enter the cabin under any circumstances. On this she will not bend as she doesn't want other women enraptured by her husband. Only now does she admit the other kinfolk don't know she called outsiders for help and asks anyone stuck outside to act as lookouts. If one of



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the kinfolk come they are to bang on the door then run away unless they want to become permanent residents like her.

If Trista's pressed about her strange requests, a Persuasion or Intimidation roll convinces her to admit she knows there's *something* supernatural about the family's attraction, though she doesn't know what exactly.

The cabin interior is small but a welcome refuge from the storm. It consists of a single, open room with little more than a table, two chairs, a small wood stove, bookshelf, and a bed. The bed is occupied by a sick-looking young man. Anyone who passes a Healing roll can verify Isaiah shows signs of appendicitis. The surgery is a Dramatic Task (Complex) using the Healing skill at -4. Others may Support as usual.

But of course things are about to get more complicated.

COMPLICATIONS

After the first incision of the surgery, a group of people approaches the building. A lookout has plenty of time to see them coming, but if there isn't one then the party's first warning is a pounding on the door. A deep voice calls out from the rain.

"Trista! What have you done, girl? I don't know who y'all are, but come on out. We don't want no trouble but we don't cotton to trespassers neither. If we have to come in there after ya', it'll be the last mistake you make. Hear me?"

If fewer than half the party leaves the cabin, the voice says "I warned ya'!" The seconds tick by, allowing the surgery to proceed. On the third round, the voice from outside returns. "Last chance. Ya' got to the count of five ta' come out." If the heroes come out then proceed to **Showdown** below.

Otherwise, a female kinfolk named Kathy walks up to the door and tries to talk to any strong males she sees, asking them to crack open the door "enough to talk." Then she allows her curse to take hold and sadly leads her new thralls outside to be tied up by the others. If the surgeon is among their number, any remaining heroes must can take over the Dramatic Task to save Isaiah. Proceed to **Showdown**, but with an additional -2 to their Persuasion roll for the Social Conflict.

On the other hand, if no one fell under Kathy's spell or if they explained their peaceful purpose without facing another kinfolk (such as by shouting through the door or wearing a blindfold) then proceed to **Showdown** with no penalty to their Persuasion roll.

SHOWDOWN

The students are outnumbered by at least two to one by the kinfolk, standing outside in the rain just short of the curse's range to the porch. Each is armed with either a long gun or a revolver, although none of the weapons are pointed directly at the heroes...yet. If the heroes launch into combat then let it play out, otherwise this standoff becomes a Social Conflict.

One kinfolk, William-Royce, advocates for killing them all and burying their bodies in the woods to protect their secret. It's up to the study group to convince the mob otherwise.

- **Kinfolk (2× heroes):** Use kinfolk profile with either a Police Revolver (Range 10/20/40, Damage 2d6, ROF 1), Double Barrel Shotgun (Range 12/24/48, Damage 1-3d6, ROF 1), or Hunting Rifle (Range 24/48/96, Damage 2d8, ROF 1, AP2).
- **William-Royce:** Use kinfolk profile with a Double Barrel Shotgun (Range 12/24/48, Damage 1-3d6, ROF 1).

If the Social Conflict goes poorly, the kinfolk attack. If combat takes a turn for the worse, Trista opens the cabin door and shouts "*Stop! We're done! Isaiah's going to be okay. They saved his life. Just let them go.*" This doesn't stop William-Royce from pushing the attack, but anyone not in melee falls back.

AFTERMATH

The hike back to the road is just as long, wet, and muddy as the trip in. If the heroes wrecked their vehicle, Trista offers the use of her jeep, hidden further up Washboard Road. Several kinfolk and their spouses sympathized with Trista's predicament, despite William-Royce's attitude. The young woman is in no danger of harm from breaking their rules. The heroes and surgeon are warned never to come back unless they plan on staying forever.



Magic imported from ancient Greece gives form to an untamed spirit of the Lone Star State.

Physical Appearance: Just as in legend, the minotaur is part human and part bull — in this case a Texas longhorn bull! Its human body stands more than seven feet tall and is covered in short, brown and white mottled hair. It wears a leather loincloth but carries no weapon in its hands. From the shoulders up, the beast bears the head of a fierce longhorn bull. The minotaur's horns span more than two yards from tip to pointed tip. The creature is incapable of human speech, although it seems to understand the words of others.

Origins: The minotaur first manifested in the famed labyrinth of Crete, but sorcerers magically trapped the creature's spirit in a bronze animal nose ring. When attached to a human victim, the spirit could be forced to manifest a new minotaur under the sorcerer's control. For centuries the treasure followed the rise and fall of various Western empires, until conquistadors carried the nose ring across the ocean for the enslaved minotaur to bring terror to the dark New World jungles. The ring was briefly lost in Mexico's independence from Spain, but the minotaur appeared again under General Santa Anna's command during the Texas revolution. Fortunately, Mexicans opposed to Santa Anna's dictatorship destroyed the talisman at a pivotal

moment, saving General Sam Houston's life and changing the course of history.

Unexpectedly, the ring's destruction didn't banish the minotaur's spirit. Rather, with its prison destroyed, it found a new home in the piney woods of Texas and adapted as the rugged cattle that roamed the state.

Current Manifestation/Setting: The longhorn minotaur requires a human host to physically manifest. The human it possesses undergoes a painful transformation, increasing in size, strength, and stamina at the expense of free will and a bovine appearance. The longhorn minotaur may only manifest for up to 24 hours before the physical change kills its human host. Manifestations of less than six hours usually leaves its host with no damage. Longer manifestations result in Fatigue, which must be cured by resting an amount of time equal to how long the host spent in manifestation form.

The minotaur manifests when and where it chooses. Harkening back to its origins, it has an affinity for appearing in labyrinthine environments, such as deep within the Big Thicket, the ETU library stacks, or the upper floors of the O'Brien Administration building.

Some ritualists have attempted to summon the minotaur, egotistically thinking they can bend its will to their own purpose. At times the creature even seems to do the occultist's bidding, but

only to the point at which it suits the spirit's whim. These encounters rarely end well for the ritualist.

Goals/Purpose: The minotaur is a simple-minded spirit, operating largely on emotion and instinct rather than intellect. It has an ingrained curiosity for High Strangeness and is sometimes drawn to it, but it has an even deeper instinct to guard talismans against misuse. The longhorn minotaur especially distrusts those who practice occult ritualism, since such people once trapped and enslaved it. Ritualists who venture into the Special Reserves section of the ETU library should be prepared to prove their worth.

Weaknesses: The longhorn minotaur's ability to manifest is limited to the availability of human hosts. Its physical form, although greatly changed, is not immune to attack. If its host dies prior to the spirit's willful departure, the spirit is Fatigued and cannot manifest for another 24 hours. The minotaur is also susceptible to an exorcism, should anyone be able to keep the creature incapacitated long enough to perform the ritual.

LONGHORN MINOTAUR

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d12, Notice d4, Stealth d8, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Edges: Brute, (Imp) Sweep

Gear: None

Special Abilities:

- **Arcane Sense:** The longhorn minotaur has a nose for magic or High Strangeness.
- **Hook 'Em:** Add +4 damage at the end of one Fighting action in which the longhorn minotaur Runs, moving at least 5" (10 yards), and successfully hits with its horns.
- **Labyrinth Walker:** While navigating a labyrinth (GM's call but defined in the loosest and most dramatic sense), its horns magically navigate the narrow passages. In non-labyrinth environments, treat obstacles such as doorways as Difficult Ground.
- **Longhorn:** Str+d6 damage. The creature can slash or stab with the tips of its massive horns.
- **Poor Eyesight:** The minotaur cannot reliably distinguish foes more than 10" away.
 - **Possession:** To manifest in its true form, the spirit initiates possession using the rules described under Monstrous Abilities in *East Texas University*. A successful possession leads to the victim's physical transformation, which takes one full round.
- **Size 2:** The longhorn minotaur stands more than 7' tall and has massive horns.



SAVAGE TALE: TRAPPED

A novice occultist attempts to repeat her Greek ancestor's summoning ritual and trap the ancient minotaur, but an innocent bystander pays the price.

INTRODUCTION

Annika Hopkins is a new associate professor who teaches Early Western Civilization in the History department. She's also a ritualist who believes her ancestors were the ones who first summoned and enslaved the minotaur spirit. Her grandfather taught her all about the minotaur talisman, from its creation right up to its destruction. Annika's research eventually led to Pinebox.

Yesterday Professor Hopkins attempted to summon the minotaur and entrap it in a new talisman, a twelve inch diameter loop of barbed wire representing mankind's taming of the wild herds. She entered Golan Mounds State Park after closing, carefully prepared her ritual, then performed the summoning. Unfortunately, Annika wasn't the only one in the park that night. At the ritual's climax a group of ETU freshmen carrying a case of beer stumbled on Annika's elaborate preparations. Rather than entering the summoning circle, the minotaur spirit possessed one of the hapless freshmen boys.

The enraged longhorn minotaur quickly turned on Annika, whose panicked reaction only hooked the loop of barbed wire on the creature's horn. This ripped the talisman from her grasp and slashed open her palm. Staring at the bovine face of death, Annika turned tail and fled while the longhorn minotaur turned its attention to the other freshmen. As she ran down the trail toward her car, she heard a student cry out in agony as he was gored through the leg.

Although she escaped with her life, Annika's plans are in ruins. This is arguably a good thing, but the talisman she left behind prevents the spirit from leaving its host's living body. Unless the talisman is removed within 24 hours, its freshman host will die. In the meantime, the longhorn minotaur prowls the deep underbrush of the Big Thicket overlapping the state park.

ROUGH NIGHT

The heroes are studying (or goofing off) in the first floor entertainment room of a dorm one evening when a trio of clearly rattled dorm-mates enter. One can be overheard saying, " — nobody would believe us anyway. Look, it was dark. I don't know *what* we saw." Another interrupts, "But what about Stu, huh? What if he never comes back?"

The dorm-mates clothes look ripped and disheveled even for college students. One even sports a hidden, bloody bandage on one of the trio. A successful Persuasion or Intimidation roll convinces them to confide their story. Their names are Dylan, Ranger, and Rob, and all three use the Student profile found in *East Texas University*. The friends describe sneaking into the park when one of their companions, Stuart, went nuts and attacked a stranger they hadn't even noticed before. With a raise, Dylan admits Stuart sounded weird and looked like he was wearing an animal mask over his head.

Should the study group fail to convince their dorm-mates to share information, the next morning Professor Maclanahan contacts them and asks them to check out a ritual site found out at Golan Mounds. However, this approach only gives them another 12 hours to solve the mystery and save Stuart.

PARK INVESTIGATION

Whether the heroes visit the park immediately or the next morning, they find abandoned remnants of Annika's ritual such as candles, bits of cow hide, and so on. A successful Survival roll reveals several sets of shoe prints, all seeming to return toward the parking lot before disappearing on the asphalt. On a raise, one pair of prints leads into the dense underbrush of the Big Thicket. (See **Trophy Hunting** below if the students follow the tracks into the forest.)

Characters who take the time to search the area find a plastic shopping sack snagged on a nearby branch. The sack is empty except for a pair of receipts. One details some Dollar Store purchases matching the candles they see among the other ritual components, and the second is a credit card receipt with the owner's name — Annika Hopkins.

Those who pass a Notice roll while searching the ritual area find a slender notebook flung

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into the underbrush. The book is filled with handwriting in Greek, a sketch of a summoning circle, and even a sketch of a minotaur (not the longhorn variety). This is Annika's hand copied summoning ritual she used for the minotaur.

HITTING THE BOOKS

Armed with some of the clues from the ritual site, the heroes have several potential lines of investigation. For those willing to dedicate the time, all Research rolls can benefit from cooperative rolls.

The Greek handwriting in Annika's journal can be translated with a successful Research -1 roll. Translating the entire ritual takes six hours, reduced by one hour per raise.

The heroes may also read up on minotaurs, making Research or Occult rolls at -4. A failure means they only learn the information passed down in Greek myth. On a success, they learn the minotaur is attracted to magic or supernatural effects such as High Strangeness, but it has a hatred for ritualists. On a raise they learn ritualists long ago controlled the minotaur spirit with a talisman.

Finally, on a Research roll, online research reveals Annika Hopkins lives in Pinebox and teaches at the university. Her phone number is online, but her home address is not.

HOPKINS

The professor can be found in her university office or by calling her cell phone. With a successful Persuasion or Intimidation roll, Annika admits to her part in the fiasco and explains the minotaur spirit's victim will die unless the possession is broken soon. With a raise, she agrees to return to the state park and perform the ritual again, summoning the creature so the students can save their classmate by removing the talisman.

TROPHY HUNTING

Back at Golan Mounds, state park rangers are on high alert for trespassers. Sneaking back to the ritual site requires a successful Stealth roll. Failure means the rangers chase them around for a while, but eventually the students find a way in.

In truth, *any* use of magic — either talisman or ritual — within Golan Mounds draws the attention of the longhorn minotaur. A

successful Survival -4 roll also allows the group to follow the minotaur's tracks into the Big Thicket. Reward creative solutions, such as flying a drone through the forest until they find the creature.

If Annika is present when the students encounter the longhorn minotaur, its first move is to use its Hook 'Em special ability with the professor as the target. After this single charge or in situations where Annika is not present, the minotaur appears confused — it knows something is wrong but not how to fix it. It doesn't attack again unless the heroes fight back or use magic.

The creature's tall, muscled human body still wears Stuart's tattered ETU athletic shorts. A successful Persuasion roll combined with soft, calming speech and slow movements allow the heroes to approach the creature and remove the barbed wire looped on its horn. Doing so allows the spirit to peacefully depart and its host to return to his true form.

If the students choose violence instead, the minotaur vigorously defends itself. The study group can still save Stuart's life by stopping their fight at Incapacitation and removing the barbed wire. A fight to the death means the minotaur spirit is set free but the heroes are left with their classmate's corpse.

AFTERMATH

Although the students may think the talisman's purpose was intended to harness the minotaur's power (as Annika had imagined), it is essentially worthless.

When the minotaur spirit leaves its human host, the student transforms back to his less muscular build and sheds its hair and horns, but any wounds suffered during combat remain. Stuart believes someone drugged him, which explains the strange dreams he had.

If Annika survives, she continues to teach and occasionally practice ritualism in Pinebox. She promises to set aside further attempts at harnessing the wild spirit of the longhorn minotaur, however, until she is much more proficient at her craft. She wants be assured no one else will get hurt in the process.

SAVAGE TALE: MAZES & MONSTERS

Farmer Rocky Bowen has struck gold with his idea for an Autumn corn maze. Families and students alike have been flocking to enter the maze, but something else wants out.

INTRODUCTION

Several months ago on a moonless night a cabal of ritualists drove into the country, traipsed into a dark, empty field, and summoned a demon. Afterward, the ritualists congratulated themselves and drove away, leaving behind a field tainted by black magic...

Rocky Bowen has a knack for making lemonade out of lemons. For instance, some sort of blight attacked his latest corn crop and spread in crazy patterns throughout his field. After cutting down the affected corn, he was left with a fraction of his original yield and a winding maze through his crop. From there it just seemed like a natural idea to sell tickets to "Rocky's Crazy Maize" corn maze. Word of the maze is spreading and each weekend has more ticket sales than the one before.

Yet, something about the field gives him the heebie-jeebies. He doesn't like entering the maze himself. Every time he does so, he gets the weird feeling something is stalking him.

SPIRIT OF THE MAZE

Unknown to Rocky, the corn blight is just one expression of High Strangeness resulting from the cultists' Black Magic ritual. As if this wasn't enough to interest the minotaur spirit, turning the field into a labyrinth sealed the deal. The longhorn minotaur has manifested itself into three different maze patrons. Before the minotaur relinquishes possession of its dazed hosts, each stalks through the corn maze for several minutes, terrorizing stragglers. No one has been killed, and Rocky has downplayed the attacks as either pranksters or a wandering stray bull. However, the attacks have grown increasingly harmful as more and more people enter the labyrinth that the longhorn minotaur has claimed as its own.

LOST CAUSE

Several ETU student organizations have jumped on the maze craze and organized a charity fundraiser called "Lost for a Cause" at Rocky's maze. A portion of proceeds will go to charity and the event has been heavily promoted on campus. The study group are either encouraged to go due to their involvement in a student organization or have been hired as weekend help to run the event.

The sun has just dipped below the horizon near the end of an extremely busy, profitable fundraiser when a student charges straight out of the maze near where the heroes are standing and gives a gasping cry for help. This is Terry Smith, a sophomore. Terry has a nasty gash along his chest, which is bleeding profusely. He hands one of the heroes a set of car keys and begs for the asthma inhaler on the front seat. Anyone who passes a Healing roll realizes the gash is long, ugly, and needs stitches, but is not deep enough to be life threatening. On a raise they note the student doesn't seem to be suffering from asthma symptoms, despite his pleas for the inhaler.

LABYRINTH GENERATOR

Shuffle a deck of cards and draw for each segment of the labyrinth. Don't bother mapping it, as the supernatural nature of the maze results in a constantly shifting layout that defies all logic.

2	Long, straight segment.
3	Sharp right turn
4	Sharp left turn
5	A "T" intersection
6	A four-way intersection
7	Short, curved segment
8	Long, curved segment
9	Short, straight segment
10	A 2" x 2" clearing decorated with a scarecrow
Jack-Ace	Dead End
Joker	Maze center



When the student returns with the inhaler, Terry waves it away and begs the student to take it to his roommate, still trapped in the maze. Terry says the gash came from someone dressed up in a costume who jumped out and attacked them.

THE LABYRINTH

While within the maze, visitors suffer from the High Strangeness driving the labyrinth. Numerous people wander up and down trails, some in a panic and others dazed. The paths through the corn twist and double back in ways that seem to defy logic. Reward players who use inventive ways to “cheat” the maze, even if the supernatural powers ensure those methods are doomed to fail. Cutting through the corn “walls” sometimes leads to different paths and other times no path at all. Students who cut through the maze experience their own High Strangeness and a feeling of deep dread (requiring a Fear roll) that something corrupt and malevolent awaits them on the other side.

The Dean can use any online labyrinth map she wishes or she can refer to the Labyrinth Generator sidebar to generate a unique experience each time. If using a map, decide upon a Maze Center, which will become important later.

Each time the maze takes a turn or the students take a shortcut through the corn, make an Encounter Check. Roll d12-N, where N is the number of times the GM has made the check prior to the current one. (Stop counting at 10.) On a 1 or less, the longhorn minotaur attacks for two rounds before melting into the corn. On a 2–3 they find Terry’s roommate, Lee, lying in a path and gasping for breath. On a 4–6, they encounter another injured minotaur victim, on a 7–8 they find one or more students lost in the maze and wandering in a daze. On anything greater than an 8, they simply continue onward.

🔴 **LONGHORN MINOTAUR:** See Longhorn Minotaur on page 16.

MAZE CENTER

Unless the Dean uses a map depicting otherwise, the maze’s center is a 25 yard square clearing in which Mr. Bowen set up a diorama of scarecrows tending a garden. The clearing is also the epicenter of the High Strangeness thanks to the Black Magic ritual which corrupted the field to begin with. Students with the Psychometry Edge instantly feel a sense of evil when they step within the clearing.

The scarecrow’s tools (garden hoes, shovels, and even a scythe) offer an opportunity for improvised weapons, and if the study group lures the longhorn minotaur within the maze center it becomes Distracted for the first round by the taint of Black Magic.

CONCLUSION

The study group’s most immediate concern is rescuing Terry’s roommate, Lee. Once they find him and help his breathing, they can either try to make their way back out of the maze, defeat the minotaur in combat, cleanse the maze center of its evil aura with the help of holy water or a faith leader, or destroy the maze itself.

The last option is the most conclusive way of freeing the minotaur spirit and rescuing all the students still trapped in the labyrinth’s spell. Starting a fire would be the most extreme method and could be deadly for those trapped in the maze, but simply stomping down the stalks or returning with a powerful mower is just as effective.



These beautiful, cursed toys transform victims into living dolls.

Physical Appearance: The Metzinger dolls are exquisitely crafted toys. Those who stop to take notice of them can't help but marvel at the attention to detail. From facial features to hair and even blemishes, every detail matches the victim. On the bottom of one foot is their creator's signature: Metzinger. On the other are symbols for the current moon phase and the symbol for the new moon.

Origins: The Metzinger Dolls are so named for their creator, Nolan Metzinger. One day in 1975, Mr. Metzinger showed up in Pinebox and opened a toy store in a leased storefront a block from the courthouse. The store was filled with many wonderful creations, but the most eye-catching were a trio of dolls set up in the shop window. Each morning the dolls would be in a new scene, such as baking a cake or reading books in bed. The dolls were very expensive for their time but eventually all three were sold to Henrietta Cane as a Christmas gift for her daughters. Very shortly thereafter, Metzinger Toys closed for good and the toymaker left town.

Sadly, not long after that glorious Christmas of 1975, tragedy struck the Cane family. All three girls disappeared without a trace. Although the Canes donated many of the girls' things to charity, the Metzinger dolls were among the last

belongings with which Henrietta parted. This was no doubt due to their uncanny resemblance to her daughters, a detail she had completely failed to notice until after their disappearance. By 1978 the dolls were split among different owners. One was destroyed in 1983, but the other two are still unaccounted for.

Current Manifestation/Setting: The Metzinger toys are black magic talismans which transform their victims into living dolls. Trapped inside the Metzinger dolls, the only way for a victim to escape the curse is by claiming a new target to take their place. Currently one doll is locked in a trunk half-buried on a shelf at Pinebox Pawn. The other was recently purchased as a gift from an estate sale by Leslie Simpson, a member of Phi Zeta Epsilon.

Goals/Purpose: Being transformed into a living doll tends to damage a person's sanity, but cursed victims typically have one goal: freedom. To escape the cursed doll and return their bodies to normal, the doll must be touching its next victim to trigger the Doll's Curse special ability. Victims who escape their imprisonment before the next new moon are fully restored to their former bodies. On the night of the new moon, any victim still trapped as a doll finds her life force drained to the point of death. Only the doll remains thereafter, animated by the original black magic which hungers for the next victim.



Weaknesses: Metzinger dolls can only move when no one is watching. When a human is awake and looking at them, the living dolls are paralyzed. This makes the toys far more dangerous when their victims are sleeping or blindfolded.

METZINGER DOLLS

These 16 inch tall toys are finely detailed dolls with the striking likeness of their victims. Each cursed toy can be identified by Metzinger's signature on the bottom of one foot and tattoo-like marks for the current phase of the moon (the symbol subtly updates each day) and the symbol for a new moon. Dolls can move and their joints articulate just as a human would.

Physical Attributes of the dolls are always the same, but the dolls take on the Smarts and Spirit of their victims. The mental attributes shown below are for inert dolls imbued only with Metzinger's will.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d4, Notice d8, Persuasion d4, Stealth d8

Pace: 4; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Doll's Curse:** At a dramatically appropriate moment while touching its victim, the talisman may attempt trapping her within the doll.

This is an opposed Spirit roll. The victim rolls at -2, or -4 if asleep or unconscious. Upon a success, the new target becomes trapped inside a doll which takes on their likeness. This imprisonment lasts until the next new moon, at which point their spirit becomes fuel for Nolan Metzinger's immortality and is gone forever. If an animated doll finds a new victim before the new moon, the trapped spirit is restored to human form and the new victim takes her place.

- **Invulnerable:** Metzinger dolls are invulnerable to damage unless caused by their Weakness.
- **Mind Crush:** Victims trapped within a doll make a daily Spirit roll with a cumulative -1 and a maximum of -4. When the loss would fall below a d4, he is insane. If the victim returns to his body then he suffers long dissociative episodes and cannot function independently in society.
- **Shy:** These dolls can move just like a human, but only when not observed. As long as a human is looking at them, the dolls are paralyzed. Security cameras do not cause the paralysis effect.
- **Weakness (Fire):** The dolls can only take damage and be destroyed by fire or heat-based attacks.
- **Weakness (dispel):** The *dispel* power can restore a victim trapped in doll form, but it doesn't destroy the doll nor permanently break the

doll's curse. The modified Occult roll is opposed by the doll's Spirit.

SAVAGE TALE: MISSING PERSONS

Two members of the Phi Zeta Epsilon sorority have gone missing without a trace in the last week. While there is no evidence of foul play, the sisters wonder if it's a case of jealousy taken to the extreme.

A DUBIOUS AWARD

More than a week ago, sorority member Kyra Dunst was awarded a prestigious position leading a charity fundraiser. To celebrate the announcement, Kyra was awarded a doll dressed in a sorority t-shirt. That night the Metzinger doll crawled upon her bed and claimed its first victim. Kyra was discovered missing the next day. Several days later, after a new moon, the doll took fellow sorority sister Simone Watley. With two young women going missing from the sorority house, the remaining residents are on edge for their friends' well-being as well as their own safety. Meanwhile, Simone is trapped in the doll and frantic to escape at any cost.

NOT MUCH HELP

The adventure begins on the steps of the Phi Zeta Epsilon sorority house. A hero may be a member of the sorority or dating one, attending a party, or even delivering a pizza. As the character approaches, they pass a Sheriff's deputy leaving the house. Sorority president Leslie Simpson stands in the doorway, watching the deputy leave and complaining bitterly about the authorities not taking her seriously. This is the hero's opening to learn about the missing sisters directly from Leslie.

Leslie is upset and begins the conversation as Neutral on the **Reaction Table**. If the heroes have gained renown (or infamy) for helping with "weird stuff" she begins as Friendly.

With a successful Persuasion roll, the student learns Kyra had been appointed the leader of a charity fundraiser. Leslie made the position a big deal, publicly awarding Kyra with a custom t-shirt, flowers, and Maya the "Phi Zeta mascot doll." After Kyra had been gone a week, Leslie assigned

the fundraising task to Simone in a much more subdued manner but still passed the mascot doll found in Kyra's room as a token of office. The very next morning, Simone was gone as well. With a raise on the roll, the hero learns Leslie is afraid one of her sorority housemates wants the fundraiser chair position and has taken extreme measures to take out the competition, although she has no real idea as to whom.

Unless the questioner is a Phi Zeta Epsilon member, Leslie's attitude must be Friendly or greater to allow them inside the sorority house, and she must be Helpful before allowing them to search the missing women's rooms. That's not to say other residents might be more accommodating, though they risk getting caught and in trouble with the organization's adult sponsors.

CLUES

If the study group searches the bedrooms in question (with or without permission) they find fairly untidy rooms. The doll is in Simone's room on the floor (having spent hours pacing the room, waiting for someone to open the door). A Notice roll reveals the doll looks remarkably like the photos of Simone on her desk. Anyone with the Psychometry Edge feels a sense of dread near it. When not being watched, the doll moves toward a hero in hope of passing its curse onto someone else and escaping.

OTHER INVESTIGATION

If the heroes pursue other lines of investigation or question other sorority members, the following information can be uncovered.

- Kyra's roommate found their room "vandalized" the day after the disappearance. Someone used lipstick to crudely write on her mirror, "Help me, trapped. The doll." She feels it was a horrible, tasteless prank and cleaned it up but can show the students a photo she took from her phone.
- Neither Kyra nor Simone have boyfriends, although Kyra had begun dating someone casually.
- The fundraising chairperson is a prestigious role. The charity raises more than \$50,000 dollars each year for a children's hospital in Houston. The responsibility looks great on a resume and is a highly coveted position.

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- The deputy was correct. There is no sign of forced entry, nor did anyone report hearing a struggle. On the other hand, none of the women's possessions are missing. Their cars are still parked outside and their purses and phones were found in their bedrooms.
- If the study group asks about the doll's history, any sorority member can explain that Leslie saw the doll at an estate sale and thought she would make a great mascot.
- If a student inspects the doll, she detects a mark on the bottom of each foot. One foot sports a signature which reads Metzinger. The other foot has a mark depicting the moon in its current phase (Dean's discretion) and a second symbol which is a completely black circle — the calendar symbol for a new moon.
- It's up to the Dean's discretion how much information the local newspaper (or internet) has on Metzinger dolls in connection with disappearances. At the very least the paper has a story about Metzinger's toy shop while it was open. The accompanying picture shows the three dolls on display in the store window.

NEXT STEPS

Simone is desperate to be free and stalks a new victim at the earliest opportunity. Ideally this is a member of the study group, but if the heroes

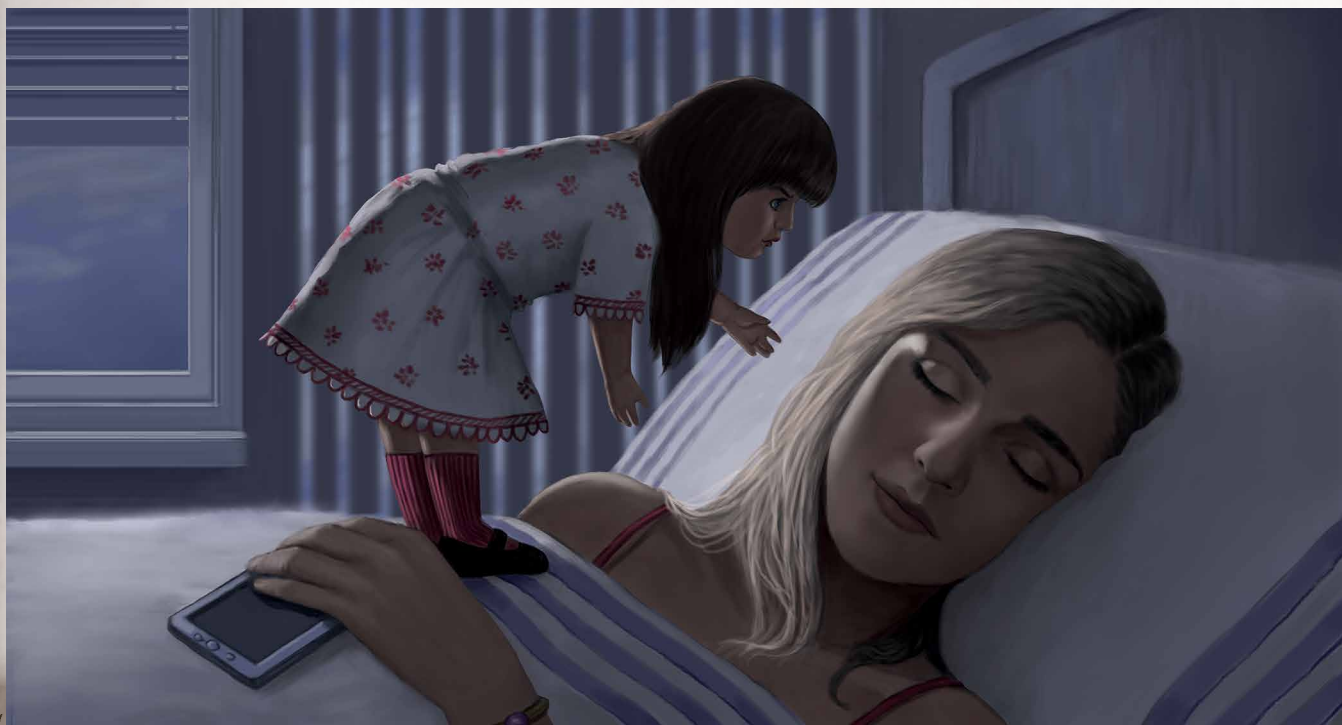
fail to make headway on the investigation (likely because they were barred from searching the bedrooms for clues), a week later Leslie herself goes missing. Simone appears in her place, but the poor young woman's mind has snapped. She alternates between being non-verbal and babbling about playing tea and dress-up. Simone is afraid of seeing her own reflection and if she's shown the doll she unsuccessfully tries to destroy it.

In the subsequent chaos another sorority member reaches out and asks the heroes to investigate, giving them access to search the rooms and ask questions of their roommates.

The possessed doll continues to stalk new victims until the study group catches on to the situation. In particular, it crawls into a student's bed at night and holds onto the arm of its sleeping victim while the Doll's Curse special ability takes effect.

RELEASE

The Metzinger doll's reign of terror continues until it's destroyed or safely locked away. Once the students realize the toy is somehow cursed, an Occult roll suggests a ritual based on the *dispel* power might cease its terrible curse. See Metzinger doll's stats for details.



After a total of six unsolved disappearances, the doll gets packed away with other abandoned belongings and ends up at Pinebox Pawn.

SAVAGE TALE: THE SHOW

The Greek Life Charity Review is ETU's biggest talent show/charity event of the year, and this year promises to be extra special. A Sophomore by the name of Nathan Metzinger has a disappearing act sure to impress.

BACKGROUND

Nolan Metzinger, the man who created the original Metzinger dolls, has returned to Pinebox after more than 40 years. Rather than the old man he should be, the black magic ritualist looks like he's barely out of his teens and has assumed the identity of a fictitious grandson named Nathan.

Each new moon, the occultist has been remotely draining the dolls' victims of their life to extend his own. He finds his magic especially strong in Pinebox, so he's returned as a student with his improved black magic dolls to harvest new souls from the student population. Under the guise of a magic show, Metzinger plans on harvesting and draining enough life force to last him several more decades before disappearing just as he did before.

WHAT A SHOW

The heroes are drawn into the adventure during the semi-finals of a campus-wide talent competition. The show features all sorts of acts, from singing and dancing to acrobatics and juggling. Maybe one or more of the heroes have an act of their own. One of the most impressive performances of the night is a comical magic act.

A woman from the audience is chosen by the magician, Nathan the Astounding, to help in the act. The woman is then covered with a sheet. Students with the Danger Sense Edge get a brief premonition of danger, and in only a few moments the magician drops the sheet and the woman is gone. In her place is a doll with the same hair style and facial features as the volunteer. The crowd goes wild. Nathan scoops up the doll, takes a bow, and exits stage left. The study group can

make a Notice roll to realize the audience member never returns.

At the end of the show a master of ceremonies announces three acts to advance from semi-finals to the final round next week, including the magic act. After the show as the heroes are leaving, they encounter an argument in progress. On one side is an acquaintance of the study group, perhaps a roommate, lab partner, or acquaintance from an early adventure. On the other side is Nathan the Astounding. The group's friend demands to know where his girlfriend went, but Nathan just smirks and holds up the doll from his act, then says he doesn't know — he sent her "out the back" of the stage and back to her seat after the trick. The angry student knocks the doll from his hand and stalks away.

If the students chase down their friend, all he knows is that his girlfriend never came back to her seat after going on stage and no one can tell him where she went. She doesn't answer her phone and he's convinced she wouldn't leave without him. The boyfriend is equal parts worried and angry because he knows campus security will tell him to wait until morning to see if she returns to her dorm.

NATHAN THE ASTOUNDING

Should the study group do a little digging into the amateur magician, no roll is needed to learn his actual name is Nathan Metzinger. The bio in the talent show program says he's a Junior in English Literature. A successful Research roll reveals Nathan's profile on a few social media sites. He describes his interest in magic in such a way that it's hard to tell if he's talking about slight of hand or the occult. With a raise, the search also hits upon reference to the Metzinger Toy Shop in a digitally archived issue of the Pinebox newspaper. The article describes how the shop abruptly closed after Christmas in 1975. Whoever finds the article also spots a picture of the shop with a trio of dolls in the window. Refer to **History Lesson** for more information on the original toy shop.

If the study group tries learning more from people who know him, a little Networking through the local bar scene reveals Nathan only transferred to ETU a semester ago. He lives in an on-campus dorm but his roommate

dropped out of school so Metzinger has the room to himself until the next semester.

If the study group decides to talk to Nathan, he's coming off the success of his act and begins the conversation as Friendly. If asked about the missing girlfriend again, he insists she left directly from backstage. *"What? Do you think I actually turned her into a doll?"* he scoffs.

For each follow-up question about the missing student, Nathan drops one level on the **Reaction Table**. His easy demeanor melts away and he becomes increasingly evasive and defensive. If they persist, he brushes off the students altogether and leaves.

As long as his attitude is Friendly or better, Metzinger allows "fans" to examine the doll. Heroes who handle the doll see the Metzinger signature on the bottom of one foot and a symbol of the moon phase and a new moon on the other.

Should the students discretely follow Nathan long enough, he eventually drives to Indian Summer Trailer Park. Here, in a rented trailer, is where he creates new black magic dolls using a combination of black magic ritualism and toy craftsmanship. If the students break in, they find the trailer guarded by two of Metzinger's improved dolls, animated by the occultist's will.

- **Improved Metzinger Dolls (2):** These new dolls no longer suffer from the Shy weakness and follow their master's commands.

HISTORY LESSON

Heroes who got a glimpse of the Metzinger signature or whose research revealed Metzinger Toys can look up the history of the shop and the dolls in particular. A Research -2 roll reveals Metzinger Toys was owned by Nolan Metzinger, and a short sidebar describes the popularity of the shop's window display depicting three dolls in a variety of scenes each day. A raise on the roll uncovers a picture of someone who looks like an older version of "Nathan."

Of course, heroes who experienced the **Missing Persons** Savage Tale are likely already familiar with these cursed items.

The downtown location of the original Metzinger Toys saw several other businesses come and go over the years. Nothing of the toy shop remains.

THE BIG NIGHT

Unless the heroes force the action sooner, Nathan performs his magic again at the final night of the talent show along with five other acts.

When it comes time for the disappearing act, Nathan calls on two members of the audience, one male and one female, one of which is from the study group! If the player character refuses, Nathan just winks at his enemies and calls on someone else — someone who has a much worse chance of resisting his trick!

In either case, Nathan has the students lie on tables set several feet apart. He drapes a heavy sheet over each volunteer, simultaneously dropping the doll on the table. Although not apparent from the audience, Nathan wiped the sheet in rubbing alcohol. The strong fumes inflict an additional -2 penalty to the Spirit roll to resist the doll's curse.

The Extra volunteer succumbs to the doll's curse, but if the hero doesn't Nathan pretends it's all part of the act. When he lifts the sheet he makes a joke or some other pleasantry to explain it away. Otherwise, both volunteers are replaced with dolls in their likeness and the crowd again goes wild.

If both volunteers disappear Nathan wins First Place in the talent show. If the hero resisted Nathan is edged out to Second Place by a charismatic country singer named Shanna Burns.

A SHOWDOWN

The heroes can force a showdown with Nathan any number of places, but one possibility is that they follow him after the big show when he returns to the rented trailer house he is using as his workshop. They may even see Nolan release his latest victim from his doll to extort bank account info.

Wherever and whenever the study group decides to confront Metzinger, the crafty occultist likely has a few dolls nearby to summon. His improved dolls follow his voice commands and no longer have the Shy weakness. As far as the black magic ritualist himself, although he has turned back the hands of time, he is still human with all the same mortal vulnerabilities — including the twisted magic of his own talismans.

- **Nolan Metzinger:** Use the Ritualist profile from *East Texas University*.
- **Improved Metzinger Dolls (2 per hero)**



The director of the Student Wellness Center, Dr. Sisemba, suffers from split personality. The good doctor is a psychiatrist who helps troubled students. His alter ego “Popo Bawa” is a supernatural being that draws sustenance from the fear and death of those around it.

Physical Appearance: Doctor Kewalie Sisemba is a naturalized American of African descent. He is in his late 30s and stays physically fit, often playing pickup basketball games at the student recreation center when he’s not lifting weights or running on the treadmill. Dr. Sisemba has ebony black skin and keeps his hair cut close to his scalp. The counselor is well-liked on campus, in large part due to his ready smile and easy manner.

The Popo Bawa, the doctor’s alter ego, is a supernatural being inhabiting the same body. It emerges by oozing from Dr. Sisemba’s mouth like thick, oily vomit. The creature’s essence rapidly coats the poor doctor’s skin from head to toe and rearranges his frame to suit the creature. The popo bawa is a much more compact four feet tall, with bat-like wings and a single cyclopsian eye in the center of its forehead.

Origins: At the age of 10, Kewalie Sisemba immigrated to the United States as a refugee with his father. They fled a war which had all but wiped out their home town and cost Kewalie his mother. The slaughter also worked against the supernatural Popo Bawa, who had spent decades

preying upon the local people but perversely also shielded them from outsiders. Even the shapeshifting creature couldn’t stem the wave of violence ravaging the country, however, and the people stopped fearing legends when civil war brought horrors of its own. In the dead of night the Popo Bawa approached the sleeping child Kewalie and struck a bargain — act as a host and never feel fear again.

In the years that followed, Kewalie became a United States citizen, went to college, and became a psychologist to help other people through traumas. Now he leads the counseling hot-line at ETU, a place in which students seem to have more than their share of crises.

Current Manifestation/Setting: The relationship between Dr. Sisemba and the Popo Bawa bear a resemblance to Jekyll and Hyde. Dr. Sisemba genuinely wants to help people and has suppressed the memory of his alter ego. When the Popo Bawa takes over, the doctor is unaware of what occurs. On occasions that he awakens in a strange place, he blames it on sleepwalking or PTSD. In Africa the creature chose its victims more or less at random, but in Texas it’s drawn to those who carry the remnants of High Strangeness.

Goals/Purpose: In Africa the creature tormented men and women for pleasure, but away from its homeland the creature draws its very sustenance from the suffering of others.

East Texas University

The horror feeds especially well on those who carry the remnants of High Strangeness and thus seeks out budding ritualists or those who have encountered the supernatural.

Weaknesses: As a creature of shadow and fear, the Popo Bawa's Toughness decreases by 1 when bathed in bright light such as a spotlight or bright, fluorescent classroom lights.

STATS

For Dr. Sisemba, use stats for White Collar Worker from *East Texas University*. The stats below are for Popo Bawa.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Claws:** Str+d4.
- **Disrupt:** The Popo Bawa's presence has a dampening effect on rituals. Casters suffer a -2 penalty when the creature is the target of a ritual or within 10" (20 yards) of one being performed.
- **Glide:** Pace 12", cannot gain altitude.
- **Fear -2:** Popo Bawa exudes supernatural fear.
- **Feed on Fear:** Once per night, Popo Bawa can feed on the terror of a sleeping victim. This requires physical contact for three rounds, after which the target must make a Fear roll. If failed, Popo Bawa heals itself of any Wounds or Fatigue while giving the victim a level of Fatigue. Victims recover one Fatigue level per night of rest without attack. Victims who reach Incapacitation from three successive nights of feeding fall into a coma, then perish the following night unless the creature is slain.
- **Shapeshifting:** Popo Bawa can shift into other forms to elicit maximum fear from its victims. Treat this as the shape change power of Veteran Rank, and use the creature's Spirit for the casting roll. This costs no Power Points, but it may only do this once per encounter.
- **Shadow Walk:** The creature can teleport from one shadow to another as the *teleport* power but with an upper limit of 10" (20 yards). It uses this power primarily to enter and exit its victim's home, but may also use it to escape a threat.

- **Size -1:** Popo Bawa is the size of tall child.
- **Strange Smell:** This creature can "sniff out" people who have been exposed to High Strangeness in the last 72 hours. The range of this ability is up to 100 yards in open air or 25 yards indoors.
- **Weakness (Bright Light):** When caught in a bright light (Dean's discretion), the Popo bawa's Toughness decreases by 1.
- **Weakness (Banish):** The only way to defeat the creature without killing its host is with the successful use of the *banish* power.

STUDENT WELLNESS CENTER

Doctor Kewalie Sisemba works at the Student Wellness Center, better known as the "quack shack." It serves students in need of general, non-emergency medical attention (colds, stomach virus, and the like) as well as with a counseling hotline.

The hotline is staffed by student workers who answer calls ranging from feelings of insanity over their roommate's strange behavior to genuine suicidal thoughts. You might not be surprised to learn there's a lot of that going on around *East Texas University*!

Students who want a Part Time Job as an Extra Curricular Activity might be drawn to work the hotline if they're the type of person who wants to make a difference, likes having their finger on the pulse of the campus, or even just want a steady job with flexible hours. It's also a great way for the Dean to hand out plot hooks!

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