



TRAIL OF CTHULHU

OUT OF THE WOODS

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Pelgrane Press

OUT OF THE Woods

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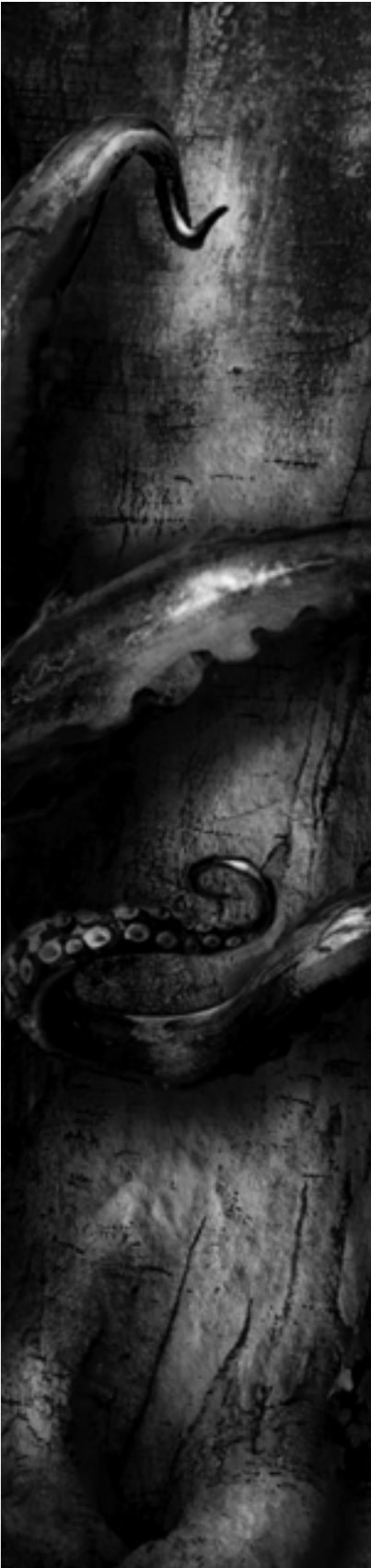
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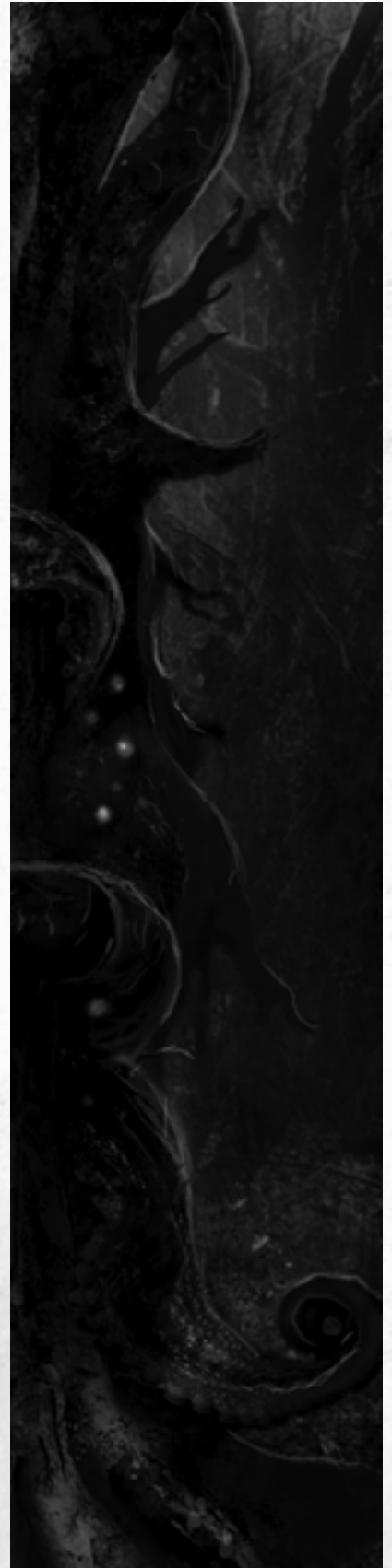
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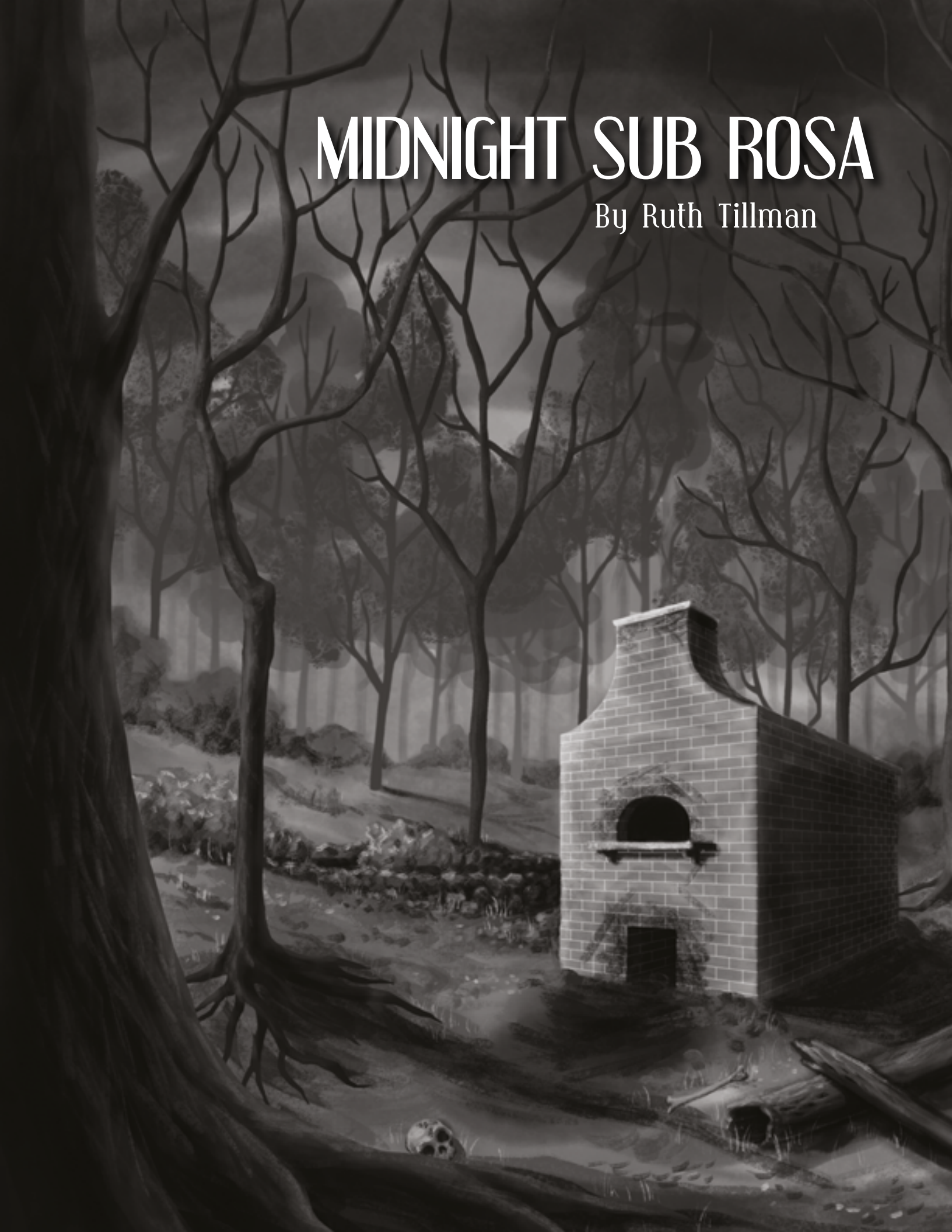
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MIDNIGHT SUB ROSA

By Ruth Tillman



Midnight Sub Rosa

DOE NOT CALL UP ANY THAT YOU CAN NOT PUT DOWNE

— Jedediah Orne, letter to Joseph Curwen

INTRODUCTION

In a world where overzealous scribes put to paper secrets humans should never know, sharp-eyed rare books librarians and their arcane use policies may be the only thing standing between humanity and its destruction. Yet as such books are bound to disappear, the Arkham Inquiry offers libraries its services for retrieval. When books of occult interest go missing, the Inquiry dispatches teams to retrieve the item or minimize its damage. Librarians only know these teams as qualified retrieval specialists who help them avoid nasty headlines, but they have saved much more than a few careers.

The Inquiry sends Investigators to recover the diary of Ezekiel de la Poer, a colonial-era French necromancer hanged for child-murder in 1736. It belongs to the rare books department of the University of Alabama, but was stolen at the home of an emeritus professor in the small town of Rosa, Alabama. The original owner committed abominable acts to gain preternatural powers, all detailed in his diary. The society doesn't want others following its instructions and unleashing unknown forces.

The Keeper will benefit from having read Lovecraft's "Rats in the Walls" and "Statement of Randolph Carter," though this adventure only alludes and does not mirror.



To run in **Purist** mode, build on the strangeness of Miss Derby: her antique clothing, hints about her ancestry dropped by Professor Katz, a malignant glance, or a likeness Roger Derby sees to his departed grandmother. The scenario's finale doesn't shut the door on future horrors.



In a **Pulp** game, emphasize the implied gore of early scenes, the physical horror of ghouls, and a violent finale.

THE HOOK

April 1936. To mark the 200th anniversary of his hanging, a group of scholars and interested parties have gathered near the burial place of early American colonist and reputed necromancer Ezekiel de la Poer. They plan to discuss his life and how he bridged the European and American occult heritages. When his necromantic journal disappears, parties quickly accuse each other of academic motives, until the dead begin to come home. Can the Investigators unravel the tangled agendas and secure the journal before something worse happens?

THE HORRIBLE TRUTH

Irma Derby has endured a great deal in the last two decades. The loss of her fiancé, Jacob Yates, during the Great War, and the ongoing frustration of watching her father take credit for what is increasingly her own work, have generated a simmering mix of grief and resentment, which comes to a head with the sudden shock of her mother's death. Drawing on her occult studies and secret de la Poer ancestry, Irma sought the power to restore life.

First, she encouraged her father to move back to his hometown of Rosa, a place she knew to be a source of necromantic power. Following instructions previously copied from de la Poer's journal, Irma rendered both her mother's body and the necromancer's into their essential saltes. She attempted a resurrection in January, offering the life of a local farmer, Bill Mathers, in exchange for her mother's.

The effort was apparently unsuccessful, though it drew ghoulish attention. Irma became convinced that she needed a proper connection with her ancestor, such as his journal. She planned the event as an excuse to use the journal in a midnight ritual, but damaged it with wax before the ritual while reading by candlelight. Knowing she could not hide the damage or her late night reading, she broke the desk drawer's lock, hid the journal in the pocket of her underskirt, and attempted to cast suspicion on Professor Jack Starling, her intended patsy.

Irma acted quickly, hoping that she could unlock the secret to de la Poer's power before being caught. Unfortunately, she wasn't entirely ready to undertake this kind of magic and her first efforts accidentally raised dead townsfolk. By the time Investigators arrive, her spell refinements have given her the power to command ghouls and, if not stopped, raise both her mother *and* de la Poer.

THE SPINE

The Investigators assemble at the Birmingham railway station for a **Briefing**. Their **Arrival** in Rosa comes two days after the theft. A local posse member directs them to head straight to **Sheriff Barnes's Office**.

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Midnight Sub Rosa

He's got a surprise in the **Makeshift Morgue**, after which they may conduct a **Graveyard Inspection** or interview **The Company Entire**. If the Investigators wish, they can stay for supper and go through the house **Room by Room** or they can start **Scouring the Lodging House** while their fellow lodgers are at supper. No matter the path they choose, **When Ghouls Attack**, Jack Starling will meet his fate.

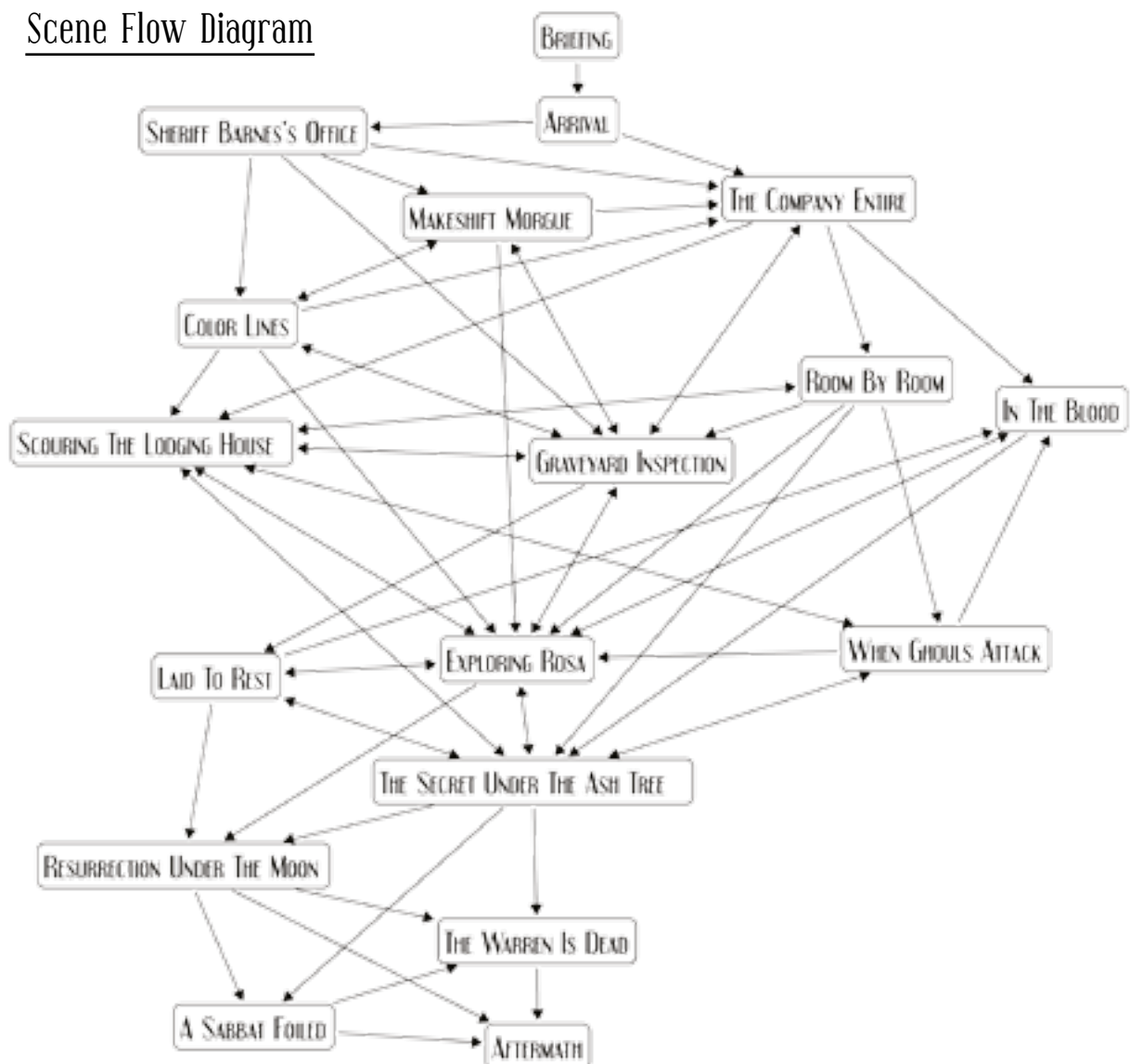
While **Exploring Rosa**, Investigators get a sense of the town's secrets and conflicts. Once they've completed preliminary inspections, they may join the townspeople while the dead are **Laid to Rest**. At some point, they may wish to speak with Roger de la Poer about the curse he knows is **In the Blood**. Clues eventually lead the Investigators to uncover **The Secret Under the Ash Tree**. Everything comes to a head when Irma attempts

a daring **Resurrection Under the Moon**—will the Investigators be prepared?

VICTORY CONDITION

As instructed by the Inquiry, the Investigators' goal is to retrieve and preserve the journal. Ultimately, however, they must stop Irma from completing the ritual, protect the townspeople, and ensure this won't

Scene Flow Diagram



Out of the Woods

happen again. Therefore, destruction always remains an option, but the Investigators know this means defending that action to the Inquiry.

PRINCIPAL ACTORS

Ezekiel de la Poer

b. ? - d. April 30, 1736

Drawn by the New World's possibilities, Ezekiel de la Poer emigrated from France (by way of the French West Indies) to the newly-founded settlement of Fort Louis de la Louisiane (present day Mobile, Alabama — the Louisiana territory's first capital). He lived there

for several years before moving north along a trading route, to what would later become Rosa, Alabama.

Through French traders, De la Poer initially arranged with local Creek to have the use of a large parcel of land directly adjacent to the trading route. His nearest French neighbors lived at a trading post in Oneonta, about 4 miles to the south. In 1920, he married a beautiful Frenchwoman, Louise Suleman, and hired local Frenchmen to clear land to build a large farmstead.

He began corresponding with former acquaintances in the West Indies, and arranged for the import of enslaved Africans from their sugar cane

plantations to work the land. At first, his actions seemed normal for a rich man of his time. After a few years, his actions attracted more notice. First, Madame de la Poer stopped traveling to Fort Louis, and no longer responded to letters. And second, de la Poer's continued purchasing of enslaved Africans and West Indians exceeded the number he might conceivably need on his small plantation. Some speculated that he might be building an enslaved army to forcibly take more land from the Creek Nation.

Rumors about de la Poer came to a head near the end of April 1736, after several children vanished from Oneonta. The superstitious spoke of Walpurgisnacht rituals practiced by

Running the House Party Whodunit

This scenario trades the stock English country house of the classic whodunit for a Southern farmhouse. In place of aristocrats and the smart set—academics. In place of a Lord Peter or a Miss Marple—Investigators. All action is local action, and a great deal is interpersonal. Red herrings abound.

When running this scenario, be aware of time and timing. As the Investigators will discover, the date on which Irma Derby plans to attempt her resurrection, April 30th, has occult significance. Investigators may bog themselves down in trying to get everything out of the academics, in which case the Keeper should push them to explore the house or—shockingly!—split the party and alternate between a few searching the house and a few questioning the house party. Darkness can also be a tool to move or restrain the party, as the sun sets a little before 7pm. All but the first and last few scenes are fairly interchangeable and may be

assembled in many orders with the same overall result.

While the final date has thematic significance, the Keeper may have the journal go missing earlier if she wishes to stretch out the time Investigators spend in the town. Having it go missing on Sunday, for example, would give the Investigators an extra day to work. The Keeper could also choose to pack all the ghoul action into one night by keeping Investigators guessing whether or not Starling was guilty and having him killed early in the evening on April 30th.

This overall timeline of events includes a suggested schedule for structuring the adventure:

Timeline

- 1664, Dieppe, France — Ezekiel de la Poer is born.
- 1706 — de la Poer arrives in the New World at Fort Louis de la Louisiane.

- 1718 — de la Poer settles in Rosa.
- April 30, 1736 — Residents of Oneonta hang de la Poer.
- September 13, 1935 — Sophie Derby dies.
- November 2, 1935 — Irma and Theodore Derby return to Rosa.
- January 7, 1936 — Bill Mathers found dead in an apparent hunting accident.
- Friday April 25, 1936 (evening) — the academic group assembles at the Derby house.
- Monday April 27, 1936 (morning) — Irma Derby reports journal missing. Scott Bryant telephones the University of Alabama. Their head librarian telephones Arkham Inquiry.
- Wednesday April 29, 1936 (mid-afternoon) — The Investigators arrive in Rosa.
- (late night) — Jack Starling murdered by ghouls.
- Thursday April 30, 1936 (midnight) — final confrontation

Midnight Sub Rosa

old country sorcerers, and the horrors of child sacrifice. Before the sun set on Walpurgisnacht, the traders at Oneonta formed a search party, and investigated the plantation. First, they gagged the reputed sorcerer, so he might not attack or mislead them with spells. They found a disposal site filled with ashes and child-sized bones, far more than could have come from the missing children—many likely enslaved children.

After hanging him on the ancient ash beside his house, the traders buried him at its base. A Jesuit priest supervised the removal of the bones from the ash pit, and their proper burial at the church in Fort Louis. The house was burned, and the slaves, despite what those who found them knew they had suffered, were auctioned off with the land to newly-arrived French colonizers, who would become the founders of Rosa.

No one rebuilt on the site of his house, and over the centuries the ash tree's offshoots grew up in the foundation's remains, spawning a grove.

- **Anthropology:** Shortly after de la Poer's arrival in the region, some indigenous inhabitants moved south, closer to the forts. Previous anthropologists had thought it trade-related, and a precursor to the alliances in the French and Indian war a century later, but Professor Katz is researching a theory that the two may be connected.
- **History:** Ezekiel de la Poer descended from a cousin-line of the de la Poer family whose ancestors lived in France during the unpleasant incident in which Walter de la Poer massacred the family's main English branch (see Lovecraft's "The Rats in the Walls").

- **Occult:** A popular occult history of French Louisiana from the mid-1800s includes his name on a list of white men who practiced voodoo, particularly zombification. An Investigator truly familiar with the occult recognizes the lurid exaggeration common in such reports, particularly since the modern concept of zombies did not exist until after de la Poer's lifetime. Spurious sensationalism, or is there a historical nugget of truth?

- **Oral History:** Local rumors say he had to leave France after he beat a peasant to death, resurrected the man, and made him continue farming until his body rotted.

Professor Theodore Derby

Whether his weak eyes, quavering voice, and shaking limbs merely show

Race and Religion in Rural Alabama in the 1930s

When playing any historical game, the Keeper and players must decide to what degree they wish to confront uncomfortable (and present) truths. Since the country's earliest days, Americans on both sides of the Mason-Dixon line and far to its west have perpetrated or suffered under endemic racism. While large and small pockets of acceptance bloomed all over the country, one would have been unlikely to find them in rural Alabama in 1936.

In the 1920s, KKK members in Alabama numbered over one hundred thousand. By the mid-1930s, those numbers had declined to under five figures, but its influence lingered in some counties, including the area around Rosa. If playing for strict historical accuracy, a black, Asian, or Jewish player character might face

hostility or violence from townsfolk. A Catholic priest, gay man, or unconventional woman's attempts to investigate might meet with slammed doors. Just fifteen years before the adventure takes place, a nearby Birmingham jury freed a Methodist minister who murdered the Catholic priest who'd overseen his daughter's conversion and officiated her marriage to a Puerto Rican man.

When describing the town's sociological makeup, Rosa was combined with the post-Louisiana territory French settlement of Demopolis, which had a larger non-white population (segregated) and strong French-Catholic influences. This diverse, ahistorical blend of communities does not magically erase the racial and religious issues of the time. It simply creates a playing

field, with a bit more diversity. Many other facts of Rosa—its location, its roads, its ghouls—remain true to history.

For some groups, confronting the social climate of the time is an important part of historical roleplaying. While the Keeper might describe and role-play the Sheriff (or another character) as openly hostile to a black Investigator, for example, you don't need to use racial slurs in game. Other groups might like to take a campaign character who's a retired, black FBI agent into rural Alabama, without having to encounter horrors which don't originate in the mythos. Many groups fall somewhere in the middle. It's best if Keepers who don't know their players well deal with racism as written in the adventure.

Out of the Woods

his age (early 70s) or point to a mental decay, Theodore Derby has only recently retired from an emeritus position at the University of Alabama. A native of Rosa, Derby was the first of its sons to pursue a college education. He studied at the University of Alabama before earning his PhD in American Folklore from Tulane University of Louisiana.

Derby married his childhood sweetheart, Sophie Cormier, in 1887. They lived in Tuscaloosa, Alabama for most of their marriage, but Sophie inherited a house in Rosa from her family, and restored it to serve as a summer home. Until a decade ago, Derby held a teaching position at Alabama, but more recently has confined himself to research, publication, and mentoring. After he stopped teaching, he began collecting rare, occult texts. Around the same time, due to the professor's failing eyesight, his daughter Irma became his amanuensis.

In the years before Mrs. Derby's final illness and death, the Derbys often hosted month-long summer salons. They invited young academics and doctoral students to enjoy Rosa's fresh air, and research subjects covered by the professor's extensive library. After Mrs. Derby died on September 13, 1935, the professor no longer had the heart for his life at the university. He left his emeritus position at Alabama, sold the city house, and on November 2nd, 1935, he and Irma moved back to the Cormier house in Rosa. Professor Derby had long ago sold his ancestral home to the Mathers family.

Irma Derby

Miss Irma Derby followed in her father's footsteps, and became the first woman from Rosa to achieve a college education. She has spent her life as her father's research assistant, secretary, and typist. The professor's friends speculate she's much more, and that her father has been riding her academic coattails for the past decade, if not longer. Her air

of obsequious helpfulness can change in a flash to one of confident academic superiority if a speaker is patently wrong about one of her, she's sorry, *her father's* research topics.

An Ancestral Connection

Irma's mother, Sophie Cormier, was a descendent of Ezekiel de la Poer. A young Jesuit missionary, brave enough to venture inside de la Poer's house before it was burned, found a girl of twelve calling herself H  l  ne de la Poer. She knew nothing of her mother, and would say nothing of her father. The

missionary found a home for her with a family in Oneonta. If H  l  ne knew more than she would tell (and she did) she only passed it to her daughter, who passed it afterward to her own daughter.

When Irma's grandmother Gabrielle married Jacques Cormier of Rosa, only she knew her connection to the otherwise unremarkable town. Irma learned her ancestry before leaving for college, but only became interested in de la Poer after the death of her fianc  , Jacob Yates. She directed her father's research work in a more occult



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direction, particularly toward works concerning ghouls and necromancy.

After damaging de la Poer's journal, Irma sewed a pocket into her

under-petticoat to hide it, as she would only trust its safety if kept on her person. The Keeper may make some vague allusions to the swish of her heavy skirts but should not be

so blatant as to make players suspect its location, at least not until later scenes. Irma's clothes may seem out-of-place in this era, but they recall her happier youth.

Ghouls

Ghouls have existed beside, or beneath, humans for millennia. They subsist on human dead, and steal human children from the cradle, leaving their own in exchange. While a young ghoul changeling resembles a human, it may become hard for them to hide the snouts, rubbery skin, and pointed ears of adulthood. Some

return to their people, others act as intermediaries, and a few interbreed with humans, producing ghoul-human hybrids. The North American variety have smoother, less doglike faces than their European cousins, although some European ghouls emigrated on "coffin ships", and interbred with those along the East Coast.



Ghoul warrens riddle North America. The major colonies live below large burial grounds, but they make use of sewers, subterranean caves, and their own front paws (perhaps even using a shovel!) to create a network as intricate as the American highway system. Most ghoul colonies form spontaneously, but a sorcerer who pays the charnel price may lure servitor ghouls to a region.

Most of the ghouls the Investigators encounter in Rosa are part of the Birmingham colony. After de la Poer's death, the town's population could not support a warren. It remained on the subterranean network, and wandering packs loped beneath the town, or stopped over for a quick snack. Now, ancient ghouls who may have served de la Poer before his death, and their spawn who still feel the pull of his family's power, have returned to this warren. (See Appendix A: Ghoul Changelings p. 32 for two options that make ghouls an ongoing part of life in Rosa.)

It's important to maintain a certain air of mystery, if the Investigators have not encountered ghouls before. Focus on unnerving elements—the rubbery skin, the foul odor, the canine features—rather than revealing instantly that the creatures are ghouls. The Keeper will find *Hideous Creatures: Ghouls* by Kenneth Hite a useful supplement for ghoul mythology, descriptions, and roleplaying flourishes.

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Out of the Woods

SCENES

Briefing

Scene Type: Introduction

Lead-Outs: Arrival

The Investigators gather in Birmingham, Alabama, a rail hub and less than a day's drive from Rosa, for a briefing. The Inquiry (or other society) sent each of them a railway ticket two days ago, and an urgent telegram telling them to meet their colleagues at the station and await further instructions. As their trains pull into the station, a large electric sign reading "Welcome to Birmingham, The Magic City" greets them.

By default, the instructions direct them to the main cathedral-like waiting room of Birmingham's Terminal Station. The Keeper may choose a more welcoming place for a diverse group to meet, such as a restaurant in the Ensley region, where most of Birmingham's black, Greek, Jewish, and Italian residents lived. Wherever they meet, Investigators notice signs of the Depression—panhandlers, patched clothes, hungry faces. Birmingham has lost 90% of its steel jobs, and its other

industries have fallen nearly as quickly, making it the hardest-hit major city in Alabama.

Lilian Crawford, a stylish woman in her early thirties, arrives shortly after the players and instructs them about their mission, and presents them with their salon invitations (Handout 1: Salon invitation, p. 35). A professor of classics at Huntingdon College (recently renamed from the Women's College of Alabama), she's a colleague of Miskatonic's Dr. Ferdinand Ashley. Players with **Archaeology** know that she used to specialize in that field before generalizing. Dr. Crawford speaks with a hint of Southern accent, which she's tried to lose so that Northern colleagues will take her seriously. Despite her stylish clothing, her rough, sun-damaged hands reveal her past fieldwork. She carries gloves, but finds them too inconvenient to use.

Dr. Crawford only knows the basics concerning the parties involved in the salon. She's met the host, Professor Theodore Derby, at several conferences and believes his daughter Irma assists him now. She believes they have invited several other professors of folklore, and the librarian said something about

a member of the de la Poer family being present. If the Investigators press her to accompany them, she grows anxious, and explains her nerves prevent her from going. Investigators with **Cthulhu Mythos** feel a strange empathy with her. Investigators with **Archaeology** or **Geology** recall a paper she wrote on glyphs found by the Dyer Antarctic expedition ("At the Mountains of Madness")—it caused a stir back in 1932, and she hasn't published since.

Once oriented, Investigators must coordinate their transportation to their final destination of Rosa. If none of the players is a motorist, anyone with a **Credit Rating 3+** may rent a car from the station.

Arrival

Scene Type: Pipe/Introduction

Lead-Ins: Briefing

Lead-Outs: Sheriff Barnes's Office, The Company Entire

Read the following text, or paraphrase it, for the players.

Your automobile pulls into the sleepy town of Rosa (population 113 and 4

Who Called You?

In a standalone game, the Investigators are called in by the Armitage Inquiry. Each Investigator has worked for the Inquiry before—perhaps on purpose, perhaps by falling into its midst during another adventure. As the Investigators arrive in Birmingham, build ties by asking each a question about the last time they worked for the Inquiry, and how it involved another Investigator at the table. What went horribly wrong? What did they leave out of their mission report?

For an existing group of Investigators, stories of their exploits have filtered through esoteric backchannels to the ears of the Inquiry. Dr. Lilian Crawford refers by name to someone in a previous adventure—ideally a librarian, academic, or wealthy patron—as having recommended them to Dr. Armitage. Players in an Armitage Inquiry campaign (*Trail of Cthulhu* p.206, *The Armitage Files*) receive this mission through one of their usual contacts.

In some cases, the adventure may fit so neatly with an ongoing campaign as to suggest an alternative group, or that the Investigators happen upon the theft themselves. For example, Investigators who have already brought their Bookhounds campaign (*Trail of Cthulhu* p.209, *Bookhounds of London*) to America would naturally hear of the book's disappearance through their own contacts.

Midnight Sub Rosa

guests) bouncing in the striking red clay earth you've seen throughout Alabama. The last time you saw a paved road was nearly 35 miles ago, just outside of Birmingham. You've crunched over perhaps another thirty miles of packed gravel, but since passing through Oneonta you've been on rutted, country roads. The pollen-dusted clay clings to your tires, creating such a slick surface you're grateful for the ruts keeping you on track.

As the first house comes into view, an older man hefting a shotgun over his shoulder steps out of the trees and raises a hand. "Y'all hold up a moment."

The man introduces himself as Samuel "Sam'll" McGrath. He tells the Investigators they'd better drive straight through the town. The sheriff's deputized him and some other men to make sure nobody stops in Rosa. If the Investigators try to intimidate him, he'll motion and bring in a few other, younger, men with shotguns. While they could begin the game by fighting the townsfolk, it would increase the difficulty of gathering information later on.

- **Cop Talk:** They're having an issue with wild animals. No need for law enforcement, but the town's not safe right now. What kind of wild animals? Must be wolves. Haven't had them around here in a decade, though. It's not safe.

- (core) **Reassurance:** If the Investigators tell him the society called them in about a missing book, McGrath won't relax, but tells them he guesses they'd better speak to the sheriff, and points them to the sheriff's place up the way.

- **Assess Honesty** (1-point spend) reveals that he's telling half-truths about the situation.

As Investigators drive through Rosa, they pass Mrs. Dawes's lodging house, a general store with the fading letters DUBOIS painted over the door, and the Catholic church. Men armed with shotguns and farm implements sit on the lodging house and general store porches. Just past the sheriff's, they see the Methodist church. Small clusters of men huddle in the graveyards behind both churches.

Sheriff Barnes's Office

Scene Type: Core

Lead-Ins: Arrival

Lead-Outs: Makeshift Morgue, Graveyard Inspection, Color Lines, The Company Entire

Investigators find the sheriff talking quietly with some men on the street, but he immediately directs them to his office. He starts the scene hostile toward Investigators. The librarian assured him that the university would call in people to handle the stolen book situation discreetly, so he hasn't investigated it. Given everything that's happened, he's rethinking his decision to allow outsiders into Rosa. Once he gets them alone, he'll ask them what they know about the book.

- **Cop Talk:** Barnes doesn't know how the book was connected, but he wasn't born yesterday and knows they're tied together somehow. He's told everyone at the Derby house to stay there, or at the boarding house. The library, where the crime occurred, is locked. He has the key for the Investigators. He'd prefer to give it to someone with at least a PI's level of authority.

Sheriff Barnes

Abilities: Firearms 8, Health 8, Scuffling 4, Stability 8

Alertness modifier: +1

Weapon: +1 (Winchester M1912 12-gauge pump shotgun), +0 (Colt .32)

Ever since Sheriff Barnes returned from the Spanish-American War, he's served his hometown with dedication seasoned by combat. Now nearing his sixties, he's generally content in his work. With only 113 folks, Rosa's a pretty decent place to be a sheriff. There's never been a murder in all his time there. Most of his work

consists of settling squabbles between neighbors, and occasionally locking up someone who was too drunk to go home. In his younger days, you'd be more likely to find him in his fields than his office. Now, he keeps a large garden out back, and can be found there or sleeping at his desk.

When acting in an official capacity, Barnes uses the original one-room house his great-great grandparents built near what's now Route 38. He added a single wall dividing the space into a front room with a single desk

and woodstove, and a back room with a conventional cell door. Barnes calls it the "holding cell," but it has held more firewood, sandbags, and miscellaneous farm equipment than prisoners. He keeps a cot and blanket in there for the rare occasions someone needs a place to sleep it off. Folks around here can't afford any alcohol but what they make themselves, and that's mighty unpredictable.

Two things: Looks Investigators straight in the eye. Always chewing tobacco.

Out of the Woods

- (core) **Oral History:** Last night, Mrs. Dubois woke up the town screaming fit to raise the devil. She'd heard someone breaking into the store and come running only to stumble upon her late husband Dan Dubois, helping himself to the raw rabbit in the store's ice box.

Miss Emmaline they found on the road outside, just the top half of her. No idea where the bottom half is, but someone's out looking for it now. She was pulling herself along by her fingers, headed in the direction of her old home. And Bill Mathers was skulking around outside his house, almost sniffing the air. Sheriff Barnes is relieved they found him before his wife or one of his little ones did. She's about due to deliver and the fright might have brought the baby right then.

- (core) **Forensics:** Sheriff Barnes invites the Investigators to examine the bodies out in the ice house – he can't make hide nor hair of the situation.
- (core) **Biology:** There's something else he'd like them to look at. When they were checking the cemeteries last night, making sure nobody else was walking around, they came across a...thing, which lashed out and attacked the men. It's dead now and torched just to be safe. He's keeping it with the other bodies.
- **Bureaucracy or Notice:** Three church record books are piled in a heap on his desk. The sheriff explains the three who came back all attended different churches, so he was trying to figure out what they had in common. The Investigator spots that these three people are the three most recent burials in Rosa. The one other who died more recently than Bill Mathers was an old Catholic woman buried over in Oneonta, at a family plot.

As an after-thought, the sheriff may suggest that someone should check in

with the black folks up the road (see *Color Lines*, p. 17). They take care of their own burials.

Makeshift Morgue

Scene Type: Core

Lead-Ins: Sheriff Barnes's Office, Graveyard Inspection, *Color Lines*

Lead-Outs: Graveyard Inspection, *Color Lines*, *The Company Entire*, *Exploring Rosa*

Barnes leads Investigators to the small, square, sunken ice house behind the General Store. Instead of the professionally-made ice the Investigators might expect, over the winter someone packed snow inside, and covered it with layers of sawdust. Putting in the bodies has spoiled what little ice the town had, but it was the only way to keep them from becoming worse until they could be examined and reburied. Only one Investigator can easily fit inside at a time, but a second person can squeeze in to help move the bodies outside.

The ice house contains three beheaded human corpses, all now lightly dusted with sawdust, whose bodies show miscellaneous other marks of injury. The fourth body, a blackened humanoid the size of a human male, has burned too badly for cursory inspection to reveal more than that it recently came into contact with a great deal of fire.

- (core) **Forensics:** All three townspeople have post-mortem gunshot wounds. The sheriff explains shooting them didn't stop them, which is why they resorted to beheading. None of the bodies have been embalmed.
 - Bill Mathers: Adult male in his late twenties. Freshest body. Was killed three months ago in a presumed hunting accident. He has a shotgun wound to the face, which the sheriff points to as being from the accident. He also has deep claw

marks on what's left of his neck, and across his belly. The sheriff explains the corpse spent several days in the woods before it was found, but it doesn't bear other marks of animal predation.

- Emmaline Breton: Adult female in her seventies or eighties. Died of natural causes two years ago. Most of her skin has rotted away. Her legs broke off at the hip joints, possibly due to a pre-mortem vulnerability. Dirt caked her cracked fingernails.
- Dan Dubois: Died six years ago of natural causes. His body is so badly decomposed that he could only be definitively identified by the rosary placed around his neck when he was buried, and the tatters of his best suit. If he'd managed to eat that meat, he had no organs with which to digest it.

- (core) **Biology:** The creature is humanoid, but definitely not human. The front of its skull slopes unnaturally forward, and its canine teeth extend more prominently than a human's. Each of its fingers has an extra segment made of hard cartilage. Its pelvis would give it a loping walk, and its feet splay oddly.

- **Outdoorsman:** The creature has an unusually tough hide and a smell of burned hair persists. It calls to mind an animal which was cooked without being properly skinned. A faint odor of death clings to it.
 - 1-point spend: The sheriff sees you examining its skin, and remarks how ineffective they found pistols and shotguns against that hide. One man hit it with an axe, and another with his father's artillery sword. Those two finally took it down.

The Investigators may choose next whether they proceed with a *Graveyard Inspection* (p. 17) or visit the house and interview *The Company Entire* (p. 17). They may also wish to visit the Lodging House to take their rooms.

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Graveyard Inspection

Scene Type: Pipe

Lead-Ins: Sheriff Barnes's Office, Makeshift Morgue, Color Lines, The Company Entire, Room by Room, Scouring the Lodging House, Exploring Rosa

Lead-Outs: Makeshift Morgue, Color Lines, The Company Entire, Scouring the Lodging House, Exploring Rosa, Laid to Rest

Each graveyard sits adjacent to, or behind, its respective church. The Catholic graveyard is the oldest, with tombstones dating back to the mid-1700s. Father Martel has not been in the church since the incident.

The Dubois grandson, fourteen-year-old Jean, has served as an altar boy there for years, and is more than happy to show the Investigators around. In the graveyard, they find Mr. Dubois' open gravesite. Jean won't approach it, but crosses himself and remains at a distance. He hopes the priest will return his grandfather to consecrated ground as soon as possible. Human boots and animal-like paw-prints blend in the dirt outside the grave.

- (core) **Outdoorsman** or **Evidence Collection:** The animal footprints in the fresh dirt match the feet of the hideous creature found in the morgue. Claw marks at the grave's edge look as though the creature was working from the surface to help Dubois dig out.

Investigations at the Methodist church yield similar results. The Methodist minister, Armand Sperry, can be found in the graveyard attempting to tidy up.

Color Lines

Scene Type: Core

Lead-Ins: Sheriff Barnes's Office, Makeshift Morgue, Graveyard Inspection

Lead-Outs: Makeshift Morgue, Graveyard Inspection, The Company Entire, Scouring the Lodging House, Exploring Rosa

In Rosa, as elsewhere in Alabama, residents follow myriad racial restrictions, from prejudice, habit, or, for some, a desire for safety. The few black residents—six families—live to the west of the town, toward Cleveland. Most descend from post-Civil War sharecroppers, although the woods have reclaimed the historic fields. Before the Depression, some of the men did odd jobs at the mill, or in Rosa; others worked for farmers near Cleveland. The women cared for children, and worked smaller garden plots remaining from the fields. They occasionally found jobs in Rosa, sometimes helping Mrs. Dawes wash her sheets after a large party, or took positions as cleaners and farm workers in Cleveland.

The community made do with little even before the Depression hit, but it's dried up what opportunities they had, or forced them to cede work to unemployed white men. Three families moved north to live with relations who found them a little work; another moved to Ensley in Birmingham, but the rest are trying to weather the Depression in Rosa. Their dwellings reflect the poverty apparent on the white side of Rosa, only more so. When they can, they shop at the back of the Dubois general store. As long as they abide by the conventions of the region, they are tolerated passing through, or even stopping in, Rosa.

As Rosa's black citizens did not encounter anything out of the ordinary the previous night, most of the men have gone to Cleveland again today, hoping for work. Marsha Clark, a middle-aged woman, cautiously approaches the Investigators when they arrive.

- **Reassurance:** Neither she nor the others knew what happened in Rosa.

Everyone heard the shots and yelling last night, but nobody dared visit the town. It's unwise to go there after dark, even without all the commotion. Some of the men made a fire and stayed out all night with weapons, just in case trouble came here. They bury their dead in a cemetery at the black church outside Cleveland, not here in Rosa. Jim Caldwell, one of the men, is its preacher—only he's off looking for work today.

- (core) **Evidence Collection:** If the Investigators ask her about anything out the ordinary, she'll mention that she's heard barking out in the woods since the winter. It makes her dog howl, but there's never a howl in return, just barking. At first, they wondered if someone over in Rosa would organize a wolf hunt, but nobody's lost livestock, so they simply live and let live.
- **Oral History:** She's aware of the basics of the town's history, about as much as anyone in Rosa. Her concerns are more immediate, although Klan activity has died down in the region. Still, when the coroner held an inquest about Bill Mathers, she and others worried that one of their men would be charged.

The Company Entire

Scene Type: Core

Lead-Ins: Arrival, Sheriff Barnes's Office, Makeshift Morgue, Graveyard Inspection, Color Lines

Lead-Outs: Graveyard Inspection, Room by Room, Scouring the Lodging House, In the Blood

The party of scholars and guests await the Investigators at the Derby house. Although the house has seen some wear, it's a respectable Southern abode, likely dating from the early 1800s. Unlike other houses in town, its wraparound porch has not been screened in, likely

Out of the Woods

because it had not been regularly occupied since the death of Mrs. Derby's parents in the 1890s.

Stepping into the Derby house, like Mrs. Dawes's boarding house, moves the Investigators out of the world of the Depression and into a shabby gentility, where food and goods aren't scarce, even if they're not abundant. Underneath it all, most of this more prestigious company struggle as well—if not with current financial difficulties, then with the fear of academic funding cuts, or other capital catastrophes.

One core clue is the details of the theft (see sidebar, p. 18). This may be obtained from anyone present using a relevant skill. The Keeper can divide up facts among characters, if she chooses. Each character has additional clues and information which they think relevant, but which is actually a red herring (labeled). If the Keeper prefers to space things out, conversations with Starling, de la Poer, and Bryant may occur at the lodging house (p. 24).

Each party member also has a secret, which the Keeper may use in combination with the red herring to keep Investigators off balance at first. To obtain the secret, Investigators must combine an Interpersonal Ability with another piece of information, such as a red herring thrown out by another character. Though the secrets are listed here, they will likely come up in later interactions with the characters, after the Investigators have had a chance to talk with everyone.

The Frantic Librarian

Scott Bryant, the librarian from Alabama, is responsible for shepherding the book on its unprecedented departure from the rare books department. Always a high-strung and fastidious man, he verges on the brink of hysteria as he reinforces to the Investigators the need to recover the book. His concern vacillates between the department's reputation, and his job security. Though, like everyone else in the group, he's heard about last night, he wouldn't care if the world were ending, as long as he recovers the book.

Two things: frequently wipes spectacles. Talks rapidly when excited or upset.

• **Reassurance or Intimidation:**

He can reveal as many of the details of the theft (sidebar, p. 18) as the Keeper needs. He remembers hearing a floorboard creak in the night at the boarding house. He took his Luminal to sleep better (**Pharmacy** knows this is phenobarbital, a barbiturate), and doesn't remember anything else.

– (1-point spend of either): He recalls Irma insisted, on her father's behalf, that he bring the book itself. Her father, she said, was too unwell to make the trip to Tuscaloosa. She read him a lecture on the loyalty owed to her father for so many years of service to the University.

• (red herring) **Library Use:** He saw Professor Katz in the reading room at Alabama, just a couple of months ago. She spent several days taking notes from old journals, including this one.

Details of the Theft

Here are the facts:

- The company has had the book out each night. When not in use, Irma locks it in the drawer of Professor Derby's desk in the library.
- The night of the theft, discussion concluded around 10:30 p.m., and Irma locked the book in the study, supervised by the scrupulous Bryant.
- Bryant, Starling, and de la Poer walked back to the lodging house together. They arrived around 11pm. Starling and de la Poer smoked a pipe on the porch, Bryant went straight to bed.
- Irma, Professor Katz, and Professor Derby slept in the Derby house. Professor Derby retired

shortly after the gentlemen left. Professor Katz helped Irma with final kitchen clean-up before bed. Nobody locks their doors in Rosa.

- The group reconvened for breakfast around 8 a.m.
- Around 10 a.m., Irma went to retrieve the book from the study. She returned with the news they'd been robbed.
- The lock on the drawer was broken. One window in the library was open. Bryant called the sheriff, but once neither footprints nor fingerprints of a thief could be identified, he insisted that the Alabama library would take responsibility for the situation.

- For the two days it took the Investigators to get to Rosa, the door to the library has been locked. Sheriff Barnes had the key. When Bryant expressed concern about the windows, the sheriff placed several large rocks beside the sash lock, where they would cause a loud noise if knocked off.
- The last two days have been extraordinarily uncomfortable for everyone. The day the theft was discovered, they tried resuming academic discussion in the evening. Yesterday, everyone entertained themselves with reading, walking, or small discussions.

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- (red herring) **Intimidation:** Bryant, as will be drawn out in red herrings and side clues, had secretly hoped to use this trip as an opportunity to assess Derby's library for items which could be sold to the American Antiquarian Society. Though they'd rejected him for a position, he hopes to prove his worth by referring Derby. He's now afraid of someone discovering his intention, or that he'd written to the Society's librarian to obtain a list of titles which the library wished to obtain.

The Old Man With the Watery Eyes

Inside the house, Professor Derby attempts to greet Investigators. He may stand to meet them, but he does so while leaning heavily on a cane. His watery blue eyes peer at the Investigators from behind thick spectacles. He appears mildly disturbed by the goings on in town, but mostly sad.

Two things: often drifts off to sleep as conversations happen around him. His voice creaks like an old rocking chair.

- **Oral History:** He gives a shaky account of Details of the Theft (p. 18). He can only recall things he was directly present for.
- (core) **Anthropology, History, or Occult:** The Investigator persuades him to slowly recount the full story of Ezekiel de la Poer, as he knows it (the de la Poer biography includes additional clues with appropriate skills). He asks Irma to draw the Investigators a map into the woods where they can visit the remains of de la Poer's house. On it, he draws a shaky X to mark the ash tree's location. He notes there isn't much left beyond the foundations. They'll find a large stone marking the grave. He does not mention de la Poer's daughter.
- **Reassurance:** Derby confides he's been heavily dependent on Irma since his vision started declining about a decade ago.

- (red herring) **Photography:** Yesterday, when everyone was on their own, he saw de la Poer walking down the path toward the grave. He was carrying a hand-held camera, probably a Kodak.

- **Reassurance** after learning Katz's secret: Only a few years into his marriage, he pieced together that his wife descended from de la Poer. She could keep a secret, but not from someone who'd studied the man. When his daughter revealed she also knew and her plans for her mother's body, he assisted her in bringing it to Rosa but has been utterly terrified of her ever since. He does his best to hide it behind general frailty. He knows she'd trade his life for her mother's without thinking twice.

The Dutiful Daughter

Once Bryant releases the Investigators, Irma welcomes them with lemonade. Her clothes are exceptionally cared-for, but not a single one of them appears to have been made after 1918 and she gives off an Edwardian sense. It could be due to the Depression — their only money is her father's pension, and whatever savings they'd amassed. She maintains the warm veneer of a Southern hostess, though the events seem to have left her slightly **shaken**. Investigators who've experienced it and those with **Psychoanalysis** notice the signs.

Two things: a compulsive hostess, she's determined to make sure her guests are having a good time. Frequently wipes her hands on her apron or skirt, whether or not they're wet.

- **Anthropology:** She's coordinated meetings like this for years. The company is a bit different this time, normally they invite more students and have a larger gathering. But without her mother to help, she's overwhelmed by the thought and

decided to make their final salon a small affair.

- **Flattery:** Why yes, her attention to detail gives her excellent recall of Details of the Theft. She recounts them punctiliously.
- (red herring) **Occult:** She hadn't originally planned to invite Jack Starling, but he wrote and requested an invitation. She discovered he already knew Roger de la Poer. It's possible the two of them are involved in something.

No skill uncovers Irma's secret—she dunnit. See *The Horrible Truth* (p. 8).

The Folklorist

Seeing her graying hair pulled back in a bun, spectacles, and sensible clothes, new faculty and staff often mistake Roberta Katz for a librarian. She precludes Investigator confusion by confidently identifying herself as a professor of folklore and American anthropology at the University of Georgia. Professor Katz is a longtime friend of the Professor, and has known Irma since the latter's birth. Professor Derby mentored her during her undergraduate years at Alabama, and encouraged her to pursue her career.

The goings-on in the town have deeply concerned her. She pushes off the Stability-jarring effects by running through her academic opinions. If the conversation tends that way, she gives the players some of the information from **Ghouls** (see p. 13), though phrased in terms of myth and folklore.

Two things: puts even more sugar in her tea than the average Southerner. Often lapses into teaching voice.

- **Evidence Collection:** Anticipating she'd be asked about the Details of the Theft (p. 18), Katz made a careful, bulleted list of everything she knows.

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- **Cop Talk:** Professor Katz has her own quandary. She'd like to help the party understand more about her work regarding de la Poer's time in this region, but her notes went missing the day before the book's theft. She suspects Jack Starling and had intended to ask the sheriff to quietly search his room, but opted to wait for the Investigators once the journal went missing. She thinks he may have taken that as well. These notes are vital for her career, and she expects Starling could do quite a bit with them as well, if he were to publish her research.

- (red herring) **Library Use:** She's surprised to see Bryant here. Last time she was researching at Alabama, she heard a rumor that he was leaving the university to work managing acquisitions for the American Antiquarian Society.

- (red herring) **Intimidation:** Professor Katz has known the Derbys for decades. As a folklorist, she collects and correlates stories much better than most. From seemingly-offhand remarks made by Mrs. Derby and then Irma, she's begun putting together a theory that de la Poer had one or more children, whose descendants live in the area today, and include Mrs., and Miss, Derby. Her research on de la Poer and the migration of indigenous groups covers a second purpose—reading primary source materials to find support for the theory. If she's lucky, she'll end up with two papers to publish. She won't use real names in her finished paper, of course, just references to "D" and so forth.

- **Oral History:** Gets her talking about Mrs. Derby. While they weren't close, she remembers Mrs. Derby as a clear-headed, intelligent woman, although not educated beyond high school. Irma was dotingly fond of her mother and she's been a bit worried about the girl since her death.

- 1-point spend: Irma is still a spinster because her young man, a student of Derby's, was killed in the Great War.
- 2-point spend: Few people know that Irma spent a year in Tuscaloosa's Bryce Hospital, a formerly progressive but now infamous sanitarium, after news of his death caused her to have a complete mental collapse.

The Khol-Eyed Occultist

With his long black Chinese jacket, ank necklace, be-ringèd fingers, and hint of khol around the eyes, Jack Starling stands out from the others. If he were being played by an actor, it would surely be James McAvoy in a smarmier version of his Professor Xavier. At only 30, Jack Starling has risen abnormally quickly to popular and academic prominence. Though technically an anthropologist, he's bragged of spending time in Crowley's circles, holds open séances at his local Theosophical society, and was recently hired by the German government to assist on one of their occult projects. He is, of course, the reincarnation of an Egyptian Pharaoh.

Players with an "in" in true academic circles, particularly **Anthropology**, know of rumors of academic dishonesty too nebulous, so far, to stop his career. Most prominent scholars refuse to work with him, which he dismisses as professional jealousy of his success. He's a popular lecturer, but has not published any original research. Starling shows immediate disdain for any Investigator without an academic occupation. Under his veneer, he is deeply **shaken**, though it may be hard for Investigators to detect, as he lies so often.

Two things: looks into mirrors every chance he gets. Sounds so patronizing as to make some Investigators' fists itch.

- **Interrogation:** He gives a minimal account of Details of the Theft (p. 18).

- **Occult:** He attended because he's currently researching European families and their connections to lost knowledge. He believes that humanity once knew the secrets of resurrection and immortality. He's a bit disappointed none of de la Poer's writings mention where he learned his arts.

- (red herring) **Anthropology:** If asked who would gain from the theft, he'll immediately point a finger at Katz. He considers her attitudes "practically antediluvian" and suggests an "old fossil" like her must be desperate for something to maintain her relevance in the field.

- **Interrogation** and investigating his room: Starling's secret is multifold—he doesn't know the whole of it. Irma invited Jack Starling to serve as a patsy for her planned theft. She offered to filch valuable research notes from Professor Katz for him, promising him her assistance in using them for publication. He does not tell Investigators that he left the boarding house to meet Irma, who gave him Katz's papers. Had things gone to plan, he would have been killed by ghouls the same night the journal went missing. Investigators would have found Katz's papers, and with his famous love of séances, everyone would have assumed his guilt — perhaps he couldn't help himself with a dead necromancer so close.

The Ill-Starred Genealogist

Like the 18th century necromancer, the unlucky Roger de la Poer descends from a cousin of the de la Poers of Exham Priory (see "The Rats in the Walls"). After his American cousin's tragic attempt at restoring it piqued his interest in family history, he's been on an increasingly-depressing quest to discover the secrets of his ancestors. He has already visited the old Virginia estate ruins, and he's here at the kind invitation of Miss Derby.

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A quiet, middle-aged man, Roger wears an air of resignation, born of his experience in the Great War and his genealogical project. Yet he fatalistically continues his research. He wears a signet ring inscribed with a “D,” which he purchased from an antiques dealer in London. He is willing to fill in any bit of information about Ezekiel de la Poer (p. 10) which Investigators didn’t already get from Derby. Additionally, if the Keeper wishes to add in details about de la Poer taken from “The Rats in the Walls,” he would be the best NPC to do so.

Two things: Often fiddles with his signet ring. Stops and restarts sentences.

- **Reassurance:** The Investigators’ reassurance backfires as he finally feels able to unburden what he’d stolidly kept quiet. He recounts Details of the Theft (p. 18), then quickly spirals into blaming himself and his interest in digging up what should be buried. He compares it to his cousin attempting to rebuild the Priory. Look how that ended—cannibalism, insanity, and destruction.
- **Photography:** He’s used his camera to document his genealogical journey. He left his photographs at the boarding house and he would be happy to show them to the Investigator (see *In the Blood*, p. 28). He hasn’t had the opportunity to develop any photographs taken in Rosa, of course. When viewing the photographs later, the Investigator will have an opportunity to pursue developing the film from Rosa.
- (red herring) **Occult:** Jack Starling has offered to conduct a séance for him before he leaves America. Roger is unsure whether he wants to hear what his ancestors have to say.
- (red herring) **Reassurance:** Roger says hearing of his cousin’s failed attempt to rebuild the family property started him on this quest.

But he started having dreams from the moment his cousin’s renovation began; strange dreams, ancestral dreams which leave him simultaneously repulsed and thrilling with nervous excitement. In his dreams, he restores the manor to its ancient glory, ancient priestesses whisper secrets in his ears, and strange creatures bend awkwardly at his feet. Beyond adding a bit of a red herring and color, Roger’s dreams leave him open to occult influences in the final confrontation. Players will have the opportunity to address this in *In the Blood*.

Room by Room

Scene Type: Core

Lead-Ins: The Company Entire, Scouring the Lodging House

Lead-Outs: Graveyard Inspection, Scouring the Lodging House, When Ghouls Attack, Exploring Rosa, The Secret Under the Ash Tree

The Derby house has two floors and an attic. The 12’-14’ ceilings on the ground floor give the place an airier quality than homes in the North. It is the only house in town whose electric wire meets up with the line that runs along the telephone poles. The Derbys’ supply of oil and tallow indicates that they don’t use electricity much, except when hosting gatherings—they have few modern appliances and likely don’t have the money for pre-Depression electricity bills.

The front and back (kitchen) door are never locked. The main floor contains the entrance hall, a drawing room on the left, a library on the right, a dining room toward the rear with the kitchen and a coat closet (converted into a water closet) behind it. Investigators meet with the entire group in the drawing room.

They may accompany Miss Derby into the kitchen, where she prepares

refreshments and supper for the group. On the second floor, the house has four bedrooms, a small bathroom, and a staircase into the attic. The attic covers the whole house, but its slanted roof reduces the amount of truly usable space. The yard behind the house has a colonial-style brick oven used for outdoor cooking in the hotter months. It also contains a neglected outhouse and a root cellar.

The Derbys invite the Investigators to search the library, where the librarian insisted they store the book before it was stolen. The Investigators may observe anything else on the ground floor or outside, but getting upstairs requires at least some effort on their parts. Encourage players to exercise their creativity. Do they use **Cop Talk** or **Intimidation** to insist they need to search upstairs? Do they choose a General skill like **Stealth** to sneak up the stairs or **Athletics** to climb onto the porch roof and go in from there? Do they role-play or spend to create a distraction, ensuring the NPCs don’t have the chance to notice? No matter what choice they make, they’ll cause less suspicion when attempting subtlety if only a couple of players search the second floor.

In the Library

The library’s most important feature is the desk which contained the stolen journal. The desk, in itself, is rather ordinary. Its middle drawer should have a lock, but something broke in the mechanism and the drawer slides freely.

- **Cryptography:** Recognizes *Polygraphia* and *Steganographia*. Both books teach cryptography while masquerading as books of magic.
- **Locksmith:** Investigators can tell from examining the marks on the lock and wood that an amateur forced it using a large knife.

TRAIL OF CTHULHU

Out of the Woods

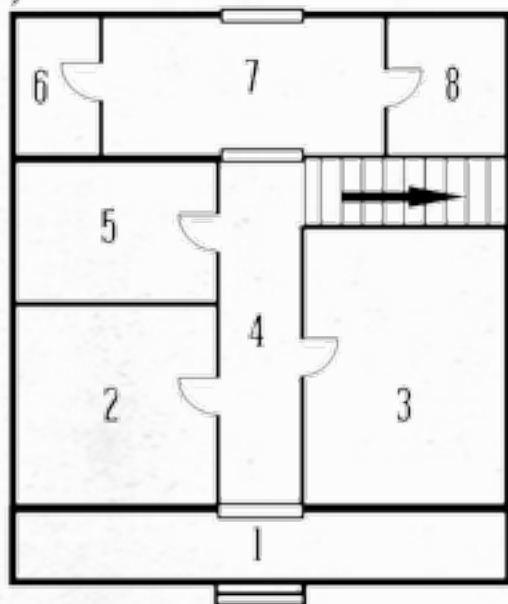
- **Occult:** Investigators identify books of interest in the library. These are: *Unaussprechlichen Kulten* in the original German, a typed reproduction of *Cultes des Goules*, *Commentaries on Witchcraft* by one mysterious Mycroft, *Magnalia Christi Americana* by Cotton Mather, *Polygraphia* and *Steganographia* by

Johannes Trithemius, a typed copy of *The Statement of Randolph Carter*, and Margaret Murray's *The Witch-Cult in Western Europe*.

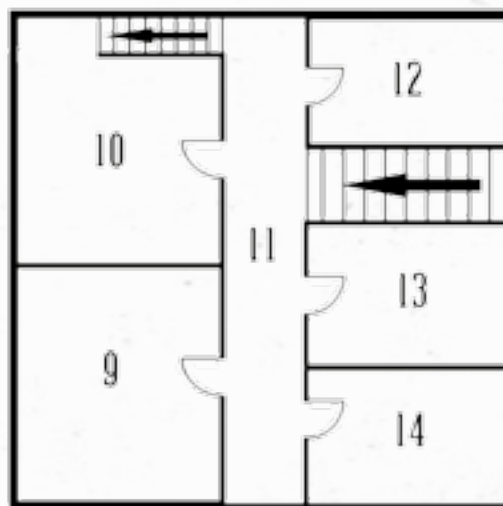
- (core) **Library Use:** *Magnalia* easily opens to a page where Investigators read the following, which Mather ascribes to Borellus:

The essential Saltes of Animals may be so prepared and preserved, that an ingenious Man may have the whole Ark of Noah in his own Studie, and raise the fine Shape of an Animal out of its Ashes at his Pleasure; and by the lyke Method from the essential Saltes of humane Dust, a Philosopher may, without any criminal Necromancy, call up the Shape of any dead Ancestour from

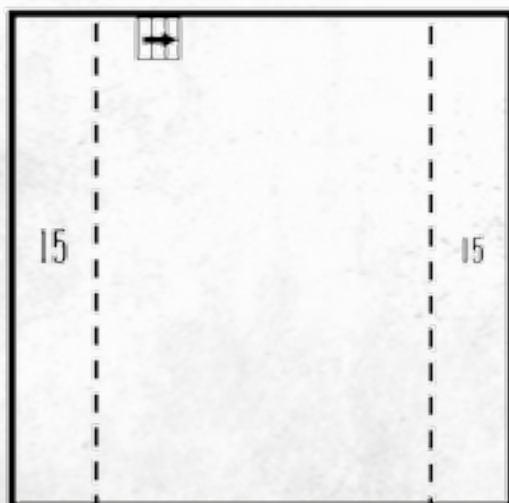
Ground Floor



First Floor



Attic



Irma Derby's House

- | | |
|-----------------|-----------------------|
| 1. Porch | 9. Irma's Room |
| 2. Drawing Room | 10. Derby's Room |
| 3. Library | 11. Hallway |
| 4. Hallway | 12. Bathroom |
| 5. Dining Room | 13. Small Bedroom |
| 6. Bathroom | 14. Small Bedroom |
| 7. Kitchen | 15. Attic Crawl Space |
| 8. Pantry | |

Midnight Sub Rosa

the Dust whereinto his Bodie has been incinerated. (Book 2, Page 37)

- 1-point spend: Whoever uses this library has most recently read from *Cultes des Goules* and *Magnalia Christi Americana*. *Cultes* opens most naturally to an unsettling illustration of creatures which resemble the burned specimen Investigators saw at the sheriff's office. One creature perches on its haunches on a gravestone while another peers cunningly from behind a gravedigger's hat, a shovel over his shoulder. Three pages about ghouls in Prussia have been cleanly cut out.
- 2-point spend: Besides books, the library contains years of research notes, carefully organized into folders. Looking through the folder for 1929, the Investigator quickly identifies two pages of interest in Miss Derby's precise hand. See Handouts 2 & 3, pp. 36 and 37.

Kitchen

Among other ordinary kitchen implements, a simple search reveals the knife used to break the library desk lock. Its blade bears scratch marks from the force of opening the drawer. Whoever used it replaced it among the others. Miss Derby, if she accompanies you, puts it aside for sharpening later. If Investigators choose to search the kitchen in greater depth, they find nothing which stands out at this point, although the meat grinder has been used so heavily it's practically worthless.

Bathroom

No clues here. This had been a smaller bedroom until recently. Heavier

curtains on the window keep out prying eyes. A new flush toilet looks out of place against the old wood. An ancient claw tub, likely used in the back yard for generations, has been placed under a wall faucet and drains through pipes laid into the floor.

Irma Derby's Room

Irma's room contains a basic bed, wardrobe, and desk. The tidy dresses in the wardrobe date primarily from the 1910s, nothing made since the end of WWI. On her neatly-organized writing desk sit a pile of folded letters, tied with a ribbon; an inkwell and pen; a copy of the 1936 *Ford Farm Almanac and Facts Book*; a candle burned to the stub; and a typewriter. The letters, addressed to Irma at school, all bear her mother's signature and dates from the mid-1910s.

- (core) **Evidence Collection:** Investigators open the almanac to April. They find the entries for sunset and moon set on April 30th circled. Next to it in the margin is some basic arithmetic in pen. "1:57 – midnight = 1:57 & 1:57 – 6:53 pm = about 7 hours." See below for the line for April 30th in its entirety.
- (core) **Occult:** April 30th is Walpurgis Eve, a Sabbat when witches and sorcerers commune with their spirits or deities. This would be a logical time for someone who had not previously had success with a ritual to re-attempt it.

Investigators find both typewriter and letter paper in the desk drawer, and half-a-dozen sheets discarded in the waste bin. These have been written over several times in what appears

to be Latin in a cryptographic hand. Wax drippings completely obscure the writing on a few. Likely, after the writer rejected these, they repurposed them to protect a desk from a long-burning candle. Though Investigators will not realize it without seeing the journal, this is how it was damaged, when a sleep-deprived Irma set the candle on it instead of another paper as she worked in the wee hours.

- 1-point **Cryptography** spend: After several hours' work, you decipher the notes. This is best done back at the lodging house or in a secure location.

The notes yield 6 versions of what a player may piece together as:

Per Adonai Eloim, Adonai Jehova, Adonai Sabaoth, Metraton On Agla Mathon, verbum pythonicum, mysterium salamandrae, conventus sylvorum, antra gnomorum, daemonia Coeli God, Almonsin, Gibor, Jehosua, Evam, Zariatnatmik, veni, veni, veni.

Once it is translated, players with **Occult** or **Languages (Latin)** recognize this as a summoning incantation which uses the names of more than one deity. See p. 30 for how this may be used in the final confrontation.

Professor Derby's room

As the professor has noted, he needs his daughter's help to read, so his own room contains no books or writing desk. Investigators notice he has only slept on one side of the bed – unsurprising, considering how recently his wife died. Several of the late Mrs. Derby's dresses hang in his closet.

Day of Yr.	Day of Mon.	Day of Wk.	Hist. Events in Apr.	Sunrise	Sunset	Moon rise/set
121	30	Thu	1812, Louisiana admitted to Union	5 02	6 53	(set) 1 57

1 57 - midnight = 1 57
 & 1 57 - 6 53 pm =
 about 7 hours

Out of the Woods

Professor Katz's Room

Professor Katz's waste-bin contains used blotting paper. Investigators find fresh ink in the well. **Evidence Collection** leads them to a stash of papers under Katz's mattress. These appear to be her attempt to recreate the notes she alleges Starling stole. Notable highlights:

- *Father Joseph Maria something? If priest comes Sunday, ask him for regional history. Or wait until visit to Jesuit archives.*
- *Diary of Christine Laurent in Loyola library had note about Mrs. Derby grandmother.*
- *Heard barking when we arrived. Must find Un. Kult passage again. Borrow Theodore's once library is reopened?*

Attic

Investigators find neatly-packed trunks of what appear to be the late Mrs. Derby's clothes. The odor of mothballs initially chokes Investigators who open a trunk. It's possible Irma is saving them for when hers wear out, as they're in a similar size and style. The attic contains wooden boxes and empty trunks used to transport the Derby's possessions from Tuscaloosa to Rosa.

- **Forensics:** Marks and dust on the floor indicate one very long box arrived with the rest but was not unpacked until much later.
- **Outdoorsman:** The temperature up here isn't much different than the outdoors. It looks like whatever insulation was built into the house has been torn out. This winter, the attic must have gotten very cold.

The Grounds

The house sits close to the woods. A path in the back leads into the woods, and the path from the front door leads to the town.

The back yard contains a colonial-style outdoor oven for summer cooking,

an outhouse, and the trap door of a root cellar. A very new electric pump attaches to the well and sends water into the house. Vines cover a semi-collapsed wooden structure—likely the remains of slave quarters. The Derbys' Ford Model A sits in a run-down stable. The stable's roof probably leaks, but the car handles it better than a horse.

Opening the root cellar's hatch reveals a square yard of opening about four feet deep. On hands and knees, one may see into the cellar itself. The cellar has a two-foot dirt ceiling, extends five feet back and two feet deep. In it sit bushel baskets of apples and carrots, jars of other fruits and vegetables, and, in the front, two large jars of coarse salt, one with a ribbon tied around its neck. If a player attempts to taste the salt in either jar, they'll have to make a 4-point **Stability** test later on.

- **Outdoorsman** confirms that these are all normal things to find in a root cellar. Moreover, Alabama's root cellars are not likely to be as deep as those farther north, owing to the water tables.
- **Craft:** An amateur hand attempted to re-plaster the oven's bricks in place, likely in an effort to prevent heat leaking. The repaired bricks are less than a decade old. It would have been a better decision to use bricks of a similar age, or rebuild it entirely.

Scouring the Lodging House

Scene Type: Pipe/Red Herring
Lead-Ins: Graveyard Inspection, Color Lines, The Company Entire, Room by Room, When Ghouls Attack, The Secret Under the Ash Tree
Lead-Outs: Graveyard Inspection, Room by Room, When Ghouls Attack, Exploring Rosa, The Secret Under the Ash Tree

For more details on the lodging house, see *Dawes' Lodging House* p. 26. To enter other guests' rooms, Investigators must either use **Lockpicking** when they're sure no one else is nearby or make a basic **Filch** test to steal Mrs. Dawes' spare set from the private sitting room in her annex. If they fail, they'll have to find a way to keep her from getting the sheriff, or explain the situation to him. If Starling has died by this point, Mrs. Dawes simply unlocks his door for them, but not the other men's. Investigators may also use **Cop Talk** to convince Sheriff Barnes to ask Mrs. Dawes to let them into all three men's rooms.

Jack Starling's Room

Jack Starling has unpacked his clothes neatly into the wardrobe, and left a few uninteresting papers on the writing table. Under his bed, Investigators find a briefcase which requires **Lockpicking** to open. In this briefcase, they find more academic papers. Unless they've talked to Katz, it takes a player with **Law**, or a Criminal, Police Detective, or Private Investigator, to notice signs of a false bottom. Here, they discover Professor Katz's missing papers, as well as a few pages cleanly cut out of *Cultes des Goules* (the title heads several pages). **Library Use** lets players recognize these pages as those missing from the Derby copy (p. 23).

- **History:** The papers include a list of journals with dates and an unfinished genealogical tree. The bottom name on the tree? Sophie Derby. It works backward several generations, but the beginning is incomplete. The list of journals includes several names, but noted next to Father Joseph Maria Berthieu's name is "Jesuit missionary to Louisiana territory. Said to be present at de la Poer hanging. Jesuit archives St. Louis. Reference required."

Katz's notes include passages which anyone with **Languages (German)** can read and those with **Occult**

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recognize specifically as a passage from *Unaussprechlichen Kulten*.

• Languages (German):

von Junzt: After reading Balfour's Cultes des Goules, which only hinted at the facts, I traveled into the heart of les Massif des Vosges, where the necromancer de la Poer lived with two pupils before his move to the Americas. There I found the superstitious town of St. Lazare, a collection of huts nestled in a valley just off the Ruisseau du Seucy. I spent a week at the feet of a Greisin (German: "old lady") and listened to stories of her childhood when the pupils of de la Poer held sway over her village. De la Poer demanded the bodies of the dead, which several braver boys witnessed him feeding to dog-like ghouls. If too few villagers died of a winter, a child or old man might disappear, though that could be the starving wolves. The woman hinted that these men were, perhaps, living still. The hair rose on my neck as I lay awake that night, listening to the barking wolves, surely it was wolves.

Roger De La Poer's Room

Roger de la Poer's room contains his traveling clothes, a camera bag with photographs, a pistol, and a small journal.

- **Evidence Collection:** The journal briefly documents his travels researching family history in the country around Exham Priory (the destruction of which spurred his genealogical endeavors), his trip to America, and his visit to a historical society near the remains of the Virginia de la Poer estate. Players taking the time to read it notice its tone gradually growing more fatalistic as he reflects on his own place in the family. Multiple pages have been torn out. The final entry:

I hold myself responsible. If I had not written to Miss Derby, she would never have obligingly arranged this event. Surely it is the curse of my family that the journal would go missing at such a time.

I only hope that the hand which took it is human and not that of my abhorred antecedent. I lie awake each night, pistol in hand, listening for either ghostly voices whispering the name of Magna Mater or the scuttling of rats, for I would rather put a bullet in my own head than become such an abomination.

See *In the Blood* (p. 28) for more information the photographs, which de la Poer also willingly shares with Investigators.

Scott Bryant's Room

- **Evidence Collection:** The Investigator finds letter from the American Antiquarian Society and a 5-page typed list folded in with one of Bryant's shirts. Underneath the signature is the title "Secretary to the Librarian."

Mr. Bryant,

In response to yours of February 16th, please find enclosed this list of titles which the American Antiquarian Society seeks to augment its collection. The society's funds are limited and we gratefully accept donations whenever possible.

- **Library Use:** If Investigators have inspected the library, they recognize multiple titles from the list, including *Magnalia Christi Americana*. The list does not mention the de la Poer diary specifically, although the final item reads "The society accepts donations of manuscripts and diaries completed before 1870."

(See *The Frantic Librarian*, p. 18 for this letter's context. It may be resolved through use of Interpersonal abilities to get the truth from Bryant.)

When Ghouls Attack

Scene Type: Antagonist Reaction

Lead-Ins: Room by Room, Scouring

the Lodging House, The Secret Under the Ash Tree

Lead-Outs: Scouring the Lodging House, Exploring Rosa, In the Blood, The Secret under the Ash Tree

"When" is the operative word here. This attack should occur at night, and at some point after the Investigators have had a chance to meet and initially question Starling. If Investigators choose to walk back from the Derby house to the lodging house along with Starling and others, this would be an opportune time. If they visit the graveyard after the Derby house, the attack may occur as they're returning to the lodging house. You may trigger a **Sense Trouble** test, but it only protects the Investigators, not Starling.

1.5 ghouls per player (for ghoul statistics, see p. 26) attack Starling and the party. Ideally this begins with a dramatic moment. For example: "Starling steps out on the porch to light a clove cigarette when a clawed hand reaches out of the shadows and tears open his jugular."

Investigators not already tipped off by the Sheriff's description of the townspeople's fight, or who didn't secure blades or creative alternatives, discover in combat that ghouls only take half damage from firearms and projectile weapons. If the Investigators are badly damaged in this fight and seem on the verge of dying, it may be a good time for the ghouls to lope off, satisfied that they've achieved their mission of killing Starling.

The fight triggers a 3-point **Stability** test. Success negates the need for a later test during the *Resurrection Under the Moon* (p. 30). Failure not only causes **Stability** loss, it increases the test's difficulty on future occasions by 1.

After the sheriff and others have examined Starling's corpse, several local men carry it to the same makeshift

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morgue (p. 16) as the other bodies, while the sheriff makes arrangements with Starling's next of kin.

Ghoul

Abilities: Athletics 9, Health 7, Scuffling 9

Hit Threshold: 4 (5 underground)

Alertness Modifier: +2 (+0 in daylight)

Stealth Modifier: +1

Weapon: +1 (claw), +0 (bite); if two bite attacks in a row succeed against the same target, the ghoul is worrying the poor devil with his mighty canine jaws, and the second attack thus does double damage. The ghoul need not roll to hit that target thereafter, but will continue to do normal damage to it each round until killed or driven off.

Armor: firearms and projectiles do only half damage (round up)

Stability Loss: +0; +1 if the ghoul was known to the witness when alive

Exploring Rosa

Scene Type: Alternate

Lead-Ins: Makeshift Morgue, Graveyard Inspection, Color Lines, Room by Room, Scouring the Lodging House, When Ghouls Attack, Laid to Rest, In the Blood, The Secret Under The Ash Tree

Lead-Outs: Graveyard Inspection, Scouring the Lodging House, Laid to Rest, In the Blood, The Secret Under the Ash Tree, Resurrection Under the Moon

In 1936, Rosa, Alabama lies along State Route 38, between the cities Oneonta and Cleveland. The 1930 census list two cities with a combined population of less than 4,000 souls, with far fewer scattered in the wooded farmland between. As the Investigators walk along the main street, they may notice the telephone line which runs down it, connecting Rosa to the outside world. Only three locations have access to the party line, Dawes' Boarding House, Dubois general store, and the sheriff's office.

The Depression hit Rosa hard. In the early years, boll weevils and a local mill closure caused more trouble than irrelevant stock crashes. Many men left to try their hand at industry in Birmingham. They sent money home and returned only occasionally. But by the mid-30s, decline in industry drove most back to attempt subsistence farming and share-cropping on their own land. Clothes are patched and mended. Some women have definitely sewn their dresses and their children's clothes from feed sacks, although the floral patterns make them quite charming.

The Keeper may use setting details below as color or for full scenes. Few clues are necessary for the core adventure—core clues should be considered floating core clues. Instead, they build a fuller picture of Rosa, add small plot threads and clues, and include assistance and supplies Investigators may need.

Dubois General Store

Caroline Dubois can't offer Investigators anything fancy, but she carries general store staples and basic farming tools. In the warmer months, residents acquire ice for their iceboxes from the small ice house out back. The store was her late husband's family legacy, but she carries it on with pride. Six days a week, dressed in the same gray smock, she opens the shutters and unlocks the door at 7am and remains behind the counter, knitting, until supper. Her grandchildren help her manage the stock and heavy lifting, not that there's much nowadays. Some townspeople purchase on credit or barter. There's a fine layer of dust on most of the non-perishable items.

After recent events, Mrs. Dubois has moved in with her sister, Mrs. Dawes, and can be found there when not in the store.

• **Credit Rating 2+:** Investigators keen on shopping find ammunition,

firearms if the Keeper feels kind (though they're of less use against ghouls, so perhaps it's full of firearms if the Keeper feels wily), gasoline, and various bludgeoning farm tools.

• (core) **Flattery:** She's proud of her stock and happily tells Investigators that she almost never has to order anything special for her customers, and they never have to drive out to Oneonta or Birmingham. Only time she can recall any special orders in the last year was when Miss Derby ordered several bags of new-fangled hot-burning coal despite her suggestion to pay a local boy a few pennies for enough cords to last the winter. She dismisses this as "city folk ways."

Dawes' Lodging House

Mrs. Dawes keeps the town's lodging house, an irregular place with several generations' worth of additions, and a screened wraparound porch populated by wicker chairs and scuffed rockers. She hardly does robust business, but what else is she going to do with the architectural monstrosity? Her eight children have dispersed to various cities or died in the war, and her husband is dead, so she rents the rooms and lives in the house's annex, built by her husband's parents. The Derbys have given her good business over the last dozen or more years, paying to house students there for a month or two in the summer. Her children each send a little money, and she doesn't need much.

When not hosting guests, she opens her house up to local folks in the evenings. It's one of the few cheerful places in town—young folks pick out songs on the parlor piano while families shoot the breeze on her front porch. As the three men visiting the Derby house occupy rooms already, Investigators must make do with three rooms between them, although some have two beds. There's a patch of dirt out front which looks like a suitable place for parking a car.

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After the terror of her husband's return, Mrs. Dubois has temporarily moved in with her sister, Mrs. Dawes. Unlike Louisa Mathers, she wants her husband back in the ground as soon as possible.

- **Assess Honesty:** You get the impression that, while she wouldn't wish to speak ill of the dead, she doesn't miss him very much.
- **Oral History:** The sisters' ancestors settled Rosa immediately after de la Poer's death. They grew up hearing stories from their grandmother about things *her* grandmother had seen as a little girl, but always assumed they were tall tales. About a week after their grandmother's funeral, Mrs. Dubois saw her at their bedroom window, looking in and grinning horribly, like her husband did when she saw him that horrible night. Mrs. Dawes insists her sister was dreaming the first and imagined the second.

Catholic Church

Jesuit missionaries present at de la Poer's death decided to cleanse the area by building a church for the farmers who parceled out his land. They dedicated Saint Cyprian's Catholic Church in September 1736. Methodist tent revivals caused religious fractures in Rosa about a century later and, two hundred years on, the church has only a few families in regular attendance. Father Martel comes up from Oneonta one Sunday afternoon a month. On the other Sundays, early risers see a couple of trucks loaded up with the town's last Cajun-Catholics heading out for Oneonta.

- **Theology:** An inscription in the church reads "Saint Cyprian defend us." Saint Cyprian of Antioch was supposedly a magician with great power over demonic forces, who was converted by the holy virgin Saint Justina. After his conversion, Cyprian

used his powers to assist Christians battling occult forces. Does this make the church a sanctuary from dark forces? Keeper's judgment rules.

Methodist Church

Pastor Armand Sperry is the only resident of Rosa, other than the Derbys, to have obtained a college degree. As a man of faith, but also reason, he quietly fights an internal battle between what he's seen and his belief in the existence of a rational explanation. His quiet, firm nature calms Investigators' nerves if they lose too much Stability. Sperry has 4 points of **Psychoanalysis**.

Baptist Preacher

If Investigators go looking for Baptist preacher Jim Caldwell (ordained in the National Baptist Convention, a historically-black denomination founded in Alabama, but spread far beyond by this point), they find him on a second visit to the black part of Rosa, or a visit to the Baptist church. The church stands between Rosa and Cleveland, just under three miles down the road from Rosa's center, and just over a mile from where the black community lives. Like most small-town preachers, Caldwell spends more time working fields or doing odd jobs than composing sermons or providing pastoral care. He walks with a stick and works sitting down, as he came back from the war with shrapnel in his left leg. His two teenaged sons do the heavy lifting for him as he barks out orders.

Caldwell is a useful ally, provided Investigators use **Cop Talk** or **Reassurance** to overcome any resistance from the sheriff. When WWI broke out, the Army drafted Caldwell into one of its segregated labor brigades, and shipped him to France. He ended up as close to the action as anyone, and specialized in preparing explosives for Army Engineers. He's got **Explosives** 6 and **Mechanical Repair** 4. He can

help Investigators set up explosives at the ghoul warren or craft a flame thrower (Point-Blank: +4; Close: +2; Near: 0; Long: X; even against ghouls) with a Difficulty 7 **Mechanical Repair** test (Investigators may cooperate to help him). An Investigator in the Military, or someone who served in the Great War, may use **Oral History** or **Reassurance** to bond with him over shared experiences. Should Investigators not encounter him but need the assistance, someone in the town remembers that contraption Jim built when they hired him to burn out an area, or blow up old stumps.

- **Theology:** What they tell him sounds like the book of Revelation, when the dead will rise and God will come to judge. He hadn't been much interested in that book before the war, but the carnage he saw in France convinced him that it must be God's judgment on humanity for their sins. He's not seminary-trained, but he's studied with other pastors at meetings in Birmingham. And this? This looks like the End Times to him.

Mathers Farm

When young Bill Mathers died in what was ruled a hunting accident back in January, people weren't sure whether Louisa would stay or go back to her folks in Liberty. Each week, she silently comes into Dubois' store, preceded by her growing belly and followed by her two children. Nobody knows her plans for the summer, but both the Catholic and Methodist churches scraped together the money to help her get by for now. The fields lie unplowed, but nobody's getting much return from their fields to begin with.

Investigators find her in an argument with the Methodist minister, Armand Sperry. Her husband's return clearly shows that his spirit cannot rest easy while his death remains a mystery. She refuses to let anyone reinter her

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husband until someone brings the person responsible to justice.

- **Outdoorsman:** Her husband was a seasoned hunter. He would build blinds in the woods and stay out for a day or two at a time. She only became worried when he wasn't home on the fourth day. It took them another day to find him.
- **Oral History:** While the coroner ruled her husband's death an accidental shooting by another hunter, no one would admit responsibility. The sheriff suggested a hobo or other traveler was most likely to blame, but she remains convinced someone in the town killed him.
- **Law:** Louisa appeals to any character with a law enforcement background. They found Bill in the old ash grove. He'd often told her about a childhood nightmare after going to the ruins on a dare, and took great pains to avoid it when they were courting.
- (core) **Forensics:** Investigators had the chance to conduct an autopsy in the *Makeshift Morgue*. If they chose not to do so then, they may do so now, or request the coroner's report on his original cause of death. He has a gunshot wound to the face and deep claw marks on his neck and across his belly. The coroner's report notes most of his internal organs had been "consumed by wild animals."
 - 1-point spend: You find a photograph from the scene of his death which someone clearly tried to hide. A dark stain spreads on the snow around his body. It seems unlikely a gunshot wound to the face would cause that kind of exsanguination.

Unless players wish to spend points of Interpersonal Abilities when encountering Louisa now, her desire to stop her husband's burial won't be settled until later.

The Woods

For country folk, the inhabitants of Rosa have an unusual dislike of the woods. They can't, or won't, explain why. Only children play in the woods, against their parents' express orders, and many of them begin to avoid it after strange feelings of being watched, or uncanny sounds which seem to come from under the trees. Unfortunately, their poverty and hunger force them to set traps for small game, and hunt larger game, which only reinforces the deep discomfort they experience there.

- **Outdoorsman:** The woods are lovely, dark, and deep. And unnaturally quiet. By 1920, hunters and farmers had eradicated the population of wolves. Something else must be disturbing the local wildlife.

Laid to Rest

Scene Type: Alternate

Lead-Ins: Graveyard Inspection, Exploring Rosa, The Secret Under the Ash Tree

Lead-Outs: Exploring Rosa, In the Blood, The Secret Under the Ash Tree

Now that both the Investigators and the sheriff have examined the returned, it's time to put them back in the earth. A little girl deputized by Pastor Sperry brings the Investigators a note, inviting them to attend a communal evening service at the Methodist church. The two pastors have invited the entire population of Rosa to attend, although the note suggests that, while the Investigators are welcome, those at the Derby house should remain at home.

When the Investigators arrive, they find Louisa Mathers, Mrs. Dubois, and Armand Sperry in the midst of a heated discussion. If the Investigators have not yet talked to her (*Mathers Farm*, p. 27), they may get that scene's information out of her now or after the service.

- **Cop Talk** or **Forensics:** You are able to convince her that no further information can be gathered from her husband's body. Investigators who have not autopsied him on either opportunity may promise to ask the sheriff for the coroner's report (see *Mathers Farm*).

- **Anthropology** or **Oral History:** Mrs. Dubois remembers her grandmother talking about pyres in the town back when she was a little girl. Said it kept a body safe, and asked for her body to be burned. Some kind of superstition. Of course, they buried her like a proper Christian.

In the Blood

Scene Type: Alternate

Lead-Ins: The Company Entire, When Ghouls Attack, Exploring Rosa, Laid to Rest

Lead-Outs: Exploring Rosa, The Secret Under the Ash Tree

Roger de la Poer invites a player with **Photography** back to his room to see his photographs from the trip. He welcomes tag-alongs who express curiosity.

- **Photography:** De la Poer eagerly shows the Investigator his photographs from the Virginia estate. It's mostly a ruined plantation. Macabre carvings decorate the family's mausoleum—grinning gravediggers and enlarged rats playing around skulls.
 - 1 pt. spend: De la Poer gives you his negatives and remarks that he saw photograph processing chemicals in the general store. The process requires a minimum of one hour, and approximately eight more hours for the film to dry somewhere fairly safe, and entirely dark. The Investigator's skill allows them to develop film more professionally than de la Poer ever would. In the enhanced image, from a hole beneath the gnarled roots of the largest ash tree, a pair of pinpoints reflect the sunlight.

Midnight Sub Rosa

– 2 pt. spend: De la Poer recalls he still has negatives of photographs taken at the Virginia estate. He eagerly proffers them, and asks you to see what you can do. Over-exposing one taken inside the mausoleum reveals a dark space behind the vines at the base of the far wall. It is definitely big enough for a human to crawl through.

- **Pharmacy:** You notice several loose pills on the night stand. De la Poer explains that ever since he's been here, he's had difficulty sleeping (**Assess Honesty** gets the feeling it may have been longer). His vivid dreams frighten him awake. He spoke to Mr. Bryant, who sold him a few Luminal pills (if you ask the price, you know it's double what they're worth – de la Poer doesn't have a solid understanding of American currency). They help him sleep, but his dreams have become much more intense. He's not sure which is worse.
- **Art History:** You spot several half-completed pencil drawings in de la Poer's luggage. These depict the original de la Poer abbey in England. Roger admits to doing these himself. He's not much of an artist, but the impressions of his dreams were so vivid. He's begun adding details from things he saw at the Virginia estate.

Players may choose to spend points to mitigate the effects of Roger's family curse. These have minor effects on his outlook now, but affect *Resurrection Under the Moon*.

- 1-point **Pharmacy** spend: The Luminal makes him vulnerable to influences from his dreams. You advise against it, and remove the pills. **Effect:** If Roger de la Poer becomes possessed, take 2 points off his health. The spirit may be strong, but the vessel is weaker.
- 1-point **CopTalk** spend: You convince de la Poer that things are different here in America. **Effect:** When brought to the final confrontation, you may now

make a Difficulty 4 **Scuffling** test to punch some sense back into Roger, in a fashion he's come to expect from American westerns.

In a pulp game, Investigators with **Hypnosis** may make a Difficulty 4 **Hypnosis** test to recover ancestral memories he's absorbed through the Dreamlands. If they succeed, de la Poer, whose Stability is currently at 4, must then make a Difficulty 3 **Stability** test to handle the effects of unleashing such a flood of horrors.

The first three memories add color; the last two function as minor clues.

- A coming-of-age ritual. The whole family welcomes him. He takes the stone knife to the altar. Something struggles in the darkness.
- Rats, everywhere rats. But he only feels half-disgusted. He struggles against elation.
- Hunched, bestial creatures range among an army's tents. The standards appear Roman. A Druidic figure, silhouetted against the moon, raises his hands. The ghouls fall on sleeping soldiers and devour them.
- A line of prisoners shuffles toward a bronze cauldron. A priestess clad in white stands ready to cut their throats. The blood rises. The priestess resembles his grandmother and... someone else... Miss Derby?
- Inevitability. Nothing can keep the ghouls out forever. The grave and the tree call him. Firearms hardly make a dent. But explosives, fire, and acid kill more quickly and destroy their bodies.

The Secret Under the Ash Tree

Scene Type: Core

Lead-Ins: Room by Room, Scouring the Lodging House, When Ghouls Attack, Exploring Rosa, Laid to Rest, In the Blood

Lead-Outs: Scouring the Lodging House, When Ghouls Attack,

Exploring Rosa, Laid to Rest, Resurrection Under the Moon, A Sabbat Foiled, The Warren is Dead

Investigators may start on the path behind the Derby house to go back to the old de la Poer place, or they may ask Mrs. Dawes about any possible short-cuts. She'll discourage them from going back to that wicked place, but draws her own house on the map, and shows a stream they can follow back toward the ruins.

If they follow the path from the Derby house, they'll have to turn right off a wider path that continues on to a river. While the fork toward the de la Poer ruins is narrower than the main path, it clearly still gets enough use to keep it from growing over. Investigators may have to hop a fallen tree or two and pull back a few thorns, but in daylight, they should find it an easy trip. The walk takes about 15 minutes. If the Investigators come from Mrs. Dawes's house instead, the trip takes a good half hour. While they're not twice the distance as the crow flies, following the stream leads them on a curving and disused path.

Whichever path they take, the Investigators arrive at a slightly more open space in the woods, populated entirely by white ash trees, where nothing but worn stones and a large hole betray the de la Poer house ever existed. The only other human structure nearby is a large brick oven, similar to the one at the Derbys'.

- **Craft:** This oven shows the same signs as that in the Derbys' yard, but someone has used it since the repair. Unlike the oven in the Derbys' yard, these bricks are close in age to the originals. It's possible they were even taken from the Derbys' oven.

- (core) **Evidence Collection:** In the oven's fire pit, the Investigators find heaps of coal, more than would produce a safe fire. In the oven's

Out of the Woods

maw, Investigators find remains of a mixture of ash, rock salt, and small bits of bone. **Biology** or **Medicine** confirms the ash is also human.

– 1-point **Biology** or **Medicine** spend: In a well-sealed oven, a hot coal fire burning for half a day or more would greatly burn down the human body, to the point where its bones could be ground up with the right effort and tools. If Investigators noted the well-used meat grinder, the player who spent the point puts the two together. Otherwise they may search the house for appropriate implements, and find said meat grinder (see p. 23).

At this point, anyone who tasted the saltes in the Derby root cellar on *The Grounds* must make a 4-point **Stability** test. To avoid making things *too* easy for Investigators who respond by setting off to destroy the saltes, the Keeper may decide that Irma has moved them as an Antagonist Reaction to noticing their snooping in the root cellar, and either challenge Investigators to determine the location, or keep them out of play for now.

About fifteen feet from the old foundation, in the direction indicated by Professor Derby's shaky X, Investigators find the white ash tree from which de la Poer was hung. Several smaller ashes entwine or conjoin with the ash, enhancing its twisted, gnarled appearance. The tree stands around seventy feet tall, with a diameter approaching five feet in places.

A small boulder sits at the head of a far-too-recently disturbed grave. The soil is not fresh, but **Outdoorsman** can tell it's been dug up within the past year. If Investigators choose to dig it up, the process takes them about half an hour, with two people working at a time. Once they've emptied the grave, they'll find it's missing a body.

On the tree's far side, in the tangle of roots, gapes a dark hole, big enough to swallow a person. Assuming the Investigators have visited the graveyard, it doesn't take any special skill for them to recognize tracks around the hole as matching those in the graveyard, and resembling the feet of ghouls they may have already killed. If the Investigators are unwise enough to do more than poke a limb, flashlight in hand, into this hole, feel free to inflict a Difficulty 4 **Stability** test on them when they realize the warren's extent. If they decide to go in, use the details in *The Warren is Dead*.

Resurrection Under the Moon

Scene Type: Resolution

Lead-Ins: The Secret Under the Ash Tree, Exploring Rosa, Laid to Rest

Lead-Outs: A Sabbat Foiled, The Warren is Dead, Aftermath

Unless the Investigators find a way to stop her (in which case, see *A Sabbat Foiled*), Irma Derby attempts the ritual after dark on April 30th, as the power of Walpurgis Eve grows. Investigators may tail her to de la Poer's grave with a Difficulty 4 **Shadowing** test. She brings the two jars of salt (which the Investigators may have been seen earlier in her root cellar) and de la Poer's journal, hidden in her underpetticoat. She has long since worn off her **shaken** condition and moves with confidence.

Roger de la Poer stumbles into the clearing along the path from the lodging house, evidently in a trance. If not interrupted, he walks to the grave. If interrupted, he attempts to use **Scuffling** (5) and **Athletics** (5) to reach the grave. (Actions taken during *In the Blood* may modify this). Attempting to interrupt him alerts Irma to the Investigators' presence, triggering a ghoul attack.

If uninterrupted, Irma begins a chant:

*Magna Mater, Magna Mater, O friend
and companion of night, thou who
rejoicest in the baying of dogs and spilt
blood, who wanderest in the midst of
shades among the tombs, who longest
for blood and bringest terror to mortals,
Gorgo, Mormo, thousand-faced moon, look
favourably on my sacrifices!*

She pours the salt from the plain jar over de la Poer's grave, chanting ever faster and louder:

*Per Adonai Eloim, Adonai Jehova,
Adonai Sabaoth, Metraton On Agla
Mathon, verbum pythonicum, mysterium
salamandrae, conventus sylvorum,
antra gnomorum, daemonia Coeli
God, Almonsin, Gibor, Jehosua, Evam,
Zariatnatmik, veni, veni, veni.*

When she completes the summoning, Roger de la Poer begins to change. He snaps out of the trance, and stands upright. Where the man the Investigators met jumped at his own shadow, the man beneath the tree might confidently walk into hell and back, and perhaps he has. Ghouls emerge from under the tree until about 1.5 per Investigator form a half-circle around Irma, de la Poer, and the grave. They lower their heads before the pair and meep. Hundreds of rats (for statistics, see p. 31) swarm from beneath the tree and run in all directions, though only ten or twenty come in contact with the Investigators.

If the Investigators have only watched up till this point, the ghouls attack them (for ghoul statistics, see p. 26). Meanwhile, Irma attempts to conduct the same ritual for her mother's saltes, this time with de la Poer's aid. Should the ghouls kill an Investigator, and the numbers become more than 2 ghouls per Investigator, one or more stops and begin eating the corpse, while the others continue the fight. This triggers a 4-point **Stability** test for any remaining Investigators.

Midnight Sub Rosa

If Roger de la Poer has been killed or killed himself before this final scene, Irma herself transforms, and acquires the second set of stats. She maintains her original weapons.

Irma Derby

Abilities: Athletics 7, Firearms 3, Fleeing 4, Health 9, Sanity 3, Scuffling 8, Stability 6, Weapons 5.

Alertness modifier: +1

Weapon: +0 (Remington .41 Short double Derringer, 2 shots, only point-blank range, +1 to Difficulty to find on carrier), -1 (kitchen knife), ghoulish servitors.

Roger de la Poer (possessed)

Abilities: Athletics 10, Firearms 8, Health 12, Scuffling 8, Weapons 8

Alertness modifier: +1

Weapon: +0 (Colt .32)

Rat Swarm

Increase Health and Scuffling by 2 for every 10 rats, and damage by +1 for every 30 rats. Every hit against a swarm kills 1 rat and disperses 9 others.

Abilities: Athletics 5, Health 3, Scuffling 3

Hit Threshold: 3 (small and nimble, but target-rich)

Weapon: -2 (bite); may be infected

Armor: none

Stability Loss: +0 unless phobic

Resolution

The Investigators must bring Irma's and de la Poer's (if possessed) Health to 0 in order to stop the ghouls from spawning (the Keeper may decide if bringing their health to 0 kills them or merely renders them unconscious). If the Investigators kill Irma or Roger, they must then convince the Sheriff and the party at the house not to arrest them.

Shooting either jar of *saltes* requires a Called Shot with a +3 to the Difficulty in addition to any distance penalties. If the Investigators destroy or remove

de la Poer's *saltes* before Irma can summon him, she fights to protect her mother's, but does not attempt a further ritual. Instead, she joins the ghouls, using her knife and derringer. Destroying or removing the journal has the same effect.

If the Investigators have deciphered the notes from Irma's wastepaper bin (see *Irma Derby's Room*, p. 23), an Investigator with **Occult** may make a 2-point spend to create a counter-spell to block the summoning. Using this formula requires a Difficulty 5 **Stability** test. If the Investigator succeeds, they obtain 1 point of **Cthulhu Mythos**. If they fail, they take a 5-point **Stability** loss, acquire 2 points of **Cthulhu Mythos**, and, just before briefly fainting (they can be revived, but the shock will temporarily make them swoon and leave them vulnerable), they have a vision of a vast ghoulish warren under the American continent, in sewers and subways and subterranean caves.

If the Investigators have had the forethought to bring either Professor Derby or Professor Katz to the spot, both can be persuaded to plead with Irma that her mother would not have wished this kind of un-life. This may allow the Investigators to make **Stealth** tests to surprise Irma. They can succeed on a 5, as her **Sense Trouble** is lowered by her loved ones.

If the Investigators bring Sheriff Barnes to witness the event, they have an easier time explaining any deaths—assuming he survives. If he comes, add another 1.5 ghouls.

A Sabbat Foiled

Scene Type: Alternate Conclusion/Antagonist Reaction

Lead-Ins: The Secret Under the Ash Tree, Resurrection Under the Moon, A Sabbat Foiled

Lead-Outs: The Warren is Dead, Aftermath

Should the Investigators attempt to prevent Irma from entering the woods by confronting her earlier, she will undertake two attacks. Firstly, she will summon ghouls to attack the Investigators, and perhaps even the group gathered at her home. If this fails, she still has the derringer her father gave her for protection years ago when she began traveling alone on research expeditions (see p. 31 for her stats). She will draw this from her skirt pocket, and attempt to shoot whichever Investigator initiated the confrontation. If not stopped (Difficulty 5 **Scuffling** test), she will use the second bullet on herself, triggering a 2-point **Stability** test for Investigators. Like the fight in the woods, no more ghouls will spawn if she dies.

Should the Investigators choose to wait until the morning of May 1st to confront Irma, they wake up in the middle of the night, surrounded by Irma, de la Poer, and the ghouls. The Keeper may decide to force **Sense Trouble** rolls, and kill or wound any Investigator who fails.

The Warren is Dead

Scene Type: Alternate/Conclusion

Lead-Ins: The Secret Under the Ash Tree, Resurrection Under the Moon, A Sabbat Foiled

Lead-Outs: Aftermath

For an additional challenge after defeating Irma, some Investigators may wish to clear out the warren permanently. This is a great time for anyone with points in **Explosives** to have their moment.

Investigators can access the warren by making a Difficulty 4 **Athletics** test to crawl between the tree roots, and safely wiggle into its main cavern. If they fail, the fall gives them a -1 to all tests until a teammate applies a point of **First Aid**.

Out of the Woods

Down in the warren, dark, dank branches lead in three directions off the central space (South-South-West, North, South-East). The tunnel branch leading North comes out in the woods just outside town. If Investigators do not choose the Northern tunnel, they must walk several hours before coming to a place where they can reach the surface. (A kinder alternative has the South-South-Western tunnel coming out near the Mathers farm, and the South-Eastern surfacing in the woods not far from where Sam'll McGrath first met them.)

If the Keeper wishes, the tunnel contains 1.5 ghouls for every Investigator, who immediately attack when Investigators invade their sanctuary (for ghoul statistics, see p. 26). Ghouls have excellent night vision. With flashlights, torches, or another light source, the ghouls' Hit Threshold increases by 1. Without a light source, the warren is barely lit by the hole above, raising the ghouls' Hit Threshold by 2, and the disorientation triggers a Difficulty 4 **Stability** test.

Pest Control

- **Occult:** Nothing they can do permanently keeps out ghouls. The best the town can do is destroy the bodies of its dead through cremation, cutting off their food supply.

Investigators with **Explosives** find a small supply of dynamite in General Store, kept safely in the back. A bundle of dynamite in the cavern's approximate center causes an implosion, bringing down the tree and temporarily closing the tunnels. Ghouls can easily dig a new passage, but this much attention makes them disinclined to do so any time soon.

Successfully dropping the dynamite bundle into a cavern (possibly full of ghouls!) and having it explode once everyone has reached a safe distance requires a Difficulty 6 **Explosives** test.

On a failure, the ground may collapse under Investigators or a ghoul below may hurl it back. Investigators may set off the bundle from inside the cavern at a Difficulty 3 **Explosives** test, but must make a Difficulty 6 **Athletics** test to run a safe distance down the tunnels.

Aftermath

Scene Type: Conclusion

Lead-Ins: Resurrection Under the Moon, A Sabbat Foiled, The Warren is Dead

Assuming de la Poer's journal survives the scenario, give Investigators the choice in its disposition. They could return it to Scott Bryant, however it has proved more dangerous than anticipated and might be safer at Miskatonic. Wax from Irma's candle glues several thin pages together, but a careful conservator might return the book to nearly its former state.

Should Irma, if she survives be imprisoned or committed? Sheriff Barnes has never had to deal with a problem like this before, especially from such a nice young lady. He'll ask the Investigators for input.

If, by a series of spectacular failures, the Investigators do not thwart Irma and de la Poer, the population of Rosa simple disappears overnight. The first person to notice is the Catholic priest from Oneonta, who calls the Dubois store to see why none of his parishioners from Rosa made the trip for Sunday services. After a few days without a response, he borrows a car and investigates. Some of the houses show signs of violent disturbance and some blood, but he finds no bodies. The ghouls have returned to their comfortable warren, taking the townspeople with them. As for Irma and de la Poer... who knows where they will show up next?

APPENDIX A: GHOUL CHANGELINGS

The price of a changeling, I suppose—you know the old myth about how the weird people leave their spawn in cradles in exchange for the human babes they steal. — Pickman's Model

What's more horrifying than ghouls haunting your woods and cemeteries? Ghouls at the breakfast table. In a darker version of this scenario, de la Poer's ghouls remained below Rosa, stealing human children and leaving their own behind. Soon after settling, townspeople began to notice small traits that just weren't right. Strange gaits, disappearances, inadvertent meepings, awkward incidents at funerals—those who remembered Old World stories of changelings knew something was afoot.

How did they respond? The Keeper may choose from two options. The first fits a Purist play style better, the second is more compatible with a Pulp ending.

Ghouls in the Cradle

After two hundred years, the townspeople have grown accustomed to this strange way of life. It affects black residents as well as white, although in lesser numbers—possibly because of their distance from the town. Their churches, even Baptist and Methodist, practice a kind of syncretism with a focus on the communion wafer's transformation into Jesus's physical body. Women may cry softly in the night when their baby undergoes an uncanny change, but the town is fiercely protective of its strange children. Some have gone on to marry and have their own hybrid children. A conservative estimate puts Rosa around 30% changeling/hybrid, or about 30-odd people.

Suggested changelings and hybrids: Mrs. Dawes, Jean Dubois, a Mathers child, Armand Sperry (non-local, came to

Midnight Sub Rosa

Rosa as an adult), and even Irma Derby as a hybrid of necromantic and ghoulish blood. The Keeper may wish to approach a player about discovering their secret heritage by accidental exposure. See **Hideous Creatures: Ghouls** for more about hybrid awakening.

A ghoulish changeling or hybrid acts like a normal NPC but has a high **Scuffling** score, a bonus to **Conceal** at night, a +1 Alertness Modifier, and no penalties for darkness. As they age past normal human years, or give in to their heritage, these changelings and hybrids acquire fuller ghoulish attributes, and often depart to be with their other kin. They may be described as abnormally pale, squinting in the sunlight, putting off a sweet odor of decaying leaves, smiling unnervingly, or being young to have so many teeth.

Irma's disruption of the status quo angered the townsfolk, as did the threat of strangers discovering their secret. Her resurrection method brought their human loved ones back in a ghoulish form—unnatural even for their definitions of nature. Her attempts to dominate those with ghoulish blood upsets years of what they consider peaceful coexistence. The ghouls she summons come from other colonies—rivals, not kin—and they have few qualms killing these additional outsiders.

Only the house party and Investigators as potential witnesses, and too much trouble to take on en masse, keep the townsfolk from going after Irma themselves. They may nudge Investigators in her direction, hoping these outsiders will take the problem off their hands.

Additional or Alternate Clues

Sheriff Barnes's Office:

- (core) **Oral History:** Mrs. Dubois was roused, not by the sounds of her husband in the ice chest, but by

the sounds of him digging up their recently-deceased cat. When the sheriff arrived, he was trying to eat it. The other two remain the same.

Makeshift Morgue:

- **Forensics:** The sheriff attempts to keep Investigators from paying too much attention to the human corpses. However, an Investigator notices they all have abnormally-sharp teeth, and a strange, slight splay to the feet.

Color Lines:

- **Oral History:** Instead of mentioning the Mathers case, Marsha describes a kinship it created in the early town and a kind of mutual respect they share with the White people. To anyone familiar with the South—this could be an outlier, but it mostly sounds very strange.

Graveyard Inspection:

- **Anthropology** notices far fewer graves than might be expected for a town of this size, even supposing some of the dead were buried in Oneonta.
- **1 pt. spend.** The Investigator finds more than a few cases where an old gravestone designates “wife of” or “husband of” but no stone exists for the spouse.

Scouring the Lodging House:

- **History:** In Jack Starling's room, Investigators find an additional note from Katz's research: “1845, priest run out of town after delivering a homily on ‘demons living among us’ and hinting at ‘changelings.’ No priest for 8 years until local boy graduated seminary.”

Dawes' Lodging House:

Mrs. Dawes keeps a framed photograph of her family on the mantle in the sitting room.

- **Photography** notices something unusual in 1930s portraiture—this photograph was taken indoors, at night.

- **1 pt. spend.** The infant's smile raises hairs on the back of your neck. It's hard to say why, but it might be the full set of teeth.

Mathers Farm:

The argument the Investigators overhear between Louisa Mathers and Armand Sperry does not suggest Bill's return has anything to do with solving his murder. Instead, she is furious that he wasn't allowed to come home, and was murdered all over again. “We could have been a family!” She goes mum on this score before the Investigators. Sperry, meanwhile, argues that “He wasn't right. He was raised by dark forces.”

Baptist Church:

- **Theology:** Jim Caldwell worries less about the end of days. He philosophically remarks that, as they're told, all earthly life shall go back at last through the great circle of time to Ubbo-Sathla.

Methodist Church:

If the Keeper uses Sperry as one of the ghouls, his **Psychoanalysis** gradually loses effectiveness as the scenario progresses.

Resolution

Once Investigators realize the truth, they may handle the situation in a variety of ways including:

- Solving the issue at hand and leaving Rosa to its traditional practices—at least they're not the ones who crashed the stock market in '29.
- Taking advantage of the situation. With a 2 pt. **Bargain** spend, Investigators convince Reverend Sperry and Mrs. Dawes to yield to their darker ghoulish natures (use ghoulish stats, p. 26) and fight on their side against the invaders in the final scene. In return, the Investigators promise to spare others in the town from any outside retribution. Witnessing the transformation requires a Difficulty 3

Out of the Woods

Stability test.

- Solving the issue, and then reporting the situation to outside authorities for an Innsmouth-style purge.

As always, remain open to players' creativity in handling the situation. Committing any kind of purge themselves, however, would require a hefty **Stability** test and would involve killing at least one changeling child.

The Purge

Nobody talks about it now, but in 1782 about a dozen persons of various ages disappeared from Rosa overnight. A passerby that August evening might have heard the sounds of rabid dogs being put down. The community guards its secret, knowing city folk would never believe them. Parents teach their children the signs of a changeling and, every few years, an infant dies of a "mysterious illness." Nobody mentions the subsequent immolation of the tiny corpse.

To its people, Rosa is a town under perpetual siege. They fear involving external authorities, but no amount of prayer has saved them this far. Some parents refused to believe their children had been replaced, leading to ugly scenes. A few changelings may even have escaped detection.

Additional or Alternate Clues

Sheriff Barnes's Office:

- **Bureaucracy** or **Evidence Collection** used on church registers also notices a rate of infant mortality far higher than normal.

Graveyard Inspection:

- **Biology:** Investigators notice an average number of tombstones for a town of this size.

Color Lines

- (alternate) **Evidence Collection:** If Investigators ask Marsha about

anything out the ordinary, she'll mention she's heard barking out in the woods since the winter. It makes her dog howl but there's never a howl in return, just barking. Sheriff Barnes asked several of the older men to join him and his deputies for a hunt "like the olden days." She deflects further questioning by suddenly talking about old wolf problems.

Makeshift Morgue:

- **Assess Honesty:** The sheriff may say he doesn't know what it is, but he seems awfully unshaken for a man with a monster in his town. He seems more—angry.

Mathers Farm:

As Investigators arrive, they overhear Louisa Mathers saying "I already lost one child to this blight and now it's taken my husband?"

Resolution

Investigators get answers from Sheriff Barnes or either minister with a **1pt. Intimidation** (or any other Interpersonal) spend as a threat to get authorities involved. The Keeper may simply use this as additional setting color, but it also offers the opportunity to enlist townspeople in fighting ghouls. Investigators may either recruit the sheriff and Jim Caldwell for the final fight, or pull in an entire posse.

Since rolling for each ghoul vs. the posse would take too much time, set aside 6 points for both posse and ghouls. Each round, roll to see how the fight around the Investigators is going. Following GUMSHOE standards, a success by the posse occurs on a 4 or higher. Subtract a point from the losing side.

When the Investigators' fight concludes, whichever side in the other fight has the most remaining points wins. If either side has lost all their points before the Investigators finish, the background fight concludes, but unless the Keeper

wishes to pull strings, the posse is too damaged from the fight to provide more assistance. Therefore, the Investigators may succeed, but with a great loss of townspeople. Or, the townspeople may succeed against the ghouls, only to have the Investigators let them down by not stopping Irma.

APPENDIX B: THE ROSA ONE-SHOT

While a full play-through of the adventure takes multiple sessions, or a very long day, it was conceived as a convention game, and can be played in about 4 hours.

Jump right into the action with the Investigators' arrival in Rosa. The locals are at least a degree friendlier. They visit Sheriff Barnes, who still takes them to the morgue. The graveyard inspection can be brief. Focus on goings on at the Derby house and investigation of the boarding house. Ghouls should kill Jack Starling on the Investigators' first night in Rosa, pressing the action forward. The next day, Investigators still need to uncover the secret under the ash, search the house if necessary, meet with Roger de la Poer, and foil Irma's plans at resurrection.

The Keeper will want to curtail interviews with the townspeople, and drop the Bill Mathers subplot, or just use it as hints that something's been wrong in this town for a while. Dish out red herrings sparingly. Visit the other side of town, but fold in meeting Jim Caldwell, in case they need a hand at the end.



Handout 1: Salon Invitation

Dr. Theodore Derby, emeritus University of Alabama, and his daughter request the honor of your presence at a salon discussing the diary of French colonist and occultist, Ezekiel de la Poer.



This salon commemorates the 200th anniversary of de la Poer's hanging for suspected child kidnapping and murder. Dr. Derby thanks the rare books department of the University of Alabama for the gracious loan of the diary.

Location: Derby residence, Rosa, AL

Dates: April 26th through May 1st, 1936

TRAIL OF CTHULHU

Out of the Woods

Handout 2: Page from Irma's Diary

(Translated from the French)

5 September, 1726

Visit to Fort Condé as they are calling it now more fruitful than anticipated. Dined yesterday eve at home of Indies trader. Englishman, another guest, recognized family's name and gave the sign of Magna Mater. Discussed matters concerning my special researches and by what means a man's life may be prolonged. Mssr. Orne, whom I would not have thought had seen more than thirty summers, described such successes as required him to quit his home of Salem in the colonies and venture abroad lest he be persecuted. He hints that some of the town fathers are not so disinterested in his work as they seem — cf. Mather, whose treatise he insisted I acquire — but the common folk feared his perennially youthful countenance.

TRAIL OF CTHULHU

Midnight Sub Rosa

Handout 3: Page from Irma's Diary

(Translated from the French)

12 September, 1726

Further difficulties with Louise.

*Discovered her beyond the pines
in secret conference with one of
the traders. How she left the house
without my being alerted, I must
discover. Regrettable, as I had to
ask my men to handle him. How
fortunate that he did not have
companions. Now that she is
weaned, perhaps Hélène no longer
needs a mother. Surely it were not
well for Louise to begin poisoning
the child against me.*

*odd
choice of
word here
but must
mean
men*

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Cecily Harlow

Drive: Sudden Shock

Occupation:² Antiquarian

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	2
Archaeology	1
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	2
Geology	0
History	2
Languages ⁶	0
Law	0
Library Use	4
Medicine	0
Occult	1
Physics	0
Theology	0

Interpersonal Abilities

Assess Honesty	0
Bargain	2
Bureaucracy	1
Cop Talk	0
Credit Rating	2
Flattery	1
Interrogation	0
Intimidation	0
Oral History	2
Reassurance	0
Streetwise	0
Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	1
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	2

General Abilities

Athletics	4
Conceal	0
Disguise ⁽¹⁾	0
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	4
Firearms ⁵	4
First Aid	0
Fleeing ⁷	4
Health ⁹	12
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0
Piloting	0
Preparedness	6
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	6
Scuffling	4
Sense Trouble	4
Shadowing	3
Stealth	4
Weapons	8

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	1
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	2

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² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

⁽¹⁰⁾ Optional ability for use with Rough Magicks - can only be acquired in play.

SOURCES OF STABILITY:

CONTACTS AND NOTES

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

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⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Dr. Porter

Drive: Arrogance

Occupation:² Scientist

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	1
Archaeology	0
Architecture	0
Art History	0
Biology	2
Cthulhu Mythos ⁴	0
Cryptography	1
Geology	0
History	0
Languages ⁶	2

Interpersonal Abilities

Assess Honesty	1
Bargain	1
Bureaucracy	1
Cop Talk	0
Credit Rating	3
Flattery	0
Interrogation	1
Intimidation	2
Oral History	0
Reassurance	0
Streetwise	0

General Abilities

Athletics	6
Conceal	0
Disguise ⁽¹⁾	0
Driving	0
Electrical Repair ⁽¹⁾	4
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	0
First Aid	6
Fleeing ⁷	2
Health ⁹	9
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ⁽¹⁾	0

Law

Law	0
Library Use	2
Medicine	1
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	2
Craft	0
Evidence Collection	1
Forensics	0
Locksmith	0
Outdoorsman	1
Pharmacy	1
Photography	0

Piloting	0
Preparedness	6
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	8
Scuffling	6
Sense Trouble	6
Shadowing	4
Stealth	2
Weapons	6

SOURCES OF STABILITY:

CONTACTS AND NOTES

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³ 4

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Herman Brown

Drive: Bad Luck

Occupation:² Private Investigator

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	1
Geology	0
History	0
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	1
Cop Talk	2
Credit Rating	2
Flattery	1
Interrogation	0
Intimidation	1
Oral History	0
Reassurance	2
Streetwise	1

General Abilities

Athletics	10
Conceal	0
Disguise ⁽¹⁾	0
Driving	6
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	5
Firearms ⁵	10
First Aid	2
Fleeing ⁷	3
Health ⁹	7
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	2
Forensics	1
Locksmith	2
Outdoorsman	1
Pharmacy	1
Photography	1

Piloting	0
Preparedness	2
Psychoanalysis	0
Riding	0
Sanity ⁹	5
Stability ⁹	5
Scuffling	10
Sense Trouble	6
Shadowing	4
Stealth	6
Weapons	0

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⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

⁽¹⁰⁾ Optional ability for use with Rough Magicks - can only be acquired in play.

SOURCES OF STABILITY:

CONTACTS AND NOTES

Player Name:

Sanity ¹			
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
Hit Threshold ³			4

Stability			
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health			
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: James Arnold

Drive: Artistic Sensitivity

Occupation:² Dilettante

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities		Interpersonal Abilities		General Abilities	
Accounting	0	Assess Honesty	0	Athletics	9
Anthropology	1	Bargain	2	Conceal	0
Archaeology	0	Bureaucracy	0	Disguise ⁽¹⁾	0
Architecture	0	Cop Talk	0	Driving	2
Art History	0	Credit Rating	5	Electrical Repair ⁽¹⁾	0
Biology	0	Flattery	4	Explosives ⁽¹⁾	2
Cthulhu Mythos ⁴	0	Interrogation	0	Filch	0
Cryptography	0	Intimidation	2	Firearms ⁵	8
Geology	0	Oral History	0	First Aid	0
History	1	Reassurance	1	Fleeing ⁷	2
Languages ⁶	2	Streetwise		Health ⁹	10
French, German				Hypnosis ⁸	4
				Magic ⁽¹⁾	0
				Mechanical Repair ⁽¹⁾	6
		Technical Abilities		Piloting	0
Law	0			Preparedness	6
Library Use	1	Art	0	Psychoanalysis	0
Medicine	0	Astronomy	0	Riding	0
Occult	2	Chemistry	0	Sanity ⁹	7
Physics	0	Craft	2	Stability ⁹	7
Theology	1	Evidence Collection	1	Scuffling	4
		Forensics	0	Sense Trouble	2
		Locksmith	0	Shadowing	0
		Outdoorsman	2	Stealth	4
		Pharmacy	0	Weapons	5
		Photography	1		

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³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

① These General abilities double up as Investigative abilities

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¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

SOURCES OF STABILITY:

CONTACTS AND NOTES

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: L. A. LaFleur

Drive: Adventure

Occupation:² Criminal

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	1
Architecture	0
Art History	1
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	0
Law	0
Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Interpersonal Abilities

Assess Honesty	0
Bargain	2
Bureaucracy	0
Cop Talk	0
Credit Rating	2
Flattery	0
Interrogation	2
Intimidation	2
Oral History	2
Reassurance	0
Streetwise	2
Art	1
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	2
Forensics	0
Locksmith	4
Outdoorsman	0
Pharmacy	1
Photography	0

General Abilities

Athletics	6
Conceal	0
Disguise ⁽¹⁾	0
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	4
Firearms ⁵	4
First Aid	6
Fleeing ⁷	4
Health ⁹	9
Hypnosis ⁸	4
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0
Piloting	0
Preparedness	4
Psychoanalysis	0
Riding	0
Sanity ⁹	5
Stability ⁹	6
Scuffling	6
Sense Trouble	6
Shadowing	4
Stealth	6
Weapons	8

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SOURCES OF STABILITY:

CONTACTS AND NOTES

A large, empty rectangular box with a decorative border, intended for a drawing. The border consists of a double-line rectangle with small, dark, triangular shapes at the corners and midpoints of the sides, resembling a stylized frame or a piece of paper with decorative corners. The interior of the box is white and completely blank.

CONTACTS AND NOTES

THE SILENCE MILL

By Adam Gauntlett



The Silence Mill

In which the protagonists investigate Arthurian mythology, only to discover death and despair in the legend-haunted forest of Brocéliande.

THE HOOK

The characters are asked to come to the Breton village of Plouescat by a man, possibly a relative, they thought died in the War. Not only did he not die, he deserted, and made a life for himself in Brittany, the north-west region of France. His son, Daniel, has been arrested on charges of murder; they say he's the werewolf of Plouescat, responsible for the cannibalization of a young girl. If something isn't done, Daniel will go to the Silence Mill – the guillotine.

THE HORRIBLE TRUTH

These killings were deliberately arranged by a local occultist and witch, Jean Foucault. He's the wealthiest man in Plouescat, a significant member of Breton nationalist movement Seiz Breur, and his family owns a large portion of nearby Paimpont forest. There, he keeps the old religion of Glaaki alive, at his dolmen chapel deep in the woods, and he preserves the severed head of the seer, aka Merlin, or the Templars' Bahomet, in the trunk of a tree. His most recent Bahomet is failing, and will soon wither away. He has been grooming Daniel to be the replacement Bahomet his whole life, and the werewolf plot – which he has engineered, thanks to his close connection with the Nain – is another part of his scheme. He intends to kill him in the ritual manner, and sever his head with a guillotine made from sacred wood taken from Brocéliande.

If he succeeds, Daniel will take up permanent residence in Brocéliande, and the Investigators will most likely have been devoured by the Nain.

THE SPINE

White and Black (p. 49)

A letter arrives from Brittany, asking the Investigators for help. However, it almost doesn't arrive; the Investigators see the mail carrier being attacked, and have to rescue him in order to rescue their mail. The attackers are members of the Breton terrorist group Ankou, who are trying to stop the PCs from going to Brittany. Though unsuccessful here, the group will go on to plant a fake incendiary device at the protagonists' doorstep, with the chilling message, 'it could so easily have been gelignite.'

Assistance from the Authorities (p. 51)

The Investigators may choose to go to the police after the bomb threat. The police, led by Inspector Cook, are able to identify the group responsible, and show the protagonists photographs of suspects, hoping that they are able to recognize one of the mail carrier's attackers. These photos may come in handy later on, when the protagonists go to Plouescat. Enlisting Inspector Cook as an ally may also be of assistance later in the scenario.

Diligent Studies (p. 52)

If the Investigators follow up by studying a newspaper archive, or seek information about Plouescat, they can discover information which may be useful in later scenes, such as the several werewolves that Plouescat

has endured over the years. The last to turn werewolf blamed the Devil Marquis, who keeps his temple in Brocéliande. They can also gather local lore about Brittany, the Templars, and Brocéliande.

Breathtaking Views (p. 54)

The Investigators make their way to Plouescat, and in so doing they pass close to the forest of Brocéliande, getting their first glimpse of that ancient landscape. This sets up the later scenes *Ill Met By Moonlight*, and *Monday, Tuesday, Wednesday, Thursday, Friday*. They see one of the great dolmens from a distance, and some unidentifiable humanoid figures. If they attempt to enter the forest at this point, they are warned off by foresters.

Where Things Get More Complicated (p. 55)

The Investigators arrive in Plouescat to discover that their friend Arthur, now known as Tristan Broudig, is dead, possibly of natural causes (actually poison, mixed with witchcraft) and that his son Daniel is believed to be the werewolf. The preliminary investigations begin, and the Investigators meet important NPCs: the doctor, the mayor, the priest, and the marquis, Jean Foucault.

Sitting Up With the Dead (p. 59)

Their friend is laid out in his home, awaiting burial, but because of the circumstances of his death none of his neighbors or friends are willing to sit nights with the corpse. Should the characters choose to, they can foil an attempt by the Ankou to steal the body. They also get their first look at the Nain.

TRAIL OF CTHULHU

Out of the Woods

Petit Albert (p. 60)

The Investigators may try to find out more about Foucalt, and even search his house. Dare they unchain the Petit Albert he keeps there? What is the significance of the strange symbols Foucalt's putting on the guillotine? This scene introduces a Mythos tome, the *Revelations of Glaaki*, and the information it contains may be useful when the protagonists go to Paimpont forest.

Visiting the Werewolf (p. 63)

The Investigators may try to visit the accused in his prison cell, which is in the regional center, Rennes. The young man is in shock, and wandering in his mind; he finds it difficult to answer questions. However he seems haunted by a snatch of poetry: Alan Seeger's "Brocéliande". Clues here can lead to *Seeger's Final Poem*.

Ill Met By Moonlight (p. 64)

The Investigators meet some of the fair folk for the first time. Foucalt has decided to attack, by using his oracle to send the protagonists into a shared nightmare. This nightmare begins as a flashback to the scene *Breathtaking Views*, except this time they're on horseback, medieval-style. They also encounter the night-washers.

Innocent Until Proven Guilty (p. 65)

Should the Investigators try to prove Daniel innocent, they will have to investigate his crime, talk to witnesses, and possibly prove his alibi. Several of the witnesses are members of Foucalt's Ankou, and his alibi can be proven by the priest, who took Daniel's confession. If the protagonists go down this path, they will face antagonist reaction from the Ankou.

The Time of Trial (p. 66)

Assuming Daniel isn't proved innocent beforehand, then the trial commences. However, if Daniel is not convicted, or he is proved innocent before the trial, then there will be an antagonist reaction. Foucalt is determined to have the werewolf's head, come what may.

Monday, Tuesday, Wednesday, Thursday, Friday (p. 68)

The Investigators enter the forest, either looking for more clues, or chasing after the cultists. Here they first see signs of the Nain, and the ancient sites they inhabit. It becomes clear that the other landholders are aware of the problem, and deliberately staying away

while Foucalt carries out his plan. The protagonists may encounter Glaaki's fane, risking drawing the attention of the Old One.

Seeger's Final Poem (p. 69)

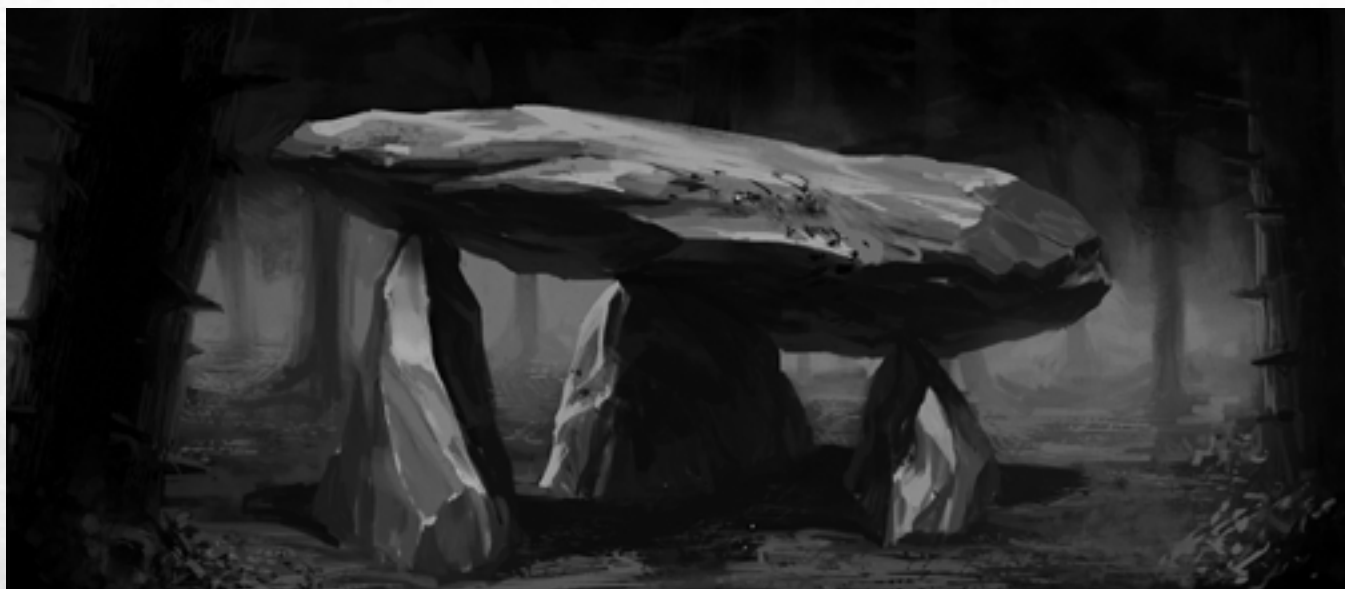
This scene assumes the use of **Outdoorsman** or clues found in *Visiting the Werewolf*. The Investigators encounter the severed head of Alan Seeger in Merlin's tree, and are told by Seeger what Foucalt intends. Seeger can advise on how best to defeat Foucalt.

Under the Dolmen (p. 70)

The Investigators encounter Foucalt, possibly other guards, and the Nain, as they prepare for the ritual that will make Daniel a suitable replacement head for Seeger. They have the option of going head-to-head with the sorcerer and his allies.

VICTORY CONDITION

The Investigators' primary goal is to prove Daniel Broudig's innocence, and save him from Foucalt's plan to execute him by guillotine. Ideally, they should also prevent Foucalt from getting a replacement Baphomet head, to end the Baphomet oracle.



The Silence Mill

PRINCIPAL ACTORS

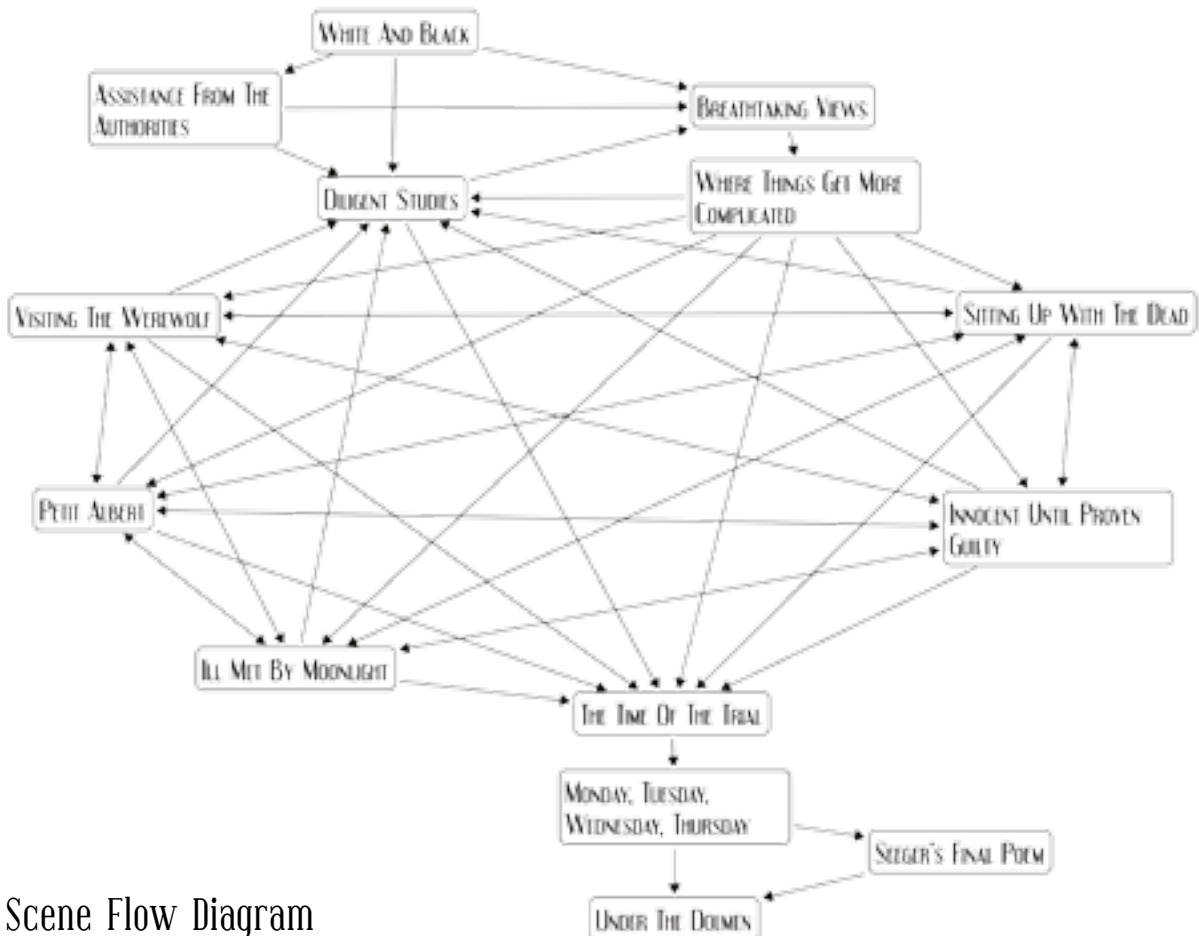
Arthur, aka Tristan Broudig

The Investigators get involved because Tristan Broudig – formerly known as Arthur, and thought to have died during the Great War – asks them for help. The scenario assumes that Arthur is a close relative, possibly a brother, of one of the Investigators, but Arthur could as easily be an old school friend, or other non-familial connection. Should an existing NPC be more suitable, by all means use that NPC.

Arthur was called up in 1917. He didn't want to go; several of his friends, including many of his classmates, had already gone to the trenches, and most of them were slaughtered within a few weeks. However, Arthur felt he couldn't avoid service, and so – after several stormy talks with his parents, who suspected him of cowardice – he was sent to the Front with all the rest. He soon discovered that things were as bad, if not worse, than he had feared. Fortunately for him, he had a fairly good command of French, from time spent in Brittany as a boy. When he decided to desert, he was able to blend in with the locals. He chose a moment

when things were particularly active in his section of the Front, so at the time it was thought he was missing in action. Soon afterward he was presumed dead, one of the many casualties in a dismal assault. That's the story that everyone knows, and believes.

Meanwhile Arthur made his way to Brittany, where he felt safe. The locals knew he wasn't one of them – despite his reasonable command of the language, his accent was definitely English – but they didn't care. Too many of their own sons had gone to war and not come back. They were willing to help hide this refugee, and in time he



Scene Flow Diagram

What is Brocéliande?

Brocéliande is a legend. There is no way of knowing if it ever existed, but according to tradition this majestic forest is the scene of many Arthurian tales. The Lady of the Lake can be found in Brocéliande, and Merlin is supposed to be entombed here. The forest first appears, in literature, in Wace's *Roman de Rou* of 1160, a verse history of the rulers of Normandy up to King Henry I's victory over the Normans at the battle of Tinchebrai in 1106. Wace describes the forest as "a place of many legends", and over the centuries since, those legends have only grown in the retelling. It is said to be a numinous, magical place, subject to strange weather, and

inhabited by monsters and creatures of all kinds. Though it is possible that Brocéliande does not exist, and never has, there are scholars who believe that the forest of Paimpont is the original of the Brocéliande myth-story. Paimpont is a massive stretch of ancient oaks and beeches, privately owned, for the most part, and its owners reserve all rights to themselves. People are not allowed to visit the forest without permission, and the forest's owners hire guards to ensure that this is so. At certain times of year people are permitted to hike established trails, gather mushrooms, and enjoy the forest, but usually it is a private place.

The scenario assumes that Jean Foucalt is one of the owners of Paimpont forest, and that Paimpont is in fact the Arthurian forest of Brocéliande. His guards are all members of the Seiz Breur splinter section Ankou, and are therefore cultists and terrorists. It also assumes that at the back of many of those Arthurian tales are stories about lake-dwelling Glaaki, the Old One who promises immortality, but at a terrible price. The Paimpont in this scenario is, of course, fictional, and as a consequence will not exactly resemble the original.

became part of the community, under his new name Tristan Broudig. He married a local girl, had a son, Daniel, and lived peacefully. He never once thought about contacting his family. As far as they were concerned, Arthur was dead, and he decided not to break that illusion. He has kept a limited watch on their doings, and if the Investigators have done anything remotely newsworthy, he knows all about it. He also knows about their occult investigations; all the more reason to contact them when Daniel is accused of being a werewolf.

He's known for some time that the marquis, Jean Foucalt, has been planning something foul. Foucalt has acted as a second father to the boy, but Tristan never trusted Foucalt, or his Seiz Breur (p. 49) friends. Foucalt has been grooming Daniel to become his new oracle, but for that to happen, Daniel's head must be severed by magically treated implements. That's why Foucalt has arranged it so that Daniel is accused of murder; Foucalt wants Daniel to go to the Silence Mill – the

guillotine – and afterwards, he intends to harvest the head, and install it in Merlin's Oak.

Tristan Broudig is desperate, and in his haste to contact the Investigators, he inadvertently let Foucalt know that he was summoning help. That's why Foucalt murders Broudig before the Investigators get to Plouescat. From Broudig's notes, Foucalt knows where the Investigators live, and with the help of his oracle, he can trace the letter; now, he needs to prevent them from finding out what's going on.

LOCATION, LOCATION, LOCATION

In playtest the issue of where the Investigators live came up. The scenario makes no assumptions – they can start the game wherever's most convenient. Wherever they travel from, they will need to go through the city of Rennes to get to Plouescat (*Breathtaking Views*, p. 54).

The Investigators may wonder if Daniel Broudig's arrest hit the newspapers where they live. It's unlikely that a relatively unimportant crime, even with the werewolf angle, gets significant ink in North America. There's a wide, wet ocean between it and Brittany, after all. However, the Keeper may choose to let any of the 0-point clues available in *Diligent Studies* appear in newspaper articles. Given the distance involved, any article about the attacks is probably weeks old by the time the characters read it.

It's much more likely to have had some recent coverage in papers in Europe, and any 0-point clues available in *Diligent Studies* can be had in a European newspaper. It definitely gets in-depth coverage in French language papers, and any players clever enough to go looking there can get the 1-point clue concerning Plouescat (p. 52) for free. French language papers can be bought in North America, but they're rare outside of a large metropolitan area, and are probably days, if not weeks, out of date.

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Who are Seiz Breur?

Seiz Breur – Seven Brothers, after a popular legend – is a nationalist group, founded in Brittany in 1923 as an artistic movement, dedicated to preserving the culture of Brittany. The people and traditions of Brittany have, at the time of the scenario, long been under attack. The Bretons are one of the six Celtic nations, and they consider themselves to be distinct and apart from the rest of France. They have their own traditions, culture, dialect, and, while Catholic, like the rest of France, their brand of Catholicism is distinctly Breton. This has earned Brittany official scrutiny and rebuke from the French government; signs reading “*It is forbidden to speak Breton, and to spit on the floor*”, were put up on classroom walls across Brittany.

While Seiz Breur began as an artistic movement, by the 1930s it was embracing fascism and direct action to preserve Breton traditions. As Celts, Germany considered Bretons to be just like them, and many Bretons believed that a fascist victory would grant Brittany independence. Seiz Breur had no patience for democracy, and many members were virulently anti-Semitic anyway, so for a time an alliance with the Nazis seemed a perfect fit. Seiz Breur was by no means the only nationalist group on the scene in the 1930s; Gwenn ha du – aka white and black, the colors of the Breton flag – called itself the military wing of Breton nationalism, and carried out several bomb attacks before the war. Again, many members of this group would go on to collaborate with the invading German army during the war.

This scenario assumes that a splinter section of Seiz Breur, led by Jean Foucault, embraced terrorism as a means of ensuring Breton independence. This group has one goal: to free the Breton nation from the hated Gallic yoke. While many are cultists, they do not fully appreciate the enormity of their actions; if they knew what really dwells in the lake, they would be driven insane. Only Foucault truly understands the connection between their activities and Glaaki worship, because Foucault’s family has been involved in Mythos activity for generations. This splinter section calls itself Ankou, after the Breton death-spirit. Officially its members are still Seiz Breur but, unlike their artistic fellows, they don’t restrain themselves to protests.

MAGIC

At several points in the text, reference is made to the Magic ability, described in the **Rough Magicks** supplement for *Trail of Cthulhu*. Magic is a General Ability pool, which can be used to power special abilities, or to cast spells. The Keeper can also allow it to be used as an Investigative Ability, to work out what kind of spell is (or has been) cast, and what its effects might be. In the main *Trail of Cthulhu* rulebook, **Stability** spends are used instead. If the Keeper would rather not use Magic, then ignore these pools.

SCENES

White and Black

Scene Type: Introduction

Lead-Outs: Assistance from the

Authorities, Diligent Studies, Breathtaking Views

The scenario opens with the Investigators witnessing an assault.

The exact setting will depend on where the Investigator linked to Tristan Broudig lives, but the situation is this: the mail carrier, as he starts delivering mail on the street, is attacked by five men. The attackers don’t move quickly enough to silence the man, and he cries out for help.

- **Streetwise:** The attackers are obviously strong and violent, but don’t look like the usual brand of street thug. They’re too neatly dressed, and clean shaven; smash-and-grab crooks aren’t usually so well turned-out, or as coordinated in their assault. In any case, seasoned crooks wouldn’t bother stealing a

mail bag; not enough money for it to be worth their time. The attackers are wearing worker’s overalls, with their caps pulled down over their faces, presumably to conceal their identities.

They act as a team, two of them beating up the mail carrier, a third grabbing the post bag, one keeping watch, and the final one is keeping the getaway car’s motor running. The motor car, for purposes of **Fleeing**, is 2 rounds away. If interrupted, the thugs run off with the mail bag. The mail carrier tries to stop them, but he’s too badly injured to do more than grab uselessly at them as they flee, so it’s up to the Investigator(s) to stop them. It’s possible they may fail, and that the thugs will get away with the mail bag. This doesn’t have to be disastrous. Assume in that event that the mailman actually had the important letter in his hand when the attack took

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place, and that he was about to put it in the Investigator's mailbox just as the thugs caught up with him. The thugs just have the bag, but not the important letter.

Ankou Thugs

Abilities: Athletics 4, Disguise 3, Driving 8 (getaway vehicle driver only), Firearms 5, Fleeing 4, Health 3, Scuffling 6, Weapons 4

Weapon: +0 (revolver), -1 (blackjacks and knives), -2 (fists)

The thugs' vehicle is a cheap touring car with enough room for five, just about, even if one of them has to stand on the running board. Assume a top speed of 75 mph, no armor. In a car chase scene, one thug has a revolver. He'll stand on the car's running board and shoot back at pursuers. If the driver fails a test by 2 or more, the car crashes – if that happens, all occupants take 2 damage. The Ankou are Breton, and if this scene takes place in a country with different rules of the road (Great Britain, say), the Difficulty of all enemy **Driving** tests is increased by 1.

The thugs don't have the contacts to get a stolen car, so they had to buy this one second-hand.

- 1-point **Bureaucracy** (or similar) spend: The car can be traced; the thugs never bothered to cover the license plate, thinking that they would dump it at the first opportunity. The seller, Harold Toomey, was paid in cash, by men with French accents. One of them asked to use his telephone, and made a call to France. Toomey heard him say something about *loup-garou*, "which is one of the few words of French I know. I loved that Houseman novel. It means werewolf, doesn't it? Now why would they be talking about that, do you think?"

If captured, the Ankou thugs keep silent. They only speak French, in a

Breton dialect; though they understand English, they belligerently refuse to speak it.

- **Evidence Collection:** There's enough on them – cigarettes, tailor's and cleaner's marks on their clothing, train and ferry tickets – to indicate where they're from.
- 1-point **Interrogation, Reassurance** or other Interpersonal Ability spend: One of them is rattled enough that he says "*It doesn't matter anyway. The werewolf has already ...*" before one of his companions, furious, tells him to shut up.

They say nothing else, and soon after capture – assuming that they are handed over to the authorities – a high-priced lawyer shows up to spring them. The lawyer, Springer, has effective Cop Talk 3, Assess Honesty 3, Law 4, and is under instruction to get his clients out of jail as soon as possible. He knows very little about his client, except that the person giving him instruction lives in Brittany, and is very wealthy.

No matter what bail conditions are issued, as soon as they're free the thugs hot-foot it back to Brittany, where they immediately vanish. If the thugs are not handed over to the authorities, then



they attempt to escape by whatever means necessary, and they're not afraid to kill. If this does become a break-out, and the Keeper wants to beef them up a bit to provide more of a challenge, assume one has Magic pool 6 and knows Dominate (*Rough Magicks*, p. 19), or that Foucalt summons up a minor entity – perhaps a byakhee or a couple of ghouls – to help them get away.

Once they recover the mail, the protagonists discover the letter from Tristan Broudig (p. 51) that the thugs wanted to keep them from getting.

- **Assess Honesty:** If the name Tristan Broudig is mentioned to any of the thugs, it's clear that they know, and despise, Broudig, but they still refuse to talk.

A day or so after this, the Ankou make one last attempt to deter the Investigators. A package is left on their doorstep, wrapped in brown paper and tied with string. It's a collection of nails and scrap iron in a jar, attached to a cheap mechanical trigger and what looks like blasting jelly.

- **Evidence Collection:** The device is simple, but potentially deadly, the kind of bomb used by terror groups like the Irish Republican Army, or, since there is a Breton connection, the armed nationalist movement Gwenn ha du. It's set to go off if disturbed in any way. The jelly is just jelly, not explosive at all, though should the Keeper want to give the players a scare, tell them that, if real, it had the potential force of a pipe bomb; +2 damage point blank, +1 damage close. A note attached to the device reads, "*It could so easily have been gelignite.*"

If the Ankou thugs were all captured or wiped out in the previous chase scene, assume that other Ankou thugs not present at that scene left this bomb behind.

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Tristan Broudig's Letter

This letter is postmarked Brittany, France, and has a return address in Plouescat, a small village near the town of Rennes. Keeper's note: Although there is a real commune named Plouescat in Brittany, the Plouescat in this scenario is fictional, and bears no relation to the original.

- **Evidence Collection:** The handwriting and use of idiom indicates that the writer is not a Breton, and French is probably not his first language. To the Investigator who knew, or is related to, Arthur, the handwriting seems hauntingly familiar.

The letter (Handout 1, p. 72) reads:

First things first: I am not dead, though for a long time it suited me to pretend to be so. You know what it was like, during the War. If I had taken my chances and stayed with my unit, I probably would be dead now, or worse. I ran, and by the grace of God made it away from that dreadful place.

For the last few years I have been living in Brittany, under the assumed name Tristan Broudig. I married; I wish you could have met her, but the Flu epidemic carried Marie off many years ago. I have a son, Daniel, who does not know my past, and if things had turned out the way I hoped, he would never have known.

Daniel is under arrest. They are going to send my son to the guillotine, unless I do something.

I am at my wit's end. The crime he's accused of is murder, but it's far worse than that. They're calling him a werewolf, can you believe it? In what kind of a world —

I don't know what to do. I need help. I need to save my son, but I can't do it on my own. Come to Plouescat, if not for my sake, then for the sake of old friendship and memory. Come soon. The trial will start before long, and I think the marquis will ensure that the verdict is a foregone conclusion. There's something he's hiding

out in those woods of his, and it has to do with what Daniel's accused of being, but I don't understand it and I don't know why this is happening.

Please come. If something isn't done soon, Daniel will die.

*Yours,
Arthur*

Once the letter has been read, any information relating to Arthur before the War is a core clue for the Investigator who knew, or is related to, him.

The Keeper can include any extra information about Arthur's background that works with her game. Information tied directly to the Investigator's Drive could be very useful; a protagonist with the Follower Drive might have seen Arthur as a leader, and so on.

Assistance from the Authorities

Scene Type: Alternate

Lead-Ins: White and Black

Lead-Outs: Diligent Studies, Breathtaking Views

The Investigators may decide, after being attacked by the Ankou, to go to the authorities and ask for help.

The police, led by Inspector/Detective Cook (exact rank varies depending on where the protagonists are located), take bomb threats and assaults very seriously. Cook, a hard-bitten, granite-faced man

in his early 40s, has been leading a team investigating serious crimes, particularly terrorist-related. He knows a little about the Breton nationalist groups, but not much; he's more concerned with other threats. He promises to investigate this crime thoroughly.

- **Assess Honesty:** Cook is competent, and genuine in his commitment to bringing the terrorists to justice.

Cook shows the Investigators photographs of suspected terrorists working for Breton nationalist groups, in the hope that they will recognize some of them. While this has no immediate benefit, it allows them to potentially identify Ankou terrorists later in the

scenario. In game terms, it gives them a 1-point dedicated pool in **Evidence Collection** (Breton terrorists).

Finally, Cook can provide letters of introduction to important French police officials, should the Investigators tell him that they are going to Plouescat. In game terms, the letters give the PCs an effective 1-point dedicated pool in **Cop Talk (French police)**. Cook's contacts are all Gallic, so the letters will not be as effective when used on Breton-born police officers. However even the Bretons cannot ignore the rest of France, much as they would like to, and so the letters act as a 0-point dedicated pool in **Intimidation (Breton police)**.

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Inspector/Detective Cook

Abilities: Athletics 5, Cop Talk 3, Firearms 5, Health 5, Law 2, Scuffling 8, Weapons 4

Weapon: +0 (revolver), -2 (fists)

Diligent Studies

Scene Type: Alternate

Lead-Ins: White and Black, Assistance from the Authorities, Where Things Get More Complicated, Innocent Until Proven Guilty, Visiting the Werewolf, Petit Albert, Ill Met By Moonlight, Sitting Up with the Dead

Lead-Outs: Breathtaking Views, The Time of Trial

The Investigators may choose to go to a research library or similar, to find out more about Brittany, Plouescat, or werewolves. They can do this either in their local area before they go to Brittany, or after they get there. Plouescat itself doesn't have a big library, but Rennes is close by, and as it's the region's capital, its library has everything the protagonists could ask for.

- **Library Use, Anthropology or History:** Plouescat is a small commune, or village, in Brittany. It is accessible by rail as well as road. Regional tour guides describe the main sights to see as the nearby ruins of a medieval castle, thought to have been a Templar stronghold, and the covered market square, which dates to the 13th century. According to recent newspaper reports, there was a small scandal when the war memorial was erected in the town square; residents complained that it was too Gallic, and didn't represent Breton culture.

- The Bretons are an ancient, Celtic people, and hold themselves apart from Gallic France. Brittany didn't become part of the Kingdom of France until the 15th century, after the Mad War of 1485-88, when an abortive rebellion led to the

subjugation of Brittany to the French crown. Even then the Bretons continually resisted French rule, fomenting several revolts. Since the 19th century, a comprehensive program of Gallicization has tried, and so far failed, to completely eradicate Brittany's languages and traditions.

- **Library Use or History (1-point spend):** Some of the nationalist groups have turned to terrorism to get what they want. There have been several bomb and arson attacks throughout the 1930s, directed against symbols

of Gallic authority, and outspoken Gallic politicians. So far, there have been no deaths.

- **Library Use or Law:** A savage murder recently took place in Plouescat. According to reports, a local girl, Anne Le Goff, was attacked and brutally ravaged; the killer all but dismembered her, and partially devoured the remains. Daniel Broudig has been arrested for the murder, and the trial is expected to be brief.

- **Law (1-point spend):** Since Daniel is accused of a major felony,



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he will get a jury trial. Lesser crimes are usually dealt with by a panel of judges, but on a murder charge, Daniel will face six jurors and three judges. Defendants and witnesses will give their testimony before the court. After this testimony, the question of guilt or innocence is decided by secret ballot, and if convicted, Daniel faces the death penalty. Appeals can be made to the Court of Cassation, but given the significance of the case, and the apparent strength of the evidence against him, an appeal is unlikely to succeed without more evidence. If the characters want to prove Daniel innocent, they will need to put

some legwork in; possible avenues of investigation are indicated later in the scenario (there is physical and oral evidence available that contradicts the state's case against Daniel, so it's not impossible).

- **Occult:** As part of the resistance to French dominance, several nationalist groups have sprung up. Among them, one of the more notorious is the Seiz Breur, an artistic movement dedicated to preserving Breton traditions, language and culture. After they meet Foucalt, the Investigator who gets this clue will realize that Foucalt is a member of Seiz Breur. Many of these nationalist groups, or their members,

have a strong affinity with the occult and spiritualism, since Breton culture is heavily influenced by folklore and myth. Some are self-proclaimed druids, or spiritual leaders; many of them hold Aryan beliefs, and are on good terms with the Nazis. As a movement, Breton nationalism tends towards fascism.

- Brittany is a legend-haunted place, and many events from Arthurian tales are supposed to have taken place here. In particular, the legendary forest of Brocéliande, thought to be the actual forest of Paimpont, is awash with mysterious happenings, spirits, goblins, and ghosts. The forest

Creatures of Breton Folklore

This information should be considered a 0-point clue for **Occult** or **Anthropology**. For **Library Use, History** or similar it counts as a 1-point clue. It's up to the Keeper whether or not these have any basis in Mythos-tainted reality. The information quoted in *italic* is taken from *Legends and Romances of Brittany*, by Lewis Spence.

Among the many faeries, ghosts and goblins that infest Breton mythology, the following are the best known:

- **Nain** are wicked, hideous creatures, which can be found in forests and deserted places. *'Black and menacing of countenance, these demon-folk are armed with feline claws, and their feet end in hoofs like those of a satyr. Their dark elf-locks, small, gleaming eyes, red as carbuncles, and harsh, cracked voices are all dilated upon with fear by those who have met them upon lonely heaths or unfrequented roads. They haunt the ancient dolmens ...'* The Nain are known to be

magical, sorcerous beings, capable of imparting great wisdom, if only they can be persuaded to do so.

- The **Ankou** is a death spirit, feared by all, *'Who travels the duchy in a cart, picking up souls. In the dead of night a creaking axle-tree can be heard passing down the silent lanes. It halts at a door; the summons has been given, a soul quits the doomed house, and the wagon of the Ankou passes on. The Ankou herself—for the dread death-spirit of Brittany is probably female—is usually represented as a skeleton.'*
- **Gorics** are a species of dwarf, or goblin. *'Like the nains, these smaller beings inhabit abandoned Druidical monuments or dwell beneath the foundations of ancient castles ... Like the Nains, the Gorics are the guardians of hidden treasure, for the tale goes that beneath one of the menhirs of Carnac lies a golden hoard, and that all the other stones have been set up the better to conceal it, and so mystify those who would discover its resting-place.'*

- **Night-Washers** are a sub-species of Gorics. These are *'Evil spirits who appear at night on the banks of streams and call on the passers-by to assist them to wash the linen of the dead. If they are refused, they seize upon the person who denies them, drag him into the water, and break his arms. These beings are obviously the same as the Bean Nighe, 'the Washing Woman' of the Scottish Highlands, who is seen in lonely places beside a pool or stream, washing the linen of those who will shortly die.'*

- **The Mourioche** *'Is a malicious demon of bestial nature, able, it would seem, to transform himself into any animal shape he chooses. In general appearance he is like a year-old foal. He is especially dangerous to children, and Breton babies are often chided when noisy or mischievous with the words: "Be good, now, the Mourioche is coming!" Of one who appears to have received a shock, also, it is said: "He has seen the Mourioche."*

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itself is privately owned, for the most part, and visitors are not encouraged.

- In addition to the Arthurian tales, Brittany has its Templar myths. The castle at Plouescat, for example, is thought to have been one of the places where the Templars hid its legendary head of Baphomet, the supposed demonic totem that those devilish knights worshipped.
- In Breton folklore, werewolves are thought to be either involuntary, or voluntary. The volunteers deliberately turn their back on Christianity and all that is good, taking on wolfish form so that they can eat human flesh. Involuntary werewolves are created by magic, and the curse is often imposed as a penance for sin. Involuntary werewolves are usually under a form of geas, and one of the terms of this magical compulsion is that they cannot speak about their condition.
- In Plouescat, at least half-a-dozen murders have been blamed on werewolf attacks. In most of the cases the accused werewolves were either executed or put to death by the mob. In 1897, the most recent attack before the current murder, the accused was arrested and sent to a mental institution instead, where she later committed suicide.
- **Occult (1-point spend):** Throughout its history, Plouescat has been known as the commune of the loup-garou. It's said that, many years ago, the villagers turned their back on Christianity, and when St Malo visited them on a pilgrimage, they treated him with cold hostility. St Malo said of them that they were beasts, and deserved to be treated as beasts. Ever since that time, the people of Plouescat are supposed to be particularly subject to involuntary werewolfism. Whether or not this is so, it is certainly true that five

spectacular murders in the 19th and late 18th century, all committed by citizens of Plouescat, were deemed to be werewolf attacks.

- The woman who was sent to a mental institution is supposed to have claimed, before she killed herself, that her condition was a curse put on her by an evil sorcerer, who imposed the condition on her because she would not submit to his advances. *'The Devil Marquis keeps his temple in Brocéliande, where no mortal may go. The Lake is there, but not the Lady, and those who bathe in its waters must ever after fear the light, lest the Green take them. Blessed be the sun, for it reveals all evil!'*

Breathtaking Views

Scene Type: Core

Lead-Ins: Diligent Studies, White and Black, Assistance from the Authorities

Lead-Outs: Where Things Get More Complicated

This scene takes place on the way to Plouescat, and assumes that the PCs are in Brittany, travelling from Rennes to Plouescat either by train or car.

The journey has been pleasant but uneventful so far. If the Investigators have been paying attention to the local newspapers, then they know that the "werewolf trial", as it has become known, is not going well for Daniel. The papers have already assumed his guilt, and it seems likely that the trial will be a rush to judgment. The most recent articles focused on the guillotine being built specially for Daniel's execution by Plouescat artisans.

If they have tried to contact Tristan, either by telephone or telegram, it proved difficult, but in the end successful. He doesn't have a phone in his house, so if it was a call then he had to go to a friend's home to make it. Tristan is effusively grateful for any

support the Investigators can give, and says he will put them up at his house. He has no new information, but at the Keeper's discretion can provide any 0-point clue that has been missed from the scene *Diligent Studies* (p. 52).

Contacting Tristan by letter is ineffective. By the time it gets to Plouescat, he is already dead.

The Breton countryside is gorgeous, and tranquil. Even in the 1930s, Brittany is still very old-fashioned and rural; it almost seems timeless. Yet there are signs of modern times, most notably the war memorials in many of the villages, and the lack of young men, many of whom died in the trenches.

This scene takes place as the Investigators' car, or train, passes by Paimpont forest. Its vast expanse seems to stretch almost as far as the eye can see, and its oaks are ancient and wise-seeming, the perfect home for druids, or Arthurian romance. Every so often, the protagonists get a glimpse of life in the forest; perhaps they see a forest guard, or catch a glimpse of what might be a wood fire, burning off in the distance. Yet for the most part it seems uninhabited, almost impenetrable; a true relic of prehistoric times, ageless and forbidding.

As they pass by, they spot what might be a dolmen up on a hill, just visible above the treeline, and surrounded by beeches. This is the first sign they've had of the prehistoric standing stones and tombs left all over Brittany. There seem to be people up there, perhaps half a dozen, standing around the stone.

- **Anthropology:** You remember that many Bretons consider themselves heir to the lore of the Druids; perhaps this is some kind of neo-pagan ritual. A stream flows out from the forest; it must run past, or very near, that dolmen.

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Though the Investigators have no way of knowing it, this spot is where they shall return, in their dreams (*Ill Met By Moonlight*), and it is also where the Nain gather (*Monday, Tuesday, Wednesday, Thursday, Friday*).

- **Cthulhu Mythos:** You can barely repress a shudder at the sudden memory of awful rituals practiced by pagans, and cultists, at standing stones such as these. It's the sort of haunted place that humans should avoid, not seek out, still less conduct rituals at. Who knows what might answer a prayer made at these forbidden places?

If they are in a train, they won't have the chance to stop and stare, but if travelling by car they may be tempted to see what's going on. However, no sooner have they stopped and tried to go further in, than they are stopped by four forest guards. These men were out hunting, and are armed with shotguns. If none of the protagonists speak French, preferably in Breton dialect, then one of the guards speaks the Investigators' language, albeit haltingly. "Go back," he says. "You cannot enter the forest. It is not your right. The land is not yours." They explain that the land belongs to the marquis, Jean Foucalt. Nobody is allowed into this part of the forest, except with his permission.

Forest Guards

Abilities: Athletics 6, Firearms 7, First Aid 3, Health 6, Outdoorsman 1, Riding 6, Scuffling 6

Weapon: +1 (shotgun), -2 (fist, kick)

Should the Investigators somehow evade this group, and then try to explore the forest, they soon discover that even **Outdoorsman** can't help them make head nor tail of Paimpont. There are no trails to speak of, and the surrounding forest is dark, and inimical. They imagine enemies behind every tree, watching them, planning their demise. When they finally struggle

out to the road again, it is as if a great weight is lifted from their shoulders. This incurs a 3-point **Stability** test, and they emerge convinced that something terrible and ageless lives in Paimpont. No matter what strategy they adopt, they cannot find the dolmen that they saw from the road.

Where Things Get More Complicated

Scene Type: Core

Lead-Ins: Breathtaking Views

Lead-Outs: Sitting Up with the Dead, Diligent Studies, Petit Albert, Visiting the Werewolf, Ill Met by Moonlight, Innocent Until Proven Guilty, The Time of Trial

The protagonists arrive at Plouescat.

The village is small, perhaps a few thousand souls, and ancient. Very few of the houses and buildings are newer than the 18th century; the oldest structure still standing, the covered market, is supposed to have been built during the reign of Peter I, also called Peter Mauclerc, Duke of Brittany – sometime around 1200 to 1250 AD. The church, St Salomon, was built during the Hundred Years' War, and is a heavy, gothic edifice, encrusted with hideous gargoyles. It boasts a holy well, as do many churches in Brittany, and the tombstones in its churchyard have hollows at their top, so that on holy days the devout can give libation – milk, or holy water – to their dead. On the outskirts of the village are the remains of an ancient fortress, probably a 12th century keep, now in ruins.

Plouescat is an agricultural center. Every second Saturday, the farmers from villages roundabout bring their crops, animals and cheeses to the market. It's one of the busiest days, when Plouescat seems teeming with life; the rest of the time, it is the sleepest village imaginable.

If the Investigators choose not to stay at Tristan's house, there is a traveler's inn, The Golden Lion. It is well appointed, and has many modern touches, including a telephone, but no indoor plumbing. This is where visiting commercial travelers, farmers and merchants stay, and when the market's open, it gets very busy. Otherwise, it is peaceful, just the way its owner, Yann Pol, likes it. He's particularly proud of his home-made cider, or *chistr*; a traditional Breton drink, cider is extremely potent.

The people of Plouescat are clannish, and distrust strangers. The Investigators will find it very difficult to break through their natural reserve. The locals usually pretend not to understand anything an outsider says to them, particularly if they say it in Gallic French.

A war memorial statue, erected within the last ten years, not far from the covered market, seems to be universally disrespected and despised, judging by its scratched and graffitied condition. It is partially damaged, as if a bomb went off, and the great Gallic cockerel that stands guard at its top was knocked out of position in the blast. It looks as if the bird's staring manically to the east, rather than standing proud. No amount of **Reassurance**, **Intimidation** or **Oral History** will get a local to tell an outsider how it happened.

The Investigators will probably want to explore Plouescat. There are several possible lines of inquiry; they can talk to the local authorities, which means the mayor, doctor and police (below); they can go to the church (p. 56); they can talk to the locals (p. 58); or they can search the ruined castle (p. 58).

The Local Authorities

- **Mayor Victor Jarry**, a distinguished septuagenarian whose strongest memory is of the day Napoleon III shamefully capitulated to the Prussians, when Jarry was only a child.

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- **Doctor Anatole Helias**, another septuagenarian who credits his long life and good health to a daily glass of cider.
- **Xavier Dupuis**, the rural policeman or *gardes champêtres*, employed directly by the Mayor, not the municipality or government. Xavier is tall, handsome and tough, but he lacks intelligence.

All of these people know Tristan, Daniel, and the marquis, Jean Foucalt. They admire and respect Tristan and Jean; they respect, but do not like, the marquis. All of them are convinced that Daniel murdered his sweetheart, Anne Le Goff, and all of them believe that Daniel is a werewolf.

- **Reassurance, Oral History**, or a similar Interpersonal Ability: Any one of these people can provide any 0-point clue from the scene *Diligent Studies* that the Investigators may have missed, and at the Keeper's discretion, an appropriate Interpersonal spend may get them to reveal any 1-point clue from *Diligent Studies* concerning Breton folklore, or werewolves.
- *"It is very sad,"* says Mayor Jarry. *"The boy is not to be blamed, but we cannot allow him to live. Imagine if he were to return here, to live among us! A catastrophe; one does not pen the wolf in with the sheep."*
 - **1-point spend** (or the 0-point **Intimidation** pool, in the case of Dupuis): Any of these can reveal the publicly known facts in the case (p. 57) of the murder of Anne Le Goff.

All three know that Tristan Broudig died the day before the Investigators arrived in Plouescat. Officially the cause of death is heart failure. *"He saw the Mourioche,"* each will privately affirm.

All three know about Jean Foucalt's Seiz Breur connections. They admire his convictions – share them, even – but do not like his methods.

The Church of St Salomon

The church of St Salomon and its holy well is similar to dozens others all over Brittany. The priest, Father Jerome, is young, eager to please, and very proud of his church.

- **Reassurance, Oral History** or similar: Father Jerome will happily spend hours talking about its history; this may be entertaining, but none of the details are relevant to the scenario. Father Jerome can supply any 0-point clue found in *Diligent Research*. On a
 - **(1 point spend)**: (asking about the marquis) *"I have never trusted that man. You will see that, in our ossuary, none of his family are here. Accursed, sorcerers and witches, every*

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The Public Facts of the Case

Anne Le Goff and Daniel Broudig were sweethearts, and everyone in Plouescat believed they would marry soon. Then Daniel went missing in Paimpont forest for several days. He had no business being there, but the marquis knew and liked the boy, and had often let him wander in the forest. Though Foucalt's guards searched night and day for him, Daniel was nowhere to be found.

Then, on the evening of the fourth day, Daniel emerged from the forest. He was wild, and savage; he attacked a local farmer, injuring him. Anne went out to where Daniel was last seen, hoping to find him and bring him back to Doctor Helias. Unfortunately she did find him, and the next day Xavier Dupuis, with Foucalt, found her remains.

Anne Le Goff has no close family. Her father died in the war, her mother died in the Spanish flu epidemic, and she was raised by distant relatives, only returning to Plouescat in the last three years to deal with her parents' remaining property. She fell in love with Daniel and decided to stay, working in The Golden Lion. She was well liked by all who knew her, but Father Jerome remembers her as a troubled soul, because the 1897 werewolf was her great-grandmother. The Le Goffs always believed Marquis Foucalt's family was behind that event, but could never prove it. Anne despised Foucalt and made no secret of it, confronting him several times in public, accusing him of witchcraft, terrorism and worse. The last time they quarreled, she slapped him hard in the face, right out in the market square. This happened two days before her death.

Xavier Dupuis examined the body. *"It was the most hideous thing I have ever seen one person do to another. He used fists, feet, and teeth on her, tearing her open from throat to stomach. I cannot understand how he had the strength to do the damage he did. Only her face remained unmarked. He was found not far from the body, asleep, covered from head to foot in her blood."*

Daniel is currently in custody at Rennes. He hasn't spoken more than two or three words since his arrest, and spends much of his time staring at the walls of his cell. It is likely that the trial will be brief, and end in a conviction. The marquis has already donated wood and artisans to construct the guillotine that will be used to execute him. According to Foucalt, it is the least he can do.

single one. I have it on good authority that he can be seen at night, out in the forest, leading the Devil's sabbat! Rich, of course; all his people are. But wealth cannot buy a man's way to paradise, and that Devil's mark on his chest should be all the proof any man needs that Foucalt shall never see the gates of Heaven!"

- **(1 point spend):** (asking about the Broudigs) *"I do not believe for a moment that poor Daniel did as they say. Or, if he did, it was under magical compulsion. Look for the black mark on his wrist; that is where the sorcerer left his mark, I wager. My predecessor claimed he saw the same mark on the poor woman, many years ago now, who last was called a werewolf."*

- **Evidence Collection, Architecture** or similar: Like many another Breton church, it too has its ossuary, or bone-

house. Here, row upon row of beehive-like structures sit, each with the name of its occupant, and their bones within. The skull usually faces out the opening of the hive, so it is the first thing people see when they look in.

- (1-point spend): You notice some odd things about the church's décor. An ivory altar triptych depicts scenes from Arthurian legend. In one, on the left panel of the triptych, a knight with two swords – presumably Sir Balin, who makes the dolorous stroke, or wound, which kicks off the grail quest – lashing out at a damsel. In Arthurian legend, Balin is supposed to have killed one of the Ladies of the Lake, in vengeance for the murder of his mother. In the triptych, the damsel is standing on the edge of a lake, and in that lake

lurks something large, malformed, and horribly suggestive of great menace. The central panel shows three figures, possibly women, in a castle on an island in the middle of a lake, and in the lake that same large, malformed thing dwells. In the right panel, the knight has been bested, and what might be a lance juts from his abdomen. Perhaps this is the Spear of Longinus, but the knight's face is twisted in horror, and more than mortal fear.

- Similar imagery is used in one of the stained glass windows, in which Saint Salomon is seen turning away a demonic figure. The figure has what might be a spear wound in its chest, red and inflamed, but otherwise its flesh is green. It's a 2-point **Stability** test for seeing this.

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- (1-point **Cthulhu Mythos** spend): This could lead to insight, as the Investigator realizes that half-remembered legends of Glaaki are the foundation on which the Lady of the Lake legend is built. That will result in a 4-point **Stability** loss, and a 1-point **Sanity** loss.

If they end this scene on favorable terms with him, and the Keeper needs it, Father Jerome could lead a group of frightened locals into the forest to rescue stranded Investigators later in the adventure. Assume there are six locals, with **Outdoorsman** 1, **Health** 5, **Scuffling** 5 (-1 damage, improvised weapon), and one of them has **Firearms** 5 (+1 damage, shotgun). It is unlikely that a group this size could triumph over Foucault and his people, but they might be able to drag one or two luckless protagonists away from certain doom. In the event that the group lacks Cthulhu Mythos, and the Keeper believes that they could use some support, assume that Father Jerome has the following pools: Cthulhu Mythos 1, Health 4, Scuffling 4 (-2 damage, fists).

The Locals

Talking to the locals means breaking through their natural reserve. This will be especially difficult if the Investigators are Gallic French. It may be best to wait until market day, when cider flows freely, and everyone is in a good mood.

- **Anthropology:** You notice that, like all Bretons, the people of Plouescat have a streak of superstition a mile wide. When they want to call something bad, they say it's "*worse than a night in Paimpont*"; the forest, to them, is an evil place, and they cross themselves fearfully every time it is mentioned in conversation. Anyone who repeatedly asks about the forest, or says they want to go there, is treated as if they have gone mad, or have been touched by evil.

- (1-point **Reassurance, Oral History** or similar spend): (asking about the marquis) "*The marquis? Foucault's family is old and respected, but not liked. Why, in my grandfather's day, his grandfather was accused of having the Devil's mark on his chest, where — or so it's said — the familiar is supposed to suckle, and take nourishment. No, there's no love here for the marquis, but he knows a great deal; probably he has a Petit Albert hanging by a chain in his house, hey?*" (Keeper's note: the Petit, and for that matter also the Grand, Alberts are magical grimoires, said to be signed by Satan himself. In Breton folklore, they are as big as a man, and can only be kept quiet by hanging them from a great iron chain, in an empty room.)

- (1-point **Reassurance, Oral History** or similar spend): (asking about the Daniel) "*Daniel Broudig? A terrible thing. I can hardly believe he did it. But then, he did wander in the forest, and no good can come of going to close to those old stones. It's said the Devil keeps a chapel out there, under a dolmen, and if you're truly unlucky, you'll find Merlin's Oak. Merlin's head is said to speak truths, but those truths will drive a man mad ...*"

The Castle

Visiting the castle is easy to do. There is no caretaker as such, but one of the oldest inhabitants of Paimpont, Guy Brotrel, is willing to guide visitors around the ruins, and tell them about the castle's history.

- **Architecture** or **History:** You identify the keep as 12th century, and Brotrel says it was built by one of the Montfort family, allies of the English during the Hundred Years' War. It was the scene of many daring skirmishes during that period, including one locally famous battle in which the then owner bested six enemy knights in single combat before being captured, later dying of his wounds. Before that famous siege, the castle was owned by one of the Templars,

and when the order was brutally dissolved by the French King in the 1300s, six Templar knights were burnt at the stake outside its walls. "*It is said that their wicked spirits cannot rest,*" says Brotrel, "*and each year, on the day that they died, black smoke is seen, and the stench of burning flesh is heavy in the air. But only those foolish enough to spend the night here experience such things!*" Brotrel also knows that this castle once housed the head of Baphomet, in the last days of the Order, when the Knights were trying to hide their precious things. "*The knight is supposed to have taken it out to the forest, where it would be kept safe in the Devil's chapel, but no man knows where that is, nor has anyone been so foolish as to try to find it.*"

- **Occult** or **History:** In Templar lore, the knights are supposed to have venerated a severed head, described variously as the relic of a former leader of the Order, a horned devil's skull, a skull encrusted with jewels, or a wood-carved idol. It's unclear now whether this actually took place, or whether it's the basis for a trumped-up charge of apostasy, the better to convince the world that the Templars had thrown their lot in with the Devil.

- 1-point **Architecture** spend: You notice that the Keep would have had an excellent view of Paimpont forest, and probably overlooks many local landmarks.

Climbing to the top is difficult—a Difficulty 5 **Athletics** test, with a potential +0 damage on a failure — but from there, a person can see for miles around. The castle has a clear view of the dolmen in the forest, though only those with keen eyes, or binoculars, can appreciate it. Those doing so gain a dedicated 1-point pool in **Outdoorsman (Paimpont)**, which will help them make their way through the trackless forest. Those doing so also catch a glimpse of what appears to be a

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lake, out in the middle of the forest not far from the dolmen; but it is only a glimpse, and despite best efforts, they cannot see it again. It is as if it somehow vanished from sight. Perhaps it was an illusion. It's a 2-point **Stability** test for this experience.

Sitting Up with the Dead

Scene Type: Alternate

Lead-Ins: Where Things Get More Complicated, Innocent Until Proven Guilty, Visiting the Werewolf, Petit Albert, Ill Met By Moonlight

Lead-Outs: Petit Albert, Diligent Studies, Visiting the Werewolf, Ill Met By Moonlight, Innocent Until Proven Guilty, The Time of Trial

Tristan Broudig died the day before the Investigators arrived. He was murdered by Foucalt, who realized, thanks to his oracle, that the PCs were on their way, and didn't want Broudig interfering in his plans.

Officially Broudig died of a heart attack. What happened was this: in the dead of night, Broudig woke up, screaming, and

ran outside. Before anyone could help him, he dropped dead in the street. The terrified expression on his face frightened everyone who saw it. His neighbors helped carry the body back inside the house, and laid it out on the dining room table.

Broudig has been treated in the traditional Breton fashion. His corpse is covered in a white sheet, and candles have been placed at his head and his feet. On the day the Investigators arrive, the gravedigger is going all around the village and nearby farmsteads, carrying news of his death. By nightfall, the dead man's friends and family are meant to gather at his house, for prayer and remembrance; given the circumstances of his death, nobody will go near the house, or the body. It will rest alone, until collected and put in the coffin next morning in the morning, to be taken to his place of burial.

Foucalt intends to steal the body before then, and has sent Ankou henchmen in to recover it. If successful, they will carry the corpse deep into the forest, where Foucalt will turn it into an undead guardian, the red dwarf, so called because it is covered head to foot in blood, and its legs are shattered, unable to support its weight. If others die – the Investigators, say – Foucalt will try to do the same to their corpses. See *Under the Dolmen*, p. 70.

Assuming this happens, the funeral will not be held, and knowing that the corpse was stolen will prompt a 2-point **Stability** test for the Investigator who knew Arthur.

Should the Investigators wish to stay at Tristan's overnight, nobody will stop them. However they will be shunned by all; perhaps these newcomers are witches, or worse, that they want to sleep in a death house. This will make Interpersonal Abilities more difficult to use. This negative effect only applies in Plouescat, not in Rennes.

Searching the house for clues reveals the following:

- **Evidence Collection, Forensics** or similar: Someone may have broken into the house, recently. There are signs that the window in Tristan's bedroom has been forced, quite skillfully. There are also some small spots of blood on the bed linen, as if Tristan was jabbed with a needle.

- **Evidence Collection, Forensics**, or **Medicine**: Tristan's face is still twisted in an expression of utter horror (a 3-point **Stability** test). There's a small mark on his right wrist, possibly a needle mark, and there's bruising on his arms that suggest he was surprised in his sleep and held tightly, to prevent him struggling.

- **Evidence Collection, Forensics** or **Notice**: Several of Tristan's important papers are missing, and there's fresh ashes in the fireplace. Whatever evidence he might have gathered about Daniel, or anything else, doubtless was burnt. There's no getting it back.

- 1-point **Forensics** spend: Analysis of his blood indicates that Tristan was injected with digioxin, derived from the plant digitalis, or foxglove. This would have caused irregular, rapid heartbeat, and could easily have resulted in a heart attack.

- **Occult**: Foxglove has been used by herbalists and occultists for time out of mind. Digitalis also causes delirium, and the affected might see things that aren't there; useful, if you wanted to frighten someone to death.

- 1-point **Evidence Collection, Forensics** or **Notice** spend: Daniel kept a diary, hidden in his room under a loose floorboard. In it, he describes his visits to Foucalt's dolmen chapel, out in the forest. "I can barely credit that

Baphomet

The scenario assumes that the tales are true, that a knight did bring the head of Baphomet to Paimpont, and hid it in Merlin's Oak. That knight was one of Foucalt's forebears, drawn to this place by the call of Glaaki. The head, and its replacements – for the oracles eventually wear out – are one of the main magical implements used by the servants of Glaaki; they worship at it, as a Catholic would at an altar. It tells them strange truths, which they treat as sacrosanct.

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a man of such intelligence is also a believer in charms, and sorcery, but Foucalt is a believer in every sense of the word. He told me not to try to find the place at night, lest the Nain take umbrage and do me harm. The Nain! He'll warn me against boggarts and pixies next. Yet there is something very odd about that pool he showed me. I cannot believe that such a shallow water is the fabled lake where the Ladies gave Arthur his sword Excalibur, yet there is something out there, something mesmerizing. I hear it calling to me still ..."

Staying the night means that the protagonists will be there when the Ankou, as well as one of the Nain, arrive to steal the corpse.

Nain

Abilities: Athletics 6, Health 9, Scuffling 11

Hit Threshold: 3

Alertness Modifier: +3 (Paimpont forest only)

Stealth Modifier: +1

Weapon: +0 (claws)

Armor: -2 vs any (thick hair and skin), cannot be impaled

Stability loss: +1

Vulnerability: sunlight, takes +1 damage immediately if ever exposed to the sun's rays, and will suffer a further +1 damage every hour thereafter until killed.

Ankou thugs

Abilities: Athletics 6, Disguise 4, Fleeing 8, Health 5, Scuffling 6, Weapons 6

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: -1 (knives), -2 (fist, kick)

There is one Nain, and four thugs. Each thug wears a skull mask and is dressed in black, shapeless robes; the superstitious might mistake them for the Ankou of folklore, rather than men in costumes. These attackers have not been told to kill anyone, and will retreat if it looks as if they face armed resistance.

Petit Albert

Scene Type: Alternate

Lead-Ins: Where Things Get More Complicated, Sitting Up with the Dead, Innocent Until Proven Guilty, Visiting the Werewolf, Ill Met By Moonlight

Lead-Outs: Sitting Up With the Dead, Diligent Studies, Visiting the Werewolf, Ill Met By Moonlight, Innocent Until Proven Guilty, The Time of Trial

The Nain

These creatures are Servants of Glaaki. Each bears the mark of its impalement, right in the center of its chest; the wound never closes, and reddish weals snake out from the entry point. Physically, they resemble human corpses, thin and desiccated, with reddened eyes and matted hair. During the day they have to hide, as the Green Decay will take them if ever the sun's light hits them. Some of them live under dolmens, others at the bottom of the lake. Though they share Glaaki's memories, they also remember what it was to be human, and can recognize friends and former loved ones. A Servant might live many years, if not forever, and some of those that hide in Paimpont still remember the Hundred Years' War, and the persecution of the Templars, as if it were yesterday. These are few

in number. The Green Decay usually takes a Nain long before.

Some Nain can pass as human, as long as they take good care of themselves and do not go out in sunlight. This condition is very rare, and requires constant maintenance, but it does mean that, from a biological standpoint, these servants can do things others cannot. Most importantly, the males are fertile, which is how Foucalt's family has survived all these years. Father would take son out to the Lake, to take communion with the Lady. Most of the sons died outright, but enough of them survived the experience that the line was able to continue. From a character creation point of view, should any player want to create a character whose parent was a Nain,

In the Blood is the best Drive by far.

Nain are magical creatures, and knowledgeable, which is why would-be wizards seek them out. A Nain often has a **Magic** pool from 6 to 8 points, and may know spells. Nain can be persuaded to teach up to 1 point in **Cthulhu Mythos**, **History**, **Occult**, or **Magic**; the learning process, since it requires participation in their rituals and long contact with the undead, costs the student 4 points of **Stability**, and 1 point of **Sanity**. At the end of this period, the Nain usually try to make the student a Servant, so the would-be wizard has to be careful to avoid being caught by them when the learning is done.

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The Investigators may try to find out more about the marquis, Jean Foucalt. They may also try to search his house.

Marquis is a hereditary title, but there are many in Brittany with the right to call themselves marquis, and few of them actually have a manor house, or significant sums of money. Foucalt is, by that standard, a remarkably wealthy man. He owns a portion of Paimpont forest, much of which

- **Bureaucracy:** If you check the records held in Rennes, you can tell he rents most of his Paimpont property to woodcutters and carpenters.

– (1-point spend): The Rennes records also show there is a portion of his holding which has never been touched, and it is a substantial portion; certainly worth a great deal, if ever he were to sell the lumber. He has refused several approaches from entrepreneurs. Paimpont, he says in a letter to one of them, is his birthright. He would never sell it for coin.

Foucalt is never seen during the day. He says he suffers from terrible allergies, and sunlight is poison to him. At night he is often seen either in Plouescat, or strolling through the fields and lanes on

his way to, or from, Paimpont forest. This means he is rarely home at night.

His house is a very old, and large, building on the edge of Plouescat; from his window he can see open fields, and beyond them, the looming forest.

- **Architecture:** You guess that the house dates to the 1700s, and this means there might be a private entrance to the walled garden at the rear, to prevent prying eyes seeing the owner come and go.

The walled garden is where Foucalt grows the herbs he needs to carry out some of his rituals. Going this route avoids **Stealth** tests; otherwise, anyone wishing to break in needs to make a Difficulty 4 **Stealth** test to avoid being seen when they make the attempt.

- 1-point **Biology spend:** In the walled garden, you identify all of the plants needed to create his effects, like dosing Daniel, or poisoning Tristan with dioxin.

The house is elegantly furnished, in the style of a bygone age, and despite its size it seems almost too small for its contents. Every room is stuffed almost to bursting with furniture, knick-knacks, statuary, paintings, displays; the collected history of many generations of owners, none of whom, it seems, could bear to throw anything away.

Foucalt regularly bathes in a liquid of his own concoction, the better to preserve his flesh. It is an herbal compound, and the stuff's so ghastly that the house stinks of it, like a corpse slowly decaying in the hot sun. Foucalt, being vain, uses large quantities of cologne to cover the smell, but that doesn't really improve matters at all.

Only one room is completely empty, and that room is at the very top of the house, where the servants would normally be expected to live. From the

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roof beam hangs a chain, and wrapped in that chain is a massive book, easily the size of a man, sealed by a great iron padlock. Foucalt keeps the key on him at all times; if the Investigators have already met Foucalt, the Keeper may allow a Difficulty 4 **Filch** test to have stolen the key unnoticed.

- **Locksmith:** You are able to break that lock and release the book. These are the Revelations of Glaaki, and the reader must take care lest it corrupt the soul.

In the old stables of the house, Foucalt is working on the wood structure for the guillotine, which will be used at Daniel's execution. This guillotine is made of sacred wood from the forest, and is being specially enchanted to make the Baphomet ritual easier to cast. From Foucalt's perspective, the intent is to keep the head viable for long enough that he can transfer it to Merlin's Tree. Theoretically he could still do that even if the head wasn't as viable, but that's what he did with Seeger (see p. 69), and that turned out poorly.

- 1-point **Occult** spend: You realize the significance of certain small symbols carved at the base of the

structure, where they will be less easily seen by curious onlookers. These are intended to keep the spirit in the head for as long as possible, perhaps several hours or even a day after the execution.

- 1-point **Cthulhu Mythos** spend: You gain insight, as you realize that Daniel is to be sacrificed to preserve, or power up, some kind of Mythos entity. The loss is 2 points of **Stability**, and 0 points of **Sanity**, if Daniel is not related to any of the protagonists; it's 3 points of **Stability**, and 1 point of **Sanity** if he is.

In the event that Daniel is not convicted, Foucalt will assemble the guillotine in the old stables, rather than transport it to Rennes for the execution. This is also where he'll behead any other potential candidates, but whether he takes Daniel or an Investigator, he'll leave the blood-spattered corpse behind, as he flees to Paimpont with the head. There's a 5-point **Stability** test for seeing this gory murder scene; this increases to a 6-point test if the Investigators know what's going to happen to the head now that Foucalt has it.

One of the Nain hides in the house, guarding it against intruders. This

Nain will remain hidden during the day, fearful of accidentally coming into contact with sunlight. At night, it roams freely. This Nain is actually Foucalt's grandfather, and he'll take bloody vengeance on anyone who injures it.

Foucalt's Grandfather (Nain)

Abilities: Athletics 6, Health 9, Magic 8, Scuffling 11

Hit Threshold: 3

Alertness Modifier: +3 (Paimpont forest only)

Stealth Modifier: +1

Weapon: +0 (claws)

Armor: -2 vs any (thick hair and skin), cannot be impaled

Stability loss: +1

Vulnerability: sunlight, takes +1 damage immediately if ever exposed to the sun's rays, and will suffer a further +1 damage every hour thereafter until killed.

Spell: Howl of Pan.

Jean Foucalt

Jean Foucalt, if the Investigators try to meet with him in person, is a charming, urbane man, probably in his middle forties. He's well-travelled, and has

Revelations of Glaaki

By tradition, the Petit Albert is signed by the Devil, and in this case it might well be true, since each copy is signed by the damned Servant that penned Glaaki's teachings, from memory. In this instance, several generations of Foucalt's family created this massive document, each of them signing their name on the frontispiece. Unlike the English edition, this version of the Revelations is more concerned with Breton folklore than whatever might be happening in the Severn Valley,

but as fellow Celts, the two groups have much in common.

Those who pore over its contents risk having their minds twisted, and must make a Difficulty 4 **Stability** test or go out and commit an act of terrible and bloody-handed violence. Those who fail, and commit murder, may believe themselves werewolves. Dedicated study confers 1 point of **Cthulhu Mythos**. The book contains the spells Contact Glaaki (p. 63), and Contact Nain (p. 63).

Whether or not the reader fails the Stability test, they can then go on to use Interpersonal Abilities to convince other cult members, or creatures like the Nain, that they are a cult member, and not to be harmed. This applies to sorcerers and wizards all over Brittany, not just in Plouescat. In the case of the Nain, this may merely mean that the Nain will drag them off to Glaaki's lake, rather than tear them to pieces on the spot, but at least it's not instant death.

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visited the PCs' home country, as well as most of the capitals of Europe. He says he is very sorry about Daniel, but claims that the poison was in him from an early age. *"I always felt there was something wild about him. Dangerous, even. Possibly his blood was tainted in some way, but I hoped that, if I acted as a kindly uncle, even a father, to him, that I could turn him from the path he seemed determined to head down. Alas, I was wrong."*

- 1-point **Assess Honesty** spend: Not only is Foucalt insincere, he's a practiced liar, and possibly a sociopath.

Foucalt has been planning this all along. He had hoped to keep the Investigators from getting to Plouescat, but now that they are here, he hopes at first to avoid conflict. If that is clearly not possible, he acts swiftly, trying to wipe them out before they can become a significant threat.

Foucalt is the inheritor of his family's curse. The Templar who brought Baphomet (p. 59) to Plouescat hoped to hide it in the forest, thinking that, in better days, he could return and recover it. He was born and bred in Brittany, and thought he knew all the dangers. He fell foul of the Nain when he entered Paimpont, and soon after became a Servant of Glaaki.

It was that Templar who first established the oracle in the Tree of Merlin, thinking it the best way to preserve Baphomet.

However, the actual head decays after a time, and needs to be replaced. Over the centuries there have been many Baphomets, the most recent of whom is the American poet Alan Seeger, who Foucalt met during the war, and admired for his talent and vision of Brocéliande. When Seeger was killed, Foucalt used his head as a replacement Baphomet, hoping to preserve his poetic ability for a time. Unfortunately, since Foucalt had no chance to properly treat the head, the result was not long lasting, which is why Foucalt now needs another Baphomet.

Abilities: Athletics 8, Credit Rating 4, Cthulhu Mythos 3, Disguise 3, Driving 5, Filch 6, Firearms 6, Fleeing 10, Health 8, Magic 10, Occult 2, Scuffling 6, Weapons 10

Weapon: +0 (MAB semi-auto pistol), -1 (sword cane)

Armor: None

Spell: Contact Glaaki, Contact Nain, Curse of the Stone, Dominate, Oil of Alhazred, Howl of Pan.

Special: When not in Plouescat, Foucalt usually has one Nain (p. 60) with him at all times, as a bodyguard.

New Spells

Contact Glaaki

This spell must be cast at a fane dedicated to the Old One, and its fanes are usually found in, or on the edge of, fresh water lakes. These places are usually guarded by other creatures, such as Servants of

Glaaki, so the would-be sorcerer must have some means of dealing with these creatures before attempting the ritual.

Stability Test Difficulty: 5, or 4 if being assisted by Servants of Glaaki.

Cost: 4 Stability and 1 Sanity

Time: 4 to 6 hours

Contact Nain

This spell can only be cast in Brittany. It allows the caster to contact the Servants of Glaaki, and must be carried out near a dolmen or similar pagan ritual site. Mere contact does not guarantee their good will, but the Servants are usually curious enough about the summons to not attack straight away.

Stability Test Difficulty: 4, or 3 if the caster has read the Revelations of Glaaki and can use the information contained in it to improve his chances of good relations with the Servants.

Cost: 3 Stability

Time: Half an hour

Visiting the Werewolf

Scene Type: Alternate

Lead-Ins: Where Things Get More Complicated, Sitting Up with the Dead, Petit Albert, Innocent Until Proven Guilty, Ill Met by Moonlight,

Lead-Outs: Sitting Up with the Dead, Diligent Studies, Petit Albert, Ill Met by Moonlight, Innocent Until Proven Guilty, The Time of Trial

Alan Seeger (1888-1916)

Seeger, a talented poet and author of *I Have a Rendezvous With Death*, was living in Paris when World War 1 broke out. He volunteered for the French Foreign Legion, since at that time America was not involved with the war, and he was determined to fight. He died at

the Battle of the Somme, cheering on his mates even after he had been hit multiple times by machine gun fire. In 1923, the monument to American Volunteers was erected in Paris at the Place-des-États-Unis; the plinth bears extracts from his poem *Ode in Memory*

of the American Volunteers Fallen for France, and the statue is based on Seeger's likeness. It is reasonable to assume that any protagonist who has been to Paris has seen this statue, and can therefore recognize Seeger when he appears later, in the scene *Seeger's Final Poem*.

Out of the Woods

Daniel Broudig is imprisoned at Rennes, awaiting trial. The protagonists may get access to him on a 1-point spend of **Bureaucracy**, **Credit Rating**, **Law** or similar; this cost drops to 0 if the request is being made by someone related to Daniel.

Daniel is a young, athletic man, and would be handsome were it not for his current condition. He is wandering in his mind, and spends most of his day looking out the window of his cell, muttering to himself. He believes he is still in the forest, and does not recognize anyone, or anything. If anyone checks, as Father Jerome suggested (*Where Things Get More Complicated*, p. 55), there is a black mark on Daniel's wrist, where Foucalt injected him with hallucinogens. Foucalt has bribed one of Daniel's attendants to keep the boy topped up with fresh doses every day, which is why the bruise remains fresh, and Daniel's mental state never changes.

If caught, this attendant, Marc Hamon, will tell everything he knows, but he doesn't know much.

- 1-point **Interrogation** or **Intimidation** spend: He knows that Foucalt insisted on Daniel receiving the same dose each day, at the same time. He's given fresh supplies by an Ankou courier, who he's willing to identify. He doesn't know what's in the syringes.
- 1-point **Forensics**, **Biology** or **Pharmacy**: It's a potent mix of herbal hallucinogens – alkaloids and scopolamine, mostly – that, taken in doses this large, could convince the victim of pretty much anything, whether it be werewolf delusions, or flying to the moon.
- **Occult**: You recognize these herbs as being part of witchcraft lore. (If the Investigators have searched Foucalt's garden – see *Petit Albert*, p. 60 – they'll have seen several of the ingredients in this witches' brew growing there).

If asked, his warders can tell the Investigators any details about the crime he's accused of, that they did not already get during *Where Things Get More Complicated*. Daniel is in no fit state to answer questions; he repeats, time and again, a part of Alan Seeger's poem 'Brocéliande'.

*Sometimes an echo most mournful
and faint like the horn of a huntsman
strayed, Faint and forlorn, half drowned
in the murmur of foliage fitfully
fanned, Breathes in a burden of
nameless regret till I startle, disturbed
and affrayed:*

Brocéliande
Brocéliande
Brocéliande ...

Any protagonist who attempts **Psychoanalysis** (or, in a Pulp game, **Hypnosis**), can get the following on a successful Difficulty 5 test:

- “*Merlin's Tree! A thing most wondrous and strange, where Baphomet dwells forever, just as the Templar decreed. Or at least, as he decreed before he went into the Lake, and met with the Ladies ... Seeger is there, not far from the Lake, and within sight of the Ladies' fortress.*” Keeper's note: with this information, the protagonists will be able to find Merlin's Tree. See further *Seeger's Final Poem*, p. 69.
- “The Dolorous Stroke! A deep wound indeed, that steals a man's soul, his mind, his identity and replaces it with the mind of something ... other, something not human, older than us all. God keep us from the Nain!”
- “Go nowhere near dolmens at night, for that is where they dwell, and in the chapel under the dolmen they carry out their rituals. The marquis and his friends go there each moonlit night, and soon I shall go there too, one last time, before I become Baphomet.”

- “Bless me, Father. Take my confession. I'm a poor sinner, but if ever a man needs Christ's mercy, it's me ...”

Daniel's case is due to be heard by the Assize Court (*cour d'assises*) very soon; his trial date has been pushed forward, in hope that a speedy trial will lessen the scandal and public comment. He does have a defense attorney, Paul Cavan (middle aged, prematurely grey hack, effective **Law** pool of 1), who was hired by Tristan Broudig before he died. Now Cavan isn't sure where his paycheck's coming from, and he has little faith in his client's case. After all, the boy was found covered in blood, not far from the body, and there's evidence he partially devoured her remains. Witnesses – all of them in the employ of Foucalt, though Cavan doesn't know that – will testify that Daniel was angry with Le Goff, because he believed she was trying to entrap him into marriage by claiming she was pregnant, and that he was drinking heavily shortly before he went missing in the forest. There's not much that can be said in mitigation, and it's a sign of the confidence of the prosecution that a guillotine is already being prepared.

As it stands at the moment, Daniel will be convicted and sentenced to death very soon.

- 1-point **Law** spend: You are able to lodge technical objections and prepare paperwork for an appeal, delaying the trial.

The delay will frighten Foucalt, who is on a tight deadline. See further *Innocent Until Proven Guilty* and *Ill Met By Moonlight*.

Ill Met By Moonlight

Scene Type: Antagonist Reaction

Lead-Ins: Sitting Up with the Dead, *Petit Albert*, Visiting the Werewolf, *Where Things Get More Complicated*, *Innocent Until Proven Guilty*

The Silence Mill

Lead-Outs: Sitting Up With the Dead, Diligent Studies, Petit Albert, Visiting the Werewolf, Innocent Until Proven Guilty, The Time of Trial

This scene assumes that the Investigators have done something to worry, or anger, Foucault. Successfully interfering in Daniel's trial will do that.

Foucault turns to his oracle for assistance. Using Baphomet, he plunges the Investigators into a nightmare dreamscape, infested with supernatural enemies.

The protagonists find themselves on horseback, riding past the same stretch of forest that they saw in the scene *Breathtaking Views*. They are dressed as medieval characters, mostly as peasants and other non-combatants, though if the Keeper wishes, one of them can be a knight. In that event, assume the knight has Armor: -2 vs piercing and slashing, and carries a sword that does +1 damage. Otherwise, the group is armed with knives, staves and similar small weapons, which do -1 damage, and have no armor.

Note that the dream does not confer ability pools. If the protagonists do not have **Weapons** or **Riding** pools, they may find tests in this scene difficult. Any **Riding** test during combat, or when dealing with horses that have been spooked by a supernatural event, is at Difficulty 5. Horses can be assumed to have Athletics 10, Health 9, Scuffling 8 (+0 damage, kick or bite).

All traces of modernity – the road, railway tracks – have completely vanished. The forest seems even more primitive, and larger, than it did in the previous scene. The stream the Investigators noticed on the way in to town seems somehow clearer, cleaner, than it did before, and there are three women here, washing clothing. Their heads are down, facing the river, and

their hair hangs over their faces, so the PCs will not, at first, see anything peculiar about them. The clothing is Daniel and Tristan Broudig's, as anyone can see once they get close enough, and there is blood on them. This prompts a 2-point **Stability** test.

"Help us," the women ask, "Help us wash these clothes."

The women answer no questions, and do not take no for an answer. If the Investigators refuse, the night-washers – *eur tunnerez noz* – attack, trying to break the protagonists' bones before drowning them in the river. The women have no eyes, and not much of a face; ravens and maggots have picked at their flesh. Not that this seems to weaken them in any way, for each is as strong as a giant.

Night Washers

Abilities: Athletics 12, Health 10, Scuffling 12

Hit Threshold: 4

Weapon: +0 (fists)

Stability loss: +1

Special:

Prodigious Strength – can spend 2 Athletics points per increment to increase damage by +1, up to a maximum of +4 damage in the round.

Drowning – On a successful **Scuffling** attack, can thrust victim into the river to drown, with a spend of 2 **Athletics** points. Drowning test starts at Difficulty 4 rather than 3, and failure means that the victim takes +1 damage per round until dead. In order to break free, the victim needs to make an Athletics Difficulty 5 check.

If defeated, the night washers are forced to answer one question truthfully, on any topic. As dream creatures, they cannot die; if reduced to 0 **Health**, they can still speak, but cannot take any other action.

The dream sequence will end either when the Investigators' dream selves have all been murdered, or they triumph. If they have been murdered, then in addition to any other tests, there is a further 5-point **Stability** test.

Innocent Until Proven Guilty

Scene Type: Alternate

Lead-Ins: Sitting Up with the Dead, Petit Albert, Visiting the Werewolf, Ill Met By Moonlight, Where Things Get More Complicated

Lead-Outs: Sitting Up With the Dead, Diligent Studies, Petit Albert, Visiting the Werewolf, Ill Met By Moonlight, The Time of Trial

The protagonists may try to prove Daniel's innocence.

This will be an uphill battle. However, as mentioned in *Visiting the Werewolf*, it is possible to delay the trial through **Law** spends, which could be useful; it will upset Foucault's time-table. In addition, the PCs may find out important facts which indicate all is not as it seems.

As it stands, Daniel was found, asleep, covered in Anne Le Goff's blood, lying only a few feet from her corpse. Xavier Dupuis, with Foucault, was first on the scene and found the body. Foucault will testify that Daniel is a violent young man. Two of his people, Serge Aubert and Emil Dupont, will testify that they saw Daniel drinking heavily and swearing to do Anne harm, because she was trying to entrap him into marriage by claiming she was pregnant. The inference is plain enough: in a state of advanced intoxication, and filled with rage, Daniel killed Anne. The court will lap this story up like cream; it's much less scandal-worthy than tales of werewolves.

Out of the Woods

However there are some flaws in this plan, which the Investigators can uncover:

- 1-point **Forensics** spend: If the protagonists get access to Le Goff's body, or the autopsy report, they note that post-mortem bruising indicates more than one attacker. Moreover one of the bite marks on the body is very clearly not Daniel's, since he has all his teeth, and this attacker is missing two. Daniel's blood work indicates that he received a massive dose of hallucinogenic substances, more than enough to render him insensible. Marc Harmon (*Visiting the Werewolf*) is keeping Daniel dosed.
- 1-point **Cop Talk, Law, or Interrogation** spend: Not only are the two witnesses, Serge and Emil, lying about Daniel's drinking, they are Ankou terrorists, and were part of the group that attacked the mail carrier in the opening scene, *White and Black*. If the Investigators got a good look at these thugs, they may recognize them; but even if they didn't, so long as they spoke to Inspector Cook (*Assistance from the Authorities*) they can get plenty of physical evidence from Cook, placing the two at the scene of the assault (they left fingerprints behind on the vehicle they used). Cook will ask for them to be arrested and sent back for trial. Naturally, their testimony is tarnished, if it can be shown that they are violent men of bad character themselves. Even without this evidence, it is impossible that they saw Daniel, for they were in Plouescat at the time they say they saw him drinking; it was market day, and plenty of people saw them in the Golden Lion. Daniel wasn't with them.
- 1-point **Reassurance, Oral History, or Evidence Collection** spend: The priest, Father Jerome, saw Daniel on the day he's supposed to have murdered Le Goff. Father Jerome will be reluctant to disclose this, as he is convinced that Daniel is a werewolf;

he took Daniel's confession, and was disturbed by Daniel's hallucinogen-caused, Cthulhu-tainted Arthurian revelations. He can testify that Daniel wasn't drunk when he saw him, only a half hour before Anne is supposed to have died. Father Jerome hasn't realized it's at least two hours from the church to the place where she was killed, and Daniel couldn't possibly have got there in time. However, because Father Jerome is convinced Daniel is a werewolf, he believes Daniel killed Anne, and only when confronted with the time evidence will he realize that this couldn't have happened.

- 1-point **Cop Talk, Interrogation, or Reassurance** spend: Something has been bothering Xavier Dupuis. On the day he found the body, it seemed almost as if Foucalt knew precisely where it was, even before they had seen it. It was Foucalt that led Xavier to the scene; if Foucalt had not guided him, Xavier would have missed it. At the time, it meant little to him, but now he wonders how it was that Foucalt knew where to look.

Keeper's Note: Foucalt intended that Daniel kill someone, and Anne Le Goff was as good a candidate as any. However, although Daniel was violent, he couldn't bring himself to hurt Anne, and ran away to the church instead, to confess. The Nain killed Anne, and Foucalt's people ensured that an insensible Daniel would be found near the body.

The Time of Trial

Scene Type: Core

Lead-Ins: Innocent Until Proven Guilty, Ill Met by Moonlight, Petit Albert, Visiting the Werewolf, Sitting Up with the Dead, Diligent Studies, Where Things Get More Complicated

Lead-Outs: Monday, Tuesday, Wednesday, Thursday

Before long – very quickly in fact, unless the protagonists have been able to delay the proceedings with **Law** spends – Daniel's trial date comes up. He's to be tried in Rennes, the regional capital. In the present day, Rennes is a bustling, modern, high-tech town, but this is the 1930s, long before Rennes' 1950s economic revolution. Rennes is an important Breton town, but it's still a sleepy regional city, with a much slower pace of life than, say, Paris, New York, or London. That said, it has all the conveniences of modern life, and the Investigators will be able to do, or find, anything here that they could expect to find in a large metropolis.

If they have been unable to delay the trial, or to find compelling evidence of Daniel's innocence, then the proceedings are very brief. Of the three judges hearing the case, it's clear that the presiding justice – président – has taken an immediate dislike to Daniel, and is minded to convict. Président Hercule Le Braz (elderly, fiery, a martyr to gout, Health 2, effective Law 3, Assess Honesty 1) is immune to **Intimidate**, but will listen to reason (**Law, Reassurance**) or **Flattery**. Assuming there is no effective intervention from the protagonists, conviction will be a foregone conclusion, and the execution date will be set very soon after the trial. At this point only an appeal (a 2-point **Bureaucracy** spend) will prevent Daniel's immediate execution.

If the protagonists attend the trial, they see that few others from Plouescat do. Mayor Jarry attends, as a matter of principle, but he can only bring himself to go on the final day. Doctor Helias and Xavier Dupuis are called as witnesses, as are Foucalt's people. The rest stay away, perhaps ashamed, or frightened. Most of the people in attendance are reporters, eager to wring the last drop of drama out of the werewolf trial. These reporters will go into a frenzy if they find out that a relative of Daniel's is attending the proceedings; a typical

The Silence Mill

reporter has Conceal 2, Filch 4, Fleeing 6, Health 2. Président Le Braz hates reporters with a passion, and wishes he could have them all imprisoned, or, better yet, shot. It's one more reason why he's eager to get this trial over with.

Foucalt, of course, cannot attend. He can't risk sunlight. However, he sends one or two of his Ankou henchmen every day to keep an eye on proceedings; protagonists who sought *Assistance from the Authorities* might recognize them as terrorists on Inspector Cook's watch list.

Assuming that Daniel is convicted, the sentence is carried out, Foucalt's Ankou make sure that the head is delivered to Paimpont, and the ritual begins. Theoretically, the protagonists could interrupt this by preventing them from taking away the head.

Ankou Thugs

Abilities: Athletics 6, Disguise 4, Fleeing 8, Health 5, Scuffling 6, Weapons 6

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: -1 (knives), -2 (fists, kick)

This four-man team includes the two who have been keeping watch on the trial, and the two who were called as witnesses. They don't use disguises.

If Daniel is not convicted, then Foucalt becomes very angry. All his preparations, wasted! However, all is not lost. If Daniel will not go to the Silence Mill, then Foucalt will bring him to the guillotine. Foucalt sets up the guillotine at his home, in the stable, and sends off a team of six Ankou, with two Nain as backup, to kidnap the boy. If, for whatever reason, this is impossible, the kidnap team will be just as happy to take one of the Investigators instead. Those pesky meddlers deserve to pay for what they've done, after all.

The group attacks, grabs the target, and flees. The target and two thugs get away in a car; the remainder, including the Nain, run off into the night and find a place to hide. If captured, Nain will not talk, but **Intimidate** or **Interrogate** will cause the Ankou to reveal the location of Foucalt's dolmen chapel. See further in *Under the Dolmen* (p. 70).

Ankou Kidnappers

Abilities: Athletics 8, Disguise 4, Driving 10 (only the getaway driver has this pool), Firearms 6, Fleeing 8, Health 5, Scuffling 8, Weapons 8

Hit Threshold: 4

Alertness Modifier: +0

Stealth Modifier: +1

Weapon: +0 (automatic pistol, only two of the attackers have this pool) -1 (knives), -2 (fists, kick)

Special: One of them carries a chloroform-soaked rag; successful

Scuffling Difficulty 5 means he has successfully attacked with it. The target takes no damage, but must make an Athletics difficulty 6 test or fall unconscious for the remainder of the scene.

Notes: Each wears a skull mask and is dressed in black, shapeless robes; the superstitious might mistake them for the Ankou of folklore, rather than men in costumes.

Nain

Abilities: Athletics 6, Health 9, Magic 8, 10, Scuffling 11

Hit Threshold: 3

Alertness Modifier: +3 (Paimpont forest only)

Stealth Modifier: +1

Weapon: +0 (claws)

Armor: -2 vs any (thick hair and skin), cannot be impaled

Stability loss: +1

Vulnerability: sunlight, takes +1 damage immediately if ever exposed to the sun's rays, and will suffer a further +1 damage every hour thereafter until killed.

Spell: One uses Shrivelling, the other Dominate.

Vehicle

Their vehicle is a Delage D6, a souped-up sports car. Assume a top speed of 100 mph, and no armor. This vehicle belongs to one of the Ankou, and can

Playing Daniel as an Investigator

If this goes really well for the kidnappers, the group may be one character short. Consider using Daniel as a replacement character. Assume in that case that Daniel recovers from his hallucinogen-induced mental distress, and can be worked up as a

viable protagonist. If the player has no preferred choice, Sudden Shock is Daniel's Drive, and the Keeper should assume that, no matter what Daniel's starting pools, his **Stability** is temporarily down 4 and his **Sanity** permanently down 1. Otherwise,

let the player spend on Abilities as the player sees fit. To compensate for the Stability and Sanity losses, let the player buy up to a 1 point pool in **Cthulhu Mythos**, or invest General Ability build points in a **Magic** pool, whichever the player prefers.

Out of the Woods

be traced (**Bureaucracy, Cop Talk**). The owner is the getaway driver; **Intimidate** will make him reveal Foucalt's location, as well as what happened to the kidnap victim.

Monday, Tuesday,
Wednesday, Thursday,
Friday

Scene Type: Core

Lead-Ins: The Time of Trial

Lead-Outs: Seeger's Final Poem, Under the Dolmen

The protagonists enter Paimpont forest.

The forest is vast, and brooding, a relic of an age long dead. There are few trails, and those mostly made by forest creatures, not meant for human rambles.

- **Outdoorsman:** You easily identify signs of many common species of wildlife; shrews, squirrels, foxes, even boars, wolves, wildcats and bears. However there are also signs of other, less common creatures; at one point, pawprints and spoor of a massive ursidae, possibly big enough to be *Agriotherium*, is seen. The *Agriotherium* was one of the largest carnivores, possibly 9 feet long, and weighing 1400 pounds, with crushing jaws. It could easily devour a horse, so a human would be a snack to it. Thought to have been extinct for many centuries, it's a 2-point **Stability** test to realize one could be out here in the forest. Or perhaps the forest, as a magical place, exists in several different time periods at once?

While in the forest, unusual weather patterns bedevil the protagonists. It can switch from bright and sunny one minute, to pitching down with rain the next. The default is dark, damp, and cloaked in mist. Depending on the time

of year, it might be freezing mist, which will be difficult to endure without good, warm clothing; PCs must make a Difficulty 5 **Athletics** test, or lose 2 points of **Health**. The forest dips and rises with the hills, allowing the mist to pool in places. Visibility is poor, and it's easy to imagine all sorts of things out there, perhaps stalking the protagonists. In a chase or **Fleeing** scene, it will be all too easy for the group to separate and get lost. Assume, in such a case, that the Difficulty for these tests is 4, but rolling 4 or under separates the group, while rolling 5 or more keeps the group together.

- **Outdoorsman:** If the Investigators search Paimpont after Daniel's trial has been resolved, Foucalt's dolmen chapel (*Under the Dolmen*, p. 70) can eventually be found.

– 1-point spend: You can find both Seeger's tree (*Seeger's Final Poem*, p. 69) and Foucalt's dolmen chapel.

Though the forest is owned, and patrolled, by several private landowners, it soon becomes clear that the other owners deliberately avoid the section of the forest owned by Foucalt. Their guards go nowhere near his territory, and Foucalt's guards are all Ankou, so they don't talk to strangers. However, the Investigators can seek out the other owners, or their guards, and ask about Foucalt.

- 1-point **Oral History, Reassurance** or similar spend: The owners or guards say that Foucalt is someone best left well alone, and his part of the forest is not to be touched. "The man is ... eccentric, and his people are dangerous. Why invite trouble?"
- **Assess Honesty:** You can tell the speaker is secretly afraid – terrified, even – both of Foucalt, and of his portion of the forest.

Every so often, the protagonists may come across standing stones,

or dolmens, left here ages past by a people now forgotten. These prehistoric megaliths, carved with strange symbols, brood eternally in the darkest parts of the forest, and there are signs – usually very bloody ones – that someone, or thing, still worships at these pagan places.

- **Outdoorsman:** If you have already encountered the Nain (e.g. in the scenes *Petit Albert* (p. 60), *Time of Trial* (p. 66) or *Sitting Up with the Dead* (p. 59)), you can identify the strange footprints around these sites as being from one of those evil creatures.

If this scene takes place towards the end of the adventure, and Daniel's trial has been resolved, the Investigators will encounter Nain at one of these sacred sites – by tradition, the Nain dance around there, chanting *Monday, Tuesday, Wednesday, Thursday and Friday*, but never Saturday or Sunday, as those days are sacred. The Nain will attempt to capture anyone they find in the forest, to drag off to the lake. The number of Nain present can vary, according to the Keeper's wishes, but can be up to a group of six.

Nain

Abilities: Athletics 6, Health 9, Magic 8 to 10, Scuffling 11

Hit Threshold: 3

Alertness Modifier: +3 (Paimpont forest only)

Stealth Modifier: +1

Weapon: +0 (claws)

Armor: -2 vs any (thick hair and skin), cannot be impaled

Stability loss: +1

Vulnerability: sunlight, takes +1 damage immediately if ever exposed to the sun's rays, and will suffer a further +1 damage every hour thereafter until killed.

Spell: Varies, but many of them know *Howl of Pan*, *Shrivelling* and *Dominate*.

TRAIL OF CTHULHU

The Silence Mill

The Lake

The lake is a fane devoted to Glaaki. Because it is a fane, the true extent of the lake is masked; it might seem at one moment to be a shallow pond, or perhaps not even exist at all, while at another it is a vast, mist-shrouded expanse, with a series of standing stones at its edge. Each of these stones is soaked with old blood, and there are signs that people were tied to them, perhaps repeatedly. Far out in the center of the lake is what appears to be an island, with an ancient stone fortification.

- **History:** You realize that fortification could be the source of the old legend of the Lady of the Lake. (As with the

altar piece (p. 70), this could, with a 1-point spend of **Cthulhu Mythos**, result in an insight, triggering a 4-point **Stability** loss, and a 1-point **Sanity** loss.

As a fane, it provides a 1-point **Magic** pool per year, to a sorcerer willing to sacrifice a creature, or creatures, of **Health** 6 or greater. This sacrifice must be carried out at the fortress in the presence of the Nain, who assist in the ritual.

A Contact Glaaki spell cast at this spot will bring forth the Old One, resulting in the almost certain doom of all present.

At the Keeper's discretion, visiting this spot and seeing the lake attracts Glaaki's attention, at which point it uses its Dream-Pull (sidebar, below) to draw one or more of the Investigators to their doom. Each person present must make a Difficulty 5 **Stability** test; anyone who fails has become a target of the Dream-Pull, and will later return to the fane in secret, never to be seen again.

Seeger's Final Poem

Scene Type: Alternate

Lead-Ins: Monday, Tuesday, Wednesday, Thursday

Lead-Outs: Under the Dolmen

Glaaki

This Old One came to this planet long ago, in a comet, and dwells in watery darkness. It is weak, and only a shadow of its former malignance; yet even weakened, it is a terrible thing to face. Its massive body bears long spines, which it uses to impale targets. The impalement (+4 damage) may be enough to kill the victim; anyone impaled who does not die must make a Difficulty 8 **Athletics** test. Success indicates that the victim managed to break off the spine before the venom was injected. Failure means death, and the venom transforms the victim into an undead Servant of Glaaki.

Glaaki's Servants share its mind, its will, and its thoughts. They are never truly free of it, though when it sleeps they do have independence of action. They do its bidding without question or hesitation, and will sacrifice their lives, if Glaaki wills it. Some Servants, like Foucalt, can maintain their human form for a time, and pass as normal; most become skeletal,

unnatural things, and must shun the places where men dwell. Each of them, whether skeletal or seeming human, bears a wound in its chest that will never heal, where the spine impaled them. This red-scarred weal is a source of constant pain to them.

Occasionally, a victim gets too close to one of the Old One's fanes, and attracts its attention. When that happens, Glaaki sends out dreams and nightmares, trying to compel the victim to return to the fane and sacrifice itself willingly. Each night, the victim must make a 5-point **Stability** test, and when the victim finally reaches -12 **Stability**, they must return to the fane. This continues as long as the victim lives, though so long as the victim's **Stability** is 0 or greater, they can move further away (more than 100 miles) from the fane, thus lessening the strength of the pull. In that event, it becomes a 3-point **Stability** test, but never goes away entirely. Theoretically, massive doses of narcotics might

drown out the Dream-Pull, but the narcotics would have to be taken each and every night, and that has its own side effects.

Glaaki has few fanes now, but some exist in areas where Celtic peoples predominate. It may also have a foothold in the Dreamlands. It's not known whether all fanes lead to the same, extra-dimensional space, or whether they are anchors by which Glaaki can establish itself in this reality. Each may even be a small part of the greater whole, like a giant whose limbs have been severed and buried in different places. Other entities may have fanes created for them by worshippers, but Glaaki can create no more of these cursed places; it lacks the power, or possibly the will.

As a Mythos entity, there is an additional 4-point **Stability** loss, and 2-point **Sanity** loss, for witnessing it in all its terrible majesty.

Out of the Woods

In which the protagonists discover Merlin's Tree, and its current Baphomet, Alan Seeger.

The legend of Merlin's Tree has it that the wizard was imprisoned here; in some versions of the myth, his soul is trapped in the tree, awaiting rebirth. In this Mythos-tainted history, a Templar knight bearing the oracular Baphomet came to this spot, knowing its mystic significance, and attempted to secure the continued existence of Baphomet by entwining it with the living tree. He was successful, but shortly afterward fell victim to Glaaki, and became an undead Servant.

The oracle decays after a time, even with the proper preparations, but so long as it is replaced no more than a day after the final decay of the former Baphomet, the oracle remains viable. If the head is allowed to decay and not replaced within a day, the magic is lost, and the oracle with it.

So long as the oracle remains, a 1-point **Magic** spend at this place can make the oracle do the following:

- The oracle can see whatever is happening, in whatever location, all over the globe. The oracle cannot see into the past, or the future, and can only see through the eyes of a person present at that location. If the oracle is told to see through the eyes of King George VI during his coronation, then it can see anything the King could see on his coronation day, and can describe it minutely. What it cannot do is see anything that the King could not reasonably see, nor can it see anything if there are no humans available for it to use. Trackless deserts and wind-swept arctic wastes are equally invisible to it, if there are no intrepid explorers available whose eyes it might borrow. This power confers no control over the target, or access to its memories or thoughts, and its vision is real-time; it cannot rewind, or store images. *Keeper's*

Note: this is how Foucault tracked the letter that started this scenario in the first place. Seeger was able to confuse the situation sufficiently that Foucault couldn't just grab it straight away, but Seeger couldn't do much to prevent Foucault working out where it was going and when it was likely to get there.

- The oracle can, if the caster has something belonging to the victim – hair, blood, fingernails – cause the victim to have terrible nightmares. These nightmares are usually related in some way to Paimpont forest, or the Templars, and the victim must make a 5-point **Stability** test as a consequence. This costs the caster 1 **Magic** pool point per victim, and can be cast on multiple targets at once.
- The oracle can teach **Magic**, and **Cthulhu Mythos**, to a maximum of 1 pool point each. Learning from this source costs the user 4 points of **Stability**, and 1 point of **Sanity** per pool point.

Seeger, like all Baphomet, retains his personality and intelligence, but not free will. He has effective **Health** 10, and can be killed with ordinary weapons.

"I thought I might see you here," he says. "You have been persistent. Will you survive? I cannot say, but you are already in great danger ..."

He can, if asked, tell the protagonists a great deal, including the secret of the Lake, the true identity of the Nain, Foucault's weakness to sunlight, and more besides. It costs no **Magic** for him to tell them this. He asks only that he be allowed to die, and not be replaced by another victim.

"All things must end. And I to my pledged word am true; I shall not fail that rendezvous."

Seeing, and interacting with, Seeger is worth a 6-point **Stability** test. Should

the protagonists try to harm, or kill, Seeger – perhaps in an attempt at mercy – that's a further 3-point potential **Stability** loss.

Under the Dolmen

Scene Type: Conclusion

Lead-Ins: Monday, Tuesday, Wednesday, Thursday, Friday, Seeger's Final Poem

In this scene, the Investigators track Foucault to his chapel under a dolmen, deep in the forest. It takes place after Daniel's trial has resolved, one way or the other.

The dolmen, in this instance, is apparently set into the ground, but diligent searching (**Outdoorsman** 1-point spend, or 0 points if this is the scenario climax) will find the concealed entrance. The dolmen is actually the roof of an underground chapel, in which Foucault keeps his magical equipment, and his shrine to his blasphemous gods. It smells of sweat, candle smoke, and old, caked blood. The wall paintings and altar stone leave nothing to the imagination; torture, murder and death are Foucault's obsessions. Among the relics kept here are the Templar's armor, long gone to ruin, and his sword, which is old but still dangerous (+1 damage). Some trophies from old kills are also kept in the chapel, and the coins, bits of clothing and other artefacts clearly indicate that this has been going on for a very long time; centuries, probably.

In times of great trouble Foucault hides here, hoping to wait until his difficulties resolve themselves. The only thing that will draw him out is a threat to his Baphomet, which he may come out to defend even in the daytime, risking death by sunlight.

If Foucault got Daniel's head, he plans to lie low and let things cool down before he returns to his home in Plouescat.

The Silence Mill

He's willing to hide here as long as it takes, relying on his Ankou to keep him informed as to what's going on. These thugs will bring him food every other day, and **Outdoorsman** (a 0-point spend) can track them to this spot. As far as Foucalt's concerned, if he got what he wanted then the Investigators are not his problem, and he's happy to let them leave. If he didn't get what he wanted, then he will have his revenge, but he's happier striking with surprise, and from ambush, than risking death in some misguided assault. Dying nobly for the cause is what his Ankou are for.

If Foucalt was unable to obtain Daniel's head, and captured one of the Investigators instead, that PC will be taken first to the guillotine at Foucalt's house, and later the head will be brought here. If Foucalt was able to steal Tristan's corpse, then that too is here, transformed into an undead guardian. If Foucalt killed an Investigator and also stole that corpse, it also might end up here, as a red dwarf. Foucalt is accompanied by two Nain.

Jean Foucalt

Abilities: Athletics 8, Credit Rating 4, Cthulhu Mythos 3, Disguise 3, Driving 5, Filch 6, Firearms 6, Fleeing 10, Health 8, Magic 10, Occult 2, Scuffling 6, Weapons 10

Weapon: +0 (MAB semi-auto pistol), -1 (sword cane)

Armor: None

Spell: Contact Glaaki, Contact Nain, Curse of the Stone, Dominate, Oil of Alhazred, Howl of Pan.

Special: When not in Plouescat, Foucalt usually has one Nain (p. 60) with him at all times, as a bodyguard.

Nain

Abilities: Athletics 6, Health 9, Magic 7, 10, Scuffling 11

Hit Threshold: 3

Alertness Modifier: +3 (Paimpont forest only)

Stealth Modifier: +1

Weapon: +0 (claws)

Armor: -2 vs any (thick hair and skin), cannot be impaled

Stability loss: +1

Vulnerability: sunlight, takes +1 damage immediately if ever exposed to the sun's rays, and will suffer a further +1 damage every hour thereafter until killed.

Spell: Shrivelling

Tristan Broudig, as Nain Rouge (Red Dwarf)

Abilities: Athletics 6, Health 7, Scuffling 7, Weapons 2

Hit Threshold: 3

Weapon: -1 (improvised weapon), -2 (fists)

Armor: None, but all weapons do half damage

Stability loss: +1, or +2 if the victim was well known to the onlooker

Appearance: A twisted thing, made of bone and ragged, bloody flesh, whose shattered legs no longer easily bear its weight.

If Foucalt is here, it's either because he's being pursued by someone, presumably the Investigators, or he has the head he needs, in which case he's making the final preparations before transferring Baphomet to the tree. Either way, this is his final stand, and he knows it. If someone's tracked him here, he's run out of places to hide, which is why he made sure he had some Nain and undead guards here to help protect him.

If he's in great danger, and has no other viable options, he may try to bluff.

"If you let me live, I can give you something more glorious than cloth of gold," he says. "I can bring you to the Lady of the Lake. I can give you Excalibur, the sword used by Arthur himself, for the Lady has it, and will give it to whoever I ask. Would you let me go, in exchange for this?"

Naturally he has no intention of fulfilling his promise. Instead he'll take them to the lake, tell them he's going to call for the Lady, and then Contact Glaaki. **Cthulhu Mythos** (1-point spend) might realize what's going on before it's too late, otherwise Glaaki will come when Foucalt calls, and then things become very bleak for the Investigators.

This concludes the scenario.



TRAIL OF CTHULHU

Out of the Woods

Handout 1: Tristan Broudig's Letter

First things first: I am not dead, though for a long time it suited me to pretend to be so. You know what it was like, during the War. If I had taken my chances and stayed with my unit, I probably would be dead now, or worse. I ran, and by the grace of God made it away from that dreadful place.

For the last few years I have been living in Brittany, under the assumed name Tristan Broudig. I married; I wish you could have met her, but the Flu epidemic carried Marie off many years ago. I have a son, Daniel, who does not know my past, and if things had turned out the way I hoped, he would never have known.

Daniel is under arrest. They are going to send my son to the guillotine, unless I do something.

I am at my wit's end. The crime he's accused of is murder, but it's far worse than that. They're calling him a were-wolf, can you believe it? In what kind of a world —

I don't know what to do. I need help. I need to save my son, but I can't do it on my own. Come to Plouescat, if not for my sake, then for the sake of old friendship and memory. Come soon. The trial will start before long, and I think the marquis will ensure that the verdict is a foregone conclusion. There's something he's hiding out in those woods of his, and it has to do with what Daniel's accused of being, but I don't understand it and I don't know why this is happening.

Please come. If something isn't done soon, Daniel will die.

Yours, Arthur

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³ 4

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Madeline 'Mads' Grainger

Drive: Adventure

Occupation:² Artist

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	2
Art History	2
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	1
Flattery	4
Interrogation	0
Intimidation	0
Oral History	0
Reassurance	0
Streetwise	2

General Abilities

Athletics	8
Conceal	0
Disguise ⁽¹⁾	10
Driving	8
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	8
First Aid	0
Fleeing ⁷	0
Health ⁹	8
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	6

Law

Law	0
Library Use	0
Medicine	0
Occult	4
Physics	0
Theology	0

Technical Abilities

Art	2
Astronomy	0
Chemistry	0
Craft	2
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	2

Piloting	0
Preparedness	0
Psychoanalysis	0
Riding	0
Sanity ⁹	4
Stability ⁹	6
Scuffling	10
Sense Trouble	0
Shadowing	0
Stealth	0
Weapons	7

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

⁽¹⁰⁾ Optional ability for use with Rough Magicks – can only be acquired in play.

CONTACTS AND NOTES

You come from money but have none of your own. Your father blew the lot on the horses, and then blew his brains out when you were sixteen. Since then you've lived on your wits, and managed to make a fairly good life of it, on the whole. When you were younger you used to race cars, but after a smash-up in France – why can't the blighters drive on the right side of the road, and speak English? – you turned to your other talent, painting. You often sign your work 'M.G.', since that's reassuringly nondescript, and the action scenes you paint sell well to people who don't know a woman painted them. You carry around a nightstick you pinched from a constable, for protection. You remember Arthur vaguely, as a chap who'd seen too much. Lettie is your best friend in the world. You'd do anything for her.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³ 4

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Michael 'Sticky' Pellham

Drive: Arrogance

Occupation:² Military Officer

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	1
Languages ⁶	1

Interpersonal Abilities

Assess Honesty	0
Bargain	0
Bureaucracy	2
Cop Talk	0
Credit Rating	1
Flattery	0
Interrogation	0
Intimidation	2
Oral History	0
Reassurance	2
Streetwise	0

General Abilities

Athletics	8
Conceal	0
Disguise ⁽¹⁾	0
Driving	5
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	15
First Aid	2
Fleeing ⁷	0
Health ⁹	8
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	1
Outdoorsman	4
Pharmacy	0
Photography	0

Piloting	0
Preparedness	5
Psychoanalysis	0
Riding	8
Sanity ⁹	4
Stability ⁹	6
Scuffling	12
Sense Trouble	0
Shadowing	0
Stealth	0
Weapons	8

CONTACTS AND NOTES

The war ruined you for civilian life. You're bored as hell, cooped up in a law office all day, waiting for something to happen. After all, when you've seen what life's like, what do you have in common with some spotty Herbert who goes back and forth to the office every day, like some blasted drone? But pater left the family bullion to your brother George, blast the luck. You wish something exciting would happen. Anything. Arthur is your cousin. You remember him as being much like you; active, a sportsman, someone who took life as it came. Arthur's sister Lettie is an obnoxious pill. You prefer girls with a bit of flash, like her friend Mads. Bingo's a good chap, if a little lazy. You, he and Arthur were boys together.

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² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

⁽¹⁰⁾ Optional ability for use with Rough Magicks - can only be acquired in play.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

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⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: George Pellham

Drive: Curiosity

Occupation:² Lawyer

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	1

Interpersonal Abilities

Assess Honesty	0
Bargain	0
Bureaucracy	2
Cop Talk	0
Credit Rating	4
Flattery	0
Interrogation	4
Intimidation	0
Oral History	0
Reassurance	0
Streetwise	0

General Abilities

Athletics	2
Conceal	6
Disguise ⁽¹⁾	0
Driving	8
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	4
First Aid	0
Fleeing ⁷	8
Health ⁹	6
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ⁽¹⁾	0

Law

Library Use	2
Medicine	0
Occult	0
Physics	0
Theology	1

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	2
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	2

Piloting	0
Preparedness	4
Psychoanalysis	6
Riding	0
Sanity ⁹	6
Stability ⁹	9
Scuffling	0
Sense Trouble	8
Shadowing	0
Stealth	8
Weapons	0

CONTACTS AND NOTES

When your brother Michael defied your father and went off to war, you inherited the family business and money, despite being the younger son. You were too young for the trenches, a fact you're secretly glad about, though you envy Michael his heroic reputation. As a skilled barrister you're in great demand, and you've given Michael a job for old time's sake, though he continues to make a hash of it. For all your success, you're still young, and not immune to the lure of fast cars or a pretty face. Arthur is your cousin. You remember him as being too clever by half, always up to something. Though he frequently got into trouble, you remember Arthur as being basically honest and full of good intentions, even if they never came to anything. You're secretly fond of Arthur's sister Lettie, but haven't built up the courage to say anything yet. Lettie's friend Mads is the biggest pain in the neck you've ever encountered.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Letitia 'Lettie' Norrys

Drive: Follower

Occupation:² Nurse

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	4
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	1
Languages ⁶	1
Law	0
Library Use	0
Medicine	2
Occult	1
Physics	0
Theology	0

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	2
Flattery	4
Interrogation	0
Intimidation	0
Oral History	0
Reassurance	1
Streetwise	0
Art	1
Astronomy	0
Chemistry	1
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	2
Photography	0

General Abilities

Athletics	4
Conceal	0
Disguise ⁽¹⁾	0
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	5
Firearms ⁵	0
First Aid	8
Fleeing ⁷	8
Health ⁹	7
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0
Piloting	0
Preparedness	8
Psychoanalysis	6
Riding	0
Sanity ⁹	5
Stability ⁹	8
Scuffling	0
Sense Trouble	7
Shadowing	6
Stealth	8
Weapons	0

Technical Abilities

Art	1
Astronomy	0
Chemistry	1
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	2
Photography	0

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³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

⁽¹⁰⁾ Optional ability for use with Rough Magicks - can only be acquired in play.

CONTACTS AND NOTES

You secretly wish your life was more bohemian. You read the pulps, and wonder what it would be like to be a gunman's moll, or one of those daring artists. But you never quite had the courage to give it your all, meekly accepting the life that your mother picked out for you. When you were younger, the whole family would holiday in Brittany, so you know the area well. Arthur is your older brother, and you remember him very fondly. He can do no wrong in your eyes. Men like 'Sticky' Pellham are so wonderful; they've really done things. You wish Sticky would notice you. Mads is your best friend. You wish you were more like her. You were at school with Deborah, but the two of you were never close chums. She always had her head in a book.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³ 4

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

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⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Frederick 'Bingo' Dunleavy

Drive: Ennui

Occupation:² Dilettante

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	4
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	2

Interpersonal Abilities

Assess Honesty	0
Bargain	0
Bureaucracy	0
Cop Talk	1
Credit Rating	5
Flattery	4
Interrogation	2
Intimidation	0
Oral History	1
Reassurance	0
Streetwise	0

General Abilities

Athletics	8
Conceal	0
Disguise ⁽¹⁾	4
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	7
Firearms ⁵	0
First Aid	0
Fleeing ⁷	8
Health ⁹	7
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ⁽¹⁾	0

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	2
Forensics	2
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	0

Piloting	0
Preparedness	6
Psychoanalysis	0
Riding	8
Sanity ⁹	6
Stability ⁹	0
Scuffling	5
Sense Trouble	0
Shadowing	6
Stealth	0
Weapons	0

CONTACTS AND NOTES

Your father and the Pellhams' father were business partners and best friends. You were in the Services during the war, but your father managed to wangle a cushy job on the home front, so you never saw action. That's probably just as well, since you abhor violence in all its forms. However you've got a lot of money and free time, which allows you to indulge your secret passion: amateur detection. You've read pretty much everything there is to know on the subject, but so far there's never been a case worthy of your special genius. You long for a chance to prove yourself. You greatly admired Arthur when you were boys together, and you can't wait to see him again. You grew up with Sticky Pellham and admire him greatly. George Pellham is a dull dog, but clever when he wants to be. Cousin Deborah is a useful dogsbody, but quite unintelligent. Rather like Doctor Watson, really.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Deborah Dunleavy

Drive: Duty

Occupation:² Author

Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	1
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	4
Languages ⁶	2

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	3
Flattery	0
Interrogation	0
Intimidation	0
Oral History	4
Reassurance	0
Streetwise	0

General Abilities

Athletics	4
Conceal	0
Disguise ⁽¹⁾	0
Driving	5
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	2
Firearms ⁵	0
First Aid	0
Fleeing ⁷	8
Health ⁹	8
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0

Law	0
Library Use	2
Medicine	1
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	2
Astronomy	0
Chemistry	1
Craft	0
Evidence Collection	2
Forensics	0
Locksmith	2
Outdoorsman	1
Pharmacy	0
Photography	0

Piloting	0
Preparedness	3
Psychoanalysis	0
Riding	0
Sanity ⁹	5
Stability ⁹	10
Scuffling	4
Sense Trouble	0
Shadowing	6
Stealth	6
Weapons	5

CONTACTS AND NOTES

Your rich cousin Frederick sees you as some kind of lackey, and has done all of his life. Yes, it's true you depend on him for money, but not the way he thinks. You hang on tight because he's your Muse. You've developed a series of novels, all published in France, about a stupid English private detective named Freddy Dunning, who's constantly shown up by the antihero and expert burglar, Georges Durand. You couldn't get published in England to save your life, but the French eat up the antics of Freddy 'Penguin' Dunning and ask for more. You're published under your own name, so confident you are that cousin Frederick, the bone-idle louse, will never catch on. You remember Arthur as the love of your youth, though you never told him how you felt. Your antihero Durand is based on him. You don't mind the Pellhams, though George can be a bit dull. You were at school with Lettie, but the two of you were never chums. She was always a bit of a teacher's pet.

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks - can only be acquired in play.

DREAMING OF A BETTER TOMORROW FOR 30 DOLLARS A MONTH

By Chris Spivey



Dreaming of a Better Tomorrow for 30 Dollars a Month

THE HOOK

In 1935, during the Great Depression, the African American Investigators are in one of the last integrated Civilian Conservation Corps (CCC) teams in Camp Smith, Vermont, in the north-eastern United States. The work is hard—grueling at times—and living a paramilitary life can break a person. Over the last two weeks a number of people have vanished from the camp, possibly gone AWOL, but no one knows for sure. There is also the mystery of those strange lights in the sky every couple of days.

Tensions have been steadily rising with each disappearance, and are at an all-time high when a body is found. The camp is close to imploding, and time is running out.

THE HORRIBLE TRUTH

Zxaft, a venerable serpent-folk sorcerer, hatched a plan to flee Yanyoga before its fall to humanity ten thousand years ago. He retreated to his lair and began casting a teleportation spell to escape, but was interrupted by a human raider, who stabbed him. The near-fatal blow was disastrous for both. The human warrior died from the backlash of magical energy, while the sorcerer's miscast spell weakened the veil between the Dreamlands and Earth, and trapped him in a tree between the two worlds.

Earth, 1935: Randy Larkin, a weary CCC worker at the end of his shift, was the last man onsite when he made the final decision of his life: to cut down one more tree before going to the transport. As the sun set, the first chop of the axe freed Zxaft from his ten-thousand-year-old prison, which had been sustained by the

sorcerer trapped within. Before Randy fully understood the horror he released onto the world, Zxaft was upon him.

The sorcerer consumed the man, and assumed his identity. Weakened after having been trapped for so long, Zxaft was forced to use a corrupt form of ritual magic, which drained some of the nearby trees of their life-force, generating a pool of power he then used to create a moon-bridge to his fortress near the Enchanted Wood in the Dreamlands.

Now free, he began to plot his revenge on mankind for destroying Yanyoga. What better revenge than to turn your enemy into your brother? He knew the old magic that would alter humans back to their proper form, and bring forth a new pure race of serpent folk for him to rule as king.

The ritual to create the transmuting elixir must be cast within the Dreamlands, and requires two sacrifices of each of the four blood types – which the sorcerer's heightened serpent-folk senses can sense – as well as the infusion of his own blood.

The first five missing people were easily kidnapped, one per night, and taken to Zxaft's fortress. Each trip into the Dreamlands sparks lights in the sky as an effect of the weakened veil between the worlds. Zxaft can't prevent this from happening, so he has limited his travel to avoid detection. He is also keenly aware of the rigid CCC schedule he must follow as Randy, which gives him a small window of time to carry out his plan without arousing suspicion.

James York followed Zxaft on the sixth night, watched him kidnap Danny

O'Connell, and confronted him while Zxaft was opening his portal to the Dreamlands, through a perpetually cool, and incredibly clear, pond in the forest. Zxaft quickly dispatched York, but could not dispose of his body before the Safety Division (SD) patrolman heard the commotion. He fled through the portal with O'Connell, leaving York's corpse, which was found by the SD. Zxaft came back through the portal later that night, and returned to Larkin's bunk.

At the beginning of the adventure, Zxaft has six of the eight people he needs. If Zxaft can acquire all eight victims, and perform the ritual, he can create a gallon of transmuting elixir, and distribute it into the camp's water supply, converting a large portion of Camp Smith into serpent folk. Then they can strike and bring forth a new kingdom.

THE SPINE

The Investigators are recruited by the Chief of Safety Division, which falls under the Department of Labor, to investigate the missing workers and the murder. Chief Liam McShane knows that his current all-white force is too busy to get answers before the trail goes cold. He can't deputize the Investigators without filing paperwork, so instead creates a new project detail for them to work – "Project 54". The Chief briefs the Investigators on what is known about the six missing people, and James York, the man whose body was found.

The Investigators have a couple of likely avenues to explore at this point, including visiting the infirmary where the body is being kept, searching

TRAIL OF CTHULHU

Dreaming of a Better Tomorrow for 30 Dollars a Month

the murder site, and questioning the workers around camp about the missing people.

These clues lead them to the conclusion that James York was murdered by a clawed creature with human-sized hands. They then go to a church, where a witness has seen Zxaft in his serpent form, and eventually to the radio station, where Zxaft stores his journal, protected by a trap.

Once all of this information is in hand, the Investigators figure out that the

victims are in Zxaft's fortress in the Dreamlands, and that they need to rescue them before it is too late. Zxaft's journal has a spell that the Investigators can cast, which changes the pond near the murder site into a temporary doorway to the Dreamlands. Once in the Dreamlands, they can track down Zxaft's fortress, possibly with the assistance of a pack of ghouls they meet on the way.

Zxaft infected each victim with a virus when he brought them into the Dreamlands. He will taunt the

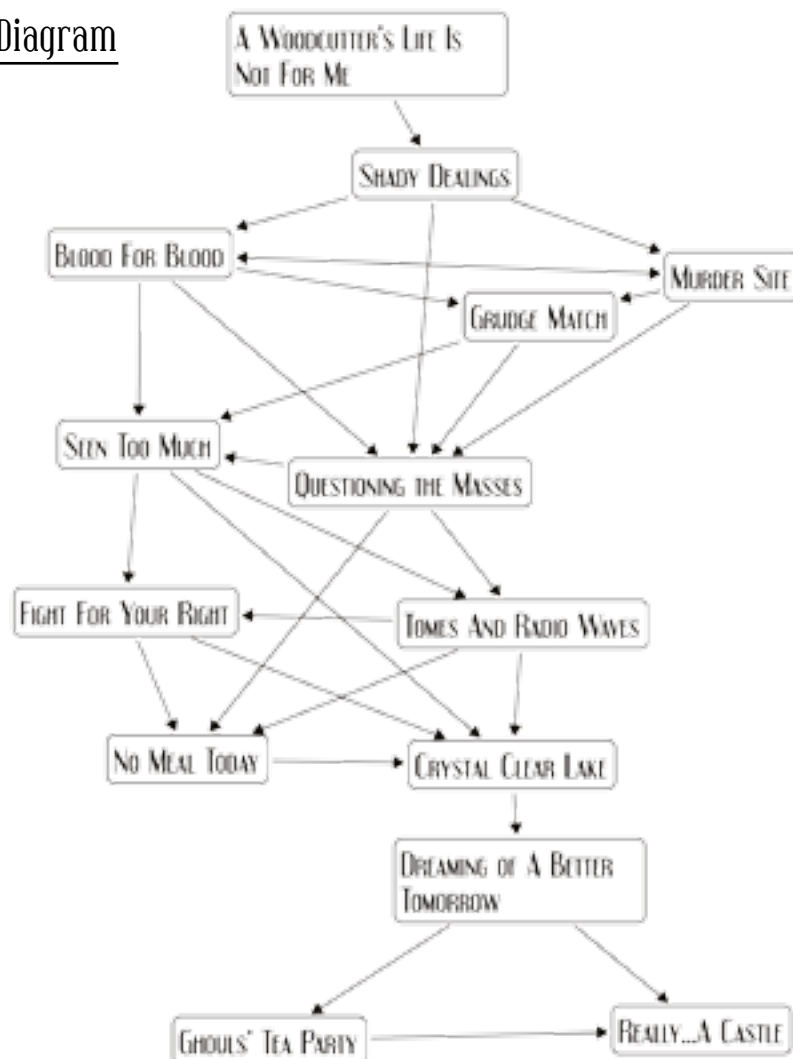
Investigators with this information when he faces them in the final battle. The Investigators need to stop Zxaft, and then decide what to do with the "tainted" rescued victims.

VICTORY CONDITION

The only true victory condition is to kill Zxaft and stop him from completing the transmutation elixir ritual.

However, there remains the problematic issue of the kidnap victims. The Investigators could bring the victims back

Scene Flow Diagram



Out of the Woods

to Earth, and hope they could be saved before the virus took root – otherwise, the victims may change into serpent folk, or have serpent-folk children.

Alternatively, the Investigators could leave them, dooming the victims to the Dreamlands. This would likely lead to the victims' deaths, or – if you are running this adventure as part of an ongoing campaign – they might return later as an enemy. Lastly, the Investigators might assume the victims could not be saved, and kill them.

If the missing people are not returned to Earth, the Investigators will need to explain to Chief McShane what has happened – ideally, in a manner that the Chief can report to his superiors as evidence for a promotion, or he may turn on the Investigators and serve them up as scapegoats.

ANTAGONIST REACTIONS

On the first night of the investigation, Zxaft will sneak into Negro town after 0100 and take his seventh victim, Marcus Wright. He is gone for the next four hours, returning a little before 0500 and sneaking back into his barracks, number 12. Zxaft's eighth and last victim is Peggy White, one of Secretary Perkins' staff, on the second night of the investigation. Once again, he kidnaps the victim a little after 0100, but unlike before, he does not return to Camp Smith – at this point, he will take White through the portal to the Dreamlands, and begin work on the ritual.

Zxaft acts once he discovers that the Investigators are investigating the murder and disappearances. His first move is to have a burly logger challenge one of the Investigators to a fist fight in the grudge arena. If the Investigators continue their inquiry, Zxaft can easily stoke racial tensions to incite a number of loggers to attack the Investigators.

He can also attempt to poison the Investigators, or plant false evidence to incriminate them. Zxaft tries to avoid directly attacking the Investigators himself unless he has no other recourse.

If questioned as Larkin, he states he doesn't know anything, and will try to leave as soon as possible. If pressured, he shouts for help from any of the nearby people and disappears in the commotion. As a last resort, Zxaft/Larkin will say he saw something at the lake. He won't say what it was, he'll only agree to go with them to the lake. Once at the lake, he will attack the Investigators.

THE CIVILIAN CONSERVATION CORPS

The United States spiraled into the Great Depression in late 1929 after the stock market crash. The Great Depression saw unemployment skyrocket, and shanty towns, called Hoovervilles, appeared across the land. Soup lines became the new normal, as Americans starved across the country. Soon after being elected president in 1932, Franklin D. Roosevelt created a program for the United States' economic relief and recovery, called the New Deal.

The Civilian Conservation Corps (CCC) was a public work relief program set up as part of the New Deal, to create jobs for unemployed males between the ages of 18 and 25, who were unmarried, out of school, in good health (every member was given a thorough health exam), and of good character. \$25 of the \$30 salary per month was sent home to help their families. Once accepted, the men were given a six-month contract, which could be renewed up to a maximum of three times. The camps aided the local community by purchasing as many of their supplies as possible from them.

The CCC performed more than 300 types of work projects, which were

classified under 10 general categories to including erosion control, flood control and forestry. Each member was assigned to one area, and would work that area for the length of their contract.

The CCC was jointly supervised by four government departments. The Department of Labor recruited and supervised all personnel. The War Department operated the camps in terms of physical training, feeding, housing, outfitting and transportation. The Agriculture and Interior Departments created, organized and supervised conservation work projects. A CCC Advisory Council was composed of a representative from each of the supervising departments. The use of these four branches enabled Roosevelt to develop the program without the stigma of it being seen as a forced labor camp, or as competition for employed Americans. To bolster morale, and as an attempt to make each man employable afterward, the Office of Education and Veterans Administration offered a number of educational and training programs.

More than three million young men worked for the CCC during its near decade-long run, of which more than 250,000 were African Americans. African American CCCs carried out their duties in a society divided by race, and under the presence of officially-sanctioned racism. The number of black men that could join the CCC was limited to 10%, even though the economic conditions of blacks were disproportionately worse than their white counterparts. Most states actively passed over qualified black applicants to enroll whites. Black CCC enrollees routinely faced subtle to lethal hostility from local communities, endured the racist attitudes of individual CCC members, Army, and Forest Service supervisors, and found limited opportunities for assuming leadership positions within the CCC's administrative structure. This inhospitable environment festered in the

Dreaming of a Better Tomorrow for 30 Dollars a Month

absence of a sustained commitment on the part of the Roosevelt Administration to end racist practices within the CCC. Despite numerous complaints about the CCC's Jim Crow policy from black and white civil rights activists, segregation remained the rule of the land.

Although the CCC was the most popular of the New Deal programs, it never became a permanent agency. World War II changed the world in countless ways and ushered in the end of the CCC; by 1942, the CCC workers had become a pool of resources for the War Department, and a large percentage of them were recruited directly into the military for the war effort.

Secretary of Labour, Frances Perkins, and her entourage are currently inspecting some of the CCC camps, researching methods for improving Camp Tera. She has been in Camp Smith for a week, and has noticed the strife. Perkins has

intelligence, wit, and a no-nonsense attitude, with a talent for getting the job done. She wants the CCC camps to function well, to encourage the government to allow her to continue her work with the She-She-She Camps, providing equal opportunities to women.

She has assigned two of her lower-level staff – **Amanda Scott** (p. 103) and **Nora Reese** (p. 107) to assist the Chief in the investigation, granting them a permanent presence at Camp Smith while she travels on to the next camp. She has also assigned an NPC, Betty White, to help the Chief compile some reports she's interested in.

These female Investigators have more authority than any member of the CCC, or the Investigators brought in under that guise. Their status affords them a number of advantages, but if abused, will draw the attention of the other departments at Camp Smith, and

likely expose Chief McShane and the Investigators, sending them all to prison for a very long time.

Camp Smith

Camp Smith, in Vermont, is larger than most of the other camps by tenfold, allowing it to serve 2,000 enrollees and 200 support staff. The camp is over a quarter of a mile southwest of the Waterbury Dam, which they're working on building, and is located on both sides of the Little River Road.

The camp requires a good deal of time to traverse. Traveling on foot from different points could take anywhere between 20 minutes and six hours. To help the Keeper administer the Investigators' time, and manage the differing hours of operation for buildings around the camp, each scene will end with the average amount of time it takes to accomplish the task.

Frances Perkins and She-She-She Camps

Frances Perkins was an American sociologist and workers-rights advocate, who had an intense interest in economics and its implications and introduced a number of key labor reforms in the United States. Her significant accomplishments in progressive reform in the New York State government inspired Franklin D. Roosevelt to appoint her to the role of Secretary of Labor once he was elected President in 1932. That action drew close scrutiny and criticism, as she was the first woman to be appointed to the presidential cabinet, thereby placing her in the line for presidential succession.

U.S. Secretary of Labor Perkins served from 1933 to 1945, the longest serving person in that position. Her

impact in the cabinet during that time was extensive. She established the Civilian Conservation Corps, the Public Works Administration, the Federal Works Agency (which succeeded the Public Works Administration), the labor portion of the National Industrial Recovery Act, the Social Security Act, which established unemployment benefits, pensions and welfare for the poorest Americans, and the first minimum wage and overtime laws through the Fair Labor Standards Act.

First Lady Eleanor Roosevelt wanted to create an organization, equivalent to the CCC, for young women from families without unemployed men, who were willing to work in conservation and forestry for a

six-month duration. On April 30, 1934 Roosevelt held a White House Conference for Unemployed Women to address the topic. Frances Perkins championed the first such women's camp, Camp Tera.

Despite facing a nightmare of red tape and institutional prejudice against women working outside the home, Camp Tera led to the creation of over 90 similar camps, known as *She-She-She camps*, across the U.S. More than 8,500 women cycled through the camps, before they closed in 1937 due to high costs, although the cost-per-man at the CCC was twenty-five times as much as each woman.

Racism and Jim Crow Laws

Racism was the norm in the 1930s. Whites and blacks were considered by whites to be two separate species of people, with blacks being second class citizens at best. Black people were paid less than their white counterparts, worked more unsociable and longer hours, and were often given the more 'dirty work'. Lynchings of black people were commonplace, and often cheerily publicized in newspapers. Politicians ran campaigns on the platform of keeping African Americans in their place, meaning subservient. Even childrens' games portrayed blacks as inferior. The racism was institutionalized through redlining (denying services based on the racial makeup of the residents of certain areas), and Jim Crow laws were used to provide a legal basis for segregating and discriminating against African Americans.

Jim Crow Laws

These were a series of rigid anti-black laws that created a racial caste system focused heavily, but not exclusively, in the Southern states from 1877 to the mid-1960s. These laws enforced the second-class citizen status of African Americans, and were portrayed as a way of life, becoming second nature to many in the majority.

The Near Standardized Jim Crow etiquette norms:

- Black men were forbidden from extending their hands to white men (to shake hands), because it would imply a level of social equality. Black men risked being accused of rape if they were to

extend a hand, or even offer to light a cigarette, for a white woman. Even the accusation of a white child toward a black man for such small crimes as petty theft or using a whites-only bathroom, could have a black man lynched, likely in front of crowd, to "send a message."

- The two races were not supposed to eat together. If they did eat together, whites were served first, and a partition would be placed between them.
- Whites were not to introduce blacks, as that implied a level of equality. Blacks were supposed to introduce whites, proving their lesser social status.
- Whites never used courtesy titles of respect when referring to blacks, and always used their first names or a nickname. The opposite was true for blacks who had to use courtesy titles when referring to whites, and were not allowed to call them by their first names. If blacks addressed whites by their first names, that could lead to imprisonment. Even if the two were friends, blacks could not just use first names. For instance, in the 1942 movie *Casablanca*, the characters of Rick (Humphrey Bogart) and Sam (Dooley Wilson) were close friends, but Sam always had to refer to his friend as Mr. Rick, while Rick would just call him Sam.
- If a black person rode in a car driven by a white person, they sat in the back. White motorists always had the right-of-way.
- Displays of affection between black people were not allowed in public,

as they were considered offensive to white people.

These core rules of etiquette affect every action that Investigators take. If they do not follow them, they will quickly be called out, and more than likely, experience violence against them. These codes apply to all Americans. The military even distributed a pamphlet to their Allies in World War II about the inferiority and rapist tendencies of blacks.

Here are some additional in-game mechanical and play effects to help demonstrate the gravity of racism during the time.:

- Any Interpersonal spend by a black character to elicit information from a white character should cost at least 1 additional point unless noted in the character's description.
- Use language that conveys the attitudes and perspectives of the time. People around camp may refer to their characters as "boy", or "colored."
- It will be very difficult for the Investigators to get the attention of the white NPCs. Once they do, the white NPCs will be curt and rude.
- If a fight starts, the white NPCs will focus their attacks on the black characters.

Please keep in mind, the N-word should never be used to address your PCs; as it creates unnecessary tension at the table.

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Camp Smith is a self-sufficient village, with its own waste and sewage system. The sprawling camp houses well over 100 buildings, including a police and fire department, medical dispensary, three stores, a library with in excess of 6,000 books, a radio station, a theater that sits 462 people, eight T-shaped mess halls, skating rink, a chapel, school, camp garden, and officers' quarters. The "township" has approximately 100 buildings, including sixteen U- or L-shaped barracks.

Hours of Operation

- **Stores:** Monday – Friday 0700 to 1800 and Saturday 1000- 1700.
- **School:** Monday – Friday 1800 to 2100 and Saturday 0600 – 2000.
- **Camp Garden:** 24/7 but only staffed during daylight hours.
- **Library:** Monday – Friday 1000 to 2000 and Saturday 0900 – 1500.
- **Theater:** Based on shows in the area or musical acts put on by the workers. Currently closed.
- **Radio Station:** Morning and evening broadcast. The building is usually locked and only four people have keys.
- **Police Department:** 24/7 and always manned. The police force do not live on site.
- **Fire Department:** 24/7 and the staff live onsite. They routinely provide additional man power for the police.
- **Skating Rink:** Open 24/7.
- **Chapel:** Open 24/7 and the clergy live on site. Services daily morning and evening. Sunday 0900 and 1300.
- **Mess Hall:** Staffed from 0500-2100. Operates daily from 0630-0830/ 1100-1300/1730-1930.

Life in the Camp

Each man, once accepted into the CCC, is issued the following surplus World War I equipment:

- 3 forest green uniforms
- 1 military dress uniform with tie (for special occasions)

- Shaving kit
- Army overcoat
- Camp Smith map (*See Handout 1, p. 100*)
- **Week Day Schedule:**
 - 0600 – Reveille
 - 0630 – 0715 – Physical training
 - 0715 – 0730 – Clean up
 - 0730 – Breakfast
 - 0800 – 1630 – Work day (lunch eaten on site)
 - 1700 – 1800 – Dinner
 - 1700 – 2200 – Free time
 - 2200 – Lights out

While the Investigators have been granted a certain level of freedom, and do not need to comply with the standard work schedule, everyone else does. This limits the Investigators' ability to question witnesses and follow up on leads. The work schedule also limits Zxaft, who doesn't want to draw attention to himself by being derelict in his duties.

From the time the men are dropped back at camp by the trucks at 1630, until lights out, their time is mostly their own with only a few rules to govern them: *do not go into town without permission, be sure to maintain camp property, and observe all orders.* A number of diversions provided by the camp fill the downtime, ranging from athletics activities, enrollee bands' performances, radio programs, plays at the theater, or occasional dance hall parties with the nearby community. One activity to allow the men to blow off steam is a large boxing ring near the officer quarters, to deal with grudge matches and race issues.

Other Camps

The nearby camps are smaller than Camp Smith, housing roughly 220 enrollees and staff. Each camp follows the same basic blueprint with 11 wooden buildings, including 4 barracks, a mess hall, a recreation hall, an infirmary, officers' quarters, truck garages, latrine, and shower buildings. The recreation hall is the

largest building at each site, and is 20 by 140 feet. The largest building includes writing and reading rooms, a library, and a lecture hall.

The two closest camps, Camp Wilson and Camp Marshfield, are over four hours away, and are not as well stocked as Camp Smith.

SCENES

A Woodcutter's Life Is Not For Me

Scene Type: Introduction
Lead-Outs: Shady Dealings

The sun is slowly setting in the August sky around Camp Smith. The Investigators and the rest of the Civilian Conservation Corps (CCC) crew of Project 54 are one of the few integrated teams in Vermont.

It has been a long, hard day with an hour left, and the team only needs to fell one more tree – a massive cedar, which towers over the crew of loggers, almost taunting them to cut it down.

- **Outdoorsman:** The tree is incredibly difficult and dangerous to bring down, due to its size. You wouldn't expect a tree of that size and weight to sway slightly, the way it currently is.

A 1-point spend of **Outdoorsman** reduces the Difficulty of bringing the tree down from 7 to 4. A 2-point spend brings the tree down safely. Otherwise, the Investigators can make a cooperative Difficulty 7 **Athletics** roll to bring down the tree safely. If they fail, the massive tree snaps the ropes, and it plummets groundward. The Investigators must make a Difficulty 4 **Athletics** or **Fleeing** test, or take 1d6-2 damage from tree limbs or falling debris.

TRAIL OF CTHULHU

Out of the Woods

The massive cedar crashes onto three of the non-player characters of the CCC team. The Investigators can combine their efforts to move the tree off of their fellow lumber workers; a Difficulty 7 **Athletics** test removes the tree from the trapped men. A 1-point **Outdoorsman** spend reduces the Difficulty by 3. For each round they are trapped, they take 1d6+2 damage; an Investigator with **Reassurance** is able to stop the trapped loggers' struggling, and lower the damage to 1d6-1 per round.

Once they have freed the other workers, the Investigators are able to get a closer look at the fallen tree.

- **Biology:** The tree was already dead on the inside when cut.
 - 1-point spend: You can't tell the cause of death – it's not a fungus, age, disease or pest activity.
- **Geology:** The earth around the tree is very dry and brittle, and this is more than just dehydration.
- **Chemistry:** The chemical balance of the tree has been altered somehow, discoloring the tree, and killing it. You'd need to get samples and look at it in a proper lab, like the one at the dispensary in the camp, to find out more.



Playing with Existing Investigators

The scenario assumes that you are playing with the pre-generated characters (p. 103), and so the Investigators are either members of the CCC, pulled into the case as possible scapegoats if needed, or they're members of Secretary Perkins' entourage, there to help out. Some of the pre-generated characters begin the adventure in *A Woodcutter's Life is Not For Me* (p. 85); some of

them will begin either waiting in, or on the way to, Chief McShane's office in *Shady Dealings* (p. 87).

To alter it for established Investigators, assume that Chief McShane has requested their assistance either through friends, or has hired them to investigate off the books by pretending to be CCC members. You can allow established

Investigators to specify a prior acquaintance with anyone in the Labor Department.

If you are not using the pre-generated characters, the Keeper should start the adventure with the Investigators making their way to Chief McShane's office, in the scene *Shady Dealings* (p. 87).

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- **Outdoorsman** spend: You remember seeing multiple spots around camp with similarly brown colored grass – these were also beside large trees.

A simple search shows peculiar markings in a circle around the tree, which seem to spark a distant memory.

- **Occult:** These markings are associated with a ritual.
 - 1-point spend: The ritual is associated with the removal or transfer of life, as if something was pulling the power from the tree's life.

Multiple jeeps racing towards the Investigators can be heard, and then seen cresting the hill. The jeeps stop a few feet from them. The Safety Division logo painted in bright white on the side of the green jeeps catches a few rays of the dying sunlight. One of the all-white Safety Division officers steps out of the jeep to survey the scene. If anyone died, he orders his men into action, and shouts at the Investigators to lie on the ground and explain what happened.

- **Cop Talk:** The best answer is to say the equipment was faulty, and you were trying to save the guys trapped under the tree.

Ignoring any answers the Investigators volunteer, George Randall, Deputy of Safety Division for Camp Smith calls out their names one by one in order of highest **Credit Rating** to lowest, and orders them into the jeeps, telling them the Chief wants to see them.

Deputy George Randall

George Randall is a lumbering, intimidating and burly man who enjoys the sound of his own voice and any praise given to him. He will always use three words – and likely, the wrong ones – when one will do. George is a horrible shot, a little slow, and wonders why the Chief made him the Deputy

of the Safety Division. He takes his job very seriously; Chief McShane handpicked him, and there is no way he is going to let him down. While not as smart as some of the other officers, his presence demands respect. He has found himself as McShane's go-to for any grudge matches at the camp.

Abilities: Athletics 4, Firearms 2, Health 10, Scuffling 10, Weapons 6

Alertness: +1

Weapon: +0 (Colt police pistol .32-light pistol), -1 (nightstick), -1 (fist)

If questioned on the hour-long drive back to camp, Randall says he doesn't know why the Chief has summoned the Investigators. However, an Interpersonal spend such as **Flattery** or **Reassurance** encourages him to open up, and he shares that the Chief has a special assignment for them, which has something to do with all the strange things happening at the camp.

Shady Dealings

Scene Type: Core/Briefing

Lead-Ins: A Woodcutter's Life Is Not For Me

Lead-Outs: Blood For Blood, Questioning the Masses, Murder Site

As the jeeps dart through the forested area, they take back paths and the long way around to the police station, avoiding most of the returning transports and facilities. The police station is a large two-story building, with a hardwood double door and black pitch roof. Once inside, they're brought to see Chief Liam McShane.

If you are using the pre-generated characters, **Amanda Scott** (p. 103) and **Nora Reese** (p. 107) start the adventure here, waiting in the Chief's office with Peggy White, a naïve and enthusiastic NPC research assistant for Frances Perkins, who will be helping the Chief produce reports about

Camp Smith. Secretary Perkins has encouraged all three to be completely onboard with whatever the Chief has planned, as their efforts aid her. Chief McShane will ask the women to keep this matter private, and will introduce them to the other Investigators when they arrive, and brief them together.

Chief Liam McShane

The Chief is a good Irish-American Catholic boy, and can be found at the church when not in his office. His head is like a battlefield, where white hair is conquering his once-flush auburn hair, the color of his handlebar mustache. McShane is from a long line of policemen dating back over a century, and he is proud of each one of his predecessors. He served on the NYC police department until the start of the Depression, when he lost his job. He lived a year hand-to-mouth trying to make money to feed his family, during which he lost his home, and worked as a private investigator.

He got lucky and was hired into a low-level Labor Department job by his previous captain, who sits on the advisory committee for the camp. When they needed a police chief for the camp, he was promoted into it; he knows that he needs to keep the peace, or it will cost him his job. The War Department has assigned an officer, Lt. Jack Willis, to the police department, and they have been sniffing around the disappearances; the murder has turned up the heat. McShane wants to find the killer to protect the camp's workers – but he wants to keep his job more.

Abilities: Assess Honesty 5, Athletics 5, Driving 2, Firearms 10, Fleeing 5, Health 8, Sanity 6, Scuffling 6, Sense Trouble 5, Stability 8

Alertness: +1

Weapon: +2 (sawn-off shotgun under desk), +0 (Colt Police Pistol .32-light pistol)

McShane lays his cards out on the table for the Investigators. He and his

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department are at a loss when it comes to dealing with whatever is going on in camp, and no one is talking to them, especially the coloreds. They could go around and crack skulls until something gives, but that rarely catches the true culprit. So, he decided to take a different approach, and recruit the Investigators to look into the matter quietly. They are one of the few integrated teams working at the camp, and should be able to blend.

He can't deputize them, or give them any kind of official legal power, but he has created a special project, under which they are now employed. The project allows them the freedom to move about camp and off of the normal work schedule for one week. That is all the time he can give them. If anyone asks what they're doing, they are to tell them they are on Watch detail. To help sweeten the deal, McShane offers each Investigator a two-dollar bonus once this matter is resolved.

- **Bargain:** McShane is a little desperate and can be pressured for more money or equipment.
 - 1-point spend: He is willing to pay up to five dollars per Investigator.
 - 2-point spend: McShane will loan the Investigators the one of the SD jeeps, which will cut all travel around camp in half.
- **Law:** McShane is breaking the law by bringing the Investigators into this and turning them into a private task force and accomplices.

If Secretary Perkins' staff wish to report it to her, they'll discover she is at one of the other camps, with her other staff. An official letter will take longer to reach her than waiting for her return in four days' time.

Once the details are sorted out, McShane hands them a list of missing people (*Handout 2*, p. 101), and tells them the following:

- Officer Daniel Trowse (see p. 92) discovered a body two days ago about 200 yards off of Little River Road. He claimed to hear a scream, and the sound of a fight. He went to investigate, and found the victim, who has been identified as James York, one of the loggers. His axe was nearby, but no one else was in the area. Trowse seemed a little shaken when he was questioned. McShane can give them directions to where the body was found.
- (core) The body is in the morgue, located at the back of the medical dispensary. The Investigators will need Doctor Harrison to access it. McShane notes that Doctor Harrison traveled to town an hour ago, and will not return until well after midnight, likely drunk.
 - **Bureaucracy:** Doctor Harrison works for the Department of Interior, and so is outside of McShane's jurisdiction. Without probable cause, and without convening the Board of Directors for the camp, he can't push it any further.
 - **Assess Honesty:** McShane is sure the doctor is hiding something, but can't say what.
- James York stayed in Barrack Number 12, which houses about twenty people.
- York also had been spotted taking a number of trips into Negro town (p. 92) over the last week.

An axe was assigned to James York that day, but was never signed back in. This should have been reported when inventory was completed at 1800. This axe is currently in the evidence locker, which McShane can take them to if they ask. Once unlocked, he hands the axe directly to them.

- **Evidence Collection:** The handle is nearly broken in half, and there is a damp, greenish substance on the blade of the weapon.

- 1-point spend: The greenish substance should have dried at least a day ago, and it has a faint odor.

The meeting with Chief McShane takes two hours (minimum), or up to four hours with intense questioning. The earliest the Investigators would be free that evening is at 2030, giving them an hour and a half before lights out. Most of the men will be in their quarters by now, and it is too dark to investigate the crime scene.

On their way out of the office, the Investigators encounter Lt. Jack Willis, who will introduce himself, explain that he works for Lt. Col. James, and attempt to get on their good side.

- **Cop Talk:** Policing at Camp Smith is complicated, and is a nearly constant power struggle between the Labor and War Departments. The Labor Department runs the Safety Division as a police force for the town, but the War Department under Lt. Col. James has been taking over some of those duties for some unknown reason.
 - 1-point spend: The War Department should be running the camp, but due to concerns about its militaristic nature, the Labor Department is tentatively in charge.

His ultimate goal is to try to get them to reveal what Chief McShane really has them doing. The lie requires effort, to suppress his hatred of blacks and women being granted such freedom.

If they believe him, he even offers them a gun (Colt M1911 .45ACP- heavy pistol) from the armory, in case they encounter any wildlife in the woods – after all, bears and snakes are a common issue. He reports all of his findings directly to Lt. Col. James. His commanding officer will let the investigation play out, and swoop in for all the credit if successful, showing up Chief McShane

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and ensuring his demotion, giving the War Department free reign over the SD. If the investigation fails, he will accuse McShane of breaking the law, and attempt to have both him and the Investigators jailed.

If the Investigators see through his subterfuge (with a 1-point spend of an appropriate Interpersonal ability), he curses them in a rant, and storms off. He will trail them around camp when not on other duties, and become a constant pain to the Investigators, but he is unable to act unless he catches them committing a crime, as any accusation via Jim Crow will take too long.

Lt. Jack Willis

He's a weasel, and a racist. He's on the older side for an officer of his rank, and needs a break to get a promotion. Willis pretends to be the Investigators' friend; he is always smiling, and willing to chip in to help.

Abilities: Assess Honesty 3, Athletics 4, Firearms 5, Flattery 8, Fleeing 5, Health 5, Sanity 5, Shadowing 3, Stability 5

Weapon: +1 (Colt M1911 .45ACP-heavy pistol), -2 (fists)

Blood for Blood

Scene Type: Core

Lead-Ins: Shady Dealings, Murder Site

Lead-Outs: Seen Too Much, Grudge Match, Questioning the Masses

James York's body is in the morgue, in the back of the large medical dispensary. As the Investigators enter the building, they are greeted by the scent of the wood-burning furnace. Inside, the building is incredibly warm; winter or summer, it's a constant 90 degrees.

The time of day the Investigators visit the infirmary determines who they will encounter there. Doctor Harrison works there every day from 0930 to

1730. Nurse Carl Lasher is in charge between 0800 and 2000. Doctor Eugene Brooks is on duty from 2000 until Doctor Harrison comes back on duty. Doctor Brooks is in his late 70s, He's very friendly to the Investigators, but scatterbrained, and unable to answer any questions, instead suggesting they speak to Doctor Harrison.

Lasher, the nurse and receptionist, is a young man transferred from Alabama, and not happy to see any blacks or women coming into the infirmary. If the players are using the pre-generated characters (p. 103), the young man sneers at them, and tells them that Doctor Harrison is currently indisposed and can't see any surprise guests. He will deny them access, and demand that their supervisor comes to justify them not working.

- **Assess Honesty:** Carl is lying, but he won't change his story. He claims that only seeing their supervisor can verify their need to see the doctor.

- **Credit Rating** (1-point spend, or 2-point spend for black or female Investigators): The Investigators can handle the situation by flashing their special assignment paperwork and having Carl double check it, but this costs them an hour of time.

If the Investigators call the Chief, it takes McShane close to three hours to arrive, and they are granted access after his arrival.

If pushed, the young nurse will yell for the orderlies, to "throw these lazy so-and-sos out".

Orderlies

Abilities Athletics 4, Health 6, Scuffling 3

Weapon: -2 (fist)

Once past Carl, they hear him cursing the minorities and women in their party, shouting that the camp needs a good lynching.

Doctor Robert Harrison

Doctor Robert Harrison grew up the son of wealthy mother and diplomatic attaché father. He went to the best schools and, with the aid of his father's influence, and his mother's money, he became accustomed to avoiding the harder parts of life. Through a mix of called-in favors and natural charm, he joined the army as a Medical Officer in 1914, with his first tour of duty in Sweden before coming back to the United States before World War I.

When the U.S. joined the war, he showed his true colors and used all of his parents' resources to avoid being sent overseas. He stayed stateside, and after the war, he was "asked" to retire from the army. For a number of years, he practiced medicine where he could, but he mostly lived off his family. When his parents died, they left everything to his younger brother, Darrell, who quickly cut him off.

Harrison is now a heavy drinker, and it has affected his work. His hands shake in surgery, and his words slur together for the first few hours of each day, but that gets better as the hangover fades.

If the Investigators meet Harrison in the morning, he is fighting a hangover, and will be belligerent and curt, but will answer any questions. He does not care about race or gender and addresses the character with the highest Credit Rating. If interviewed after 1100, he is smiling, with glazed eyes, still smelling of gin.

- **First Aid:** Harrison is hungover, and is likely in the early stages of liver poisoning.

Harrison walks the Investigators to the back of the medical dispensary and pulls out a ring of keys, one of which unlocks the door to the morgue. The room is 10 feet x 10 feet, and cool; a number of large slabs of ice line the walls and keep the temperature at roughly 50 degrees. The

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smell of death hangs in the room. The naked, twisted remains of James York, slowly decaying, lie on a morgue table covered by a single, thin white sheet. On a table nearby are all of his possessions, neatly folded and catalogued. The medical report shows that Harrison was attacked by a wild animal, and has unidentified poisons in his system.

Doctor Harrison leans against the now-closed door to the room, lights a cigarette and waits to answer any questions the Investigators may have. A **Filch** test (Difficulty 2 in the morning, Difficulty 4 in the afternoon) easily removes the morgue key without Harrison noticing.

An examination of the body reveals the following:

- **Forensics:** There are two enormous fang marks on the left side of York's neck. His eyes are open, and staring in abject terror. Each of his shoulders has deep lacerations, as if ripped by claws.
 - 1-point spend: The tongue is missing – it appears to have fallen back into York's throat prior to death.
- **Medicine:** Time of death was three days ago.
 - 1-point spend: York died from a fast-acting venom that killed him nearly instantly.
 - 2-point spend: York has lost a lot of blood – considerably more than he would have lost through the fang marks on his neck.
- **Evidence Collection:** A dried greenish fluid that resembles the substance on the axe (*Shady Dealings*, p. 88) is present in the bite marks.
- (core) **Outdoorsman:** The depth of the shoulder lacerations match the claws of a small brown bear, but the fang marks do not. There are no local animals with claws like that, which also have a poisonous bite.

- **Chemistry:** The greenish substance has the consistency of blood.
 - 1-point spend: Two hours of researching with the lab shows that the greenish substance has all the markers of human blood, with a few unknown strains of something inhuman.

An examination of York's possessions reveals the following:

- **Evidence Collection:** York's CCC uniform was shredded by a five-fingered claw.

A simple search reveals that a single, large, green scale is embedded in the uniform.

- **Biology:** The large scale is reptilian in nature.
 - 1-point spend: Based on the size and shape of the scale, the creature is easily bigger than any native reptiles

If asked, Doctor Harrison grants the Investigators access to the medical files.

- **Library Use:** A three-hour search turns up all of the medical records for the victims. (See *Handout 3*, p. 101).

A 1-point spend of either **Flattery** or **Medicine** garners Doctor Harrison's favor, and grants the Investigators full access to the camp's only laboratory, located in the medical dispensary. While the small lab is not state of the art, it has everything the Investigators would need to run any sort of chemical or other scientific analysis. Due to space restrictions, only one Investigator can properly run any test.

Time: Each use of the lab costs the Investigators two hours. The trip to the medical dispensary can take anywhere from two to six hours of the Investigators' day, depending on their actions.

Murder Site

Scene Type: Core

Lead-Ins: Shady Dealings, Blood for Blood

Lead-Outs: Grudge Match, Questioning the Masses, Blood for Blood

The Investigators easily follow McShane's directions to the murder site. The trip there is bumpy, underdeveloped and not ready for vehicles, taking an hour by jeep, or two hours by foot. The journey (Difficulty 4 **Drive** test) is a rough one, and the jeep may stall. If stalled, a Difficulty 3 **Mechanical Repair** test and two hours of work gets the jeep moving again. The terrain is scheduled to be forested in three weeks, but has been postponed due to the recent disappearances and the murder.

The Investigators quickly find the location once they arrive at the site. Yellow Safety Division tape cordons off a two-hundred-foot area, and a number of wooden signs read "Safety Division Officers Only." On the ground near the lake, bloodstained leaves provide an outline of where York's body was found.

A detailed search of the area reveals a number of clues:

- (core) **Evidence Collection:** A cracked green scale with dried brownish blood in buried among the leaves. This is the same type as the scale in York's CCC uniform (*Blood for Blood*, p. 89).
 - 1-point spend: The scale was hit with an axe, from a vertical position. The blood on it is York's.
- **Medicine:** The blood smearing on the leaves suggest that York suffered convulsions on the ground, likely due to incredible pain.
 - 1-point spend: The amount of blood found on the scene does not correspond with the loss in York.

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- **Geology:** The earth is very dry and brittle, and this is more than just dehydration. It resembles the soil around the tree that fell on to the other loggers the previous day (*A Woodcutter's Life Is Not For Me*, p. 85).
- **Occult:** There are peculiar markings in a circle around one tree.
 - 1-point spend: The ritual is associated with the removal or transfer of life, as if something drained the life essence from the tree.
- (core) **Outdoorsman:** Multiple sets of footprints are visible in the cordoned-off area. One set matches York's boot size. A second set leads directly to where the body lay. The second set's footprints appear to be all over, as if they frequent this area.
 - 1-point spend: There are no animal sounds, or recent animal tracks in the area around the body. The crime scene itself was undisturbed by animals, which is unusual.

Grudge Match

Scene Type: Antagonist Reaction

Lead-Ins: Blood for Blood, Murder Site

Lead-Outs: Questioning the Masses, Seen Too Much

The evening after the Investigators have met Doctor Harrison, shortly after the logging crews return to camp, a group of three men, one a good head taller than the others, approaches the Investigators. A crowd of onlookers follow the trio as the tallest, Brad "Elephant" Roger, issues a challenge to the toughest-looking of the Investigators of color; if no Investigator of color exists, he issues the challenge to whichever Investigator has the highest Health. *"It's grudge match time! Right now. Or everyone at the camp will know you're not black, just yellow!"*

The Investigators know that refusing the challenge will make it much harder to

get people to talk to them around camp. Win or lose, they need to resolve this.

- 1-point **Streetwise** spend: "Elephant" has a baby out-of-wedlock and does not want it to get out.
 - **Intimidate** (1-point spend): On a whispered mention of the baby, Roger backs down, and takes the shame of losing the grudge match.
 - **Bargain:** Roger could easily be blackmailed to help the Investigators, as long as this information is held over him.

Brad "Elephant" Roger

Roger is a wall of man, one of the better fighters at the camp, known for his ability to take a beating.

Roger does not really like that blacks and women are running around the camp, and making as much money as he does, but he doesn't care enough to do anything about it – unless Nurse Lasher (if the Investigators have angered him) offered him a few doses of a high grade narcotic, or Randy Larkin offered him 50 cents, to put the Investigators in their place.

Brad "Elephant" Roger

Abilities: Athletics 5, Health 11, Intimidation 5, Sanity 4, Scuffling 7, Stability 5.

Weapon: – 2 (fist)

The Match

If the Investigator agrees to the match, the gathering crowd escorts them to the grudge match dirt ring. As the Investigators approach, over two hundred people have gathered, and are cheering on the oncoming battle. Nurse Lasher waits to one side, ready to give medical assistance to anyone who needs it. A small black hat makes its way around the crowd, with more and more money being dumped into it.

- **Streetwise:** This is illegal gambling, which goes against military orders.

The sun is setting, and is barely visible behind the white cross atop the chapel which overlooks the ring. Standing in front of the chapel is Pastor Trey Echo.

A former Medium Heavy Weight Champion in 1918, Echo's final loss was devastating and he retired. Having little else, he followed in his father's footsteps and became a minister. To his surprise, he enjoyed it and had a talent for it. His stature drew people's attention, and his swagger kept it. The Great Depression hurt his congregants and he lost his church. Eventually he landed a role with the CCC.

Echo is a calm man, with a kind spirit and reassuring presence, who cares about his congregation deeply. He asked to have the Grudge Match ring outside of the chapel, so he could keep an eye on it, and make sure no one was seriously wounded. He watches each fight from the chapel, and is ready to break up any fight if it gets too serious.

The crowd boos the Investigator that enters the circle with Elephant. Elephant rushes the Investigator and fights until he is knocked out, as he doesn't feel pain or suffer any negative modifiers until the K.O. If it looks at any point like either Elephant or the Investigator is in danger, Pastor Echo will step in and break it up. Otherwise, the fight continues until either Elephant or the Investigator is knocked out.

- **Medicine:** Roger likely has suffered nerve damage, and doesn't register the pain he takes, making him a nearly perfect boxer, and one that won't submit.

If the Investigator wins, once Elephant is up and moving the next day, he searches them out and offers to help any way he can. It is rare to find someone that can beat him. If the Investigator loses, the crowd cheers, and leaves happy.

Time: If the Investigator battles it out with "Elephant" it takes an hour, not

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counting acquiring medical assistance. This could easily last another two hours as Lasher treats the fighters.

Questioning the Masses

Scene Type: Core

Lead-Ins: Shady Dealings, Blood for Blood, Murder Site, Grudge Match

Lead-Outs: Seen Too Much, Tomes and Radio Waves, No Meal Today

The information available to the Investigators depends on when they speak to the camp's other residents. Zxaft/Larkin will likely have already taken his seventh victim, Marcus Wright, by the time they start their interviews (see *Antagonist Reactions*, p. 82).

Officer Daniel Trowse

The man who found the body, Officer Daniel Trowse, is a tall, proud and quiet man. He likes to do his patrols alone, and turns in reports on time so no one bothers him. He called in a few favors to get his younger brother Sam Trowse stationed in the kitchens here, because their mother begged, and insisted Sammy was too young to go it alone. While not jealous of his younger brother's love of life, he just doesn't get it.

Trowse was too stunned at the sight of York's body to properly do his job; he had never seen a dead body before, and fainted. At least that is what he remembers. What actually happened was Trowse stumbled upon Zxaft in his serpent-folk form biting York. His mind snapped to protect itself, wiped away any memory of the monster, and he passed out. He awoke some time later, and attempted to do his job, but the sight of the body caused him to throw up. He answers all questions directed at him and tries to make it sound like he did everything by the book. However, he's clearly afraid of losing his job; the embarrassment of being rattled by a body will not fly with a hardened former cop like Chief McShane.

- **Reassurance:** Officer Trowse admits he heard a scream at 0207. The Investigator notes that the call over the radio did not come in until after 0300, and he admits to passing out.

- (core) **Cop Talk:** Some of the blacks, from Barracks 25, reported seeing some people sneaking out of camp at night and reported it a few days ago.

General Knowledge

This information can be found by speaking to James York's roommates in barracks 12, or any of the other men. On the first day, they can find out the following:

- **Flattery:** People are concerned about the disappearances, and are linking them to the strange lights in the sky — every time they lights appear, there's a disappearance. (Barracks 21 thinks it is secret government testing).

- **Assess Honesty:** (Barracks 12) York had a girlfriend.
— 1-point spend: This is an assumption based on his activity — he had been sneaking out late at night.

- **Oral History:** (Barracks 17) York was begging for money.

Resuming their interrogations, or speaking to different barracks, on the second day reveals this additional information:

- **Oral History:** (Barracks 12) Someone wonders aloud how Joe Lane is doing. He was found the other night wandering in the woods.

- **Flattery or Bargain:** A tree collapsed on a couple of loggers without them even touching it.

- **Medicine:** One of the trees near the lake had a strange greenish sap that was tingly to the touch, which one of the men touched. A look at the man's fingers shows redness akin to dipping in weak acid.

- **Interrogation:** After shift, a few other people have heard that Marcus Wright, from Barracks 25 in Negro town, skipped duty today.

Negro Town

Negro town is composed of the last two barracks, 25 and 26, consisting of multiple bunks for squads of workers. The CCC squad system is a variant of the military unit structure and used for deployment of workers. Each squad is composed of 8 to 12 workers, based on the assigned duties. Logger squads are larger than kitchen support squads. The African American squad numbers are 107-115, and make up roughly 10% of Camp Smith's workforce.

The area is heavily monitored by SD and military police. Both CCC divisions frequently stop workers of color and question them, while their white counterparts can come and go with little harassment. Most of the African American workers are not keen to discuss anything with whites, as it draws too much attention.

A little **Flattery** or **Oral History** goes a lot further than **Interrogation** or **Intimidation** attempts, which require a 1-point spend to get information).

On the first day, they can find out the following:

- (core) (Barracks 25) York was following someone around the other night.

On the second day, this additional information is revealed:

- **Flattery/Oral History:** Everyone is talking about how Joe Lane ran out of the chapel ranting about alligators.

- **Oral History:** (Barracks 25-26) Marcus Wright was not in his bed this morning, and no one has seen him all day.
— 1-point spend: Marcus claims to have seen someone looking in the barrack window last night.

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- **Outdoorsman:** There is a set of footprints in front of the barrack window.

On the third day, they can access more clues:

- **Assess Honesty:** They're saying Marcus Wright jumped a train back to Alabama. But the men just want to believe it's true; they're scared by all the disappearances.
- **Oral History:** (Late in the day) Randy Larkin from Barracks 12 has not reported to work all day. And Peggy White, the cutie from Chief McShane's office, is gone, too. Word is they've run off together, although she didn't seem the type.
- **Sense Trouble:** There's a faint odor reminiscent of a zoo reptile house in Barrack 12.
– 1-point **Evidence Collection** or **Outdoorsman** spend: The faint odour in Barrack 12 is originating from Larkin's bunk.
- **Mechanical Repair:** Randy Larkin's military bed's metal springs are warped, as if something weighing about three times as much as Larkin had been using the bed.
- **Flattery, Oral History** or **Interrogation:** Randy Larkin, James York and Joe Lane were bunkmates, although not close buddies. Randy used to spend a bit of time in the radio station.

Seen Too Much

SceneType: Core/ Interview

Lead-Ins: Questioning the Masses, Blood for Blood, Grudge Match

Lead-Outs: Fight for Your Right, Tomes and Radio Waves, Crystal Clear Lake

Joe Lane is in the rectory of the chapel under the watchful eye of Pastor Echo

(p. 91), who has tried to make Joe as comfortable as possible, and is reading the bible to him (or sci-fi books when no one is around). Joe was brought there the day after James York's murder, although the Pastor won't reference it in those terms, after he had a breakdown and started raving about alligators and snakes in the chapel.

Pastor Echo knows the poor man is beyond his help, but also that if he goes home, his family will not be able to help, and won't receive any more money.

Echo's plan is to try to keep him calm for the last two months of Joe's contract. Then, he will see if the Army will provide medical assistance. To that end, he doesn't let anyone upset Joe, and keeps visitors to a minimum.

Whatever time of day the Investigators visit Joe, Pastor Echo is reading to him. If Echo does not notice their approach, he is reading *A Fighting Man of Mars*, by Edgar Rice Burroughs. He smiles and shrugs if discovered, saying it helps broaden the mind.

- **Reassurance** (1-point spend): The Investigator convinces the pastor that they are not going to upset the patient, and may do some good to talk to him. Echo goes about his chapel duties unless Joe cries out.

Joe is in a catatonic state, staring out of the window. His breathing is shallow, and his eyes rarely blink.

- **Medicine:** There is nothing physically wrong with the young man. He is being properly taken care of, and looks well fed.
- (core) **Reassurance:** Speaking kindly and gently to Joe gets him to mumble a few words: "crystal clear water" and "so many scales".

A Difficulty 4 Psychoanalysis test with a reasonable anchor to reality enables

the man to be properly understood. Any attempt at **Interrogation** or **Intimidation** before successfully anchoring Joe results in the man screaming in panic, and bringing Pastor Echo running. The clergyman calmly asks the Investigators to leave and not return – however, discussion with **Theology** about the value of life, or a 2-point spend of **Reassurance** or **Credit Rating**, results in the Investigators being granted a small window of additional time with Joe.

If called a second time, Pastor Echo takes a more physical route to remove the troublemakers from the chapel, and may call on the grudge circle, if needed. Difficulty 3 **Sense Trouble** notes Father Echo won't tolerate another disturbance, or upsetting the young man.

Once calmed, Joe opens up and reveals the following:

- **Interrogation** or **Oral History:** Joe lives in Barracks 12. He frequently snuck out at night and went for hikes, all alone. No-one else ever used to go...but since those lights in the sky...one of his bunkmates has been going out, too.
- (core) The lake was so clear, it shimmered like nothing he had ever seen. It never used to be so bright, even in the moonlight.
– **Cthulhu Mythos:** Joe is talking about a portal that only works at night.
- (core) So many green scales. The alligator...no, the snake...was so big. It was singing...no, chanting...it was chanting some kind of poem.
- It had O'Connell...James fought it and hit it with his axe, but it bit him. He fell down, rolled around, screamed a lot. Joe ran when he saw the patrolman...he thought he'd get into trouble.

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After the information is shared, he turns back toward the window, his face calm and expressionless.

Tomes and Radio Waves

Scene Type: Core/Hazard

Lead-Ins: Seen Too Much, Questioning the Masses

Lead-Outs: Crystal Clear Lake, Fight for Your Right, No Meal Today

Brad Waverly runs the radio station for Camp Smith. He is a graduate in Electrical Engineering and keeps the station running, mostly through force of will. He is one of the three people in the camp that has a key to the station, and the only one that is not on the board of directors.

Brad is friendly and ready to educate anyone who seems interested about radio. One of his tactics is to start answering questions, and then link his answers to how radio works or with the future of what radio can become. He addresses the Investigators in the following order: white males, women, and then blacks. If anyone is brave enough to call him on it, he doesn't even realize that he does it.

- **Assess Honesty:** He is telling the truth. He just mumbles "Society, right?" and shrugs.

Brad is truly helpful but doesn't know anything, as Zxaft/Larkin has been wiping his memory every time he comes to the radio station. Anyone interested in radio, or with a **Flattery** spend, is offered a tour of the two story station.

Brad tells them about the origins of radio, the current technology, how the president uses the radio as a means to communicate with the public. Camp Smith doesn't have enough live acts to provide all the coverage they need, so he relays from a couple of different radio stations and lets some of the camp bands play music at night. Occasionally, the theater troupe does a play.

Once at the basement, where most of the electronics for the station are, the tour ends, as Brad looks for his key, which appears to be missing. He leaves the Investigators there while he goes upstairs to look for it. A Difficulty 3 **Sense Trouble** notices the basement smells akin to a snake house at the zoo.

The Investigators have a little time to decide what to do, if anything. Brad returns fifteen minutes later without the key. He asks if anyone can open the door, even if they have to break it down. The other two keyholders are visiting the other camps with Secretary Perkins for the week, and it is important he can access the room. The lock appears

to be new, and takes serious skill to **Locksmith** (Difficulty 5). If a couple of Investigators put their backs into it, the door crumples under the assault, but places them immediately into Zxaft's trap. They can be saved by a **Sense Trouble** Difficulty 6.

The room has a layer of water on the floor, and a power cable has been placed so that when the door is opened, it falls into the water, turning the floor into a death trap. A Difficulty 5 **Health** test reduces the damage to 1d6-1 as the the Investigator leaps back into the safety of the hallway. A failed roll locks the Investigators in place as volts of currents race through them for 1d6 damage. A Difficulty 5 **Athletics** test lands the Investigators on an insulated piece of machinery that can pull open the drain, allowing the water to flow out of the room in four rounds.

An **Electrical Repair** test (Difficulty 3) notes the panel beside the door, and turns off the power into the room in two rounds.

The basement is a catacomb of wires, glass bulbs and machinery. The floor is slippery from the thin layer of water. The room is hot, and reeks of reptiles and sulfur. At the back of one of the generators is a satchel, attached with

The Golden Age of Radio

The 30s were the golden age of radio, with over 12 million found in U.S. homes at the start of the decade, doubling in numbers by the end of it. Radio station programming in the 30s and 40s was mostly live, because the means to record commercials or programs had not been developed. A scant few stations had very delicate, but mostly untested, acetate records.

Even during the Depression, Americans valued their radios above all, as it provided an easy escape for the entire family from the harsh reality. Homes often had radios that were large, serving as centerpieces, around which they gathered at night to listen to their favorite radio shows such as *The Shadow*, *Green Hornet* and *The Lone Ranger*.

Camp Smith's radio station primarily loops broadcasts from the local stations, the occasional Camp Smith band, and for any official announcements. Each barracks has one battered and refurbished radio at the end, closest to the door.

Dreaming of a Better Tomorrow for 30 Dollars a Month

a pale greenish substance. An oiled leather journal (*Handout 4, p. 102*) written in a strange language is the only thing inside.

- **Languages (Aklo) or Cthulhu Mythos:** You recognize the language as royal serpent-folk. You can read the book with no translation needed.
- **History:** The leather of the cover is very, very old, even though it feels new to the touch.
 - 1-point spend: Based on its design, you would say the journal is more than three thousand years old.
- **Cryptography or Occult:** The symbols in the book are for rituals of some kind. You could probably translate the book in six hours' time (three hours, if the Investigator also has access to the library, and **Library Use**).

Once translated, Zxaft's journal (*Handout 4, p. 102*) takes about two hours to read. It mentions with disgust the course rituals he had to cast to restore his power, draining the life from inanimate, base trees. It rambles on and on about the rebirth of his people, how once again they shall flourish, akin to how they did on the continent of Valusia (the current day Mediterranean Basin). It notes how they predated the dinosaurs, and how

once more their black basalt cities will be built upon the broken backs of humanity. It also contains the following spells: Create Moonbridge, Oil of Alhazred, Resurrection and Summon/Bind Nature's Guardian.

Time: The tour of the radio station takes two to three hours, as Brad enthusiastically uses the chance to teach the Investigators about the history of radio, how radio waves travel and the electrical infrastructure of the radio station. (Listening to Brad's entire tale reduces the **Electrical Repair** test Difficulty to turn off the power by one.) Questioning Brad takes less than half an hour, as he doesn't know anything of interest. Entering the basement, deactivating the trap, searching it and discovering the journal takes around an hour. Time can be cut down by half if the Investigators rudely push Brady forward, but a 1-point spend of **Flattery**, while expressing interest in learning about radio, is needed for him to finish the tour.

Fight for Your Right

Scene type: Antagonist Reaction

Lead-Ins: Seen Too Much, Tomes and Radio Waves

Lead-Outs: Crystal Clear Lake, No Meal Today

Over dinner on the second night, Randy Larkin lets it slip that a black Investigator has been seen chatting up white ladies, and the white Investigators, if there are any, are sympathetic. He knows it is nearly impossible to be traced back to him, as hate quickly fills the table and everyone repeats it.

At the start of the third day, or at an appropriate time when the Investigators are outside of camp or driving between locations, they encounter two loggers at a van with the hood open. The two men glance toward the oncoming Investigators, and try to wave them down for assistance.

If the Investigators stop, the men will attack the Investigators with the intention of killing them, or disabling them, so they can lynch the black ones. A Difficulty 5 **Sense Trouble** notices two other men with axes racing out the woods towards them. On a failure, the men are able to capture any black Investigators unawares, tie them up and force the black ones into the back of the van.

Either way, the Investigators must make a 2-point **Stability** test to deal with the shock of seeing these men they work with trying to kill them; on a failure, they realize that more people at the camp could be coming for them.

Create Moonbridge

This spell creates a bridge between the waking world and Dreamlands for one minute. The spell must be cast at night onto a body of clear water at least ten feet wide. The spell must be continually chanted for the duration and remains open for 30 seconds on both sides. The caster and allies begin walking on one end, and walk to the other side.

No matter where the spell is cast on Earth, the destination is always the same in the Dreamlands: the Enchanted Woods.

Stability Test Difficulty: 4 (3 with **Cryptography** or **Physics**)

Cost: 3 Stability or 6 Health. The cost can be divided between multiple

casters; if it is, all casters must chant for the full six rounds, or the spell will fail and must be started over from the beginning

Time: Six rounds to cast (three rounds with a **Physics**, **Occult** or **Cryptography** spend)

Out of the Woods

Loggers

Abilities: Athletics 3, Fleeing 5, Health 6, Outdoorsman 4, Sanity 6, Scuffling 3, Stability 5, Weapons 3.

Weapon: +1 (axe), -2 (fist)

If captured, the loggers will begin to drive them to a lynching site a few hundred yards behind the chapel, just inside the wood line. None of the men are Ku Klux Klan members; they just believe that white makes right, and that their women need protecting.

During the trip, the voices of the loggers can be heard laughing and talking about watching their bodies swinging. The Investigators must make a **Stability** test to stifle their revulsion, or they lose 3 points of Stability as they understand the cruelty of humanity. A Difficulty 4 **Filch** test frees the Investigators from their bonds, and allows them to escape out the back of the van.

If the loggers are unsuccessful, the news spreads like wildfire throughout the camp, and a number of riots break out. The Safety Division is focused on dealing with the issue; all of the military police are deployed to handle incidents around camp, and Chief McShane puts pressure on the Investigators that this needs to end. Zxaft now has free reign to carry out the rest of his plans, as it takes three days for the camp to return to normal.

All cross-race social skills require a 1-point spend, and uses of **Intimidation** results in brawls. The more racist members of the camp outright refuse to engage with people of color.

No Meal Today

Scene Type: Antagonist Reaction

Lead-Ins: Questioning the Masses, Tomes and Radio Waves, Fight for Your Right

Lead-Outs: Crystal Clear Lake

The massive dining hall can hold over five hundred whites and up to fifty blacks, who have a smaller, dirtier section in the very back of the building. The building falls under the Department of War, and always has two armed MPs at the front door. After the Investigators have questioned Barracks 25 or acquired his journal, Zxaft dominates Sammy Trowse, Officer Trowse's younger brother and one of the kitchen staff, to poison the Investigators during their next meal. Zxaft creates a poison from his own blood and venom.

Sammy is eighteen years old, and usually chatty. The other staff have noticed that he is very quiet today. He serves as many of the Investigators as possible. A Difficulty 6 **Sense Trouble** test (Difficulty 4 if the Investigators tested the venom in the lab) detects a strange odor to the food. The Investigators notice that no one else's food has that odor, if checked. If tested in the lab with **Chemistry**, the origins of the poison are easily linked to the venom that killed York. Once consumed, a Difficulty 5 **Health** test reduces the damage to 1d6-2, otherwise the Investigator takes 1d6 each round until the save is made, or an anti-venom is administered to the victim.

If Sammy is uncovered, he doesn't remember waking up and coming in this morning, as he had a pass to town.

- **Assess Honesty:** The young man is telling the truth. He seems dazed and confused.
- **Occult** or **Hypnosis:** Sammy's distant stare and dilated pupils are similar to those of someone recently hypnotized, or under a controlling spell. The victim will not remember anything, unless they can trigger a memory.
 - 1-point spend: Mentioning scales, alligators, or snakes triggers a strong reaction in Sammy; he remembers a flash of green, and

scales glinting, but can't remember anything else.

If the Investigators examine the venom, they discover it has the same inhuman elements as the substance on the blade of York's axe (see p. 88).

Crystal Clear Lake

Scene Type: Antagonist Reaction

Lead-Ins: Tomes and Radio Waves, No Meal Today, Fight For Your Right, Seen Too Much

Lead-Outs: Dreaming of a Better Tomorrow

The ride out to the lake is as rough as the day before. A full moon hangs low in the sky, illuminating every inch of open forest. The crystal clear water sparkles in the moonlight, unmoving, unnaturally still, and cold to the touch.

The casting of the ritual to open the moon bridge (see p. 95) takes 3 rounds. However, Zxaft has placed a dominated deputy, Andy Ink, to protect the portal. The young deputy is hiding in a tree 30 yards away with a perfect vantage point of the pond. He starts to snipe the Investigators the moment they start casting the spell.

Deputy Andy Ink

Abilities: Athletics 5, Firearms 6, Health 6, Sanity 5, Shadowing 8, Stability 4.

Weapon: +1 (M1891 6.5 mm bolt-action carbine - Light Rifle)

If the Investigators have teamed up with Lt. Jack Willis (p. 89), he will show up at this point. He has been shadowing them, and will step in to save them, and his promotion. Alas, a valiant effort for the wrong reason is Willis' last action. The officer is able to shoot down Ink, but he is also hit. If the Investigators stay to witness the sight, a **Stability** test steels them against it, or they lose 2 Stability.

Dreaming of a Better Tomorrow for 30 Dollars a Month

If the Investigators have not teamed up with Willis, they will need to find a way to render Deputy Ink unconscious, or persuade him to stop shooting with a successful Interpersonal spend.

Once Ink has been stopped and the ritual has been cast, the pond starts to shimmer a pale red, and the Investigators can enter it.

Dreaming of a Better Tomorrow

Scene Type: Core

Lead-Ins: Crystal Clear Lake

Lead-Outs: Ghouls' Tea Party, Really... A Castle

The pastel reddish sky greets the Investigators as they pass through the crystal clear pond, into a blind white light, and out the other side. Their clothes are dry, and have transformed into a medieval counterpart. Each finds themselves wearing brightly colored long coats, over shirts with pants, and soft leather boots. The same has happened to any possessions the Investigators were carrying.

Each Investigator must make a **Stability** test, or lose 3 Stability for entering a new world.

Massive tangled trees reaching toward the twin suns loom over the Investigators. Strange multi-colored fruits fallen from the trees litter the ground. The sweet-smelling air is warm, and no breeze is present. Dozens of paths branch off from their current location into the twisting woods of the Dreamlands.

- **Occult:** The blue-hued skies and warmed forest suggests that you have entered the Dreamlands.
 - 1-point spend: Dreamers have some influence over the Dreamlands, but this comes at a cost of the person's sanity.

- **(core) Evidence Collection:** Larkin's destroyed boots have been tossed into the woods 20 feet southward.
 - 1-point spend: Another large green scale lies on the ground. This scale appears more lush than the previous ones collected.
- **Outdoorsman:** The wood is well-traveled by various creatures of all sizes, ranging from cat-size to something gigantic, and a number of tracks point south.
 - 1-point spend: Larkin's footprints, also running southwards, are deep, implying he was carrying something heavy – at least 100 lbs.

Ghouls' Tea Party

Scene Type: Alternate

Lead-Ins: Dreaming Of a Better Tomorrow

Lead-Outs: Really... A Castle

A pack of ghouls attempts to sneak up on the Investigators if they follow the alternate set of tracks. **Sense Trouble** hears the sounds of barking echoing through the woods; it doesn't sound like dogs, and is getting closer.

Four rubbery-skinned, hooved humanoids with canine features loom out of the shadowed woods. One of their number comes forward and speaks in gruff, nearly dog-like barks, causing a 4-point **Stability** test.

If the Investigators do not attack them, one of the ghouls comes forward and, through a maw of sharpened teeth, says, *"You seek the beast? We wish to kill the beast that hunts us. Together we work?"*

- **History:** The language is old English, and about 500 years old. The dialect depicts a lower class, likely a former serf.
- **Assess Honesty:** The creature is hard to read, but believes they are speaking the truth.

Ghouls

Abilities: Athletics 9, Health 7 (4), Scuffling 9

Hit Threshold: 4 (5 underground)

Alertness Modifier: +2 (+0 in daylight)

Stealth Modifier: +1

Weapon: +1 (claw), +0 (bite); if two bite attacks in a row succeed against the same target, the ghoul is worrying the poor devil with his mighty canine jaws, and the second attack thus does double damage. The ghoul need not roll to hit that target thereafter, but will continue to do normal damage to it each round until killed or driven off.

Armor: firearms and projectiles do only half damage (round up)

Stability Loss: +0; +1 if the ghoul was known to the witness when alive

If the Investigators inquire about weapons, the ghouls lead them to one of their feeding grounds, where dozens of mostly consumed, and now rotting, corpses await them. A successful **Stability** test prevents them from losing 2 Stability. Investigators find a pile of weapons ranging from daggers to broadswords, all of them crusted with blood and rust.

Really... A Castle

Scene Type: Conclusion

Lead-Ins: Dreaming Of a Better Tomorrow, Ghouls' Tea Party

Lead-Outs: Rescuers, Murderers or Cohorts

The Investigators (and possibly their ghoul allies) walk towards the castle looming in the distance. The building is behind a massive, partially destroyed wall. As they approach the stone structure, **Sense Trouble** first notices the gigantic paw prints left in the dirt and steel-like four-foot black hairs of fur. Their ghoul allies warn them of the unnatural beast guarding the castle, which is heavily armored.

TRAIL OF CTHULHU

Out of the Woods

A Difficulty 6 **Stealth** test allows the Investigators to pass unnoticed, and enter the fortress through one of the many doors. If failed, a gug leaps upon them instantly, killing one of the ghouls. The monster is a wall of muscly sinew thirty feet high, covered with steel-like black fur and protruding cartilage, with two forearms on each of its two arms. The sight of the creature is maddening, and a **Stability** test saves the Investigators 4 Stability points.

Only two options are left to the Investigators: either battle the creature, or flee. It takes four rounds for them to reach the safety of the castle, which the gug is too large to enter. **Fleeing** (Difficulty 7) keeps them ahead of the creature's maw; each round an Investigator fails, one of the ghouls is killed in their stead.

Gug

Abilities: Athletics 12, Health 24, Scuffling 18

Hit Threshold: 3 (large)

Alertness Modifier: +2

Strength Modifier: +1 (in forest) and +2 (Underworld)

Weapon: +3 (claw), +2 (bite). Each arm has two claw attacks, allowing two strikes against the same creature. If both hit, the creature can be picked up and thrown.

Armor: 8

Stability Loss: +2

Inside the Castle

The wooden floors are exquisitely carved and the walls are gold-plated. The fortress is stifling as the Investigators move through the catacomb of hallways.

- **Architecture:** The stone of the walls, the shape of the construction,

and building techniques match those of ancient Egypt. The building dates back to 900 BC.

- **Sense Trouble:** There is the same snake house smell as from the radio station basement and Barracks 12.

With a 1-point spend of **Archaeology**, **Occult** or **Outdoorsman**, the maze of passages and tunnels are quickly navigable. The trail of clues leads downward into the dungeon, past now-empty cells, each showing signs of recent occupancy. Before the Investigators is a large wooden double door. The sounds of chanting can be heard from within.

- **Languages (Aklo)** or **Occult:** The symbols on the door identify this as the royal sorcerer's chamber. It is used



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for the most powerful of castings, as the room acts as a leyline.

The door opens into a shrine, where Zxaft stands in the center of a pulsating eight-pointed star, with one of his eight victims chained at each point. The victims are naked, each painted with dozens of symbols, and they have numerous minor cuts on them, all identical. Zxaft himself has self-inflicted cuts on his legs, and his greenish blood snakes out into each victim. The star pulses, almost as if alive.

Having shed the disguise of the man that was once Randy Larkin, Zxaft towers over every human in the room. His lush purple and gold robes dangle from him, and a scimitar hangs on his left.

The Investigators have a round to act before Zxaft notices them.

- **Occult:** The ritual is linked to some life force transference effect.
- **Chemistry** (2-point spend): You recognize the smell of sulfur and other chemicals that could create an explosion.

A **Preparedness** roll (Difficulty 5) gives the Investigators flint and steel. The explosion is a 1d6+3 in a 10 foot



radius. A target must spend one round to put themselves out. Zxaft fights to the death, as this is his last stand.

He shouts. *"Fools! You are our puppets. We crafted you to serve, how dare you. You, like these others, will assist me in bringing forth a new pure race of serpent folk, which I shall rule as king!"*

Zxaft, Sorcerer and Lord of the Castle

Zxaft is a pure blood serpent-folk sorcerer. In his true form, he stands over seven feet with an ophidian head, emerald green bright scales covering his entire body. A thick arm-like tail sways from side to side, powerful enough to knock a crush a human's skull, and his fingers have razor-sharp talons.

Abilities: Athletics 9, Health 12, Scuffling 11, Weapon 9

Hit Threshold: 3

Alertness Modifier: + 1

Stealth Modifier: + 2

Weapon: +1 (scimitar), +0 (bite), venom (see below)

Armor: - 3 vs. any (scales and regenerate 1 Health per hour)

Stability Loss: +1

Spells: Brew Space-Mead, Compound Liao, Call/Dismiss, Yog-Sothoth, Contact Deep One, Contact Nyarlathotep, Contact Tsathoggua, Create Moonbridge, Hoy-Dhin Chant, Dominate, Mind Exchange, Send Dreams, Shrivelling, Summon/Bind Nightgaunt

Special: *Venom.* Zxaft's bite is potent and deadly. It takes effect the following round; the victim must make a Difficulty 5 **Health** test. If the Investigator fails, they immediately lose a number of Health points equal to Zxaft's Athletics rating, as they go into convulsions and begin to suffer respiratory failure, losing 1 Health per 5 minutes until treated. If the Investigator succeeds, they lose a number of **Health** points equal to half of the serpent-

folk's Athletics rating, and suffer the equivalent of hurt status (unless the loss puts them below -5) until they are treated.

If the Investigators have inoculated themselves in advance by preparing an anti-venom in the lab, the venomous bite takes effect the following round; the victim must make a Difficulty 2 **Health** test. If the Investigator fails, they immediately lose a number of Health points equal to Zxaft's Athletics rating as they go into convulsions and begin to suffer respiratory failure, losing 1 Health per 30 minutes until treated. If the Investigator succeeds, they lose one Health point and suffer the equivalent of hurt status (unless the loss puts them below -5) until they are treated.

Rescuers, Murderers or Cohorts

Scene Type: Epilogue

Lead-Ins: Really... A Castle

Once Zxaft lies dead at their feet, the Investigators have great problems on their hands.

- How do they leave the Dreamlands?
- What do they do about the victims?
- What did he mean humanity was "crafted" for a purpose?
- What about the beast outside the temple, waiting for their return?
- Are the victims still human?
- What do they tell Chief McShane?

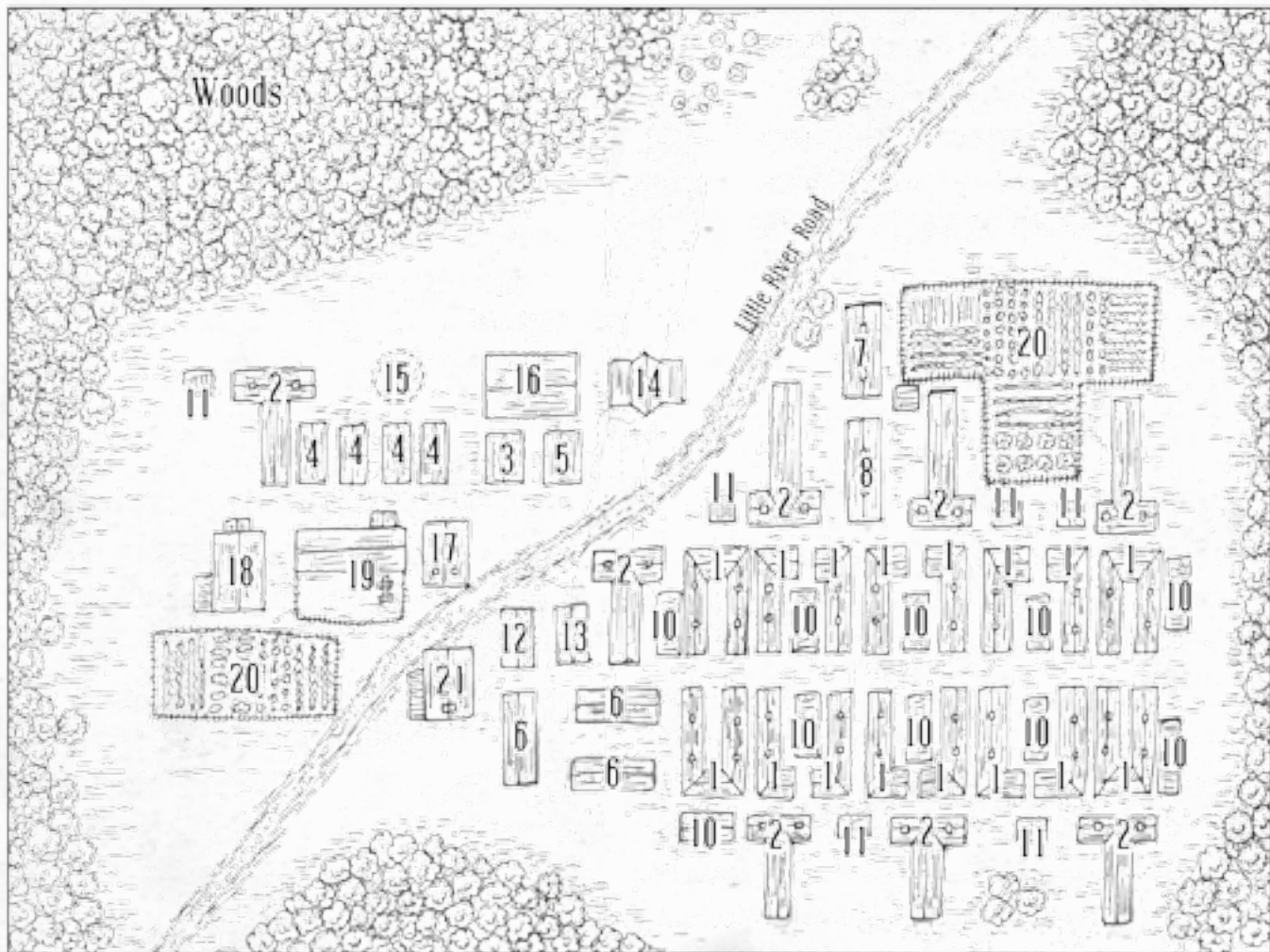
The questions swirl around the Investigators as the eight victims look up at them. They shiver in their nakedness, possibly with serpent blood coursing through their veins...



TRAIL OF CTHULHU

Out of the Woods

Handout 1: Camp Smith Map



Camp Smith

- | | | |
|------------------------------|--------------------------------|--------------------------------|
| 1. Barracks | 8. Medical Dispensary | 15. Boxing Ring |
| 2. Mess Hall and Kitchen | 9. School | 16. Ice Ring |
| 3. Forestry Agents' Quarters | 10. Lavatory and Bathhouse | 17. Library |
| 4. Officers' Quarters | 11. Latrine | 18. Chapel |
| 5. Headquarters | 12. Using Service Storehouse | 19. School |
| 6. Storehouse | 13. Using Service Headquarters | 20. Camp Garden |
| 7. Welfare Building | 14. Theater | 21. Police and Fire Department |

TRAIL OF CTHULHU

Dreaming of a Better Tomorrow for 30 Dollars a Month

Handout 2: List of Missing People

- 1) Adam Levin - Logger - Barracks 17
- 2) Rob Blake - Logger - Barracks 12
- 3) Sara Lance - Visitor - Barracks 11
- 4) Steven Goldman - Kitchen - Barracks 17
- 5) Vinny Pertusi - Supply - Barracks 21
- 6) Danny O'Connell - Maintenance - Barracks 23
- 7) James York - Logger - Barracks 12 (FOUND, DECEASED)

Handout 3: Medical Records

BRIEF MEDICAL RECORDS

BLAKE, ROBERT

Health Status: Good **Shots:** All Group: O **DOB:** 1915/12/25

GOLDMAN, STEVEN

Health Status: Excellent **Shots:** All Group: AB **DOB:** 1917/10/05

LEVIN, ADAM

Health Status: Good **Shots:** All Group: A **DOB:** 1913/11/11

O'CONNELL, DANIEL

Health Status: Excellent **Shots:** All Group: A **DOB:** 1915/09/15

PERTUSI, VINCENT

Health Status: Peak **Shots:** All Group: AB **DOB:** 1914/07/09

TRAIL OF CTHULHU

Out of the Woods

It all comes down to the blood.

I have nearly enough of this miserable human blood to rebirth my glorious race, and we shall be restored to the great glory of Valusia, centuries before what these degenerated experiments refer to as the dinosaurs.

Then this masquerade can end, and once more, our black basalt cities will rise, built on the broken backs of humanity! My preparations are nearly completed.

Soon, I will have the last blessed blood, and then a final trip through the Moonbridge at the lake will take me to my impenetrable fortress, where the other blood sacrifices await my final triumph.

A Spell to Create A Moonbridge

This spell creates a bridge between the waking world and the Dreamlands, but the bridge is unstable, and lasts scarcely one minute. The spell must be cast at night onto a body of clear water at least ten feet wide. The spell must be continually chanted for the duration and remains open for the shortest time on both sides. The caster begins walking at one end, and walks to the other side. Allies will strengthen the spell; the allies must join the caster in the walk.

No matter where the spell is cast on Earth, the destination is always the same: deep in the Enchanted Woods, in the lands of the Dreaming.

The spell does greatly drain the caster, and allies can assist with the empowering of it, but beware; all casters must take an equal portion for the duration of the casting, or the spell will fail, and need to be recast.

Handout 4: Zxaft's Journal Entries

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁴ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Amanda Scott

Drive: Scholarship

Occupation:² Scientist

Occupational benefits:

Pillars of Sanity: *Scientific Progress, The Reality of Scientific Knowledge, Patriotism*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	2
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	2
History	2
Languages ⁶	2

Interpersonal Abilities

Assess Honesty	0
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	0
Intimidation	0
Oral History	0
Reassurance	0
Streetwise	0

General Abilities

Athletics	3
Conceal	0
Disguise ⁽¹⁾	6
Driving	3
Electrical Repair ⁽¹⁾	4
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	3
First Aid	5
Fleeing ⁷	6
Health ⁹	7
Hypnosis ⁸	6
Magic ¹⁰	0
Mechanical Repair ⁽¹⁾	0

Law

Library Use	0
Medicine	1
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	3
Craft	0
Evidence Collection	3
Forensics	3
Locksmith	0
Outdoorsman	0
Pharmacy	2
Photography	0

Piloting	0
Preparedness	4
Psychoanalysis	0
Riding	0
Sanity ⁹	9
Stability ⁹	7
Scuffling	0
Sense Trouble	5
Shadowing	3
Stealth	0
Weapons	2

SOURCES OF STABILITY:

Frances Perkins (Mentor)
Aiden Scott (Mother)

CONTACTS AND NOTES

Born to a famous chemist father and librarian mother, Amanda has always had her head in a book. Aided by her photographic memory, she can solve anything given enough time. DOI Staff Officer (Caucasian)

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Fingers

Drive: Bad Luck

Occupation:² Criminal

Occupational benefits:

Pillars of Sanity: *Family, Epicureanism*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	0
Bargain	3
Bureaucracy	0
Cop Talk	0
Credit Rating	1
Flattery	4
Interrogation	2
Intimidation	0
Oral History	0
Reassurance	1
Streetwise	4

General Abilities

Athletics	4
Conceal	5
Disguise ⁽¹⁾	4
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	9
Firearms ⁵	0
First Aid	4
Fleeing ⁷	8
Health ⁹	8
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	2

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	4
Outdoorsman	2
Pharmacy	0
Photography	0

Piloting	0
Preparedness	3
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	8
Scuffling	2
Sense Trouble	5
Shadowing	3
Stealth	8
Weapons	2

SOURCES OF STABILITY:

Janice Perry (Paralyzed Mother)
Judge Wilson (Took a chance on you.)

CONTACTS AND NOTES

Fingers was born on the wrong side of the tracks and never left: caught for pickpocketing but spared by a judge. Fingers needs to serve in the CCC and knows if the information gets out, it's nothing but jail, and his paralyzed mother will starve. Ex-Criminal (Caucasian)

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³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

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⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks - can only be acquired in play.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

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⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Jacob Wright

Drive: Curiosity

Occupation:² Private Investigator

Occupational benefits:

Pillars of Sanity: Moral Principles, Family

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	0
Cop Talk	4
Credit Rating	2
Flattery	0
Interrogation	0
Intimidation	2
Oral History	0
Reassurance	0
Streetwise	0

General Abilities

Athletics	3
Conceal	3
Disguise ⁽¹⁾	0
Driving	4
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	3
Firearms ⁵	7
First Aid	3
Fleeing ⁷	6
Health ⁹	10
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ⁽¹⁾	5

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	3
Forensics	2
Locksmith	0
Outdoorsman	3
Pharmacy	0
Photography	0

Piloting	0
Preparedness	5
Psychoanalysis	0
Riding	0
Sanity ⁹	7
Stability ⁹	9
Scuffling	0
Sense Trouble	3
Shadowing	5
Stealth	3
Weapons	0

SOURCES OF STABILITY:

Tegan Davidson (Girlfriend)
Drake Wright (11 yr old nephew)
Mary Wright (Mother)

CONTACTS AND NOTES

Jacob is an inquisitive sort and got a job for a few years as a spotter for the Pinkertons. He was fired a few months ago and joined the CCC until he can figure out what to do next. Maybe open his own P.I. business in Harlem? Claims Investigator (African American)

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
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Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Marcus Womack

Drive: Thirst for Knowledge

Occupation:² Clergy

Occupational benefits:

Pillars of Sanity: *Religious Father, Human Dignity, Family, The Beauty of Nature*

Build Points:

Academic Abilities

Accounting	0
Anthropology	2
Archaeology	0
Architecture	1
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	2
Languages ⁶	2

Interpersonal Abilities

Assess Honesty	3
Bargain	0
Bureaucracy	2
Cop Talk	0
Credit Rating	2
Flattery	0
Interrogation	0
Intimidation	0
Oral History	4
Reassurance	0
Streetwise	0

General Abilities

Athletics	7
Conceal	0
Disguise ⁽¹⁾	0
Driving	5
Electrical Repair ⁽¹⁾	5
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	3
First Aid	8
Fleeing ⁷	0
Health ⁹	7
Hypnosis ⁸	6
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	0

Law

Library Use	0
Medicine	1
Occult	1
Physics	0
Theology	2

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	2
Pharmacy	0
Photography	0

Piloting	0
Preparedness	0
Psychoanalysis	6
Riding	0
Sanity ⁹	12
Stability ⁹	12
Scuffling	0
Sense Trouble	0
Shadowing	0
Stealth	3
Weapons	0

SOURCES OF STABILITY:

Barry Womack (Father)
Wendy Womack (Mother)
Zora Womack (Sister)
Clarence Womack (Brother)

CONTACTS AND NOTES

Marcus is the son of a preacher man and tries to follow in his father's footsteps. But with the depression in full swing, the family needs money. He volunteered six times and was finally accepted in the CCC.Baptist Minster (African American)

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¹⁰ Optional ability for use with Rough Magicks - can only be acquired in play.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
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8	9	10	11
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Hit Threshold³

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-12	-11	-10	-9
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Health

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¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Nora Reese

Drive: Thirst for Knowledge

Occupation:² Professor

Occupational benefits:

Pillars of Sanity: *Family, Value of Intellect, Love Bethesda, MD*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	2
Architecture	0
Art History	0
Biology	1
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	2
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	3
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	0
Intimidation	0
Oral History	0
Reassurance	2
Streetwise	2

General Abilities

Athletics	3
Conceal	0
Disguise ¹⁰	0
Driving	0
Electrical Repair ¹⁰	0
Explosives ¹⁰	4
Filch	0
Firearms ⁵	4
First Aid	2
Fleeing ⁷	6
Health ⁹	10

Hypnosis⁸ 3

Magic¹⁰ 0

Mechanical Repair¹⁰ 0

Piloting 0

Preparedness 5

Psychoanalysis 5

Riding 0

Sanity⁹ 10

Stability⁹ 10

Scuffling 2

Sense Trouble 5

Shadowing 0

Stealth 3

Weapons 0

Law

0
Library Use 0
Medicine 2
Occult 2
Physics 2
Theology 0

Technical Abilities

Art	0
Astronomy	1
Chemistry	1
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	0

SOURCES OF STABILITY:

Shane Reese (Father)
Jill Reese (Father)
Langston Reese (Brother)

CONTACTS AND NOTES

Born to a black father and white mother. Myrna has had to live parts of her life in secret. Her fair skin allows her to live mostly unaccosted. The constant threat of discovery only fuels her thirst for knowledge, the best defense against the idiocy of the times. Scholar (Multiracial)

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
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12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Walter Jackson

Drive: Adventure

Occupation:² Military (Navy)

Occupational benefits:

Pillars of Sanity: *The world is just a place, Any problem can be solved with fists*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	2
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	0
Bargain	0
Bureaucracy	2
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	3
Intimidation	3
Oral History	0
Reassurance	0
Streetwise	0

General Abilities

Athletics	4
Conceal	0
Disguise ⁽¹⁾	0
Driving	6
Electrical Repair ⁽¹⁾	8
Explosives ⁽¹⁾	0
Filch	4
Firearms ⁵	8
First Aid	4
Fleeing ⁷	0
Health ⁹	10
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	8

Law

Library Use	0
Medicine	2
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	2
Chemistry	0
Craft	0
Evidence Collection	2
Forensics	0
Locksmith	0
Outdoorsman	4
Pharmacy	0
Photography	0

Piloting	3
Preparedness	0
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	8
Scuffling	7
Sense Trouble	0
Shadowing	0
Stealth	5
Weapons	4

SOURCES OF STABILITY:

Captain Morris (Former Commander)
Cindy Jackson (Ex-wife)

CONTACTS AND NOTES

He served for three years in the Navy but found the rigid nature too much for him. His commander had him transferred into the CCC for his last six months of service and made him a civilian. He is known for always being a good guy. Ex-Soldier (Caucasian)

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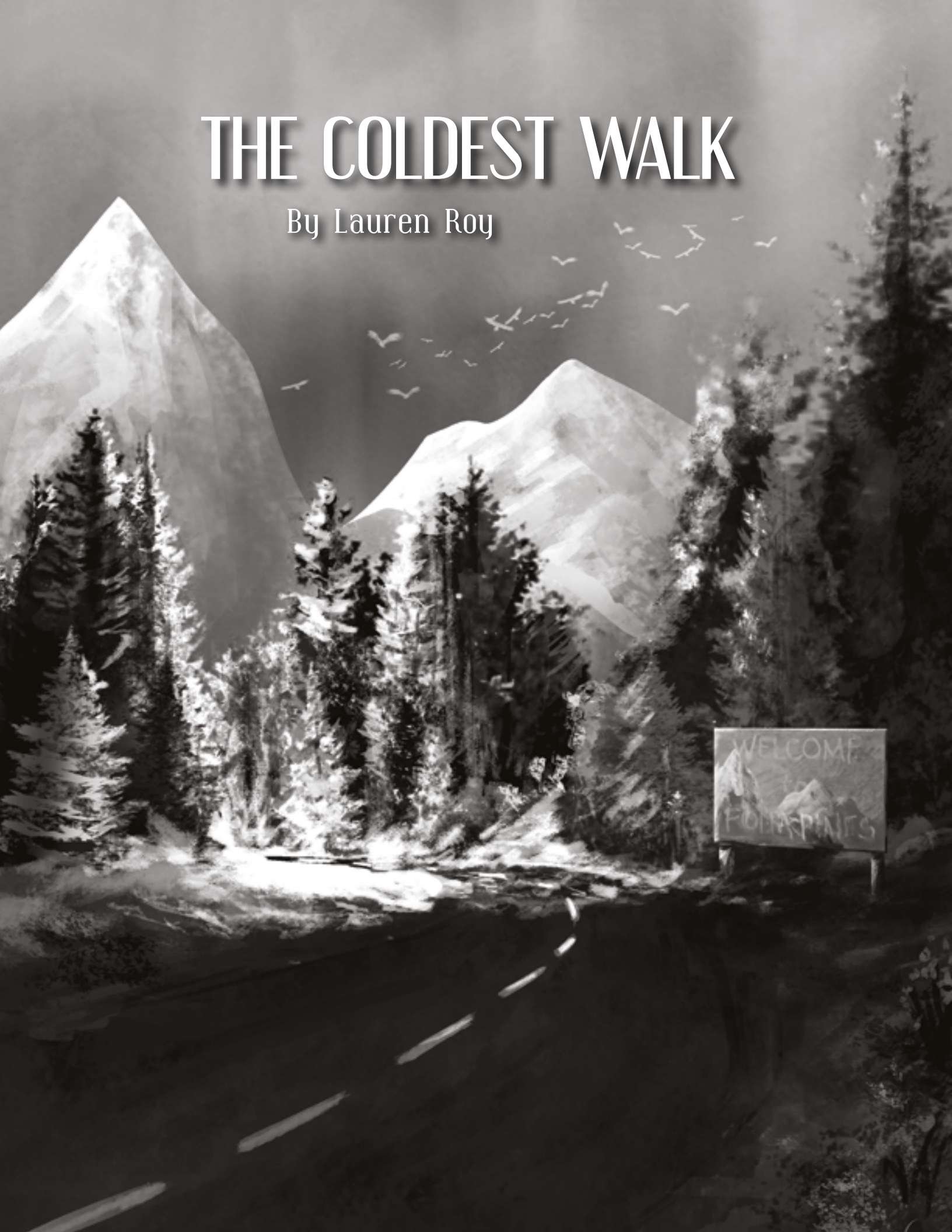
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¹⁰ Optional ability for use with Rough Magicks - can only be acquired in play.

THE COLDEST WALK

By Lauren Roy



The Coldest Walk

THE HOOK

Deep in Wisconsin's northern woods lies the town of Four Pines. From the outside, it's a quiet, almost forgettable community. However, whenever the aurora flashes in the sky, its citizens elect one of their own to venture into the wilds and appease the wendigo. The Investigators discover a pattern of these disappearances stretching back generations, and learn that what lurks in the woods is far more terrible than the townspeople imagined.

THE HORRIBLE TRUTH

The wendigo is in truth the Great Old One Ithaqua, whose never-ending hunger has sent him hunting farther and farther south. Without the sacrifices, nothing prevents him from expanding its territory – something the settlers of Four Pines learned over a century ago, when they prevented the local Ojibwe from completing their own ritual.

The residents know that the bright flashes of the Northern Lights herald Ithaqua's approach, and dutifully choose a citizen to go into the forest and offer themselves up to the wendigo. Only a few have ever returned, none of them unscathed.

Complicating matters for the Four Pines' inhabitants and the Investigators, a cult dedicated to Ithaqua has established a foothold only a few miles away. They have their own ideas on how to please the Wind-Walker.

THE SPINE

Newspaper clippings and police reports detail bodies found in the northern Wisconsin woods, mutilated

and misshapen. The victims are found frozen, even in the middle of summer. Once in Four Pines, the Investigators gain access to records going back to the town's founding, including a long list of people who have gone for what the locals call the "Coldest Walk." Though the residents are reluctant to share too much information with the Investigators, they learn that the wendigo's appearances coincide with aurora sightings. Hints about an earlier settlement lead them to a once-abandoned town that is now the bastion of a cannibal cult dedicated to Ithaqua. This cult intends to co-opt the appeasement ritual (and its victims) for their own aims.

THE VICTORY CONDITION

The Investigators have a few options for victory; turning Ithaqua's attentions on the cult rather than Four Pines staves off his hunger for a while, but still entails a sacrifice of human lives. Though it might be possible to convince the townspeople to stop the sacrifices, Ithaqua will go in search of other prey – or might set his sights on Four Pines in its entirety.

Ithaqua may also be banished back to Borea, but the ritual to do so requires that part of the population of Four Pines go with it, never to return.

ANTAGONIST REACTIONS

The Investigators face opposition on several fronts: the residents of Four Pines are not easily convinced to put an end to their sacrifices, and actively thwart the Investigators' attempts to do so. The Ithaqua cult sees the Investigators as both enemies and prey.

Lastly, Ithaqua himself is unwilling to cede his territory, and uses his servitors – in the form of cult members, the shantak, and bitter, bitter cold – to drive the Investigators away.

SCENES

Frozen Victims

Scene Type: Introduction

Lead-Outs: Welcome to Four Pines

The Investigators learn of bodies discovered near Four Pines, WI, where hikers have found corpses frozen solid despite the balmy spring weather. Superstition and speculation tie the deaths to the local monster of legend, the wendigo.

The Investigators may be pulled into the adventure in any of these ways:

- **Occupation:** Journalists and Authors in search of a story; Alienists and Doctors who have heard curious tales of the mental and physical conditions of the Coldest Walk's survivors; Police Detectives or Private Investigators hired to search for a missing family member by an out-of-state relative all have a reason to travel to Four Pines.

- **Background:** Characters who are residents of, or have family in, Four Pines or the nearby Ojibwe settlement have a personal stake in the situation. Investigators with an interest in legendary monsters, and characters who have witnessed supernatural encounters in the wilderness, could come to Four Pines seeking explanations, or the thrill of another encounter.

TRAIL OF CTHULHU

The Coldest Walk

- **Drives:** Investigators driven by Adventure, Curiosity, and Thirst for Knowledge may be drawn in by rumors of the wendigo. Perhaps an Investigator is related to someone who went on the Walk and a return to Four Pines is In the Blood (or an opportunity for Revenge.)

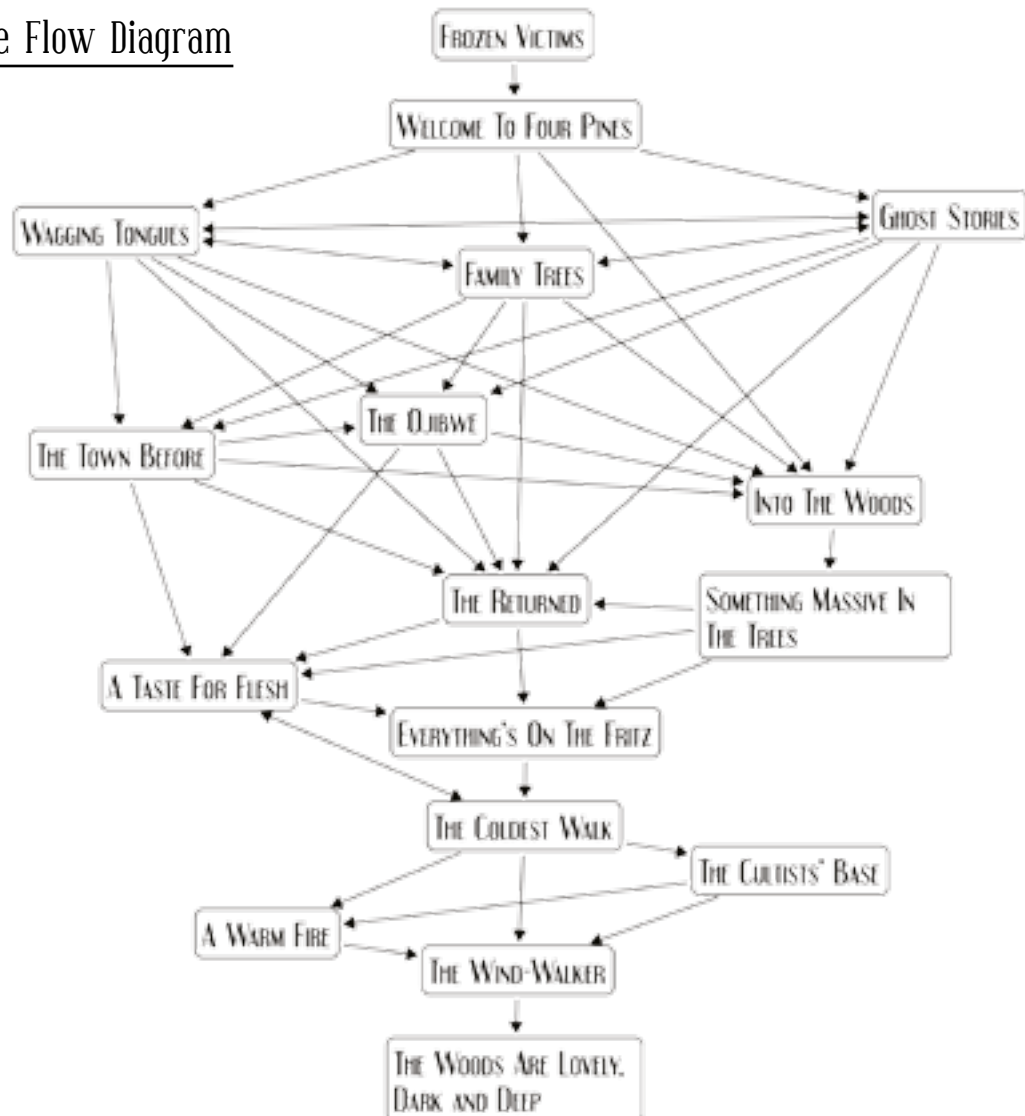
- **Sources of Stability:** An Investigator's Source of Stability goes missing from Four Pines, or sends a cryptic letter suggesting they'll be going on the Walk themselves.

- **Pillars of Sanity:** Investigators who believe in the goodness of mankind, who have strong moral principles, or who have a strong love for family or their hometowns might find those principles threatened by the troubles in the Wisconsin woods.

The Keeper should discuss with the players how the group comes together, and how the Investigators connect to one another. A person with family in the area may describe a strange phone

call from a relative and ask their friends to accompany them. Someone who has read about the occurrences in the newspaper might volunteer their expertise based upon their Occupation or their academic pursuits. Once the players have decided, the person who has called them together shares the information they have about the mystery. If other characters have personal connections, they should also share their stories.

Scene Flow Diagram



Out of the Woods

Welcome to Four Pines

Scene Type: Core

Lead-Ins: Frozen Victims

Lead-Outs: Ghost Stories, Wagging Tongues, Family Trees, Into the Woods

Investigators who aren't from the area may fly into Milwaukee or Madison, WI, take the train, or simply drive. The ride from any major city is a trek of several hours through narrow roads and dense forests. As the journey heads northwards, the roads are frequently unpaved and unlit. Four Pines itself is a small town nestled deep in the northwestern part of the state. Most of its local businesses and municipal buildings sit on its main street, and other points of interest aren't far from it. Only about 1,500 residents call Four Pines their home, but enough tourists pass through on the way to go hiking, camping, or fishing to keep its inn and one-screen movie theater in business.

The Investigators arrive in early-to-mid April, just as spring is beginning to take hold. The trees are budding, the first flowers are pushing up through the ground, and birds are returning from their southerly vacations. During the day, temperatures tend to be in the 50s and even low 60s Fahrenheit. Nights can still see the mercury drop down to freezing.

Unless one of the Investigators has family offering up a place to stay, the Four Pines Inn has plenty of vacancies for the team. The inn is owned and run by Jarrett Stirling and his family, who are pleasant and professional upon their arrival, making sure everyone has what they need, and offering directions as requested (*Ghost Stories*, p. 113).

Investigators' Abilities tell them the following about Four Pines and the surrounding area:

- **Architecture:** The buildings are mainly French and British styles, but

some of the "newer" constructions have a German influence, due to an increase in immigration in the 1850s.

- **Cop Talk:** The town's police force consists of three full-time officers. The coroner/medical examiner is a part-time position whose duties are performed by a local doctor as needed.
- **Geology:** The area was rich in lead until the mid-19th century. By that time miners had largely exhausted the ore supply. Mines still exist in the area, but are long-abandoned.
- **History:** Fur traders founded the town in the late 1700s, and it was a stopping point for merchants travelling between the United States and Canada during the fur trading, logging, and mining booms.
- **Oral History:** During the Winnebago and Black Hawk Wars in the late 1820s and early 1830s, the residents of Four Pines and the nearby Ojibwe community worked to keep a steady, albeit uneasy, peace between their people.

The police station is a one-story building about halfway down Main Street. Two desks sit in the front room, one of which has been commandeered to house a coffee maker and mugs. The pair of jail cells in the back are empty. The morgue, such as it is, is located in the basement – it's mainly used as a place to keep a body stored until the county can come pick it up.

Sherriff Peter Whitaker is waiting for the Investigators when they arrive. He is a genial, often gregarious man who appears younger than his actual age (late fifties) thanks to, as he says, "*Fresh air and home cooking*." Whitaker is a good cop, but he's not terribly concerned about protocol, and is willing to bend the rules for a good excuse. Even if none of the characters are law

enforcement officials, they are still able to examine the body. With **Bargain** or **Bureaucracy**, an Investigator with ties to Four Pines can have a relative call in a favor, or a journalist in the group might have had their editor call ahead to the *Pines Ledger* and arrange an interview. Whitaker is susceptible to **Cop Talk** and **Flattery**, and he's curious to see what people who mention expertise in **Biology**, **Medicine**, or **Forensics** make of the body.

Sherriff Whitaker warns the Investigators that what they're about to see is "*about the worst thing I've seen in nearly forty years on the job*" before he leads them into the basement.

It takes a moment to register the jumbled pile of parts that Whitaker slides out on the mortuary table as a human body. Its limbs are broken at impossible angles, the skin blue with cold. Large chunks of flesh have been torn away. Worse, there's another corpse just like it in the morgue's other drawer.

Seeing the bodies in this condition, the Investigators should make a **Stability** test. Those who fail suffer a 3-point loss – Whitaker understands if they need to go upstairs for a moment to collect themselves.

Examining the body yields the following clues:

- (core) The bodies are not encased in ice, they are frozen solid. Skin, hair, blood, organs, everything has been affected by extreme cold.
 - 1-point **Forensics** spend: The freezing was (unfortunately for the victims) pre-mortem.
- (core) Dirt is ground into the skin and flesh, deeper than it would be if the corpses had been simply left exposed to the elements.
 - 1-point **Cop Talk** spend: Whitaker tells the team that the hikers who found the bodies discovered them

TRAIL OF CTHULHU

The Coldest Walk

wedged into a hole, like they had fallen from a great height and been plunged into the ground. He suspects that's how the legs broke.

- (core) The flesh missing from the bodies was torn away, as though by a wild animal.
 - 1-point **Biology** or **Forensics** spend: The creature's jaws and claws were massive, and the wounds were inflicted before death.
- The hikers who found the corpses are no longer in Four Pines – they

were in the area on vacation and live elsewhere, but their statements are available for the Investigators to look at. The information they provided is limited to where the bodies were found, and the condition they discovered them in.

- **Assess Honesty:** Whitaker's recounting is true, but you know he's holding back other information on the case.

Whitaker has thus far been forthcoming with basic information, but there's

something he doesn't want to say. He responds best to **Reassurance** (a 1-point spend) that the group isn't planning to bring additional outside scrutiny on the town, in the form of authorities or media. It was the hikers who took their story to the papers, but he says, *"They have no idea what truly goes on out here."* If an Investigator has local ties, they may use **Oral History** instead, convincing him that Four Pines is important to themselves and their family. **Intimidation** also works, though it slightly sours any rapport the team has built up with Whitaker. When pressed, he reveals the floating core clue that the bodies have already been identified, and were Four Pines residents who had been missing for nearly two years. *"One of them is Alyssa Stirling,"* he says. *"Poor Jarrett, finding out his elder sister's dead not six months after his younger one went walking."* (Ghost Stories, below) If the Investigators don't coax this information out of Sheriff Whitaker, other residents may provide it.

Ghost Stories

Scene Type: Core

Lead-Ins: Welcome to Four Pines, Wagging Tongues, Family Trees

Lead-Outs: Wagging Tongues, Family Trees, The Town Before, The Ojibwe, Into the Woods, The Returned

A hundred years ago, Jarrett Stirling's forefathers built the Four Pines Inn to accommodate traders and travelers. While the town isn't the hub it once was, the inn has remained in the Stirling family, and kept its welcome mat out all these years. Its three floors and fifteen rooms are empty at this time, aside from the Investigators (if they're staying there) and Jarrett's wife, Frances, and his daughters, Evelyn and Rose, but it's kept clean and ready should a horde of guests descend.

Frances Stirling is constantly in motion, tidying up, making sure everyone is



Out of the Woods

Missing Persons

If any Investigators came to Four Pines in search of a loved one, friend, or Source of Stability who's gone on The Coldest Walk, or on behalf of someone looking for a missing person, they can inquire after them during most of the scenes below. *Ghost Stories* (p. 113), *Wagging Tongues* (p. 115), *Family Trees* (p. 115), and *The Ojibwe* (p. 116) are especially fitting opportunities.

Some potential questions the Keeper might want to consider when preparing for the adventure: Is the missing person from Four Pines, or did they follow their own trail of clues and supernatural goings-on here? If they were from Four Pines, were they friendly with any of the NPCs in the adventure? How long has it been since they disappeared, and did they leave anything behind that could be

of use to the Investigators – journals, maps, perhaps a spell book?

Players can help supply information as well. If there are people or places in Four Pines in their backstory, the adventure can easily stretch a couple of days longer to incorporate visits to old haunts and fondly-remembered relatives. Ithaqua will still be hungry when they're done.

comfortable, warm, and that their coffee is topped off. She's in her late thirties, with dark hair she keeps pulled back in a bun. Evelyn and Rose (seventeen and fifteen, respectively), are spitting images of their mother. Evelyn is a bit more glamorous, imitating her favorite actress, Carole Lombard, with her style. All three of them are polite and pleasant in their interactions with the Investigators, but they deflect questions about Alyssa. Frances simply encourages them to wait until her husband is available. Evelyn and Rose are still grieving for their aunts, and find reasons to make themselves scarce if the Investigators attempt to dig.

The innkeeper is busy during the day, but if the Investigators go looking for him in the evening, he has time to talk. Sitting by the fire with a glass of whiskey, Jarrett Stirling cuts a somber figure. The Investigators are welcome to settle in the cozy chairs and share a dram. Stirling is well-versed in local lore and is an excellent storyteller; the Investigators get the sense he enjoys having an audience. To add a bit of atmosphere to his tales, describe the way the firelight pushes back the gathering gloom and the way sudden gusts of wind shake the house. From upstairs come the sound of footsteps and the creak of floorboards; surely

it's only the Stirling ladies moving about, right?

Jarrett's grandmother was Ojibwe, and she passed down stories about the wendigo to him when he was a boy. He tells the Investigators the following:

- The wendigo is tall as the trees, with glowing red eyes and grey skin stretched tight over its skeletal frame. It smells of blood and decay.
- Gluttony and greed drive its insatiable hungers – when the wendigo eats, it grows larger, keeping it from ever being sated.
- (core) The freezing north winds herald its return, and on nights when the skies flash, you know the wendigo is near.
 - A 1-point **Astronomy** spend reminds the Investigator that the aurora borealis can be seen this far south, and fits the description above.
- (core) Consuming the flesh of another person can turn a human being into a wendigo. Cannibalism is never allowed, not even in the face of starvation. Better to die than risk becoming a monster.

Investigators with **History**, **Occult**, **Oral History**, and **Theology**, or those with ties to Four Pines or the Ojibwe, may also contribute some of these facts, joining Stirling in his regaling and earning his trust.

He doesn't mention either of his sisters unless asked directly. At first, he attempts to deflect, declaring that a private matter, but **Reassurance** combined with the above eventually gets him talking. His elder sister Alyssa left Four Pines two years ago, seeking the wendigo in a trip the townspeople call "The Coldest Walk". Only six months ago, his younger sister Callie did the same. The fact that he's lost a family member to the Coldest Walk in the recent past is a floating core clue. If the Investigators don't learn it from him, one of the other townspeople mentions it, or they uncover it in the town's records. The Investigators can always come back and ask him for more details if they wish.

With an extra 1-point Interpersonal spend or as a reward for good roleplay, Stirling reveals that he keeps hoping either or both of his sisters will return one of these days (this doubles as a floating core clue, tipping the Investigators off to the existence of survivors of the Coldest Walk).

Emotion overcomes the innkeeper, and he excuses himself, retiring for the evening. "They knew what they were doing," he says, "but it doesn't make it any easier to bear."

The Coldest Walk

Wagging Tongues

Scene Type: Core

Lead-Ins: Welcome to Four Pines, Ghost Stories, Family Trees

Lead-Outs: Ghost Stories, Family Trees, The Town Before, The Ojibwe, Into the Woods, The Returned

The trappers, traders, loggers, and miners who used to fill the streets of Four Pines liked to end their long days with good company and a stiff drink. Though that particular clientele is gone, the small distillery in the back of Briggs' Tavern is still up and running, and proprietor Gloria Briggs makes a damn fine whiskey.

If the Investigators have shared a drink with Jarrett Stirling (*Ghost Stories*, p. 113), they recognize either the flavor or the bottle's shape. **Streetwise** tells the Investigators that Prohibition didn't stop Ms. Briggs' production, and she doesn't seem the least bit sorry. (If your game is set before December 1933, a 1-point **Streetwise** spend allows the group access to the tavern.)

Upon entering the tavern, the locals eye the Investigators warily. Word has gotten out about their visit to the police station, and people are distrustful, but not hostile. The easiest way to set them at ease is a 1-point **Credit Rating** spend to buy everyone a round of drinks. **Flattery** and **Oral History** work as well, and Investigators who have ties to the area can drop family members' names to find someone willing to talk. If anyone has family in town, they can be present, and provide the group with information or warnings.

In addition to Gloria Briggs, here are some of the other regulars in the bar:

- Ezekiel Byrd, an elderly gentleman hunched over his whiskey who is clearly keeping an ear on the Investigator's conversations.
- Kirsten McShane, proprietor of the Four Pines Cinema. She's quick with

a joke and appears to be on friendly terms with everyone in the bar.

- Lee Delacourte, a hunter who can't quite seem to get warm. While he hasn't been on the Coldest Walk himself, he's seen some disturbing things in the woods.
- William Meredith, a teetotaler schoolteacher who's in the tavern for the company rather than the drinks.
- Sheila Kelley, a dour fur trader prone to muttering commentary.

Over the course of the evening, the patrons talk about the following in hushed tones:

- The bodies the hikers found (*Frozen Victims*, p. 110) were Alyssa Stirling and Russell Hoffman. Alyssa took her Walk two years ago, Russell, three. Patrons aren't surprised that they're dead; they're surprised there was anything left to discover.
- It's a fairly unanimous belief that the wendigo is what killed the Walkers. "Always been something hungry in the woods," says one of the patrons, "Wendigo's what the Ojibwe call it, and that's as good a name as any."
- (core) The Coldest Walk occurs two or three times a year, within a few days of the aurora borealis appearing in the sky.
- (core) When the auroras are spotted, residents gather in the town hall to choose who will go walking to meet the wendigo. Often, several people volunteer, and it's a matter of choosing who goes. Four Pines' founding families have lost many members to the ritual.
- Residents of all ages are allowed to volunteer. Sheila Kelley mentions with disgust that some townspeople believe the elderly are best suited to the Walk, "as they've lived long enough." Others feel that younger Walkers have a better chance of returning home. Who goes on a Walk is a deeply personal decision, one that's never made lightly.
- (core) It's not that anyone grows up wanting to go on the Coldest Walk. It's

that terrible things happen if someone *doesn't*. There was a town before Four Pines. "If you want to know about it, Johanna Bowman's the one to ask." (*The Town Before*, p. 116)

- (core) Briggs or one of the other patrons mentions that, for a time, Four Pines' founders kept records of who went on the Walks and the time between auroras, hoping there'd be some connection between people who seemed to satisfy the wendigo for longer periods (*Family Trees*, below).
- (floating core) A handful of people have returned from the Coldest Walk over the last hundred and fifty years. They never come back the same as when they left. Two such people are living in Four Pines today (*The Returned*, p. 118).

If the Investigators stir the pot with **Intimidation** or **Interrogation**, the Walk may be used against them as a threat – perhaps the newcomers ought to be sent out next time the skies get to flashing.

Using **Cthulhu Mythos**, Investigators feel certain the mutilated bodies and the Walk coinciding with the aurora signifies Ithaqua. (The Keeper may wish to inform them of relevant details from *Trail of Cthulhu*, p. 94.) This revelation causes a 3-point **Stability** loss, and a loss of 1 point of **Sanity**.

Family Trees

Scene Type: Core

Lead-Ins: Welcome to Four Pines, Ghost Stories, Wagging Tongues

Lead-Outs: Ghost Stories, Wagging Tongues, The Town Before, The Ojibwe, Into the Woods, The Returned

Four Pines keeps impeccable records, dating back to when the town was first settled. Investigators can gain access to the archives in the town hall with **Bureaucracy**, or by using **Flattery** on the clerk (April Lombard,

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a soft-spoken woman in her mid-twenties) to persuade her to let them browse, or with an introduction from a family member or other newly-made ally. If the characters have ruffled some feathers in town and would rather wait until after hours to go searching for information, they can get in with **Locksmith**.

Investigators who go searching through the record books find:

- In the first few years after Four Pines' founding, a disproportionate number of residents' records simply end – no death date, no mention of them moving out of town, nothing.
- Within the last hundred years, records are marked for those who have gone on the Coldest Walk.
- While some families (the Stirlings, the Whitakers) seem to contribute a higher proportion of Walkers, the individuals themselves were all very different.
- If any Investigators are from Four Pines, or are searching for someone who's gone missing, their records show up here as those who have gone on the Coldest Walk.
- (core) **Library Use:** Some people have returned from the Coldest Walk.
 - 1-point spend: You find the addresses of some of those still living (*The Returned*, p. 118).
 - 2-point spend: You find a survivor's disturbing diary, testing your **Stability**. Failing the test incurs a 2-point loss, and leaves you with a chill that lasts until the next morning. The diary describes an arctic settlement whose inhabitants regularly practiced gruesome and depraved rituals. Depictions of sacrifices to the wendigo, cannibalistic feasts, and crude huts made from human bones, clustered together on a snow-bound plane, are all found between the diary's covers (see also *The Cultists' Base*, p. 121). It is clear from the description that this settlement is not on Earth.

The Town Before

Scene Type: Core

Lead-Ins: Ghost Stories, Wagging Tongues, Family Trees

Lead-Outs: The Returned, The Ojibwe, A Taste for Flesh, Into the Woods

Four Pines historian Johanna Bowman lives about a five-minute walk off of Main Street, in a neatly-kept little bungalow. Books line the walls – history, mythology, and an entire bookshelf full of diaries and ledgers from the traders who used to pass through.

Though she's reluctant to let any of them leave her house, if the Investigators feel like they're missing any information before beginning *The Coldest Walk* (p. 121) or *The Wind-Walker* (p. 122), she can be persuaded to help at that point.

Johanna offers her visitors tea and finger sandwiches before getting down to business.

- (core) Five miles to the north lie the ruins of Whitten, a town that was built ten years before Four Pines was founded. The residents there traded peacefully with the Ojibwe in the area for a time, but the Ojibwe cut ties with the town in its ninth year (*A Taste for Flesh*, p. 119).
- (core) In December, 1783, a fierce blizzard made local roads impassable. When a thaw came in January, the first riders into town found the remains of Whitten's population: mutilated corpses in nearly every house, the bodies frozen solid, and expressions of terror on their faces.
- (core) Legend has it that *some* of the corpses were covered in human teeth marks, or had pieces cut away with a butcher's precision, though no survivors were found among the ruins.
- (core) Just before the blizzard started, three families wandered into the Ojibwe community, seeking

(and receiving) shelter. They were the Stirlings, the Whitakers, and the Verneaus, who would go on to found Four Pines that spring. (Keepers should feel free to replace the Verneaus with the family name of an Investigator with family in Four Pines, or add their name to the list. Likewise, Investigators with Ojibwe ancestors may be descended from those who took in the Whitten refugees.)

- 1-point **Flattery, History, Anthropology or Archaeology** spend: Johanna presents her pet theory: the Coldest Walk began shortly after Four Pines was established, because the wendigo's hunting grounds had moved farther south after the blizzard destroyed Whitten.
- 2-point spend: She believes the residents of Whitten stopped the Ojibwe from completing their rituals to appease the wendigo in the fall of 1783, and the town suffered for their folly.

If the Investigators haven't yet found the names of people who survived and returned from the Coldest Walk, Johanna provides them when the discussion reaches more recent times. If they didn't discover the survivor's diary in *Family Trees* (p. 115), a 1-point **Library Use** spend reveals one among Johanna's collection.

The Ojibwe

Scene Type: Core

Lead-Ins: Ghost Stories, Wagging Tongues, Family Trees, The Town Before

Lead-Outs: Into the Woods, The Returned, A Taste for Flesh

Two miles west of Four Pines, the same Ojibwe community that sheltered the Whitten refugees a century and a half ago still exists. The population is about half that of Four Pines, and the land is now designated as a reservation. The homes here are spread out, and most

The Coldest Walk

are one story. The town's general store has two stories, and a spacious porch where the Investigators are met by a woman named Ayasha Banks.

- **History:** Many of the tribe's younger members have left home in search of work and other opportunities, the population dwindling lower and lower these last few years.

The community is welcoming, but curious about the Investigators' purposes in coming to call (less so if one or more of the Investigators is Ojibwe themselves.) If they feel they need for an introduction from someone in Four Pines, Jarrett Stirling (*Ghost Stories*, p. 113) or Johanna Bowman (*The Town Before*, p. 116) are good candidates. If an Investigator has relatives in the community, they can be substituted for Ayasha in this scene, or she can become part of the Investigator's extended family.

The Investigators and Ayasha sit outside on the porch while they talk. The day is mild, with a gentle breeze soughing through the trees. People come and go at the store, some of them stopping on their way out to sit and listen to the conversation taking place. In colder weather, Ayasha commandeers a place by the fire inside, where a half-circle of chairs seem to wait for people to fill



them and pass the time. The floorboards creak and thump beneath patrons' footsteps, and now and then customers settle down on the floor or perch on the edge of the hearth for a time.

Depending on their questions, Ayasha tells the Investigators some or all of the following:

- Ojibwe legend acknowledges the wendigo both as a monster in its own right and as a former human turned into a monster because of greed, selfishness, or the sin of cannibalism.
- (core) In order to kill a wendigo, you must kill the person frozen inside, where its heart should be. Some stories tell of people who have been saved, but most people taken by a wendigo die. Stories tell of a little girl defeating one with sumac branches, or a sky spirit bringing one down with lightning, or a dog attacking the monster and killing it.
- (core) Nearly 1,500 years ago, before the Ojibwe people had migrated to the area, the people who farmed the land suffered from a year with no harvest. Bitter winds blew and clouds covered the sun. The wendigo ruled, feeding on the people, and stories speak of the people calling on the sun to push him back to the far north.
 - 1-point **History, Anthropology,** or **Astronomy** spend: You recall the Extreme Weather Events of 535-536, where cultures all over the world experienced colder-than-average weather, crop failures, and weakened sunlight believed to be due to a massive volcanic eruption, or an impact event.
 - **Cthulhu Mythos:** You recall that Ithaqua was said to have been banished to the Arctic Circle long ago, but some scholars believe the auroras allow him to escape his prison for a while and hunt farther and farther south. This revelation causes a 2-point **Stability** loss.
- If asked about the destruction of Whitten, Ayasha confirms Bowman's theory (*The Town Before* p. 116):

residents had learned of Ojibwe people going out into the cold to meet the wendigo and appease it, and attempted to stop them from doing so "for their own good." During the latter half of 1783, men from Whitten intercepted those Ojibwe who ventured into the woods and prevented them from sacrificing themselves, making the wendigo angrier and hungrier. When it grew furious enough, it gorged itself on the people of Whitten. Those few who fled asked the Ojibwe to teach them the ritual, and assumed the responsibility from then on, as atonement.

- Walkers from Four Pines have been known to come by the Ojibwe reservation at the start of their walks, sometimes asking for a blessing, other times asking for wisdom. Ayasha (or whomever they encounter) does her best to bolster the Walkers' courage. If any of the Investigators is on the trail of a Walker, it's up to the Keeper whether they passed through, and what kind of reassurance or closure Ayasha offers.

Into the Woods

Scene Type: Core

Lead-Ins: The Town Before, Welcome to Four Pines, Ghost Stories, Wagging Tongues, Family Trees, The Ojibwe

Lead-Outs: Something Massive in the Trees

At some point after their arrival in Four Pines, the Investigators might wish to visit the place the bodies were found (*Frozen Victims*, p. 110). Getting to the site is about an hours' hike, but it's an easy enough walk on a nice spring day. Any supplies the Investigators might need for the trip can be picked up in town, but they should be able to venture out and back by nightfall with no issues.

The holes the bodies were dug out of still exist. As the police reports said, it's as if the bodies were dropped from a great height.

Out of the Woods

- **Evidence Collection, Forensics, or Outdoorsman:** No branches were broken in the canopy above. Something plummeting from that high would have done some damage.

The Investigators also see evidence of some massive beast's passage through the area, though characters with **Biology** know that no animals known to live in the area could have made those tracks.

- **Archaeology or Evidence Collection:** You find a previously-overlooked talisman under the leaves, a wooden statuette small enough to fit in a closed fist.
– 1-point **Archaeology** or **Anthropology** spend: It's Ojibwe-inspired.

A character examining the scene and the talisman is filled with an impression of freezing winds sweeping through the forest, red eyes glowing in the dark through the branches, and a gnawing, all-consuming hunger. The Investigator should make a 4-point **Stability** test, knowing with certainty that the talisman they hold is meant to appease the Great Old One known as Ithaqua.

Something Massive in the Trees

Scene Type: Antagonist Reaction

Lead-Ins: Into the Woods

Lead-Outs: The Returned, A Taste for Flesh, Everything's on the Fritz

If the Investigators decide to camp out for the night, and the Keeper feels like the pacing warrants it, sometime after they bed down, the sound of something heavy crashing about in the forest comes from well outside the campfire's light. What skies they can see through the canopy are clear, no sign of any aurora.

From close by comes the sound of wolves moving through the trees and



surrounding the campsite. Their long, low growls reverberate deep within your chests. When they come into the light, it is clear the wolves are not right. They are — or were — timber wolves, but frost rimes their fur, and when they bare their teeth, their mouths are filled with icicles. When the pack begins to howl, the sound doesn't only send chills down your backs — the cold goes to the bone.

Cold-possessed Timber Wolves

Abilities: Athletics 12, Health 6, Scuffling 10

Hit Threshold: 4

Alertness Modifier: +3

Weapon: +0 (bite)

Armor: -1 vs any (fur)

Stability Loss: +0

How many wolves appear is up to the Keeper — one or two if their purpose is to unsettle the Investigators and add to their list of strange happenings in the woods, more if a middle-of-the-night scuffle in the woods is warranted.

The Keeper might also wish to up the stakes even further, and make the wolves a precursor to something nastier. A frigid wind carries a rotten stench through the trees, a gorge-rising precursor to the creature it clings to. The ground shakes as a shantak (*Trail of*

Cthulhu, p. 149) — large as an elephant, with a horse's head and scaly wings — comes charging out of the darkness, trampling the fire. It's up to the Investigators whether they fight or flee.

Shantak

Abilities: Athletics 30, Health 17, Scuffling 18

Hit Threshold: 3 (elephantine)

Stealth Modifier: -1 (stench)

Weapon: +2 (bite), +4 (smash); shantaks can only make smash attacks every other round and cannot make them against a target on their back.

Armor: -5 vs any (hide)

Stability Loss: +0

The Returned

Scene Type: Core

Lead-Ins: Ghost Stories, Wagging Tongues, Family Trees, The Town Before, The Ojibwe, Something Massive in the Trees

Lead-Outs: A Taste for Flesh, Everything's on the Fritz

The Investigators meet with the two Four Pines residents who have gone on the Coldest Walk and lived to tell the tale. While they'll both receive visitors, neither likes leaving their house very much. Compared to the hospitality the people of Four Pines have shown to the group so far, the Walk's survivors are poor hosts.

Bennet Dunlap

Bennet Dunlap, the elder of the two living survivors, went on his Walk nearly forty years ago. He lives alone, in a house whose shades are always drawn. Inside, it smells a dry kind of musty, like old books or a well-sealed tomb. Many of the shelves in the house hold small wooden carvings, small enough to fit in a pocket or the palm of one's hand. If the Investigators have already found the talisman in the woods (*Into the Woods*, p. 117), they are strongly reminded of it here. If they haven't found it yet and ask

The Coldest Walk

Dunlap about the carvings, he mentions they're part hobby and part livelihood — good luck charms he sells to people all over the country by mail order.

No matter what time of year it is, Dunlap wears wool pants, a heavy sweater, a scarf, and fingerless gloves.

- **Medicine:** You notice chilblains on his exposed fingers, and signs of frostbite on the tips of his ears.

As soon as everyone is settled, he wraps a blanket around himself. His breath is visible on the air, though no one else's is. Anyone who sits too close to him feels the chill.

Dunlap imparts his tale in a dispassionate voice:

"We saw the flashes in the sky, the night lit up all green and purple, and knew someone would have to walk. No one wanted to go that time. We all stood staring at each other, hoping someone else would volunteer. Somebody suggested maybe it was time we stopped feeding the damned thing, but Lisbet Stirling — Jarrett's mother — asked if we needed a reminder about what happened to the folks in Whitten. That shut up those suggestions, but still no volunteers. So I raised my hand.

I walked for a day, following those flashes at night when I could. I could hear it in the trees, stalking me, snuffling. Felt its breath on my neck more than once, but it was never there when I turned to look. Then suddenly it was right beside me. I see those red eyes in my sleep to this day. It picked me up, and up, and up. The cold spread all through me, all at once. You'd've thought at least its breath would be hot when it opened up to swallow me, but even that was cold. And then it put me down and left me there, ankle deep in snow and shivering."

If asked about other Walkers, Dunlap mentions Lea Fischer, the young woman

who volunteered to take the Walk last year. He stops shy of calling himself her mentor, but states they spoke a few times before she went out into the cold.

Lea Fischer

Lea Fischer went on her Walk just last year, and though she's about to celebrate her twenty-first birthday, her demeanor is ancient. She lives with her parents, who keep a bright sunny house on the outskirts of town. Like Dunlap, Lea can't seem to get warm. She cradles a mug of tea in her hands. Her teeth chatter behind blue-tinged lips. The cold, she says, makes her bones ache.

Lea tells a similar story to Dunlap's, though there were three volunteers for her Walk. When she was chosen, she felt a glimmer of hope — this is the only time she seems animated during the interview.

- (core) *"I thought I could end it. That it'd be me. But it didn't work."*
 - 1-point **Reassurance** or **Assess Honesty** spend: You persuade her to tell you more. She carried a talisman with her that was designed to fend off the wendigo, while most people who go on the Walk carry ones made to satisfy his hunger. She got the idea from Bennett Dunlap, and thought she could succeed where he failed.

A second spend or use of **Intimidation** eventually convinces the former Walker to hand over the talisman she's been saving all this time. Alternatively, if the Investigators elect to come back later and search Dunlap and Fischer's houses (or do so while the Walker is still there), they find it with a simple search.

The talisman looks like the one they found at the site where the bodies were discovered (*Into the Woods*, p. 117), but the markings are different.

- **Occult, Anthropology, or Art History:** It's of Ojibwe origin.

- 1-point spend: A crude (non-Mythos) banishing spell has been carved into it.

- (core) Lea reveals one more thing, as the Investigators leave. *"I wasn't alone out there,"* she says. *"Someone else was in the woods with me."*

A Taste for Flesh

SceneType: Core, Antagonist Reaction
Lead-Ins: The Town Before, The Ojibwe, Something Massive in the Trees, The Returned, The Coldest Walk
Lead-Outs: Everything's on the Fritz, The Coldest Walk

If the Investigators venture up to abandoned, ruined Whitten, they find it's not so empty after all.

Living among the dilapidated, half-rotten buildings, is a cult dedicated to Ithaqua. They haven't rebuilt or repaired any of the houses; roofs remain caved in, leaving the rooms open to the sky. Stones from crumbled fireplaces litter the uneven streets, discarded bones mixed among them.

- **Biology:** Only some of them are animal bones; human remains are present in the heaps as well.

Paeans to the wendigo and Ithaqua have been painted on the few intact walls, begging his blessing. The people milling about are mainly human, but a few have been imbued with a portion of Ithaqua's strength and resistance to the cold.

- **Anthropology:** Something about those people reminds you of the survivors of the Coldest Walk: too-pale skin, a rime of frost left on anything they touch, and their breath visible in the warm spring air.

If the Investigators are spotted, the cult is not pleased with the intrusion, and one cultist per Investigator attacks.

TRAIL OF CTHULHU

Out of the Woods



If they don't travel to the town, the Investigators may also run into cultists while they're exploring the woods, or if they follow the next townspeople sacrificing themselves to Ithaqua. If this occurs while they're following someone, the cultists attempt to kidnap that person. (This scene may take place after *The Coldest Walk* on p. 121 if that's the case.)

Cultists

Abilities: Athletics 6, Firearms 4, Health 8, Scuffling 6, Weapons 4

Hit Threshold: 3

Stealth Modifier: 0

Weapon: – 2 (fist)

Armor: +0

Stability Loss: +0

Everything's on the Fritz

Scene Type: Core, Antagonist Reaction

Lead-Ins: Something Massive in the Trees, The Returned, A Taste for Flesh

Lead-Outs: The Coldest Walk

This scene should take place once the Investigators have finished talking to the townspeople and exploring the area to their satisfaction.

Late in the afternoon, electronic communication and any equipment the Investigators are using begin to act unreliably. Telephone connections cut out, radio broadcasts fade in and out, and compass needles waver. **Physics** or

Astronomy suggests this is the result of solar flare activity, the kind that precedes an aurora.

The townspeople are aware of this as well, and know it's time to select someone to go on the Coldest Walk. Someone the Investigators have established a good rapport with (Whitaker, Stirling, Bowman, or Briggs, or a member of an Investigator's family) comes to find them, and tells them people are gathering in the town hall. Depending on their interactions so far, the Investigators may be able to participate, and given an opportunity to speak. If they've made more enemies than friends, they are barred from the selection ceremony, and may find themselves in a fight if they try to force their way in – though if they've earned the trust of anyone in previous scenes, that person can vouch for them instead.

A little over a hundred people crowd into the large meeting room in the rear of the building. The mood is somber and resigned.

- **Assess Honesty** or **Streetwise:** As you read the crowd, you can tell no one is taking any joy from having to choose one of their own to go and die.

People who know the Investigators have been delving into the Walkers look at them, with both hope and the kind of fatigue that comes with those hopes being dashed time and again. There's not much in the way of speeches; Sherriff Whitaker calls for silence and says, "*You all know what we have to do, and I'm sorry for it. Are there any volunteers?*"

A few hands go up. If there's someone the Investigators have interacted with who the Keeper feels would pack a good dramatic or emotional punch if picked for the sacrifice, they volunteer. Nothing prevents an Investigator from being among the candidates if they wish, and this is the chance for anyone in the group who wants to make an impassioned plea or a rousing speech to do so.

The Coldest Walk

- 1-point **Bureaucracy**, **Bargain**, **Intimidation**, or **Reassurance** spend: You can sway the citizens' choice of Walker, though attempts to get the residents of Four Pines to cancel the Walk altogether fail.

The Coldest Walk

SceneType: Core, Antagonist Reaction
Lead-Ins: Everything's on the Fritz, A Taste for Flesh

Lead-Outs: A Taste for Flesh, The Cultist's Base, A Warm Fire, The Wind-Walker

As the selected townspeople heads out into the forest, the Investigators are permitted to follow – nothing says there can be only one Walker at a time. It's simply always felt like too much of a waste of lives to send a group to their certain deaths.

The deeper into the woods they venture, the colder it gets. Despite the signs of spring all around, snow begins to fall, and the day grows dark by early afternoon – much earlier than sunset ought to be at this time of year. The wind slices through even the thickest coats. Investigators who didn't dress for wintry conditions should make a 5-point **Health** test. Those with **Outdoorsman** can make a 1-point spend to come up with some plausible ways to mitigate the ill-effects of the cold, and reduce the potential loss by 3. For Investigators without the Outdoorsman ability, a **Preparedness** test might yield them a pair of gloves, a scarf, or other useful items the Keeper deems likely.

As the temperature continues to plummet, Investigators who pass a **Sense Trouble** test become aware of other figures moving through the woods. The cult attacks, and attempts to capture the Walker and anyone else with them. If no one passed the Sense Trouble test, the cult has the drop on

the Investigators and gets hold of the Walker.

If the Investigators manage to protect the current Walker, the Keeper may reveal that the cultists already have a captive: either Bennet or Lea (*The Returned*, p. 118), or – if the Investigators came to town in search of a relative/Source of Stability/client's family member – any other dramatically appropriate victim.

During the commotion, the Investigators get a sense of a towering presence crashing through the trees. Though they get a glimpse of Ithaqua – a longer, clearer glimpse if they're willing to make a 1-point **Cthulhu Mythos** spend and suffer the ensuing 4-point **Stability** and 1-point **Sanity** loss – the god doesn't take his intended victim. (Rather than a spend, if they're **Fleeing**, the Investigators may simply run smack into him.)

- **Occult** or **Sense Trouble:** You notice a smaller group of cultists a distance away, performing some kind of ritual that seems to keep Ithaqua from his prey (either the current Walker, or another victim), whom they've just snatched.

The Cultists' Base

SceneType: Core, Antagonist Reaction
Lead-Ins: The Coldest Walk
Lead-Outs: A Warm Fire, The Wind-Walker

If the Investigators are taken by the cultists, or evade them and follow them back to their base, they discover the cult is attempting to gain Ithaqua's favor by devouring the victim themselves, emulating their god.

Whitten is mostly unchanged from the Investigators' last visit, except for the altar to Ithaqua that's been erected in

the center of town. It's an ugly thing, made from roughly hewn stone and rotting wood, decorated with finger bones and painted with blood. Cultists stand guard around it, and around the pit where they're storing the Walker and any other captives. An assortment of blades have been laid out along the altar, and many of the cultists have sharpened their teeth and fingernails to claw-like points. Handguns are prevalent among the cultists as well – their rituals may be ancient, but they are prepared for a modern-day fight.

The pit where captives are kept is seven feet deep and narrow, reminding the Investigators uncomfortably of the place where the bodies were found in the woods (see *Frozen Victims*, p. 110). While climbing out is mainly a matter of giving someone a boost, it's doing so without attracting the guards' attention that proves a challenge.

If they're among the captured, the Investigators can plan a breakout. If they've followed the captured victim, they might plan a rescue. If they've thwarted the attack in the woods altogether and chose to follow the cultists, they can plan an attack or attempt to scout around undetected as they see fit.

In the immediate area, there are as many cultists as there are Investigators, plus another five. Keepers should adjust the number of cultists in order to suit the pacing. If the Investigators are up for some extra fisticuffs or a firefight, reinforcements can come pouring out of the forest or up from root cellars where they've been preparing for the festivities. If time is short, reduce the number of cultists or have the leader signal a retreat when half of them have fallen – perhaps Ithaqua is gathering his devotees to him deep in the woods.

During their trip through the town, the Investigators may use any combination of **Disguise**, **Filch**, **Shadowing**,

TRAIL OF CTHULHU

Out of the Woods

Stealth, or other appropriate Abilities to steal the cultists' ritual instruments. Among the possible spoils are:

- Talismans similar to those the residents of Four Pines use to appease Ithaqua (*Into the Woods*, p. 117 or *The Returned*, p. 118)
- A scroll outlining the ritual to Call or Dismiss Ithaqua (see *The Wind-Walker*, p. 122).
- Enchanted daggers:
 - A person holding one of these daggers is able to ignore some ill effects of the cold: shivers, chattering teeth, numbness or pins and needles in the extremities. The individual is *not* protected from frostbite, but simply doesn't feel the effects of it settling into the skin in the moment.
 - If a living being is cut or stabbed with one of these daggers, the skin and tissue surrounding the blade freeze.
- Sketches of huts clustered together on a snow-bound plane. At first glance, the walls appear to be woven together from sticks, but a closer glance, especially by a Doctor or Nurse, or an Investigator using **Anthropology**, **Biology**, **Forensics**, or **Medicine**, reveals the rounded epiphysis found at the ends of long bones.
- If the Investigators discovered the diary of one of the Coldest Walk's survivors from either *Family Trees* (p. 115) or *The Town Before* (p. 116), this sketch strongly echoes the settlement on the Planes of Borea described within.

- A leather-bound tome, *The Borean Codices*, attributed to one Aaron Charles Shadley in 1832.
 - The book is just shy of 200 pages, and is of a proper size for slipping into a pocket. Shadley was an explorer and a scholar, whose travels brought him to the northern reaches of the world. The codices record and translate stories from arctic cultures, and catalog his own experiences with the being known as Ithaqua.
 - A section of the book has been earmarked by the cultists; it describes a ritual that allows the performer to siphon and channel Ithaqua's power into oneself (p. 124). A human life must be sacrificed to complete the ritual, which explains the cultists' attempt to snatch a Walker from Four Pines. Skimming this book provides 1 dedicated pool point in **Occult** or **Oral History** relating to wendigo legends. Poring over it adds +1 to an Investigator's **Cthulhu Mythos** ability.

A Warm Fire

Scene Type: Alternate, Refresh

Lead-Ins: The Coldest Walk, The Cultists' Base

Lead-Outs: The Wind-Walker

The Investigators have a chance to return to Four Pines (with or perhaps without the Walker), and regroup

before facing Ithaqua. If they need time to prepare a banishing ritual or gather supplies, support, refresh any eligible Abilities, or make other plans, this is their chance to do so. Investigators who want to get in touch with out-of-town Sources of Stability can do so – the phones are back in working order.

If the Investigators didn't snatch *The Borean Codices* or the ritual to call or dismiss Ithaqua from Whitten (*The Cultists' Base*, p. 121), a townsperson looking to help can provide them. Perhaps one of the surviving Walkers had the tome hidden in their homes, or Johanna Bowman discovered it among her stacks, or an Investigator's relative has been holding onto the ritual.

Whitaker or Bowman estimates the Investigators have a day or two at most to prepare. After that, they shudder to think what the wendigo will do without its sacrifice.

The Wind-Walker

Scene Type: Core, Antagonist Reaction

Lead-Ins: The Coldest Walk, The Cultists' Base, A Warm Fire

Lead-Outs: The Woods Are Lovely, Dark, and Deep

Ithaqua walks the woods, in search of its sacrifice. The Investigators can lay their traps – whether that's pointing it towards the cultists, making their own offerings, or attempting a banishing.

One Last Look Around

If the Investigators are looking for alternatives to either allowing the sacrifice or attempting to Dismiss Ithaqua, this is an opportune time for them to take another look at the town's records, spend some time

in Johanna Bowman's library, or return to the tavern or the Ojibwe settlement and seek the advice of the locals. At the Keeper's discretion, the Investigators might learn about some of the other options detailed in *The*

Wind-Walker (above). This might take the form of notes scribbled in the margins of Walkers' diaries, or old Ezekiel Byrd recalling a solution his grandmother thought might work, but never got to try.

The Coldest Walk

Call Ithaqua

(*Trail of Cthulhu*, p. 121)

The caster must stand on an enormous mound or plain of snow, in night air at least 20° F below freezing.

Stability Test Difficulty: 5 (4 with an **Anthropology** or **Outdoorsman** spend)

Opposition: Rituals to Call Ithaqua pit the caster's Stability against reality's Inertia of 24.

Cost: 5 Stability

Time: One hour standing in the cold.

Ithaqua will appear as an icy whirlwind, prompting a one-third **Stability** and **Sanity** loss (no minimum).

Dismiss Ithaqua

(*Trail of Cthulhu*, p. 121)

The caster must stand on an enormous mound or plain of snow, in night air at least 20° F below freezing.

Stability Test Difficulty: 5 (4 with an **Anthropology** or **Outdoorsman** spend)

Opposition: Rituals to dismiss Ithaqua face Ithaqua's Inertia pool of 35.

Cost: Dismissing Ithaqua costs 7 **Athletics** or 14 **Fleeing** resulting from cold and cramps to the caster or casters as the ritual involves standing directly in the center of its icy aura.

Time: Dismissing Ithaqua takes at least five minutes, during which he freezes solid everything within 100 yards.

Banish Ithaqua to Borea

The caster must stand on an enormous mound or plain of snow, in night air at least 20° F.

Stability Test Difficulty: 5 (4 with **Physics**, 3 with a 1-point **Physics** spend)

Cost: 4 **Stability** or 8 **Health** (Borea's is tangent to Earth in this area). For each 4 points spent from the caster's pool, lose 1 point from the caster's Health *rating*.

Time: One hour (ten minutes with **Physics**, one minute with a 1-point **Physics** spend)

The following options allow the Investigators to achieve their victory conditions, at varying costs:

- Allowing the citizens of Four Pines to continue their own ritual cycle, whether with the chosen Walker or one of the Investigators as a volunteer, sates Ithaqua, but only until the next time the aurora comes. However, if the Investigators don't stop the cultists at Whitten (*The Cultists' Base*, p. 121), it's only a matter of time before they try to co-opt the ritual again.
- Performing the ritual to Dismiss Ithaqua will send him back to his prison in the Arctic Circle, but he won't leave easily. He'll call not only the cultists he's converted to his aid, but also the shantak, in an attempt to disrupt the Investigators' plans.
- If the Investigators elect to Call Ithaqua rather than Dismiss him, they may be able to convince him

to feast upon the cultists in Whitten for a while, instead of the residents of Four Pines. Contacting Ithaqua requires similar conditions to the spell to dismiss him. Turning Ithaqua's attentions on the cultists solves two problems at once: they'll no longer be threatening Four Pines, and it will be a long while before the god comes hunting again...but he *will* come back, eventually.

- Banishing Ithaqua back to Borea itself by means of a Hyperspace Gate (*Trail of Cthulhu*, p. 114) is possible if the Investigators have read descriptions about the plane, or found the cultists' sketches. However, a block-sized swath of Four Pines will get pulled through the gate with the Great Old One. This will certainly condemn some residents to life, however short, in the bitter cold

of Borea. The portion of Four Pines that is consumed can include any homes the Keeper thinks would have the greatest emotional or dramatic impact; for example, the homes of Bennet Dunlap and Lea Fischer, or any family members, or allies, the Investigators have found within the town.

- Following the cultists' ritual in *The Borean Codices* (*The Cultists' Base*, p. 121), the Investigators can make the terrible choice to complete the Walker's sacrifice (with the Four Pines citizen, or one of their own), temporarily imbuing themselves with Ithaqua's power and weakening the god enough for the remaining others to perform a ritual to banish him to Borea. As with the other spells involving Ithaqua, the caster stands on a mound of snow on a bitterly cold night. To complete this ritual, the caster kills the sacrificial Walker and consumes a piece of their flesh, committing the act of cannibalism that lore says turns the eater into a wendigo.

TRAIL OF CTHULHU

Out of the Woods

Become Wendigo

The caster must stand on an enormous mound or plain of snow, in night air at least 20° F.

Stability Test Difficulty: 6

Cost: 4 Stability

Time: One hour.

The caster is imbued with Ithaqua's strength for twelve hours, doubling their Athletics and Health pools during that time. Wind, ice, snow, and other wintry weather are at the caster's command within a 50-yard radius. With these powers, too, comes a ravening hunger at the core of the caster's being. The hunger can be overcome by a Difficulty 4 Stability test every three hours. Failing the test causes the caster to attack nearby living creatures – including other Investigators – in an attempt to consume them. If the caster's Stability drops to 0 during the twelve-hour period, the effects of the ritual wear off immediately. The caster is left feeling drained, hungry, weak, and freezing.

The Woods Are Lovely, Dark, and Deep

Scene Type: Conclusion

Lead-Ins: The Wind-Walker

The Investigators deal with the aftermath of their actions. Is Four Pines still whole? How much time have they bought before Ithaqua returns, and at what cost? Has this chill settled into their bones for good, or will they feel warm again someday? As the surviving Investigators return to town, Whitaker finds them to hear their report. If any of the Investigators' solutions affected either Four Pines or Whitten, he fills them in on the state of the town. Stirling sets them up in front of the fire at the Inn, and Briggs has sent a bottle of her best batch of whiskey, but none of it quite seems to warm up the Investigators. At least not tonight.



TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁴ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Christopher Spencer

Drive: Curiosity

Occupation:² Private Investigator

Occupational benefits:

Pillars of Sanity: *Faith (Catholic), The value of human life, Strong moral code*

Build Points:

Academic Abilities

Accounting	1
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	1
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	1
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	2
Bargain	1
Bureaucracy	0
Cop Talk	1
Credit Rating	0
Flattery	1
Interrogation	0
Intimidation	1
Oral History	0
Reassurance	3
Streetwise	0

General Abilities

Athletics	6
Conceal	0
Disguise ¹⁰	3
Driving	0
Electrical Repair ¹⁰	0
Explosives ¹⁰	0
Filch	3
Firearms ⁵	7
First Aid	0
Fleeing ⁷	8
Health ⁹	9
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ¹⁰	0

Law

Library Use	0
Medicine	0
Occult	1
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	1
Forensics	0
Locksmith	2
Outdoorsman	0
Pharmacy	0
Photography	1

Piloting	0
Preparedness	5
Psychoanalysis	0
Riding	0
Sanity ⁹	9
Stability ⁹	8
Scuffling	6
Sense Trouble	4
Shadowing	5
Stealth	5
Weapons	0

SOURCES OF STABILITY:

Lydia Spencer, sister
Daniel Leahy, ex-partner

CONTACTS AND NOTES

Christopher Spencer has been a private eye for twenty years, and has closed every case but one – a missing persons case he received eight years ago. The trail had gone cold, but new evidence points him to Four Pines.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Cristina Vazquez

Drive: Thirst for Knowledge

Occupation:² Scientist

Occupational benefits:

Pillars of Sanity: *Science can explain the universe's mysteries. Epicureanism*

Build Points:

Academic Abilities

Accounting	0
Anthropology	1
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	1
Cryptography	0
Geology	0
History	2
Languages ⁶	1

Interpersonal Abilities

Assess Honesty	0
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	0
Intimidation	0
Oral History	1
Reassurance	0
Streetwise	2

General Abilities

Athletics	7
Conceal	0
Disguise ⁽¹⁾	0
Driving	5
Electrical Repair ⁽¹⁾	8
Explosives ⁽¹⁾	4
Filch	0
Firearms ⁵	0
First Aid	4
Fleeing ⁷	10
Health ⁹	9
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	5

Law

Library Use	2
Medicine	0
Occult	0
Physics	3
Theology	0

Technical Abilities

Art	0
Astronomy	3
Chemistry	2
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	1

Piloting	0
Preparedness	6
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	7
Scuffling	0
Sense Trouble	0
Shadowing	0
Stealth	3
Weapons	0

SOURCES OF STABILITY:

Maria Hernandez, mentor
Diana Vazquez, sister

CONTACTS AND NOTES

Cristina made a career out of her desire to see the stars from every corner of the earth. Now her travels have brought her to northern Wisconsin, where she's heard the cold air offers crystal clear views of the cosmos.

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² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

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⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks - can only be acquired in play.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
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8	9	10	11
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⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Ira Eastman

Drive: Duty

Occupation:² Doctor

Occupational benefits:

Pillars of Sanity: *Given the chance, people will choose good. Love of his community*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	2
Cthulhu Mythos ⁴	1
Cryptography	0
Geology	0
History	0
Languages ⁶	2

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	1
Intimidation	0
Oral History	2
Reassurance	3
Streetwise	0

General Abilities

Athletics	6
Conceal	3
Disguise ⁽¹⁾	0
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	3
First Aid	10
Fleeing ⁷	9
Health ⁹	9
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ⁽¹⁾	4

Law

Library Use	1
Medicine	2
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	1
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	1
Locksmith	0
Outdoorsman	2
Pharmacy	2
Photography	0

Piloting	0
Preparedness	8
Psychoanalysis	0
Riding	0
Sanity ⁹	7
Stability ⁹	8
Scuffling	5
Sense Trouble	3
Shadowing	0
Stealth	2
Weapons	0

SOURCES OF STABILITY:

Carrie Welch, a friend in Four Pines
Migizi, a cousin living in the Ojibwe town nearby

CONTACTS AND NOTES

Ira Eastman was born and raised in the Ojibwe community just outside of Four Pines. He enlisted in the army and served as a field medic during WWI, then returned home to provide medical services for his town. He's tended more frostbite cases than he can count and has heard stories of what lurks in the Wisconsin woods.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Lucy Warren

Drive: Bad Luck

Occupation:² Criminal

Occupational benefits:

Pillars of Sanity: *Art as proof of humanity's greatness,
Nature's beauty*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	3
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	2
Languages ⁶	0
Law	0
Library Use	1
Medicine	0
Occult	0
Physics	0
Theology	0

Interpersonal Abilities

Assess Honesty	0
Bargain	3
Bureaucracy	0
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	0
Intimidation	1
Oral History	0
Reassurance	0
Streetwise	2
Technical Abilities	
Art	3
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	1
Outdoorsman	0
Pharmacy	0
Photography	0

General Abilities

Athletics	3
Conceal	6
Disguise ⁽¹⁾	5
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	6
Firearms ⁵	0
First Aid	4
Fleeing ⁷	9
Health ⁹	8
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽¹⁾	3
Piloting	0
Preparedness	5
Psychoanalysis	0
Riding	0
Sanity ⁹	8
Stability ⁹	9
Scuffling	3
Sense Trouble	3
Shadowing	0
Stealth	6
Weapons	0

SOURCES OF STABILITY:

Gavin Franklin, gallery owner and fence
Vivian Henry, closest friend
Abby Warren, mother

CONTACTS AND NOTES

Lucy didn't mean to be an art thief, but it turned out she was good at it, especially when it came to snatching smaller pieces. If something can go wrong on a heist, it probably will, but she's learned to work around her awful luck.

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² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

⁽¹⁰⁾ Optional ability for use with Rough Magicks - can only be acquired in play.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

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⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Nat Gray

Drive: Adventure

Occupation:² Journalist

Occupational benefits:

Pillars of Sanity: *The pursuit of truth, Human dignity, Our stories will live on.*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	0

Interpersonal Abilities

Assess Honesty	2
Bargain	2
Bureaucracy	1
Cop Talk	3
Credit Rating	0
Flattery	0
Interrogation	0
Intimidation	0
Oral History	1
Reassurance	2
Streetwise	0

General Abilities

Athletics	6
Conceal	4
Disguise ⁽¹⁾	8
Driving	4
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	8
Firearms ⁵	0
First Aid	0
Fleeing ⁷	10
Health ⁹	10

Law

Library Use	2
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	2
Forensics	0
Locksmith	0
Outdoorsman	2
Pharmacy	0
Photography	1

Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ⁽¹⁾	0
Piloting	0
Preparedness	4

Psychoanalysis	0
Riding	0
Sanity ⁹	9
Stability ⁹	7
Scuffling	0
Sense Trouble	0
Shadowing	10
Stealth	2
Weapons	0

SOURCES OF STABILITY:

Jacob Brown, editor
Alex Hill, ex-lover

CONTACTS AND NOTES

Nat's favorite stories to report on tend toward the weird and obscure. They follow leads other journalists ignore, and that instinct has led them to some spectacular scoops. The rumors out of Four Pines were impossible to pass up.

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Professor Liang

Drive: Scholarship

Occupation:² Professor

Occupational benefits:

Pillars of Sanity: *The pursuit of knowledge, Moral code, Hard work will get you through*

Build Points:

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	2
Architecture	2
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	1
Geology	0
History	0
Languages ⁶	2

Interpersonal Abilities

Assess Honesty	1
Bargain	0
Bureaucracy	2
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	1
Intimidation	0
Oral History	2
Reassurance	0
Streetwise	0

General Abilities

Athletics	7
Conceal	0
Disguise ⁽⁹⁾	0
Driving	7
Electrical Repair ⁽⁹⁾	0
Explosives ⁽⁹⁾	0
Filch	0
Firearms ⁵	0
First Aid	0
Fleeing ⁷	10
Health ⁹	10
Hypnosis ⁸	0
Magic ⁽¹⁰⁾	0
Mechanical Repair ⁽⁹⁾	0

Law	0
Library Use	2
Medicine	0
Occult	3
Physics	0
Theology	3

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	0
Forensics	0
Locksmith	0
Outdoorsman	2
Pharmacy	0
Photography	0

Piloting	0
Preparedness	7
Psychoanalysis	0
Riding	5
Sanity ⁹	9
Stability ⁹	8
Scuffling	5
Sense Trouble	0
Shadowing	0
Stealth	0
Weapons	4

SOURCES OF STABILITY:

Lily Chen, protegee
Evan Baldwin, colleague and friend

CONTACTS AND NOTES

Professor Liang teaches theology at a small west coast college, and has taken a sabbatical to research their next book, and delve deeper in their second passion, occult history.

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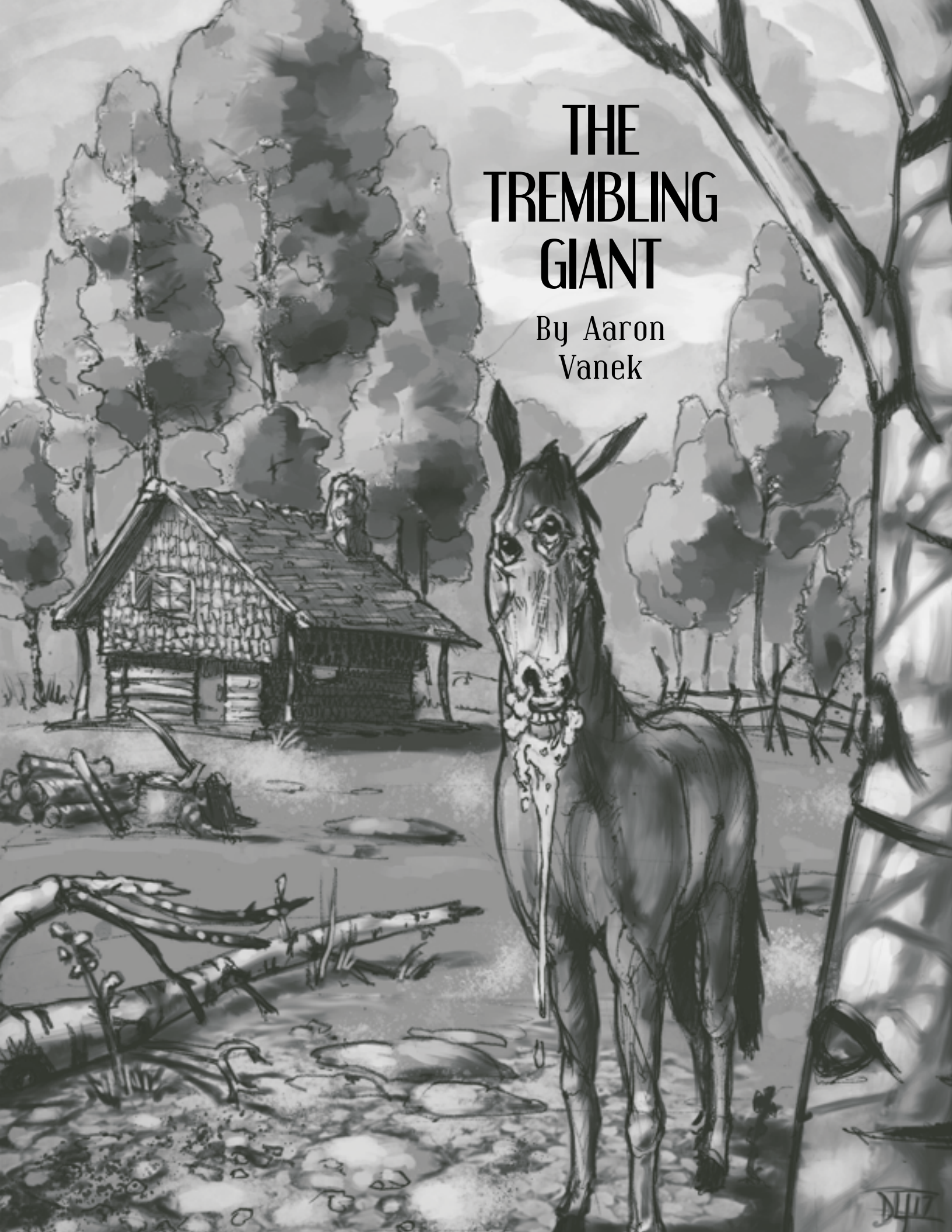
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THE TREMBLING GIANT

By Aaron
Vanek



The Trembling Giant

THE HOOK

In 1937, the United States government transferred land to the Koosharem Band of Paiute (pronounced PY-yoot) Indians in the state of Utah as part of the Wheeler-Howard Indian Reorganization Act of 1934. Bordering this returned territory lurks an ancient evil—a grove of quaking aspen trees, the sap of which leads to grotesque mutations in anything or anyone who consumes it. The Investigators must rediscover the past, and rekindle the fires of tradition to resist the alien god that grows beside them.

SPINE

The Investigators, all members of the Water Clover People (Koohsharem Band) of the Paiute Indian Tribe, witness the deed's signing for their land, but already prejudice and warning signs appear. Exploring the new area shows promise until their Medicine Man approaches a grove of aspen trees, and suffers a nightmarish vision. Further searching reveals misshapen animals and an eerie sameness of trees. Digging through records at the Indian Agency in Cedar City uncovers the

land's history and the people, including the mysterious disappearance of the Fremont tribe hundreds of years before Paiutes arrived. Talking with elders of their own tribe leads to a haunting creation myth about hungry giants, a ban on consuming tree sap, and hints of a ritual burning they used to practice. Exploring the Brathwaite homestead reveals a serial murderer, with deformed farm animals, and a young child, who all regularly feed upon cursed tree sap. A sacred Native American ritual bridges the living and the dead, affording the Investigators the chance to learn the fire ceremony, but also forcing them to watch the Monster's massacre centuries ago. Armed with ancestral knowledge, the Investigators must risk their sanity and lives to curb our reality's expression of an Outer God.

THE HORRIBLE TRUTH

During the Late Pleistocene era, part of Shub-Niggurath (see *Trail of Cthulhu*, p. 99) manifested as a forest colony in North America. Each individual aspen tree contains the same genetic code and shares a massive underground root network. This Monster lives only for two things: to feed and propagate.

Through the centuries, early Native People enjoyed a fecund land as a proximal benefit to life beside the Black Goat With a Thousand Young. One tribe learned to annually curb the Monster's growth through ritualistic burning, which kept it mostly at bay and allowed the people to build a semi-permanent village. The Monster perceives time differently, so it endured years of decimation before unleashing a stampede of Dark Young to destroy the humans. Only a handful escaped, with their minds broken.

Three hundred years later another tribe, the Paiutes, wandered into the area. The grove's trees ruled the flat top, but as before, the surrounding land featured a bounty for hunting and farming. Hunters took down an elk with eight legs in the grove, and the following night, a tribal healer dreamt of her Ancestors. They warned her about the identical trees, and taught her a burning spell. Yearly pruning resumed. Although casualties fell, the nomadic Paiutes avoided the wrath of Shub-Niggurath by not settling in one place, and occasionally leaving someone sick or old behind to the whispering trees.

The Horrible *Horrible* Truth

This particular quaking aspen grove, called Pando, really exists in Utah. If you run this scenario inside the grove (1 mile southwest of Fish Lake just off Utah's Route 25), please take pictures. Details regarding

the real-world Koosharem Band's formal recognition, land addition, reservation and general history are adapted from actual studies. Their 1937 plot expansion in actuality lies about 12 miles away from

Pando. Furthermore, all characters appearing in this work are fictitious. Any resemblance to real persons, living or dead, is purely coincidental.

TRAIL OF CTHULHU

The Trembling Giant

When Mormons migrated into the area, they faced little resistance from the peaceful Paiutes, taking the Natives' land as their own. When tribes requested compensation, church founder Brigham Young's first counselor, Heber C. Kimball said the land belonged to "our Father in Heaven and we expect to plow and plant it." Considering the land public domain, the Mormons farmed and fenced the soil, ignoring the First Nation's entreaties.

In 1855 an insincere Mormon named Boyd Brathwaite established a farm under the monstrous shadow. Shub-Niggurath's influence turned him into a

devotee. He used the Church of Jesus Christ of Latter-Day Saints' practice of plural marriage to obtain multiple wives, who bore children that he sacrificed to the goddess in exchange for longevity and other powers. After the Church forbade polygamy, he resorted to kidnapping his oblations. The Monster has grown unchecked for decades, reaching a level of power and size heretofore unmatched.

THE VICTORY CONDITION

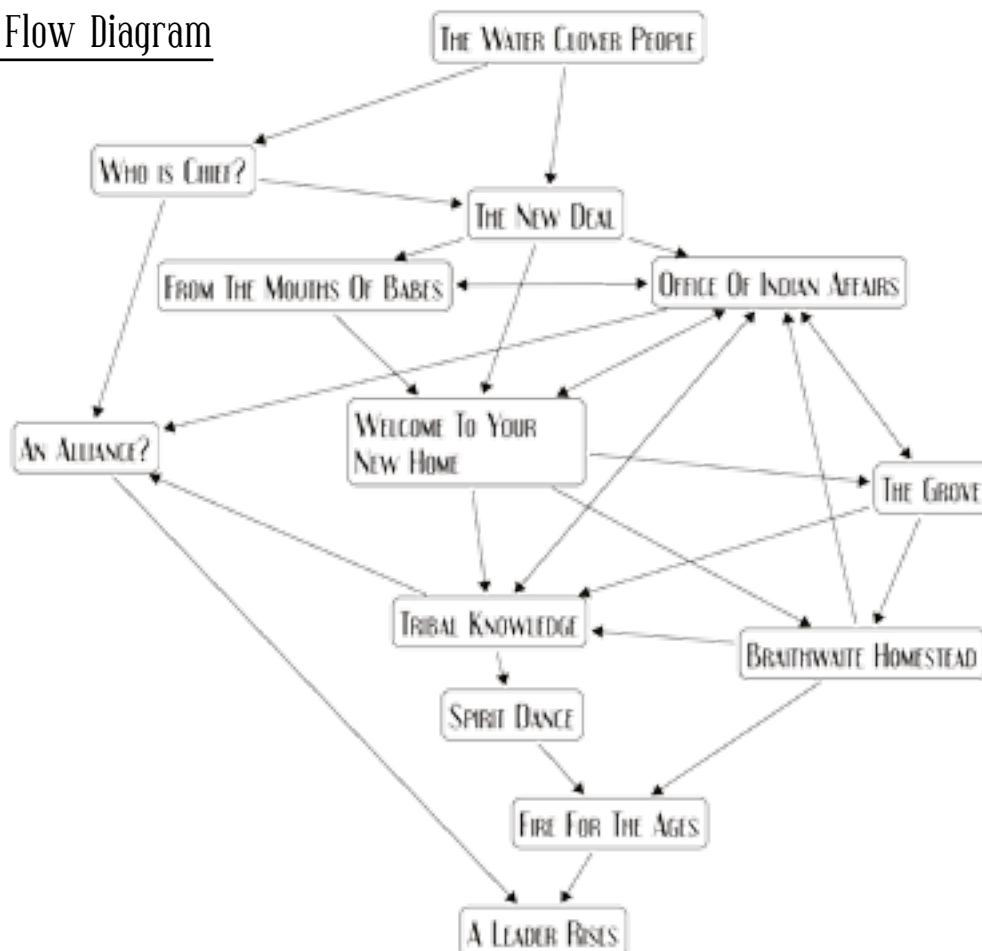
The tree grove needs to burn to cinders if the Investigators want to keep peace on their land. No permanent solution

exists to completely rid Earth of the Monster—it always grows back. Left alone, it dominates the region, and eventually the planet.

ANTAGONIST REACTIONS

Boyd Brathwaite will do anything to prevent harm to his goddess. The forest defend will defend itself and ward off intruders using mutated animals, and if threatened by fire, Dark Young. Lastly, the culture of bigotry against Indians can hamper the Investigators, and even lead to imprisonment.

Scene Flow Diagram



Keeper Information on Native American Player Characters

Whether or not the pre-generated characters are used for this scenario, both players and the Keeper should read the information sheet on Native Americans (Handout 4, p. 161) and the Koosharem Band (Handout 1, p. 158) included with the supplemental materials.

Six characters are provided, but the scenario works best with five. Players should answer the character question and add one more Source of Stability and Pillar of Sanity.

Active hostility between whites and Native people ended only very

recently within the context of this adventure. Some characters or NPCs may have been involved in these conflicts or incurred a personal loss from them.



If you run a Pulp style game and the characters achieve victory, let ignorance maintain bliss.



In Purist mode, even if they defeat the trees, reveal to the players that the Monster lives forever, and by 1954 the tribe is terminated—they lose their special status with the government and their

lands are—yet again—taken from them.

Keepers, check with your players (and yourself) about everyone's comfort level regarding derogatory language and possible racist abuse of their characters in this scenario. If someone may be triggered or uncomfortable with the content, take out the scene *From the Mouths of Babes* (p. 141), remove the police and guards in the scene *The New Deal* (p. 139), and any curious white people in *Fire for the Ages* (p. 155). Further alterations are allowed and encouraged, at the Keeper's discretion.

HISTORY OF NATIVE AMERICANS IN THE SOUTHERN UTAH AREA

The newest academic texts claim that the First Nations, called Paleo-Indians, migrated across a land bridge from Russia to North America about 14-20,000 years ago. Anthropologists are very excited about discovering spear points near Clovis, New Mexico, similar to those found in Beringia, an area around Alaska and Russia. Other artifacts in the plains states indicate people moving through but leaving no permanent or semi-permanent settlements until about 1000 CE, when the Fremont People—named by the white man after a nearby river—lived in the region.

Multiple references say the Fremont people disappeared around 1250 CE, 250 years after they arrived. Many

theories for their absence are proffered: they were forced to relocate due to climate, famine, or disease; they were wiped out by a plague; they scattered and integrated into other local tribes and adopted their customs.

Three hundred years later, in the mid-16th century, the Paiute tribe of hunter-gatherers roamed the land, which they found fertile and full of game to hunt and fish. They didn't keep many permanent settlements, and their nomadic bands consisted of a few families, about 20-40 people. Despite occasional battles with other tribes, which the Paiutes usually lost or surrendered—they are a peaceful people—they lived for centuries without incident, until the arrival of Europeans in the mid-1800's.

Mormon and other white pioneers faced little resistance from the tranquil Paiutes, and took much of their land as their own. When the Native Americans asked for compensation, Brigham Young's first counselor, Heber C.

Kimball said the land belonged to "our Father in Heaven and we expect to plow and plant it." The young United States of America claimed territorial control after the Treaty of Hidalgo ended the Mexican-American War. America considered the land public domain, ignoring the First Nation's pleas.

In the 1860s Utah Superintendent of Indian Affairs Oliver H. Irish convinced some Southern tribes to renounce their lands and relocate to a new home set aside for them, the Uintah Valley Indian Reservation in northeastern Utah. Unfortunately, the Spanish Fork Treaty of 1865, signed by many chiefs, was never ratified by Congress. Yet the white man began removing them anyway, against some resistance. By century's end, most Native Americans left their ancestral home, either voluntarily or by force.

The largest conflict between Mormons and Native Americans in Southern Utah was Black Hawk's War, a long series of attacks, skirmishes, and military battles

The Trembling Giant

that peaked between 1865 and 1872. Members of Ute, Paiute, Apache and Navajo tribes followed a Ute war chief, Antonga Black Hawk. The war's roots sprouted soon after Mormon settlers

entered the area in 1848 and demanded more and more Native land for farming and grazing, forcing them off their own land and hunting grounds. This led to starvation among the people. Desperate

for food, Indians took cattle as rent payment for passing or using their land. In retaliation, whites murdered Black Hawk's family at Battle Creek in 1849 and beheaded his relatives at Fort Utah

The Monster Pando

The Trembling Giant concerns the arguably largest and oldest organism on Earth. Pando is a clonal colony, or genet. This particular grove of *Populus tremuloides*, or quaking aspen, has been extant for 80,000 years or more—some scientists say a million—and is estimated to weigh over six million kilograms. Located in Utah in the United States, Pando spans approximately 106 acres, with over 47,000 tree trunks. But the creature's heart lies underground, in an extensive root system. A tree's average age is a century, but the roots are far older. The trees represent the visible expression of one buried thing: "...quaking aspen regularly reproduces via a process called suckering. An individual stem can send out lateral roots that, under the right conditions, send up other erect stems; from all above-ground appearances the new stems look just like individual trees. The process is repeated until a whole stand, of what appear to be individual trees, forms. This collection of multiple stems, called ramets, all form one, single, genetic individual, usually termed a clone."—Michael Grant, in *Bioscience*

With a fat dollop of fictional liberty, the real Pando becomes the Monster, a manifestation of Shub-Niggurath.

In pre-historic times the Black Goat of the Woods trod upon Earth. You decide how or why. More importantly, the seed never left. It

found agreeable climes and a paucity of predators. Unmolested, the Monster gradually but consistently expanded. Beasts that resided in it occasionally made a Faustian bargain by consuming the aspen's milky sap, which leads to a long, robust life but also severe mutations and horrendous deformities in the imbibers and offspring. Any animal or insect changed, passed on the aberration to its children, and continued to live and breed in the same grove, century after century. Further from the Monster, however, spreads an abundance of un-mutated growth of both flora and fauna. Living off the land proximate to Shub-Niggurath can be highly beneficial to humans as long as the goddess permits it and you don't mind the occasional supernatural death. No Native Americans in our story worshipped Shub-Niggurath, as they recognized the unnatural blasphemy—though they sacrificed to it in grudging respect.

The Monster devours any plant life in its clutch. Swift-moving animals become servants if they or their parents feast on its discharge. The normal requirements for trees—sunlight, water, carbon dioxide—are absent for the Monster. It grows as long as any root part remains underground, mystically attached to the Outer Goddess. The larger it gets, the stronger it gets, empowering it to exert firmer mental control over more animals and people, as well as

quicken its spread, and enabling it to react faster to attacks. Left unchecked, the Monster overtakes the continent, the Western Hemisphere, and the world. Fortunately, it moves quite slowly (by human reckoning) and we will all be long dead, perhaps an extinct species, by the time that happens.

To increase dread, each time the Investigators return to the grove, new tree stalks have popped out of the ground next to a dead or dying fir or pine. This growth cannot be detected with the naked eye, but persists continuously.

Infected animals usually remain in the grove, or hidden among the other trees on Big Flat, the new land locale. Brathwaite tries to protect them from wandering too far through recurring mental commands.

The trees can be chopped down or burned like any other lumber, though the ritual method proves far more effective. No one can completely destroy the underground root structure with 1930s technology or magic.

Aficionados of H.P. Lovecraft's weird tales might see similarities between the Monster and the alien Colour Out of Space. Devious Keepers could encourage that mistaken identity, suggesting a meteoric seed in the grove. Truthfully, Pando has no heart, no center.

TRAIL OF CTHULHU

Out of the Woods

in 1850. At the Bear River Massacre in 1863, U.S. soldiers killed the men and children and raped the women. According to the Bear River Shoshone Chief Sagwitch, who later converted to Mormonism, the soldiers grabbed babies by the feet and “beat their brains out on any hard substance they could find.” By 1865 Mormons and Indians were in a state of open warfare.

The Mormons received little assistance from the federal government, as Utah did not become a state until 1896. Thus, gangs of militiamen would fight and pursue Native Americans whenever they felt threatened. There was conflict between who ran the Utah Territory, the United States or Brigham Young, head of the Mormon Church.

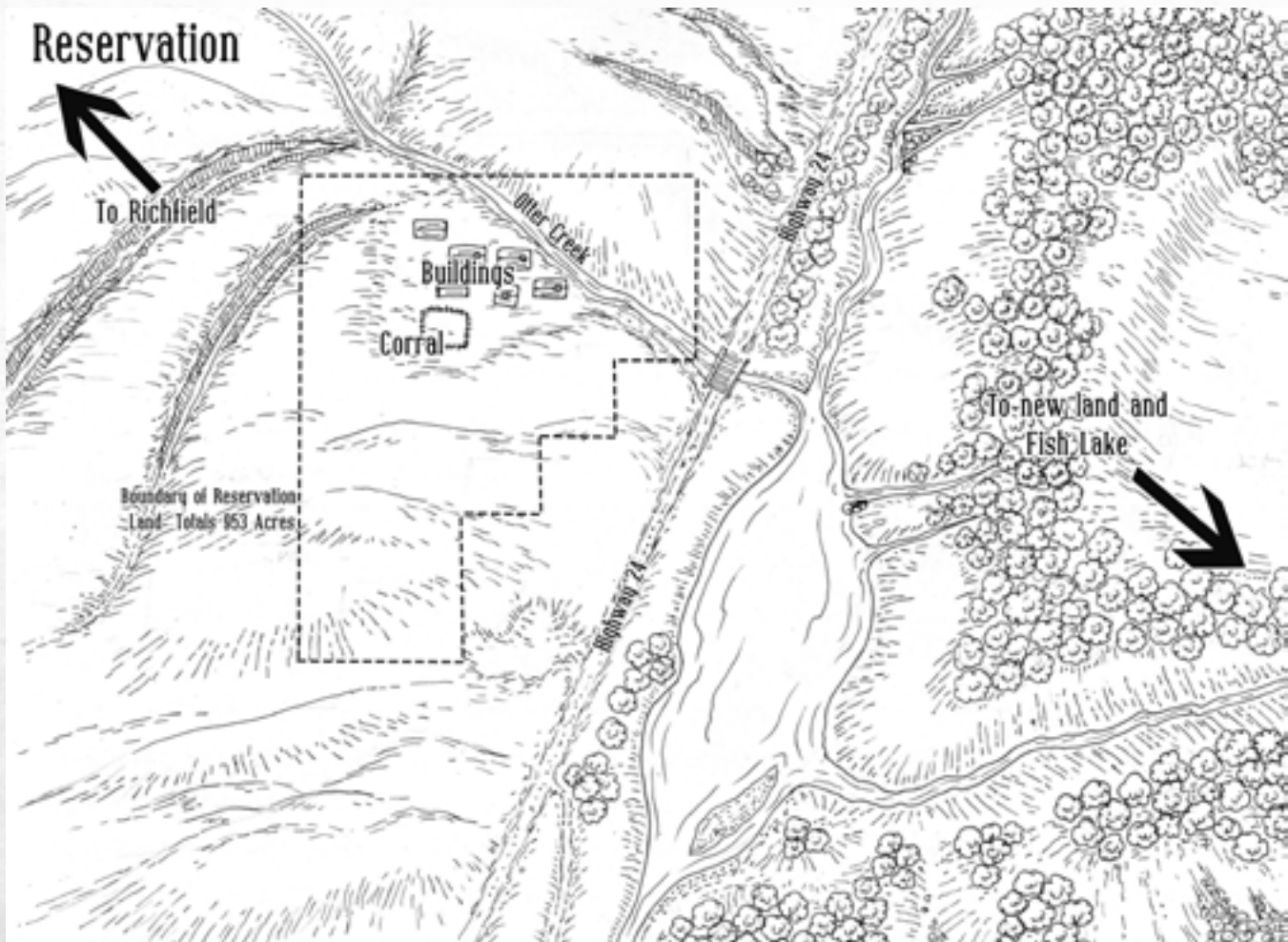
Conflicts mostly ended when U.S. General Morrow, concerned about a large Ghost Dance in 1870, called up 500 former militiamen to disperse the Indians and force the Utes back onto the Uintah Reservation.

Over the next half-century, all Indians lived at the mercy of white altruism. Ignored by both state and federal government, they eked out a living performing odd jobs and growing grain and hay. In 1928, the small Koosharem Reservation was established in Grass Valley. As part of the New Deal and as a reaction to the Meriam Report of 1928, which detailed the horrible living conditions on 95 reservations across the country, the Wheeler-Howard Indian Reorganization Act passed in 1934, and

thousands of acres were given back to Indian tribes, hundreds of years after walking the paths of their ancestors.

We want freedom from the white man rather than to be integrated. We don't want any part of the establishment, we want to be free to raise our children in our religion, in our ways, to be able to hunt and fish and live in peace. We don't want power, we don't want to be congressmen, or bankers....we want to be ourselves. We want to have our heritage, because we are the owners of this land and because we belong here. The white man says there is freedom and justice for all. We have had “freedom and justice,” and that is why we have been almost exterminated. We shall not forget this.

-- From the 1927 Grand Council of American Indians



The Trembling Giant

SCENES

The Water Clover People

Scene Type: Introduction

Lead-Outs: The New Deal, Who is Chief?

This scene introduces our dramatis personae and the setting.

Setting

On a chilly October dawn the Water Clover People, also known as the

Koosharem Band of Paiute Indians, gather in the center of their sparse reservation. The sun brightens the rusty roofs and ramshackle walls of their homes. Chickens cluck insistently and expectant horses gallop about the paddock. Chief Walker, weather-worn and feeble but still able to hold his chin up, wheels into the yard in his hand-carved chair. He welcomes the momentous day with reserved dignity.

The *Puakanti* or medicine man, Ammon, joins the group. He looks downcast and troubled.

Days ago Chief Walker told the tribe that the United States government gave them 320 acres of land near this reservation. He doesn't know why, but it has something to do with white man's laws. He asked several members of the tribe, including the Investigators, to come with him to the city of Richfield to sign papers that give them ownership; as if land, air, and water can be owned. They have to travel on their old bus, and leave soon.

Climate

This area of Utah, Sevier County, has a high elevation, from 7,000 feet on

The Reservation

This information repeats as Handout 1 (p. 158).

On the reservation and accessible to the players are:

- Tin roof shacks (roughly four people sleep in each room), a barn, a few outhouses
- Horses (6), some chickens, goats, and a few scrawny cows herded by two hunting dogs
- Not much hay and feed for the animals
- Crops of pine nuts and elderberries plus various herbs and vegetables
- Depleted stores of food for people and animals in hand-woven baskets and tins
- 6x bows and arrows (using Weapons skill they do light damage)
- Jackrabbit trapping nets
- Hunting knives (light damage)
- Rabbit sticks (or throwing sticks, like boomerangs but they don't return) (light damage, use Weapons skill)
- Fishing poles & tackle
- Firearms
 - 2x Winchester Model 06 .22

rifle (light damage), carries 12 rounds

- 2x Winchester Model 94 .30 rifle (heavy damage), carries 8 rounds

- 100 bullets for each of these four guns

- 1x Remington M32 12-gauge double-barrel shotgun (heavy damage)

- 50 shells

- \$27.32 in United States currency (for the entire tribe)
- Sacred tribal paraphernalia (dress, musical instruments, etc.)
- One ramshackle but running school bus from 1930
- One Model T Ford (missing critical engine pieces and gasoline)
- Other logical gear: construction and farming tools (no machines), lanterns, tobacco and lighters, firewood, Mason jars and bottles, a few books including the Holy Bible and the Book of Mormon, etc.

The reservation does not have indoor plumbing, a telephone, radio, or electricity, but there is fresh water

from a well, plus Otter Creek also runs along the western border. Unfortunately, the Church of Jesus Christ of Latter-Day Saints acts as the trustee of all the Koosharem's water rights. The nearest neighbors reside in Burrville, an unincorporated community three miles away, population 59. The closest town with services (and occasional agricultural jobs) is Richfield, the Sevier County seat. At 23 miles, it takes under two hours travel by horse or 45 minutes if they drive their own bus. State Highway 24 runs just outside of the reservation. More and more automobiles whirr along the road nowadays. White tourists occasionally stop and take pictures before speeding away in a cloud of exhaust fumes.

Although not covered with arable soil and only mildly defensible, these 953 acres are sovereign territory, and the Investigators know the lay of their land extremely well (see Handout 2, p. 159). A deep red clover, from which the tribe takes their name, grows abundantly.

Out of the Woods

the reservation to over 11,000 feet on Big Flat. All area residents normalize to the altitude, but any characters not acclimated to the thin air (not the pre-gens) must make an **Outdoorsman** or **Athletics** test (Difficulty 3) once a day or suffer a +1 penalty on any physical exertion checks for that day. Three successive successes and they no longer need to roll.

Throughout this scenario the cold, dry weather should hover around the low to mid 40s Fahrenheit in the day and below freezing at night, with clear blue skies. A harsh winter threatens. Only weeks away from an expected snowfall, the tribe may not have enough to feed everyone with this harvest.

Character Introductions

After presenting the setting, allow the PCs to introduce themselves through their actions—what do they do, or what would they do, if not for the trip to Richfield? For example, has a character come back from hunting empty-handed, dejectedly loaning the rifle to another? Have morning lessons started for the children? Are any animals sick or pregnant and need extra tending? Who patches their one warm coat before winter sets in? What language do people speak? Help the players envision their character's hard scrapple lives, and encourage them to describe their morning's routine before they set out for Richfield.

Keeper's Information about the Koosharem Band

The tribe, especially the Chief, know area myths and legends, but they have to be asked about them; see the scene *Tribal Knowledge*, p. 145. Furthermore, some pre-generated characters' Sources of Stability live on the reservation. Investigators have access to any resources owned by the tribe, including extra hands to help with the investigation.

For the heart of this adventure the Investigators operate on their own. Geography, physical distance and prejudice keeps interlopers away.

Important Koosharem Band NPCs

Chief Cody Walker


Abilities: Athletics 2, Firearms 3, Health 3, Psychoanalysis 6/Reassurance 2, Riding 4, Sanity 10, Stability 12


Hit Threshold: 2

Stealth Modifier: -2

Weapon: -2 (fist)

Armor: +0

 To help stricken Investigators in a Pulp run, Walker has Psychoanalysis 6 (as Clergy, p. 79 of main rules) to restore Stability points.

 If a Purist game, he only has Reassurance 2 to calm them down, but not restore Stability.

Walker can stand up for brief periods if he has someone or something to hold onto. He rests in a carved wheelchair that he can maneuver on flat surfaces like a floor, but requires assistance over dirt.

Medicine Man Ammon Tillohash

Abilities: Athletics 6, First Aid 8, Health 7, Medicine 8, Riding 7, Sanity 8, Stability 10, Weapons 10


Hit Threshold: 3

Stealth Modifier: +1 (crafty)

Armor: +0

Weapon: -2 (fist)

Spells: Spirit Dance (detailed in the scene "The Spirit Dance")

 If running a Pulp scenario, Ammon also knows a Bear Dance song that, while he sings it, engenders bravery and strength in all who hear and understand Numic, conferring +1 to all physical ability and Stability rolls.

Ammon does not use a gun.

Catherine Wood (elder artist, weaver)

Abilities: Athletics 2, First Aid 4, Health 5, Stability 9, Sanity 8

Hit Threshold: 3

Stealth Modifier: +0

Weapon: -2 (fist)

Armor: +0

Catherine, the oldest woman on the reservation (age 90), doesn't move much more than her gnarled hands when weaving. She annoys easily, except when talking about the past. She knows a wealth of local history, but only reveals it in her native language. To fully grasp her tales, at least one listener needs to spend 1 point in **Languages (Numic)** to catch every nuance. Failing this, a few details may be heard incorrectly.

Young Koosharem Hunters

Abilities: Athletics 8, Conceal 6, Firearms 4, Fleeing 10, Health 6, Riding 4, Sanity 5, Scuffling 5, Shadowing 8, Stability 4, Stealth 8, Weapons 4

Hit Threshold: 4

Stealth Modifier: +2

Weapon: -2 (fist)

Armor: +0

Anthony & Rachel Tompkins are 15-year-old twins, and the best, fastest scouts in the tribe. If Investigators need reconnaissance, either or both kids overeagerly jump at the chance. However, they scare easily.

Who is Chief?

Scene Type: Alternate

Lead-Ins: The Water Clover People

Lead-Outs: The New Deal, An Alliance?

An optional scene to increase role-playing between the characters.

While riding the bus to Richfield, Chief Walker calls the Investigators around

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him. He reminds them of the day's importance, and thanks the Spirits he still breathes. But doubt troubles his brow.

"Most of us voted years ago to govern ourselves like the Constitution of the United States, unlike the Navajo. That brought us independence. Now they give us land, as if it was theirs to give. We need it, certainly. But, can we trust them again? What do you think?"

Allow Investigators to role-play their reasons for or against accepting the deal. What they say and what they decide affects the Keeper's portrayal of Throckmorton in the next scene — see p. 139 for more information.

Chief Walker can fill in details about the offer except for the exact location ("nearby"). He seeks consensus with the tribe. After a few minutes of debate, he changes the subject and says he hears his mother and father, grandmother

and grandfather calling. "It is time for another leader to rise. It could be any of you, you all have qualities needed now." He closes his eyes and drifts off to dream. Clearly, he hopes to anoint a successor before dying, and the leading candidates are the Investigators.

River Paiute tribes like the Koosharem typically featured task-specific leaders—the best hunter acted as chief on the hunt, the best farmer directed planting and harvest, etc. However, one person could sway the majority on larger issues through their charismatic ability to obtain consensus. This person wielded limited power as tribal chieftain for long-term strategy, but task leaders still commanded their respective bailiwicks.

Chief Walker can die dramatically at any point after *The New Deal* scene, or become bedridden until the very end, when he welcomes the next chief with his dying breath. Ammon the Medicine Man does not pick sides, nor act as chief, unless the players or Keeper ignore this plotline.

The New Deal

Scene Type: Core

Lead-Ins: The Water Clover People, Who is Chief?

Lead-Outs: Welcome to Your New Home, From the Mouths of Babes, Office of Indian Affairs

This scene brings the PCs and other members of their tribe into white man's bureaucratic world.

After dropping off one of their fellow tribal members at work and a half-dozen more at various spots around town to look for work, the dusty bus squeaks to a stop before the austere brick Federal Building and Post Office in Richfield. Children on their way to the nearby elementary school gawk briefly as the Investigators file out to the sidewalk.



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A cordon featuring two Office of Indian Affairs police agents (white) and more than a dozen local law enforcement and wanna-be law enforcement men (white) form a gauntlet inside the building. The locals want to make sure there's no trouble from the Indians, and the outnumbered Feds want no trouble at all.

They have some hassle navigating Chief Walker's chair (and no white person offers to help, they simply stare with neutral or pugnacious expressions), but eventually assemble in a conference room decorated with large oil portraits of prominent officials from history. The figures are all pale, and their dour expressions loom over the proceedings. Armed guards wait outside.

Behind a carved table sits Joseph Throckmorton, a punctilious state attorney (white, Protestant) in an expensive suit. If the majority of the Investigators acted apathetic or indecisive in the previous scene, or Keepers ignored the bus ride, portray Throckmorton as stiff, formal, and concise. Maintain a neutral, clinical gaze. Pause a second before replying to anything, and let the Investigators talk as much as they like.

If most Investigators leaned favorably towards signing, portray Throckmorton as barely on the verge of panic, holding it together with force of will. Sweat beads his forehead the longer it takes to sign the documents. He tries to finish the player's sentences or questions before they do, talking in a rapid, annoyed tone.

Tough words and bellicose demeanors in the last scene meet a calm, generous, and patient civil servant. He'll listen to all objections and present a simple rationale for signing, backed by the President of the United States, Franklin Delano Roosevelt, who wants to make amends to the Indians as much as possible and as quickly as possible.

A young, studious assistant (white, Mormon) in a white shirt and black tie nervously shifts his weight in the corner and flinches at any signs of aggression from anyone.

Throckmorton formally welcomes the Investigators, starting with Chief Walker. He explains in a well-prepared fashion that with Congress passing the Wheeler-Howard Indian Reorganization Act of 1934, the United States government formally recognizes Koosharem Indian autonomy. They may freely exercise their own system of government and management of their land. The act also allows for the allocation of additional space to their control; in this case, 320 acres are assigned to the Koosharem Band by Act of Congress on May 28, 1937. Yes, it took three years for the land to be transferred.

If the Investigators already decided to sign, speed this scene along. If not, allow for another debate between the Koosharem in Numic—which no one else in the room understands, unnerving the whites. The Chief abides by the decision of the majority or anyone using **Reassurance**, or, if there's competition, the one who spent the most points from that skill.

If the Investigators refuse to sign before seeing the land, an option only they can introduce, Throckmorton states he can only stay until 10am tomorrow, and he would explicitly prefer to settle this now, as it may take months or years to set the table again. If they insist, let them check out the land first, but they need to return early the following morning if they want to keep it. In that case, a Keeper's discretion determines if a second scene needs to play out, or is merely assumed to occur without further incident.

If it looks like a complete refusal to take the land is imminent, the Keeper should use John's Duty or Thomas's Curiosity

as hard drivers, and remind them that winter is coming and their supplies are low.

When they have agreed, Throckmorton firmly shakes Walker's hand as well as any other Investigator who aided the process. He hands over a flyer from the Office of Indian Affairs in Cedar City, which the Investigators already know about, and, ceremoniously, a map of their land (Handout 3, p. 160). They can move in at any time.

During the meeting and signing, skilled Investigators can ascertain the following:

- **(core) Law or Bureaucracy:** The Wheeler-Howard Act (a.k.a. the Indian Reorganization Act) gives land held in trust by the United States to the Koosharem band, as opposed to giving individual ownership to a few tribal members, the previous standard. The Investigator's land rests a few miles from the reservation; they do not connect. Also, this is a federal matter not a state one, an important distinction.
 - 1-point spend: The act does not take back land already allotted to individual tribal owners, e.g., if a Native American tribesman already privately owns land, they wouldn't lose it. This results in a patchwork collection of land owned either by an entire tribe, an individual Native American, or the U.S. Government.
- **Assess Honesty:** Throckmorton genuinely wants and expects the tribe to accept the land; he's baffled if they don't.
- **Reassurance or Flattery:** He worries because some tribes did not sign, and some whites will not like the federal government handing "public" land over to Indians. It's almost all federal or state land between their reservation and the

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new territory, and they have right of pass-through.

– 1-point spend: A crease of worry forms across Throckmorton's forehead. He warns that some whites might be none too pleased to discover they cannot fish in their favorite holes or hunt from their best blinds because a non-white owns the land, or worse, that natives own any land at all.

– 2-point spend: Throckmorton befriends the Investigators, potentially resulting either in a visit to check on their progress or a good word on their behalf if a bigoted law enforcement office pitches a fit about a ritual forest fire close to a state highway.

• **Bargain, Law, or Bureaucracy:** Other tribes (77 of 181) refused because they did not choose the land and their sacred sites were not discussed.

• (core) When the Investigators see the map, they realize that their new land lies atop a ridge above a lake, Fish Lake they recall fishing as children, before tribal recognition.

• **Oral History, History or Outdoorsman:** In the last two to three years, stories of a monster in Fish Lake buzzed around like gossip. Plus, whites have visited the area more often in the last six or seven years, so most tribesfolk avoid the

area for fear of being “accidentally” shot by a white hunter. The new land waits for them a few hundred yards up and west from the lake water.

As they leave, the townies and local lawmen grumble and hate stare at the departing Indians.

From the Mouths of Babes

Scene Type: Floating

Lead-Ins: The New Deal, The Office of Indian Affairs

Lead-Outs: The Office of Indian Affairs, Welcome to Your New Home

This optional scene introduces prejudice against the Investigators, but also gives a chance for them to make an enemy or a friend who has an effect at the scenario's end.

Skip this scene if pressed for time or you want to elide racism. This encounter can occur at any point in the game where Native American characters interact with whites, likely in Richfield after they meet with Throckmorton, or in Cedar City, before or after their research in the Office of Indian Affairs archive.

A group of five white children taunts the Investigators by finger-drawing immature, silly, and derogatory graffiti in the dust caked on the side of the bus and/or imitating a circle dance. How the brats react depends on what the Investigators do.

• If the PCs stoically ignore them, the kids up the ante by pointing their pudgy white hands in the shape of pistols and yelling “Bang!” A school bell or a mother's call causes all of the kids to giggle and run away.

• **Assess Honesty** or **Streetwise** reveals they want to prove themselves tough to their friends.

• **Intimidation** or **Interrogation** scatters the rascals without revealing anything. If a PC reaches for a child, they'll bawl uncontrollably, causing a local authority figure to demand that the PCs leave. Furthermore, one kid tells their parents, who holds a grudge against the Investigators. This comes up at the climax, as the same parent reappears in the final scene.

– Spends should not be used with these “negative” social skills.

• **Reassurance** or **Flattery** converts their fear into curiosity. A boy and a girl no older than seven asks questions about their tribe, what they are doing here, and other innocent inquiries. A genuine answer or a use of **Oral History**, **History**, or **Anthropology** widens their eyes and elicit exclamations of “Jeepers!” and “Wow!”

– 1-point spend (or sincere role-playing): The children are placated. They'll say they hope the Investigators come back into town again. They go home and tell their

Research as a Native American

The Investigators may seek to perform research within the white world; e.g., a library or newspaper office. If you are using the pre-generated Native American characters, this should be difficult, if

not outright impossible (depending on Pulp or Purist mode). Clerks will be hesitant to allow them access to whatever it is they are looking for, especially if they arrive as a group, and they won't have much time

before someone asks them to leave. However, they can get any of the core clues before being asked to leave. Other clues will require spends.

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father about a positive experience, which affects his demeanor if he meets the Investigators at the climax.

Welcome to Your New Home

Scene Type: Core

Lead-Ins: The New Deal, From the Mouths of Babes, Office of Indian Affairs

Lead-Outs: The Grove, Brathwaite Homestead, Tribal Knowledge, The Office of Indian Affairs

The Investigators explore their new property and find a few highlights, punctuated by a terrifying premonition. Details of the Monster itself follow this scene.

The tribe's medicine man Ammon rides with the characters to purify and bless the land; horses being the only sure method of travel. Allow Investigators to equip themselves with anything they feel they need—and can afford—from Richfield or the reservation before exploring the new holding.

Their acreage lies near the southern tip of Big Flat, a raised plain covered by grass with a forest of evergreen trees—spruces, firs, and pines—undulating along gently rolling hills. Big Flat rises 1000 feet northward towards Fish Lake Hightop, the highest point in Sevier County at 11,600 feet; an altitude achieved by standing on a boulder the size of a house (the boulder is a few miles away). Down the steep slope to the east lies Fish Lake, the largest natural freshwater mountain lake in Utah. Further east loom the peaks of Zedds Mountain and the Mytoges. See Handout 3, p. 160.

The east and west boundaries for their land are the ridgelines along the flat, which can be traversed with minor effort. However, if the Investigator ascends or descends while under stress, say, running from a Dark Young or after

suffering a Stability loss, they must make an **Athletics** check at Difficulty 4 under daylight conditions, Difficulty 5 at night. If on horseback the numbers remain the same but use **Riding** instead. Failure causes normal damage (+0) from tripping and hitting rocks and scrub brush.

Highway 24 demarcates the southern border, and an overgrown fire road cordons off the north side.

Points of Interest

While Ammon blesses the land, the Investigators can either assist him or look around with the following skills:

- **Geology, Outdoorsman, Evidence Collection: Deer Spring** — fresh water! An underground spring seeps up to create a small pond near a circle of Ponderosa pines. Each night a thin layer of ice crusts the water, melting off each day until the temperature stays below freezing. This can help farming immensely, especially if the tribe can manage it outside the LDS Church.
- (core) **Outdoorsman: Your land is close to Fish Lake**, historically a dependable source of sustenance. Many tribes came to fish, as has yours, for years. Although your land doesn't contain a shoreline, being closer opens up many opportunities to alleviate hunger.
 - Investigators recall rumors of a lake monster, like a giant fish, attacking fishing boats or even men on the shore. These tall tales started a few years ago, and most people avoid coming to the lake at night.
 - A **1-point spend** in either **History, Oral History, or Outdoorsman** yields the same information in the Fish Lake sidebar.
- (core) At the bottom of Big Flat, on the southern end of Fish Lake, squats a small cabin and a farm, difficult

to spot. It's inhabited, but no one has ever seen the owner. They don't infringe the new tribal land, but lurk close to it. White men have camped around Fish Lake for decades, but this seems to be the only person permanently living there.

Their southern border meets the edge of a yellow-leaved quaking aspen tree grove that rests in a gentle depression and extends over the ridge, down the slope, and across the highway. It's over 500 acres, with just the outer rim of it in their territory.

As the Investigators approach the grove (or by himself if they don't), Ammon the medicine man undergoes a seizure, contorting into horrible positions with the sound of cracking joints. His eyes roll back and blood spittle sprays from his convulsing face.

He suddenly stops thrashing and goes rigid, his eyes abnormally dilated, and he speaks in a strange language.

- **Oral History or Languages (any Native American):** He's speaking in an old Native American tongue.
 - 1-point spend: It's the ancient Fremont people's dialect, different than the Investigators'.
 - 2-point spend: You can do a partial translation of the Fremont: "Hungry...children of the goddess...furious giant awakens."

Investigators witnessing the episode must make a 2-point **Stability** test, losing 3 points if Ammon is a Source of Stability.

After a few minutes, he regains control of his body, but shakes his head and gently weeps. An hour of rest returns his senses; **Reassurance** immediately comforts him. Whenever he recovers, he relates his vision, a core clue, to the Investigators (see sidebar). After telling them, he wishes to rest but can walk or ride if required.

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Fish Lake

This information—not the parts about the goddess, Brathwaite, or the mutants—can be learned by Investigators at the Indian Affairs office, through the tribal elders, or by spending a point (at any time) of **History**, **Oral History**, or **Outdoorsman** specifically about Fish Lake.

Fish Lake rests within a geological feature known as a graben valley almost 9,000 feet above sea level. The water is six miles long, a mile wide, and 175 feet at the deepest point. The lake has been extremely bountiful for centuries, (due to its proximity to Shub-Niggurath) and thus fought over. A key battle in Black Hawk's War occurred here in September 1864. General Snow and over 100 Utah militiamen made a stand on Big Flat's ridge against Ute warriors. The whites eventually

retreated, though it's not clear if that stemmed from the Ute's prowess or the things the men saw in the aspen grove.

Water rights to Fish Lake were sold on March 10, 1889 to the Fremont Irrigation Company. The Native Paiutes received nine horses, 500 pounds of flour, one steer and a suit of clothes in the "deal." A decade later President McKinley created a forest preserve around the area. Although Natives still had the right to fish there, overeager and racist whites often harassed them. Brathwaite has done as much as he can to prevent development at the lake through land purchase and Scooby-Doo worthy lake monsters, but he's failing. Soon Fish Lake becomes a prime tourist destination—Brathwaite doesn't want that, maybe the Investigators don't either. Could they ally? In

reality, the Fish Lake Lodge (still extant) was under construction from 1928 to 1933, but those historical dates are fudged for this scenario.

A few log cabins dot the lake's north side opposite Brathwaite's home, and random tent encampments appear in other areas all year, even when the lake freezes over in winter—ice fishing remains popular.

Any requests for help from Native Americans to these white campers result in extreme suspicion and possibly hostility unless they spend **Reassurance**, or the Investigators treated the children kindly in the scene *From the Mouths of Babes* (p. 141). Keepers can use the campers as an additional threat and/or Dark Young victims in the climax scene—more information in that section.

At this point, consider invoking a hard driver for any character with Curiosity or Duty to investigate the grove and finish the blessing if they think of departing now.

The Grove

Scene Type: Core

Lead-Ins: Welcome to Your New Home, The Office of Indian Affairs

Lead-Outs: The Office of Indian Affairs, Tribal Knowledge, Brathwaite Homestead

No need to travel through interstellar space or dream realms to reach an Outer Goddess. The Investigators meet the enemy here.

If on horseback, the steeds resist entering the area, requiring **Riding**

rolls (Difficulty 6), or they can wait outside.

Dead fallen evergreens fringe the aspen's tree line, clearly demarcating the boundary between the green trees and the other ones. The air alters unexpectedly upon descent into the grove. Heat and humidity thickens, and a strange scent, like animals decomposing in freshly tilled loamy soil, pervades the Investigator's nostrils. Low mounds and hillocks of yellow reedy grass a few inches tall resemble ripples along the ground. The closely-spaced tree trunks are thin and white, with black splotches and a few ebony-colored branches. Their leaves shriek an autumnal yellow, creating a canopy that almost smothers the sky. The combination of mustard-colored leaves and matching grass joined

by speckled trunks creates the sensation of entering a giant's diseased mouth full of thousands of cavity-ridden teeth.

All the foliage is the same type; no other plants or trees grow here. Big Flat contains a thriving ecology, yet this spot features only one type of tree.

When the Investigators enter the leaves shudder, creating a susurrantion that moves deeper into the grove, like a tingle passing through the branches. There's no breeze felt. The sound of quaking aspen leaves, like a swarm of insects or rattling coins, moves back and forth through the grove; the trees talk to one another. Due to the root system when the wind blows—and sometimes even when it doesn't—the ground seems to rise and fall, as if

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The Medicine Man's Vision

Ammon's sight clouded and he doesn't remember what he did prior to the vision or why. He describes a waking nightmare, one that can't be ignored or ever forgotten. He witnessed a tribe slaughtered by giant tree-like monsters, with too many mouths and eyes. These people lived in huts long ago, before the white man came. Tree-giants with

too many mouths, and walking on thick stumps dripping with grease, tore and trampled the people into red ribbons, worse than any bison stampede. The people who saw the giants froze in fright, cried, or laughed hysterically while gouging their own eyes out. Women, children, men, everyone died. Blood soaked the grass and thunder pounded in his

ears from the stomping beasts. All this happened in this area, long ago.

If any non-pregenerated characters have **Cthulhu Mythos**, they must make a 2-point **Stability** test and lose 1 point of **Sanity**. They recognize the hallmarks of Dark Young of Shub-Niggurath destroying all signs of life.

breathing. All Investigators must make a 1-point **Stability** test the first time they experience this.

If examined closely, each tree's black spot glistens like oil, tacky to the touch.

The following skills yield information:

- (core) **Biology** or **Outdoorsman**: These aspen trees are clearly the dominant species, which can happen naturally. Yet this is an outlandishly large area, coming from the mesa but running down the slope and on both sides of the state highway to the south. Quaking aspens earned their name because their leaves move with minimal provocation. Their splotches leak sap, which might indicate disease.
– 1-point spend: Quaking aspens are all related, and share an underground root structure.
- (core) **Evidence Collection**: Brushing aside any overgrowth exposes petroglyphs on large rocks; art from Native American ancestors.
- **History**, **Art History**, or **Anthropology** indicates warning signs from a tribe before the Paiutes, hundreds of years ago. Research at the Office of Indian Affairs might decipher them.

– 1-point spend (or if Investigators mention it): It is from the Fremont people.

- **History** or **Oral History**: Native Americans used quaking aspen bark for quinine.

While they search, call for a **Sense Trouble** test.

A raccoon (*paddaki'e* in Paiute) attempts to grab something off an Investigator, likely Tate, with his Bad Luck Drive. If an Investigator's **Sense Trouble** roll succeeds, they notice before it filches. If not, the raccoon snatched an object—a



knife, bullets, or any papers, like the map—before scurrying away.

Anyone looking at it notices milky white eyes instead of black, and it has a second pair of forearms and hands sprouting from its elbows. If caught, it hisses with abnormally sharp teeth and tries to bite.

It darts into a leaf-covered mound entrance. Although difficult, it can be killed inside its warren (Hit Threshold 5), or lured out with a 1-point **Outdoorsman** spend and fought normally.

As it dies, it cries like a human baby and thrashes about, foaming at the mouth. Witnessing this aberrant expiration prompts a 1-point **Stability** test.

The den only allows room to reach a hand or a head inside. Looking with any light source reveals the trees above connected like feeder pipes into a larger root that runs laterally through the ground. This root system swells and contracts in a slow rhythm. Anyone seeing this singular, breathing entity must make a 2-point **Stability** test.

Mutant Raccoon

Abilities: Athletics 10, Health 5, Scuffling 6

Hit Threshold: 3 (5 in den)

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Alertness Modifier: +1

Weapon: -1 (bite)

Armor: none

Stability Loss: +1 when seeing and hearing it die

Investigators are allowed to explore the grove further if they want. Feel free to introduce another mutant animal (see *Fire for the Ages*, p. 155, for a menagerie) or bring on dark clouds and an early dusk that makes the return ride hazardous. Or simply have Ammon ask that they return before dark.

The Office of Indian Affairs

Scene Type: Core

Lead-Ins: The New Deal, From the Mouths of Babes, Welcome to Your New Home, The Grove, Tribal Knowledge, Braithwaite Homestead

Lead-Outs: Welcome to Your New Home, The Grove, Tribal Knowledge, An Alliance?, From the Mouths of Babes

A few hours among written records provides a wealth of information about their origin and the land they just received.

Keepers who need to get their Investigators here can use the soft drivers of **Artistic Sensitivity** or **Curious** on them.

The Office of Indian Affairs (a federal agency, renamed the Bureau of Indian Affairs in 1947) is 123 miles from the reservation, reachable only with the tribe's bus. Roll **Driving** (Difficulty 4) each way to ensure a humdrum trip. If Driving fails, the bus breaks down, and a subsequent **Mechanical Repair** (Difficulty 4) repairs it. A **Preparedness** test (Difficulty 2) will lower the Mechanical Repair difficulty by 1. If the Mechanical Repair roll fails or no one has the skill, they must wait for a passing motorist (white) to assist

them, either by taking someone into town to purchase the needed part, or the stranger taking the Investigator's money (five dollars should do it) and buying the part and bringing it back for them. The better option requires a 1-point spend from **Flattery**, **Reassurance**, or **Assess Honesty**.

The bus ride takes three hours each way. Add an hour with a breakdown, and three hours if the repair roll fails. The office opens at 9am and closes at 5pm. It's a desultory single-story beige office building with few windows.

Camilla, the overworked 50-something Native American receptionist (Paiute Shivwits band), suffers from gout, but befriends and helps other Native people. Role-play her as useful and kind, but with a complaint about her health attached to every utterance. She trusts any Native American character and does everything in her power to answer their questions or help them. **Assess Honesty** from cautious Investigators indicates sincerity.

Native Americans have unrestricted access to all the files and only need to spend a few hours digging through the many cabinets and boxes that fill the repository. They get all the clues below in one visit, even if they arrive just before closing—Camilla keeps the lights on for them. Any white Investigators are politely asked to leave precisely at 5pm, and an additional 1-point spend of **Reassurance** grants full access to the records, meaning they only get the core clue, and cannot use spends or gain leverage unless they spend Reassurance first.

- (core) **Library Use**, **Anthropology**, or **History** reveals the history of First Nations in the area. Give the Investigators Handout 4, p. 161.

If they didn't already figure it out or talk to their tribal elders, Camilla mentions that what they have written

down accounts for barely half the Native American knowledge; many elders remember much more, but their stories haven't been recorded. This hints toward the *Tribal Knowledge* scene (below).

- **Art History** or **Languages (Numic)** translates rubbings or copies of the petroglyphs from the grove: they feature a system of marking time and space, like observing something's growth. They also warn against the "Tree Beasts" and the "Giant of the Forest That Grows Too Big".

A 2-point spend on any research skill, or if they search the records of people living near the land, or the name "Brathwaite", the Investigators find three marriages of Native American women to Boyd Brathwaite, a Sevier County resident at Fish Lake, are listed in different record books. The bulk of these come prior to 1904, when plural marriages occurred in the Mormon Church.

If ingenious or cautious Native American Investigators think to contact other bands in the area for support with the burning ritual, they could reach them through Camilla, who happily helps, but can't attend the ritual due to her watery knees. See the scene *An Alliance?* (p. 154) for more information.

Tribal Knowledge

Scene Type: Core

Lead-Ins: The Office of Indian Affairs, The Grove, Welcome to Your New Home, Braithwaite Homestead

Lead-Outs: Spirit Dance, The Office of Indian Affairs, An Alliance?

Much can be learned from one's Elders.

When the Investigators inquire about old legends concerning their new

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domain, or wonder what to do after Ammon's vision and the horrors in the grove, refer them to Chief Walker, Medicine Man Ammon, or Catherine Wood. Their stats feature in *The Water Clover People* (p. 137). Any one of them provides the clues below; only Catherine requires a spend (of **Languages (Numic)**) to get the full details. If constrained by time, forget the red herring.

- (core) **Reassurance** or just asking easily starts the elder talking about how the Paiutes came to this land (*A Paiute Creation Myth*, below). Investigators have heard this story many times as a child, but new insights emerge with a retelling—some elements reflect things in or around their new region.
- Bringing any strange items from the Grove, or Brathwaite's home, scares Ammon enough to burn it, and conduct a purification ritual on the Investigator who carried it. This elicits the below clues, including the Spirit Dance. The animal and his vision remind him of the story.

A Paiute Creation Myth

An actual Paiute creation story inspired and informed this myth, edited for the scenario. Savvy Investigators might notice similar details from the legend in their new land, e.g., the "rock as big as a house" and the nearby lake.

Once upon a time a giant named Tse'nahaha roamed the land. Tse'nahaha could kill anyone by looking at them. He would catch people and throw them over his shoulder into a basket of thorns he carried on his back.

One night, some tribesmen were playing inside their home. They posted a woman to stand watch in their field. She heard Tse'nahaha walking towards them and whispering to himself, like thousands of leaves rustling. She

tried to warn her kinsmen, but they didn't hear her for their laughter. Frightened, she hid inside a basket in the field.

Tse'nahaha approached, stopped, and listened. Hearing laughter he ducked low into the house and looked around, making a horrible sucking noise with his mouth. Those he looked at died instantly. The others in the back saw their brothers and sisters, staring and said "What are you looking at?" They walked around so when Tse'nahaha saw them, they all died. Only a sleeping baby remained. The giant left the house.

The baby awoke near dawn and began to cry. The woman left her hiding spot and, without looking at the bodies, set fire to the house and took the baby away.

A few days later another giant named Pu'wihl came by. He grabbed the baby from the woman and, holding its head between its massive fingers, asked her "Where are you from?" She said "I am from that smoking house, over there, with the men in it." The giant walked inside the house's ashes. The woman tried to hide again, but couldn't find another spot. Instead she pushed her digging stick into a clump of wild oats and vaulted away.

When the giant returned, he could not find the woman. This infuriated him and he bellowed to the setting sun. Then he found the mark her pole left in the oats, and he used this mark to track her to a hiding place under a boulder the size of a house. She was crying, but he couldn't reach his big hands underneath the rock to grab her. It was getting dark so Pu'wihl decided to wait until morning. He built a fire and ground up the baby on the top of the rock and ate him while the woman cried underneath. He laughed and taunted the woman but soon fell asleep.

She crawled out from under the

rock and used her pole to leap to the southeast. She came to a lake and, this time burying the pole in the shallow water, leapt to the other side and ran to the home of her aunt.

When the giant awoke he tracked her to the lake but couldn't see any mark from her stick. She was safe. The Paiute tribe comes from this woman.

- (core) **Oral History**, or asking about the tribe before the Paiutes, the elder recalls that there was another people who lived before them. They stayed in houses and had farms like in the story. They lived in a beautiful land, but they had to keep it tame. They used a fire ritual to keep an evil spirit in check. One day, the spirit grew angry with the People and their burning. It made the trees walk, and giants crushed everyone they could find. A few ran away but were never the same, always haunted by what they saw. These tales so frightened other tribes who thought giants were coming for them as well, that they fled their homes in the cliffs. If the PCs talk to Ammon, he now makes the connection between his vision and this legend (or allows the Investigators to do it for him.)

- **Oral History**, and inquiring about sap or the trees in the grove, the elder states that it is forbidden to eat from the trees near the lake or use them for medicine.

– 1-point spend: The elder remembers that some white men ignored the warnings, and they were changed in horrible ways. Never trust the eaters of sap from the grove where the earth spirits talk and giants walk.

- (red herring): If asked about mutant raccoons or small creatures with hands, the elder mentions the Nuwa'deca or Little People, never more than three feet tall, who shoot poisoned arrows and eat the

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flesh of other men and women. If a Nuwa'deca did not recover from a sickness, their own people beat them on the head until death. Many tribes have their own legends and names for a dwarf cannibal people.

- (core): At the end of questions, the elder, nodding off to nap, mumbles something about holding a Spirit Dance to reconnect and learn from their ancestors and their guidance. The Medicine Man (if not the elder they talked to) hears this and agrees. The Spirit Dance will begin when dramatically appropriate, e.g., after most or all other scenes have played out.

If they have not yet visited the Indian Agency in Cedar City (*The Office of Indian Affairs*, p. 145), the elder also recommends a visit.

Brathwaite Homestead

SceneType: Core, Antagonist Reaction

Lead-Ins: Welcome to Your New Home, The Grove

Lead-Outs: Tribal Knowledge, The Office of Indian Affairs, Fire for the Ages

The Investigators encounter the Monster's agent and his unusual son.

In a secluded crevice at the southern end of Fish Lake lurks a modest homestead punctuated by a simple wooden pioneer cabin. A few acres of farmland with a rooster and hens, a mule, and a robust vegetable garden, supports the residents.

A few dozen yards away, a small wooden pier extends into the lake, which releases a tributary that winds down a slope. Gentle waves slop against the pilings, bumping an ugly yet functional rowboat.

Like the Monster, this seemingly bucolic tableau hides disturbing details.

- The livestock are fed milk of Shub-Niggurath, harvested through the aspens, causing nauseating deformities in the chickens: one sports conjoined heads that try voraciously but vainly to peck each other to death, another sprouted six talons, one squats as big as an ostrich, with greasy yellow plumage. Keepers should expound on their worst barnyard visions here. Seeing the hens with different distortions prompts a 1-point **Stability** test.

- A bright red rooster with a wicked gaze patrols the area. He exhibits no malformations, but flits from perch to perch, giving Investigators a devilishly unnerving stink eye, causing a 1-point **Stability** test. In fact, the bird possesses sentience, and worse, limited telepathy. It functions as Brathwaite's intruder warning system. Unless commanded otherwise by Brathwaite, it only defends the coop, but does so with frightening fanaticism.

Mutant Rooster

Abilities: Athletics 10, Health 4, Scuffling 6

Hit Threshold: 4

Alertness Modifier: +4

Weapon: -1 (claws)

Armor: none

Stability Loss: +1



- The corralled mule has a third eye with a nictitating membrane in its forehead, salivates cream-colored liquid, and brays like a perverse human's laugh. Seeing and hearing it warrants a further **1-point Stability** test. Although high strung—who knows what that extra optic organ sees—the Investigator's horses whinny and flinch if they sense the creature, provoking a **Difficulty 4 Riding** test to prevent the mount from bolting.

- The vegetables—squash, potatoes, rutabagas—are doing well this season, as they're ungodly turgid in size. At least they do not require a **Stability** check. If eaten, they are tasty.

A simple search on the chicken coop, corral, or fields, or using **Evidence Collection** on the farm, exposes the unusual animals and crops, followed by the **Stability** checks. A 1-point spend on **Evidence Collection** or using **Biology** or **Outdoorsman** suggests inbreeding, diet, or both, caused the deformities. Someone with this skill would also know that administering growth hormones for cattle began recently, so — although highly unusual for a subsistence farmer like Brathwaite — it's not impossible he found a secret sauce for the livestock.

Boyd Brathwaite and his child, Jacob, are present if Investigators visit in the day, out fishing or hunting at night. PCs can explore the cabin in peace by breaking in, but the Brathwaites, called by the psychic cockerel, return to observe, politely interrupt, or attack, depending on what the Investigators do, and if they've met or not.

The pre-generated character Hope Larsen might have her Drive (In the Blood) activated to explore everything here, particularly the marital history of Boyd Brathwaite.

Out of the Woods

Boyd Brathwaite

Boyd Brathwaite, a white man, migrated to the Utah territory in 1850 with other Mormons. Although raised in the LDS Church, his sociopathic nature had different ideas about cosmic reality and divine power. Shub-Niggurath drew him to her side, and in 1855 he claimed his current home near Fish Lake to live close to the Black Goat avatar. Over the course of time, his mind and body were corrupted by sap consumption, creating a vicious serial killer.

He exploited Mormonism's plural marriage, taking young wives—mostly white Mormons, but occasionally Native Americans—and sacrificing them to the goddess. His children suffered from sap-deranged genes, and either assisted their father in worship, including matricide, or they bled on the altar. Furthermore, the Black Hawk War skirmishes allowed him to kill any Native Americans that drifted into his domain. In exchange, Shub-Niggurath granted Boyd with enhanced vitality, virility, and the ability to control other sap-infected animals.

The LDS Church's Second Manifesto of 1904 limited Boyd to one wife at a time—until she died of unfortunate circumstances—so he took to kidnapping victims, again preying on the poor and forgotten, white or Native American. He operated with impunity until burgeoning state development reduced his ability to victimize the weak. The sacrifices dwindled. The Monster's hunger pushed Boyd to bizarre methods of obtaining offerings: using his son as a distraction, he costumes himself with weeds and furs and attacks unsuspecting fishers or swimmers, which started the Legend of Fish Lake.

Although his diet of Shub-Niggurath secretions has curtailed the effects of aging, it does not confer immortality. Boyd knows he will die soon unless he can increase the blood offerings. His son, aged five, will be given to the

goddess, unless another opportunity presents itself.


Physically, his feet have fused into hooves, which he hides with boots. Additional eyes and mouths of different sizes have formed across his skin. Sometimes they persist, sometimes they vanish after a few weeks or months. Over time, Boyd can control his supernumerary parts, like the eye at the base of his skull. Boyd keeps it hidden by hair, but bows his head and brushes it back if he needs to peek behind him. For this reason, he is difficult to surprise. Stubby black tentacles, no bigger than a finger, flex and twine on his torso just under his left armpit. Furthermore, a greedy mouth has long lurked on his right inner thigh. When emotionally stressed or aroused the mouth may drool, creating an unsightly wet spot. If Investigators spend any points on **Intimidate** or **Interrogate** with Boyd, the mouth mewls and slobbers. He carefully conceals his abnormalities, so on a first impression he appears as a weather-beaten old man with a funny walk, which he ascribes to arthritis.


Scuffling with Boyd, observing his hygiene from a distance, or otherwise ripping the covers off his goddess's blessings prompts a 1-point **Stability** test.

He has limited mental control over creatures that consume the quaking aspen sap, much like the Monster exerts control over him. The Grove rarely reacts rapidly, so it influences Brathwaite's long term goals and tendencies. It recognizes the ritual burning as an attack, causing Boyd to spring into aggressive reaction. It is entirely possible for intrepid Investigators to recognize the Monster's hazard, and try to destroy it without meeting its priest until the climax.

Boyd Brathwaite possesses intelligence and cunning, and although physically

weak, sports preternatural toughness reflected in his high Health. He utilizes deception and patience, feeding off the character's actions. Although he wears the mantle of villainous henchman, play him sympathetically—a destitute geezer trying to survive with his physically challenged son and a few weird animals.

 Play up the fact that he, like the Investigators, is an outsider. Brathwaite may be the only empathetic white person the team encounters.

 He should be role-played as someone far too nice to be trustworthy.

Boyd Brathwaite

Abilities: Athletics 4, Firearms 10, Fleeing 5, Health 15, Scuffling 4, Weapons 7

Alertness Modifier: +5 near rooster, +3 elsewhere

Stealth Modifier: +1

Weapon: Winchester (+1), carving knife (+0)

Stability Loss: +0 clothed, +1 naked

To portray Boyd, stare intently at the speaker, nod sagaciously, pause between sentences and look upward as if getting directions from the airwaves.

Jacob Brathwaite

He is the five-year old child of Boyd and May Waterson, a Dutch-descended Dust Bowl daughter whose family sent her away thinking she'd have a better life. Six months after birthing Jacob with severe disfigurements, Boyd convinced May the baby's condition was her fault and gave her to the Black Goat. He continued to raise the child, feeding it more sap.

Jacobs's body somewhat resembles that of Prince Randian, a.k.a. "The Human Torso" seen in Tod Browning's *Freaks*. Instead of arms and legs, Jacob has four tentacles. His lower "legs" are thick but stunted at mid-thigh. His

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“arms” are a few feet long, and the right one trifurcates into three ends that he uses like a hand. Both tentacle arms have strong suckers that allow him to manipulate objects and move about. Despite wheezing or hyperventilating when excited due to malformed lungs, his complexion and countenance appear healthy. He has curious, bright brown eyes set in a cherubic face and a cheerful disposition. He cannot speak words, but vocalizes emotions like a baby. He also has a telepathic link with his father, whom he trusts and depends on. More’s the pity.

Meeting Jacob brings a 1-point **Stability** test.

Anthropology, Biology or **Evidence Collection** when meeting the Brathwaites indicate that Boyd must be in his late 70’s (he’s really over 100), and his son barely five. A **1-point spend** suggests Jacob requires a high level of care for the rest of his life—not predicted to be long—and Boyd may soon become infirm himself.

Jacob Brathwaite

Abilities: Athletics 6, Fleeing 7, Health 8, Scuffling 7

Alertness Modifier: +2

Stealth Modifier: +2

Weapon: – 2 (fist)

Stability Loss: +1

To portray Jacob, giggle and coo and reach out to touch people’s forearms with a cold clammy palm.

Inside the Brathwaite Home

Whenever Investigators explore the Brathwaite home, let them do so undisturbed... except for the creepy rooster that watches their every move. With caution, they’ll discover the clues and get away just before the Brathwaites return from fishing. If they destroy anything, attempt to entrap father or son, fail in a **Filch** test (Difficulty 4) or try to take any animals, Boyd arrives shortly thereafter, possibly attacking and directing the rooster to fight as well.



Out of the Woods

The house doors and windows require a **Locksmith** test (Difficulty 4) for access without leaving a trace; failure, or lack of the skill, indicates Brathwaite knows what happened and reacts accordingly (see below).

One interior wall divides the house into a front and back area. The front zone contains a bed for two, a handmade crib, a simple carved table and two chairs. A wood-burning stove warms the kitchen area where pots, pans, and carving knives hang from hooks. An open doorway separates the rear section, where Boyd prepares meals as well as cures, pickles, cans and stores food. Many lovingly oiled and honed cutting instruments gleam above a butcher's block.

Native American artifacts decorate the home. A Winchester 1873 rifle (heavy damage) hangs above the mantle, a box of ammunition nearby.

Overall the domicile looks similar to those on the reservation. A simple search discovers:

- A worn trunk containing a crude lake monster costume
- A moonshiner's jug half full of gooey white sap, the treated version of aspen ooze
- A few books in an orange crate with a faded label:
 - *Buckeye Cookery*, published 1880
 - Sir John F.W. Herschel's 1878 book *Outlines of Astronomy*, with notes
 - *Old Farmer's Almanac*, 1855 also with notes about dates
 - A sheaf of cooking and baking recipes, all written in the same hand, nearly all mention "syrup."
- **Evidence Collection** on the book notes and recipes ascertain the handwriting matches exactly, 74 years apart.
 - **1-point spend:** There are no religious texts, either Mormon or other Christian denomination, in the house.

- A photo album with over 40 daguerreotypes and photographs, randomly dated between 1856 and 1933. Almost all depict young (white) women.

– **Anthropology** or **Evidence Collection:** The women come from different counties and states, with few local ethnicities. In crude terms, Brathwaite has repeatedly used the mail-order bride catalog.

– **Photography** or **Evidence Collection:** The photos were taken in different places around the globe.

- **History** or **Art History:** The Indian items come from different tribes across the four corners region, with no one group predominant. No item such as a rug, basket, or weapon appears twice.

If the Investigators are inside by invitation, they have to be surreptitious in their searching (**Filch** tests, Difficulty 6).

Antagonist Reactions

If paying a courtesy call to their new neighbor, the rooster silently signals the Investigator's approach, so Boyd covers up his unseemly bits before swaddling Jacob in a blanket on a cradleboard and leaving him on the chopping block. An Investigator looking through the back window while daddy deals with the others can see Jacob. The child works a tentacle out and waves, prompting the Stability test.

Curious, polite, and inquisitive, Boyd tries to ask more than answer. He volunteers this information if asked or someone uses **Flattery**:

- He says he follows the Book of Mormon. **Interrogation** regarding his creed elicits the correct responses for a LDS church follower, but **Theology**, **Assess Honesty** or if a Mormon (like Hope Larsen) asks the questions, his lack of devotion

appears, though he believes in a Heavenly Mother (Shub-Niggurath, though he won't call her that). He barely hides his anger at the Second Manifesto banning multiple wives.

- Born and raised here, Boyd says his father built this cabin. **Assess Honesty** determines that's not true; Boyd built the cabin, and he wasn't born here.

- If asked about his bizarre animals, he says that they've inbred for years, and despite appearances, they're still usable for work and food. Most of his diet comes from the lake. **Assess Honesty** verifies this as fact.

- He takes occasional walks on Big Flat. He knows about the strange tree grove, but attributes it to "God's mystery." The area may seem strange and frightening, but so, too, are lightning storms. Once you get used to the land and learn to love it, she proves to be a great companion and provider. **Reassurance** or **Flattery** indicates he refers to the earth as a person, and ascribes terms of endearment to it.

- He says he lives alone, though even without **Assess Honesty** it's clear that's a lie. **Reassurance** gets him to open up that he has a child; his mom passed away after giving birth. God blessed Jacob with a different body, so keeps his privacy to protect his son. A **Reassurance** or **Flattery** spend mollifies Boyd enough to bring Jacob out and have him meet the guests; the boy has probably been making noises. Jacob's **Stability** test ensues. If the Investigators react poorly, possibly due to a Stability loss, Boyd angers and demands they leave, using the Winchester for enforcement.

- Boyd knows Indians live nearby; he leaves them be if they leave him be. Fascinated by their culture, though,

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The Church of Jesus Christ of Latter-Day Saints and Native American Relations

Keepers may decide to disseminate this information to the players, especially if the pre-generated character Hope Larsen, a Mormon, joins the team.

The Church of Jesus Christ of Latter-Day Saints, or followers of the Book of Mormon, are a Christian Protestant sect that believes Christianity should be restored to its original apostolic beginnings, different from the Roman Catholic Church. This idea was first espoused by the prophet Joseph Smith in the 1820s. An angel directed Smith to buried golden plates containing the words to the Book of Mormon, a sacred text like the Holy Bible. The Book of Mormon chronicles early Native Americans as members of four tribes that came from Israel: the Nephites, Jaredites, Mulekites, and Lamanites, the latter being dark-skinned and wicked. Smith also established 13 articles of faith or beliefs, a few of which differ from Catholicism as follows:

- There is no Original Sin
- Laying on of hands bestows the gift of the Holy Ghost
- Belief in the “Primitive Church, namely, apostles, prophets, pastors, teachers, evangelists.”
- Belief in prophecy, revelation, visions, healing, and speaking in tongues

- The Book of Mormon is the word of God (as is the Bible)
- The Ten Tribes of Israel will be restored, Zion (New Jerusalem) will be in America, and Christ will personally reign on earth, which will be renewed back to Paradise

Smith and his followers tried to establish a permanent settlement (much like many religious immigrants who settled America), but were forcefully driven west from New York, Ohio, Missouri, and finally Illinois, where Smith was killed by a mob. Brigham Young became the successor to the Latter-Day Saints (LDS), and led his followers to the Utah Territory where they continued the practice of plural marriage or polygyny, where a man can have multiple wives.

Because of plural marriage, the United States threatened to rescind the church’s status, so in 1890 the church president Woodrow Woodruff banned the practice, and emphasized patriotism and missionary work. A few Mormon groups splintered from the main LDS church and formed their own congregation to continue polygyny. In 1896 Utah became the 45th state, but the Church still found it necessary to create a Second Manifesto in 1904, again banning plural marriage.

When the Mormons arrived in the Utah territory in 1847 and met the people living there, they eagerly farmed the land, built Zion, and converted the Lamanites (Indians) to their own beliefs. According to the Encyclopedia of Mormonism, Brigham Young wanted to assimilate Native Americans through kindness, fairness, sharing and coexistence. However, the rapid influx and settlement of LDS followers and the spread of European diseases devastated the Natives. They had few options: leave, assimilate (and convert), beg, steal, or fight. Conflict and misery between Mormons and Natives lasted for at least 20 years, when the United States government finally intervened and forced the Indians onto reservations.

In game terms, although armed conflict between Mormons and Native Americans has stopped for roughly 13 years, racism, prejudice, bigotry, stereotyping and hatred smolder in the hearts of many, and Native Americans still experience oppression. Remember, the federal government gives the land to the Native Americans, not the residents, not the predominant church, nor Utah’s state government. Thus, tensions between the Investigators and white residents, Mormons especially, affects every interaction between them.

he asks questions about their families, living conditions, if the PCs have wives, children, etc. He inquires about unmarried women, saying that although the land cares for them like a mother, Jacob could use someone to hold him. A 1-point **Assess Honesty** spend here suggests he fought Indians in the past.

- If asked about the Fish Lake Legend or Monster, he states that he knows about it and laughs. **Assess Honesty** indicates he knows more.
 - 1-point spend of **Flattery, Reassurance, Interrogate** or **Intimidate**: He admits to scaring people off to keep the best fishing spots to himself. If Jacob has been

introduced already, he says it’s to keep gawkers away from his son. If still unmet, and Boyd is pressed, he introduces Jacob here (**Stability** tests) and state that he made up the monster to keep the government from taking his son away and putting him in an asylum or circus. The Investigators should

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empathize with children taken away by authorities.

- **2-point spend:** Boyd may be too eager to play the role of lake monster, and that he might do more than scare people. Pushing this point causes Boyd to break the conversation, insisting on naptime for Jacob.

If the meeting continues, or Investigators return later, he offers them a common Northeastern Indian dish: fried pemmican with onion and squash (called “rechaud” or “rousseau” or “rubaboo” or “richot”) and warm cornbread. He pours milky syrup with the pemmican and feeds Jacob the same after serving the players. Anyone with the **Craft (Cooking)** ability or using **Sense Trouble** (Difficulty 5) detects something amiss in the meal, but the character who spotted it must decide how to signal the others. If they miss the roll, the animals suddenly cluck and

bray, and Jacob fusses. They calm down if dining resumes.

Swallowing this small amount of sap won’t have any effect on the characters during the scenario’s course, but let them stew about it if they find out what they ate. If offered a meal during *The Spirit Dance* (p. 153), Investigators can truthfully claim fasting as a defense. If they mention the reason, though, Boyd frowns but nods. **Assess Honesty** here indicates his concern. The sidebar “The Ghost Dance”, below, explains why.

If they ask about his ingredients or the sap, he’ll say it’s from tree bark, and is medicinal. “Contains quinine,” he says. “Learned it from the Paiutes, like you. Helps Jacob.”

If the players ask, Boyd happily gives a guided tour, including the grove. He can get up and down the slope easily,

without a roll, since he knows a safe route. The trees gently quiver as he arrives, and he’ll greet them in return. He’ll mentally keep any animals away from the players, but they sense being watched, and need to make a 1-point **Stability** test. Boyd and Jacob seem right at home.

The more effort put into befriending the Brathwaites, the more open Boyd acts. He recommends the best fishing holes, where the water springs are, the best time to plant, etc. Jacob plays with anyone who doesn’t freak out upon seeing him. He likes to ride piggy-back, hanging on to faces and necks with his suckered limbs.

Eventually, Boyd reveals the secret of the Spirit of the Trees, explaining that it nurtures him and has lived here since Creation. If they worship it, it provides for them unto eternity. If he trusts the

The Ghost Dance

Players may want to know this information before participating in the scene, but it is not required to tell them all, or even some, of it.

The Ghost Dance, or *Nanissáanah*, is a spiritual movement that began from a dream during a solar eclipse by the Paiute prophet, Wovoka (birth name Quoitze Ow, later renamed Jack Wilson), who brought hope to the oppressed with the idea of performing this ritual to reunite the living and the dead, drive out the white man and return the Natives to an era of peace and happiness. Through fasting and a continuous circular pattern of dancing, a spiritual epiphany could open a channel to one’s ancestors to seek aid and guidance. The Dance started in Nevada but quickly spread west.

Its multi-faceted origin also contains similarities and inspirations from Christianity and Mormonism. Some brief dances occurred for purely social reasons, while deeply spiritual engagements lasted days. Not all Natives believed it, even if they participated.

The Black Hawk War of 1865-1872 took place in Northern Utah, including parts of Sevier County. Near the war’s end, desperate Utes attempted to perform the Ghost Dance. This large group of Indians coming together to dance and sing, sometimes to frenzy, made the white man very, very nervous. Panicked that full-scale war was about to occur between white residents and starving Indians, General Morrow called up disbanded Utah militia members and

dispersed all those participating in the Ghost Dance, forcing the Utes back onto the Uintah Reservation.

The Ghost Dance movement went underground, though not all tribes adopted it. The Ghost Dance (as whites call it) still occurs today with some tribes.

Because of the Ghost Dance’s solemnity and sacredness to real Native Americans, the ritual the characters undertake should not be viewed as a literal interpretation, but instead as a Lovecraft Mythos spell inspired by the real world Ghost Dance, much like the Mythos deity Ithaqua derives from the Native American Wendigo in northeast America and Canada.

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Investigators, he'll state that it involves a blood sacrifice once a year.

If the Investigators show belligerence, he severs contact with them, calling the animals to help drive them off. If they outright attack, he grabs his gun and attempts to flee to the grove, telepathically summoning the forest denizens to defend him. Their stats are listed in the climax scene (p. 155).

Boyd fights to protect Jacob, but only until he, Boyd, reaches -6 Health. If Jacob gets seriously wounded, Boyd attempts to finish him off as a sacrifice in the grove rather than heal him.

The Spirit Dance

Scene Type: Core

Lead-Ins: Tribal Knowledge

Lead-Outs: Fire for the Ages

The Investigators perform a sacred ritual to communicate with their ancestors and discover what really happened to the slaughtered tribe and what to do about the Monster.

To gain guidance and inspire the tribe, Chief Walker and Ammon agree that the Water Clover People should perform a Spirit Dance, which could last for a few nights; the ancestors might not come when called the first time. However, not all tribal members dance, as some don't believe in what they consider "magic". White Investigators cannot join without a 2-point **Reassurance** spend (per character).

No one dares mention the Dance to any (other) whites until after it has concluded, due to the very real danger of arrest or assault. Many still remember the Posey War between Utes, Paiutes, and Mormon occupiers that ended 14 years ago.

The Spirit Dance begins at dusk after a day of fasting. A pole erected in the

reservation's center becomes festooned with strips of cloth, feathers, bird claws, and other various offerings to the Great Spirit. All participants wear loose robes embroidered with sacred animals, the sun, moon, and stars. They don headdresses of feathers and paint their faces with sacred symbols in red and black.

Ammon relays the directions for the dance. When he finishes, everyone rises and forms a large circle around the pole, facing inward. Musicians begin beating drums. Everyone dances in a counter-clockwise circle, repeatedly chanting (in Numic) "Father, I come." On cue, they stop and cry out the names of other departed relatives, tossing handfuls of dirt into the air. In unison they reverse and dance in a clockwise rotation, chanting "Mother, I come." This continues for approximately fifteen to twenty minutes. Ammon, the Medicine Man, conducts the next stage by raising his hands into the sky and invoking the Great Spirit to allow the people to talk to the ones that have died.

In the second stage, everyone starts facing outward, away from the pole. They dance again but at a much faster pace and rhythm, with bodies swaying up and down and arms swinging wildly. Sometimes everyone joins hands in the dance, making the circle undulate like a snake. Sometimes they change direction and face inward. Subtle cues choreograph the dance while they sing

Father, I come to you

Mother, I come to you

Brother, I come to you

Sister, I come to you

Children, I come to you

Family, give us back our arrows.

The ground grinds into a fine, flour-like dust that rises with the stamping of bare feet. The wind responds and takes it up, swirling the dirt around and up into a moonless night streaked with shooting stars.

Anyone who spends at least 4 points of **Stability** and/or **Health** receives a vision. If Ammon acts as a character's Source of Stability, double their Stability point expenditure, e.g., 2 points become 4. Keepers should tell those PCs that being close to Ammon helps with the ritual without being specific about the numbers. If no Investigator spends at least that much, they have to try again the next night. They can recover 2 points total in Stability or Health if they remain on the reservation for a day and do nothing.

The chant and wild dance repeats over and over, until the Investigator(s) who put in the most points breaks out, staggers from the circle and falls. Their hair streams away from their face, which is flushed enough to burst, their every breath a groaning pant. They lay motionless, apparently unconscious, but every muscle trembling with sweat. The Investigator with the second highest contribution falls out next, and so on. Other tribesmen and women deftly avoid the fallen as the dance goes on. While in this fugue they receive a vision of their predecessors.

Whether the spell cost is reached or not, the dance concludes when everyone collapses from exhaustion. A light meal and discussion of any visions ends the ritual for the night. Only one Investigator needs to get the vision and the fire spell to explain it to others.

The Ancestors Speak

The following phantasmagoria does not relate to genuine Native American visions or any part of their cultural tradition.

All Investigators share the same reverie, which resembles the one suffered by Ammon. The beating drums pulse to their own heartbeat, and they can feel the thrumming slide like a snake throughout their body and encircle their bones.

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The music becomes a form of energy that they can move and shape through the movement of their feet and hands. Visually, colors shift hues, brightening and darkening as they move around in the circle in connection to the sounds. This synesthetic experience persists for a few moments, or a few eternities, until the dancer's mind and perceptions lurch, like falling off a cliff, and they find themselves immersed in an experience of their ancestors from thousands of years ago.

They dance again, but to a radically different beat and chant. Someone waves a torch near a familiar group of quaking aspen trees, alighting assembled clumps of herbs and grass in a pattern around the grove. A great sense of fear washes over the visionary. The trees grow, swell, and rise with a deep ripping sound that rumbles in the gut. Underneath the trunks lies a vast network of roots and shoots, connecting every tree in an enormous lattice. The roots sway and whip about like a boiling, festering mass of misty black ropy appendages covered in pustulent maws and inhuman eyes. Large sections of root mass slough off. The bottom sections form stumpy legs calcifying into dark, cloven hooves. Slobbering mouths open and close, gulping like suffocating trout. The tree trunks become waving arms, wildly smashing everything into shards. One giant towers above and brings its long appendages crashing down. All goes black and cold.

The Investigators regain awareness in the dirt, caked in dust and sweat. The Spirit Dance has stopped.

All PCs who obtained the vision must make a 3-point **Stability** test after experiencing death by Dark Young. Anyone who has any Cthulhu Mythos also loses 2 **Sanity** if they miss their Stability check. Regardless of their composure, they will remember the Ritual of Fire Cleansing, detailed in the last scene (p. 155). If it's not

obvious, this is an expanded version of Ammon's vision.

An Alliance?

Scene Type: Alternate

Lead-Ins: Who is Chief?, The Office of Indian Affairs, Tribal Knowledge

Lead-Outs: A Leader Rises

Savvy Investigators can ally with other local tribes against the Monster.

If any player thinks to ask, or if the Keeper thinks her players need assistance, they can contact other local Paiute and Ute bands through Camilla at the Indian Affairs Agency to request their assistance in the ritual burning. Asking will benefit the PCs, but works better with Interpersonal spends. This can happen once for one character, or two characters can each spend 1, but the most they can get is seven helpers.

• **Bargain, Credit Rating, Reassurance, Flattery, Streetwise, Oral History or History** brings two additional people to aid in the ritual.

– **1-point spend:** Four allies come to assist.

– **2-point spend:** You recruit seven people to aid the ritual.

Possible reinforcements, in order of attendance:

- Terence and Peter, two solemn fighters from Camilla's Shivwits Band of Paiutes. They arrive in twelve hours by motorcycle, armed with hunting knives (light damage).
- Johnny and Miles, two strapping warriors from the Cedar City Band of Paiutes, a.k.a the Red-Stream People. Miles carries a revolver with a dozen bullets (light damage). They show up six hours after the call in a squeaky Ford Model A.
- Marcus, Alexander, and José, three toughs from the Uintah and Ouray

reservation in northeastern Utah. These three do not speak the same form of Numic as the Paiutes, and cannot receive the Bear Dance benefit from Medicine Man Ammon (in Pulp mode). It takes them a day to reach the Investigators in their pickup truck, but they each have a knife (light damage) and a Winchester Model 94 rifle (heavy damage), loaded with eight shots.

These partners bring nothing more than their weapons, water, and a little rabbit or deer jerky. If Investigators do not welcome them with offerings of praise, food, and anything else they can think of, or if they lie about what's going on, the ally will leave after a **Stability** test—whether they make it or not—or whenever they take any wound. Their tribal companion(s) exit with them, even if they weren't injured. They won't die for rude Koosharem.

If Investigators greet them with warm arms and meals, Keepers may allow players to directly control these NPCs in the big battle. They are not suicidal, so they will retreat to a safe area the two rounds after they reach -3 Health or a failed **Stability** test (which the player makes) unless a PC (not another NPC like Ammon) spends on **Reassurance** or **First Aid**.

Investigators cannot get help from any white man or woman for the ritual itself—no amount of spends could get a white authority to trust Indians enough to fight ancient alien demons. But any friends made in the early scenes do their best to protect the players from accusations of arson.

Allied Warrior

Abilities: Athletics 8, Firearms 5, Fleeing 8, Health 8, Riding 4, Scuffling 6, Stability 5, Weapons 5.

Hit Threshold: 4

Stealth Modifier: 0

Weapon: – 2 (fist)

Armor: +0

The Trembling Giant

Fire for the Ages

Scene Type: Climax, Antagonist Reaction

Lead-Ins: The Spirit Dance, Braithwaite Homestead

Lead-Outs: A Leader Rises

Armed with ancestral memories, Investigators and their tribesmen attempt to rein in Shub-Niggurath's power and influence.

The Investigators don't *have* to perform the burning ritual. The Monster represents a gradual but deadly threat, like global climate change. Left unchecked, it spreads into the new tribal land, across Big Flat, down to Fish Lake and around it, past the new state highways into Burrville, and then the main reservation. Any crops grown, or livestock raised, on the new acres pervert like Brathwaite's. Eating the mutated food means eating sap. Wild animals infected by the milk flourish in number, and start leaving the grove's confines. Quaking aspens sprout in people's yards, and even under their homes. Brathwaite resumes the sacrifices, eventually plucking the Water Clover people.

Ritual of Fire Cleansing

This ritual is not part of actual Native American beliefs.

Before beginning the ceremony, congregants must purify themselves with water. Specific patterns of paint must adorn their face, and their body must be covered in sacred oil. Spirit tokens, such as hair of Coyote, or feather of Eagle, need to be secured on their person. The Investigators can obtain enough of this for everyone.

Circle the entire grove with bundles of dried grass and herbs. Due to the grove's size—almost a square mile—someone must wait on the western slope of Big Flat as well as across the

state highway, where a few trees have popped up. Bits of kindling need to run from each bundle to the grove, like dynamite wires.

It takes six stations (bundles) to surround the Monster completely. One person must remain at each station, but any supporting members can move to help others. Let the Investigators decide where and how to assign positions.

The Investigators need assistance from at least one other person to complete this ritual; there aren't enough of them. The Medicine Man wants to attend, and if conscious, so does the Chief, though he's an unwise and problematic inclusion. Keepers can include the unused pre-generated characters, the Koosharem NPCs listed in the first scene, plus five other members of their own tribe with the same stats as the Allied Warrior, above. Even with Ammon or Walker present, let the Investigators decide strategy. The ritual lasts roughly 10-12 hours.

The starter flame must come from a fire that has persisted from the morning star's ascent to the rise of the evening star (Venus). The ceremony requires dancing and chanting from each person stationed near a bundle. The first, at the farthest eastern point, starts the chant and lights the bundle with the flame, then they or a companion relays the original fire to the next person, moving westward. They ignite each bundle and move the fire, like an Olympic torch, to the next bundle by foot (not horses). Any auxiliary forces not lighting a fire can relocate to other places by riding a horse; feel free to call for **Riding Difficulty 3, 4, or 5** depending on field conditions.

Once all bundles are lit, chanting and dancing must build to a crescendo, when flames from the bundle lines race

toward the grove and set it ablaze. At this point, at least one person in the circle needs to continue singing until the next Morning Star rises. Singing keeps the fire burning. If no one sings, the fire goes out. Investigators can hand off the singing duty to others, like the torch relay. The same person does not have to chant the entire time, but at least one voice must constantly intone the sacred words, which can be learned by anyone spending 1 point of **Languages (Numic)**.

When the third station alights, all the trees shudder and shake, grunting from underground. Boyd Brathwaite arrives on his mule (don't forget the **Stability** test, see p. 147) with his rifle by the time the fourth station starts smoking. If the Investigators have played nice with him, he'll try to convince them to stop. When that fails, or if they never met Boyd, or had a skirmish with him, he'll fire when in range.

Upon the fifth station igniting, the Monster sends out mutant animals—all at once—to disrupt the ritual, and they fight to the death. If Brathwaite lives, he retreats slightly to coordinate the mutant attacks, concentrating on the weakest or most isolated link in the ritual circle and cutting through the grove as needed. He will die for the cause as well.

Keepers never roll for NPC vs. NPC *unless* an Investigator is with them. For solitary NPCs, pick one side to win or lose the contest.

Mutant Peregrine Hawk

Has an extra set of claws and milk-white eyes

Abilities: Athletics 11, Health 5, Scuffling 9

Hit Threshold: 5 (flying)

Weapon: +2 (claws)

Armor: none

Stability Loss: +1

Out of the Woods

Mutant Elk

Has six legs and five-toed, clawed hooves

Abilities: Athletics 9, Health 10, Scuffling 10

Hit Threshold: 3

Weapon: +3 (antlers), +4 (trample; only one per attack round)

Armor: 1-point hide

Stability Loss: +1

Mutant Jackrabbits (pack)

Although easy to kill one by one, there are a lot of them and they attack in unison. Each has their own peculiar and unique deformity, such as extra mouths, eyes, legs, ears, tails, tentacles, teeth, and come in a variety of sizes (no bigger than a dog) and colors.

Abilities: Athletics 13, Health 12, Scuffling 8 (due to numbers)

Hit Threshold: 4


Weapon: +1 (bite)


Armor: none

Stability Loss: +1

If alive, the raccoon (see *The Grove*, p. 144) returns, this time to try and grab the torch before it ignites all the bundles.

Lastly, the Monster unleashes a Dark Young of Shub-Niggurath. It tries to stamp out the fire for one round, allowing the Investigators a free round of attacks (after the **Sanity** and **Stability** tests) before attacking the humans. Keepers must gauge the Investigator's effectiveness with this entity and adjust according to the game's Pulp or Purist mode.

 If the PCs take heavy casualties, other Paiute or Ute warriors could ride in on horseback to help, whether they made an alliance or not. They'll buy some time for the Investigators to either continue chanting or they can sing while the Koosharem blasts away at the goat-hooved beast.

 If the Investigators perform too well, send a second, or even

third, Dark Young against them. Brathwaite cannot control the Dark Young; instead he assaults wounded or insane characters.

Dark Young of Shub-Niggurath

See also p. 129 of the *Trail of Cthulhu* rulebook

Abilities: Athletics 8, Health 16, Scuffling 26.

Hit Threshold: 3 (large)

Alertness modifier: +1

Stealth modifier: +2 in tree grove

Stability loss: +2

Weapon: +5 (trampling hooves), +2 (tentacle), and -2 (horrible sucking mouth). After a successful tentacle attack, in lieu of doing damage, the creature may pull the victim to a mouth for an automatic blood drain each round thereafter. It can attack up to three individuals separately.

Armor: Firearms only do 1 point of damage (2 if they attacker rolls a 6), shotguns do 1/3 damage, and it is immune to fire, electricity, acid, blasts and poison.

Making Things Worse

At any dramatic point during or after the ceremony, the Keeper can elect to drop one more wrench into the works: the white man.

Hunters and fishers camping near Fish Lake see the fire on the ridge, as does anyone in nearby Burrville or lost motorists. Although sparsely populated, there are people scattered around the area that can see a big fire on the highest point in the county. These whites (they are all white) investigate, taking their hunting rifles with them to catch some flame-flushed game.

If the Investigators engaged the children in the first scene in a friendly manner, one of the looky-loos is a parent who's respectful and merely interested in watching (and can calm the other whites if he gets

Reassurance from the characters). If the PCs scared a child, their vengeful parent, encountering a forest fire with dead bodies, mutant animals, and Dark Young could lose too much Sanity and Stability and attack the characters.

Keepers can torque this narrative wrench as tight as they wish, or leave it in the story toolbox. Possible options include:

- Innocent white families arrive at dawn, nervous but curious.
- Armed white men show up at the end and demand that the Chief (whoever that is) starts answering questions.
- A posse ambushes the "savages" with guns *during* the conflagration.
- A group wanders up the hill at the worst possible moment, sees everything and goes insane, subsequently either joining Brathwaite, obeying the direct commands of Shub-Niggurath, or insanely endangering themselves or others.
- Do the Investigators try to placate, save, or even use the interlopers as a sacrifice to the goddess?

Random Onlooker

Abilities: Athletics 6, Firearms 6, Fleeing 6, Health 7, Riding 3, Scuffling 6, Stability 5, Weapons 4.


Hit Threshold: 3

Stealth Modifier: 0

Weapon: +0 (light rifle)/+1 (heavy shotgun)

Armor: +0

 They are armed with light rifles

 They are armed with heavy shotguns

Ashes to Ashes

It takes several hours to burn the grove, assuming the ritual continues after vanquishing foes. Keepers should remove a few NPC allies from other tribes before directly assaulting the Investigators, but the NPCs aren't armor; Investigators get attacked before all their allies do. Chief Walker,

The Trembling Giant

if present, is a likely candidate to perish here, with resulting losses (6) where he served as a Source of Stability. If not him, Ammon falls instead, with a similar 6-point Stability loss.

As dawn rises, only a blackened, scorched stain remains. Strangely, the fire did not spread beyond the quaking aspens. If Investigators dig to look, the root structure pulses undamaged—prompting a further 4-point **Stability** test. Best not to check.

Any allies left alive depart. One says “See you next time,” for the Investigators have about a year before the Monster becomes a threat again.

A Leader Rises

Scene Type: Conclusion
Lead-Ins: Fire for the Ages

If he has not passed on already, Chief Walker dies the morning after the ritual. Who will lead the Water Clover People now? Is anyone arrested for arson, or do they claim sovereign immunity and protection to perform a sacred ritual? Do they give the land back, sell it, or assume responsibility as Monster watchers, annually burning the grove until the tribe is terminated in 1957? What happens to Jacob Brathwaite, left alone in the house while Boyd defends the goddess? Why *did* the government give them this specific land? Is there someone beholden to Shub-Niggurath in the Office of Indian Affairs?

Ask the PCs what they intend to do in the immediate future regarding the above issues. If a new chief election is in order, the candidates should make final speeches and a vote called.



Keepers should conclude with the sun setting behind thick clouds

and a light early snowfall calming the region. The monstrous trees go dormant for winter, and come spring the new shoots are flimsy, easily removed. Although undying, the Monster never presents a serious threat while these characters live.



The game ends with a vengeful rain, followed by clear sunny skies. New quaking aspen growth breaks ground in less than a week, and there's a lot of it. Nightmares plague the Koosharem, quickly withering the soul of Ammon to a depressed husk. The characters realize their impotence against the Monster, especially when shackled by white man's rules and regulations. They ruin the rest of their years futilely fighting an obscene Outer God that Fate, or Coyote, pressed against them while local whites ease through a life of privileged ignorance.



TRAIL OF CTHULHU

Out of the Woods

Handout 1: The Koosharem Band Reservation Details

The Koosharem Band Reservation

On the reservation and accessible to the Investigators are:

- Tin roof shacks (roughly four people sleep in each room), a barn, a few outhouses
- Horses (6), some chickens, goats, and a few scrawny cows herded by two hunting dogs
- Not much hay and feed for the animals
- Crops of pine nuts and elderberries plus various herbs and vegetables
- Depleted stores of food for people and animals in hand-woven baskets and tins
- 6x bows and arrows (using Weapons skill they do light damage)
- Jackrabbit trapping nets
- Hunting knives (light damage)
- Rabbit sticks (or throwing sticks, like boomerangs but they don't return) (light damage, use Weapons skill)
- Fishing poles & tackle
- Firearms
 - 2x Winchester Model 06 .22 rifle (light damage), carries 12 rounds
 - 2x Winchester Model 94 .30 rifle (heavy damage), carries 8 rounds
 - 100 bullets for each of these four guns
 - 1x Remington M32 12-gauge double-barrel shotgun (heavy damage)
 - 50 shells
- United States currency – \$27.32 (for the entire tribe)
- Sacred tribal paraphernalia (dress, musical instruments, etc.)
- One ramshackle but running school bus from 1930
- One Model T Ford (missing critical engine pieces and gasoline)
- Other logical gear: construction and farming tools (no machines), lanterns, tobacco and lighters, firewood, Mason jars and bottles, a few books including the Holy Bible and the Book of Mormon, etc.

The reservation does not have indoor plumbing, a telephone, radio, or electricity, but there is fresh water from a well, plus Otter Creek also runs along the western border. Unfortunately, the Church of Jesus Christ of Latter-Day Saints acts as the trustee of all the Koosharem's water rights. The nearest neighbors reside in Burrville, an unincorporated community three miles away, population 59. The closest town with services (and occasional agricultural jobs) is Richfield, the Sevier County seat. At 23 miles, it takes under two hours travel by horse or 45 minutes if they drive their own bus. State Highway 24 runs just outside of the reservation. More and more automobiles whirr along the road nowadays. White tourists occasionally stop and take pictures before speeding away in a cloud of exhaust.

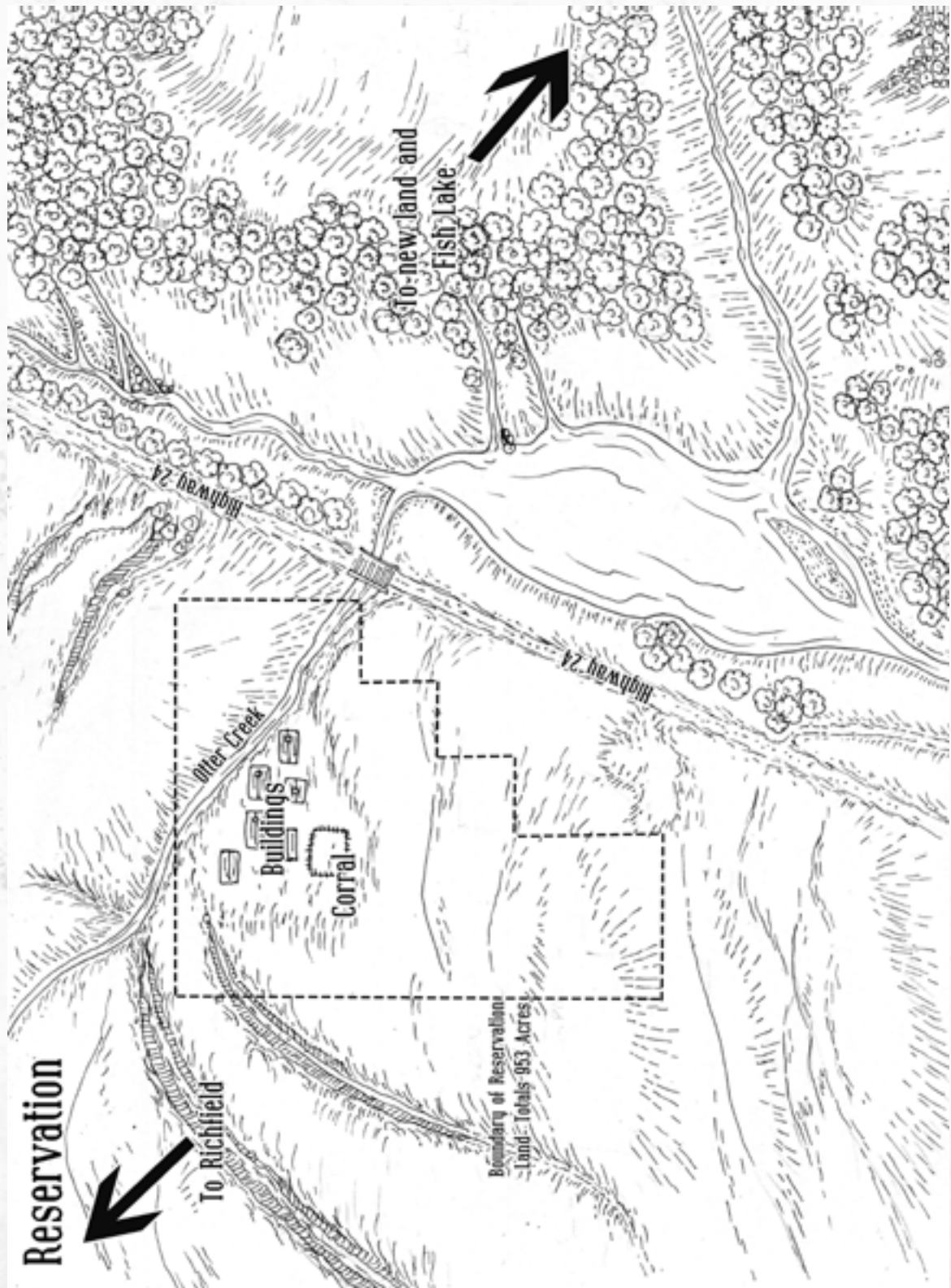
Although not covered with arable soil and only mildly defensible, these 953 acres are sovereign territory, and the Investigators know the lay of their land extremely well. A deep red clover, from which the tribe takes their name, grows abundantly.



TRAIL OF CTHULHU

The Trembling Giant

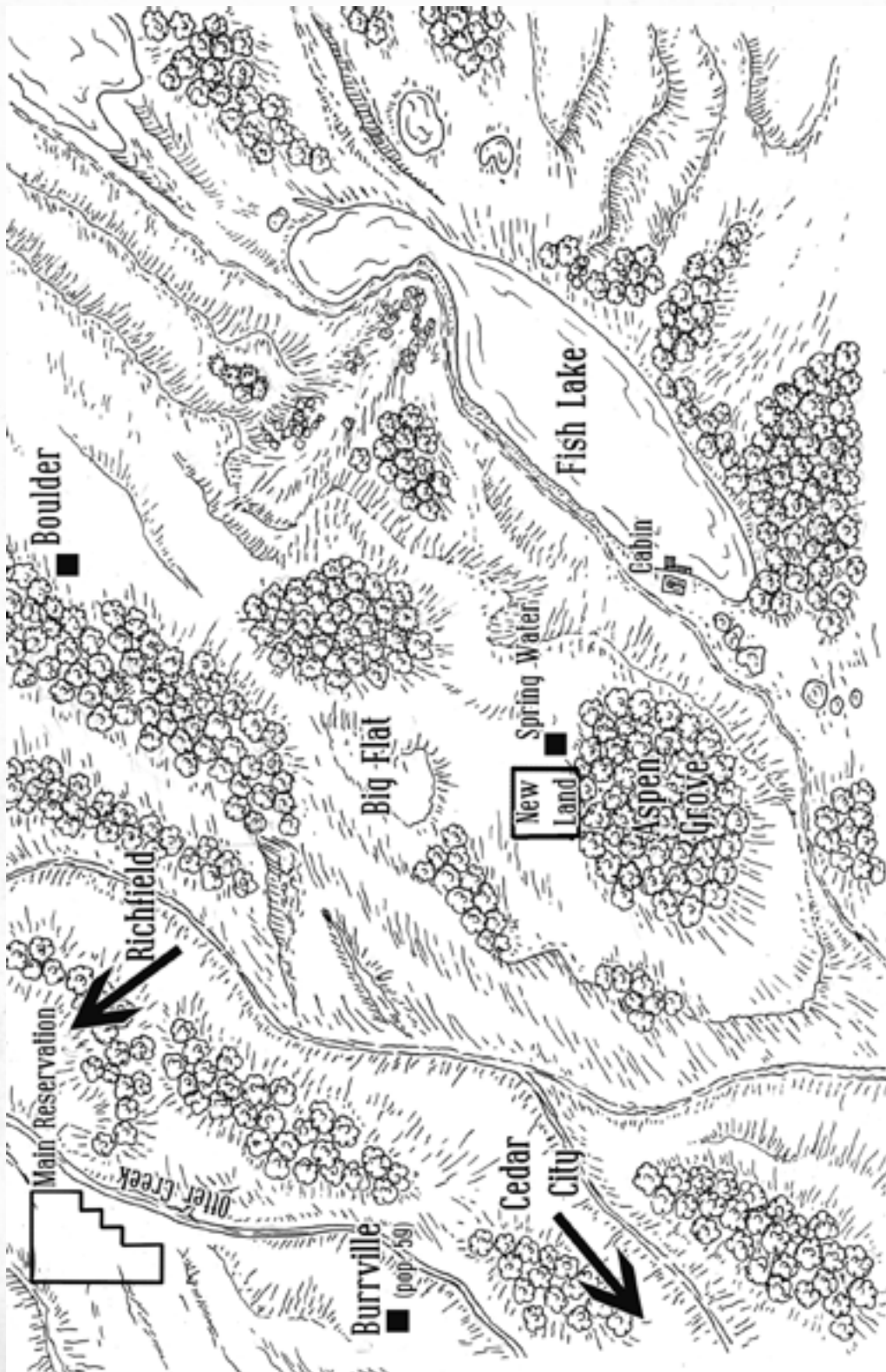
Handout 2: The Koosharem Band Reservation Map



TRAIL OF CTHULHU

Out of the Woods

Handout 3: The Koosharem Band New Land Area Map



Handout 4: Native American Information for Keepers and Players

Native American Information for Keepers and Players

The prevailing scientific theory, popularized in the 1930's with the discovery of artifacts near Clovis, New Mexico, was that Paleo-Indians crossed a land bridge from Siberia through Alaska and south across the Americas. Clovis finds date this culture to 11,000 years ago, but later archaeological sites and genetic studies suggest American settlement could have occurred anytime between 40,000 and 13,000 years ago. These First Nations were as diverse as any two ethnic groups in Europe and Asia with many differences in life, attitudes, culture, food, religion, etc.

Paiutes, who probably arrived in the Southern Utah area around 1100-1200 CE, were known to be peaceful hunters and gatherers. Other tribes like the Utes, who adopted to using horses quickly, sometimes raided their nonviolent neighbors for supplies and slaves to trade into the 1800's. Missionaries who encountered Southern Paiutes often characterized them as "timid." Ethnohistorian Ronald L. Holt writes "Suffering has not been a stranger to the Southern Paiutes of Utah."

According to the 1928 Meriam Report, a government survey of conditions on Indian Reservations and Boarding Schools across 23 states, "the health of the Indians compared with that of the general population is bad," "the income of the typical Indian family is low and the earned income extremely low," and "the survey staff finds itself obligated to say frankly and unequivocally that the provisions for the care of the Indian children in boarding schools are grossly inadequate." Arguably the reasons for these deplorable conditions were a) the loss of territory, because Native Americans could no longer get food from their traditional sources;

b) relocation and internment to new territories where conditions were harsh at best and unlivable at worst, and c) lack of a quality education to help pull the children out of poverty. The Great Depression only added to their misery. The Meriam Report spurred the U.S. government to issue a new ordinance, the Indian Reorganization Act of 1934, which changed the reservations to federal municipalities—the Indians could govern on their own with (controversial) oversight by the Office of Indian Affairs.

The 20's and 30's brought slight empowerment to the long-maligned people, but violent conflicts between oppressed and stubborn Native Americans and belligerent, bigoted whites still occurred around the country until the mid-1920's, e.g., the Posey War began and ended in March 1923 between Utes and Paiutes against Mormon posses in southeastern Utah.

Generally speaking, some Native Americans willingly conformed to the white man's culture, some converted under duress, and others defiantly refused to adopt the New American way of life. Pressure to assimilate to white European customs was tyrannically strong, but many groups and individuals tried to preserve and respect the language and culture of their ancestors in the face of radical change.

These pre-generated characters are part of the 35-member Koosharem Band of Paiutes. They are also called the Water Clover People, a subset to the larger Paiute and Ute tribes, which numbered roughly 6,300 in 1990. The Koosharem Band was formally recognized in March 1928 by the U.S. government and given almost 1000 acres to live on (a reservation) in the high

terrain of Southern Utah, a small segment of their traditional environment. Federal oversight was minimal at best. Although the tribe was left alone, they survived without any support: no government services, no public education, no welfare, etc. The Mormon Church had more influence and contact with them than any other authority, usually over money matters like bills, charity, or providing a few day's wages for a tribal member to work someone else's farm or clean a white man's home. Each year increased the possibility that someone would leave the reservation to reside with the whites.

Not all tribal members agree with each other, not all of them are fluent in Numic (the Native tongue), and not all of them believe the same things. Some are Mormon while others follow Native spiritual beliefs—note that Native Americans never use the word shaman; in the Paiute language the general spiritual leader—for they have specialists—is called *puakanti* or *puaxanti*, "one who is characterized by spiritual power," although "medicine man" will suffice.

Your role-playing experience improves if you are mindful to avoid stereotypes and clichés. Native characters are likely (but not required) to be friendly towards other tribal members, friendly but slightly more formal toward members of other tribes and with white people they know and trust, respectful of their elders, cautious yet polite around white people they do not know, and wary around anyone who is white and in a position of authority and/or armed.

Be sure to tell your Keeper about any discomfort regarding role-playing these characters.

APPENDIX

Inspiration: The short movie *Clok* directed by Casey T. Malone (www.imdb.com/title/tt4379996/)

Special Thanks: Janelle Badali-Powell (badalijewelry.com), Mateo Chamberlain, Cat Tobin, Victor Raymond, Simon Rogers

Playtesters: Nicole Ayn Albie, E.C. Bond, Erika Furuzono, Jim Goldmacher, Kirsten Hageleit, Joshua Hersko, Morgan Hua, Jason Ives, Othello Jimenez, Todd Jimenez, Morgan Joeck, David Jones, Tracey Jones, Harry Morris, Zachary Peterson, Shep, Steve Wallace, Julia Zamora

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"Like" the Koosharem Band Community Page on Facebook

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TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³ 4

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁴ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: John Wanekia

Drive: Duty

Occupation:² Military (army veteran)

Pillars of Sanity: *Freedoms should not be infringed by any man*

Sources of Stability: Chief Walker, on reservation; Arthur Douglas, unit sergeant (in Cleveland).

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	
<i>Numic</i>	1
<i>English</i>	1

Interpersonal Abilities

Assess Honesty	0
Bargain	0
Bureaucracy	1
Cop Talk	1
Credit Rating	1
Flattery	0
Interrogation	1
Intimidation	2
Oral History	0
Reassurance	2
Streetwise	2

General Abilities

Athletics	8
Conceal	6
Disguise ¹⁰	0
Driving	4
Electrical Repair ¹⁰	0
Explosives ¹⁰	0
Filch	0
Firearms ⁵	8
First Aid	0
Fleeing ⁷	4
Health ⁹	11
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ¹⁰	0
Piloting	0
Preparedness	0
Psychoanalysis	0
Riding	5
Sanity ⁹	7
Stability ⁹	10
Scuffling	8
Sense Trouble	4
Shadowing	0
Stealth	5
Weapons	8

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	1
Forensics	0
Locksmith	0
Outdoorsman	4
Pharmacy	0
Photography	0

Background

Eager to leave poverty behind and see the world, you lied about your age and joined the U.S. Army to fight in the Great War. You participated in the Hundred Days Offensive in France, performing admirably but not receiving any honors. You returned home in early 1919, and much was the same—but you had changed.

Mankind's cruelty and desire for destruction extends globally, to all races and peoples. You are adamant about protecting the values and people of your tribe but also are sworn to uphold the Constitution and serve America.

You do not see a conflict between these two things, but you also don't like to think about it. You are not religious and

look on the spiritualism of your people more as cultural heritage than actual reality. You respect and honor the authority of Chief Walker.

Question: How did John overcome the racism he experienced in the army?

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³ 4

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

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⁴ These General abilities double up as Investigative abilities

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⁶ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁷ Assign one language per point, during play. Record them here.

⁸ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁹ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

¹⁰ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹¹ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Tate Walker

Drive: Bad Luck

Occupation:² Hobo

Pillars of Sanity: *Freedom to move means freedom to live*

Sources of Stability: *Puakanī* (medicine man) Ammon; Constance Semple, sister (lives in Santa Fe)

Academic Abilities

Accounting	1
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	1
Languages ⁶	
<i>Numic</i>	1
<i>English</i>	1

Interpersonal Abilities

Assess Honesty	3
Bargain	2
Bureaucracy	0
Cop Talk	0
Credit Rating	0
Flattery	3
Interrogation	0
Intimidation	0
Oral History	4
Reassurance	3
Streetwise	4

General Abilities

Athletics	10
Conceal	3
Disguise ⁽¹⁾	0
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	6
Firearms ⁵	2
First Aid	0
Fleeing ⁷	5
Health ⁹	0
Hypnosis ⁸	0
Magic ⁽¹⁾	0
Mechanical Repair ⁽¹⁾	6
Piloting	0
Preparedness	0
Psychoanalysis	0
Riding	3
Sanity ⁹	0
Stability ⁹	0
Scuffling	8
Sense Trouble	4
Shadowing	0
Stealth	4
Weapons	2

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft (whittling)	1
Evidence Collection	0
Forensics	0
Locksmith	3
Outdoorsman	2
Pharmacy	0
Photography	0

Background

You thought things would be better in the city so you hopped on the first train coming through your territory and took it as far as you could. You ended up on the east coast, and found life worse. You spent the next few years riding the rails, eventually making your way back to your home tribe a few months ago. You are content

to stay put for now, at least. You believe there are spirits that can help or hinder people. Your luck must be due to the whims of Coyote and others. You are a tribal isolationist, preferring not to integrate with white society, which is vile and corrupt.

Question: How much longer can Tate stand to stay on the reservation before fleeing the curse that seems to follow him everywhere?

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³ 4

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁴ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Paul Ada

Drive: Revenge

Occupation:² Rancher

Pillars of Sanity: *Animals are more reliable and predictable than most white people*

Sources of Stability: Tribal Chief Walker; *Puakanti* (medicine man) Ammon.

Academic Abilities

Accounting	0
Anthropology	0
Archaeology	0
Architecture	0
Art History	0
Biology	4
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	
<i>Numic</i>	3

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	0
Flattery	0
Interrogation	0
Intimidation	2
Oral History	3
Reassurance	0
Streetwise	0

General Abilities

Athletics	10
Conceal	0
Disguise ¹⁰	0
Driving	2
Electrical Repair ¹⁰	0
Explosives ¹⁰	0
Filch	0
Firearms ⁵	6
First Aid	4
Fleeing ⁷	0
Health ⁹	0
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ¹⁰	3
Piloting	0
Preparedness	4
Psychoanalysis	0
Riding	10
Sanity ⁹	0
Stability ⁹	0
Scuffling	6
Sense Trouble	4
Shadowing	0
Stealth	0
Weapons	2

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	0

Technical Abilities

Art	0
Astronomy	2
Chemistry	0
Craft (cooking)	2
Evidence Collection	2
Forensics	0
Locksmith	2
Outdoorsman	4
Pharmacy	0
Photography	0

Background

You have always grown up in the tribe and remember being moved around, ignored, and reviled by white Americans. The white man caused all of your problems, and one day there will be payback. You have done your best caring for the animals, and have finally learned to appreciate the stability—albeit one of constant struggle—

the last seven years on the reservation have given you.

Despite the stereotypical peaceful demeanor of Paiutes, your anger is barely contained.

You are deeply religious and spiritual and regard Ammon as your guide. You think Chief Walker is far too trusting, and you are ready to fight against the oppressors with any excuse

or weapon available. You can generally understand spoken English, but cannot read it, and you often refuse to speak it.

Question: Would Paul betray his people or endanger them to bring overdue justice to the white man?

TRAIL OF CTHULHU

Player Name:

Investigator Name: Annie Telles

Drive: Artistic Sensitivity

Occupation:² Artist

Pillars of Sanity: *Art is a living thing that must be nourished daily, and some art, like people, die*

Sources of Stability: *Puakantī* (medicine man) Ammon.

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁴ These General abilities double up as Investigative abilities

⁵ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁶ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁷ Assign one language per point, during play. Record them here.

⁸ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁹ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

¹⁰ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹¹ Optional ability for use with Rough Magicks – can only be acquired in play.

Academic Abilities

Accounting	0
Anthropology	2
Archaeology	1
Architecture	0
Art History	4
Biology	1
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	1
Languages ⁶	
<i>Numic</i>	2
<i>English</i>	1

Interpersonal Abilities

Assess Honesty	2
Bargain	2
Bureaucracy	0
Cop Talk	0
Credit Rating	1
Flattery	4
Interrogation	0
Intimidation	0
Oral History	4
Reassurance	2
Streetwise	0

General Abilities

Athletics	6
Conceal	2
Disguise ⁽¹⁾	2
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	0
Firearms ⁵	4
First Aid	0
Fleeing ⁷	5
Health ⁹	0
Hypnosis ⁸	0
Magic ⁽¹⁾	0
Mechanical Repair ⁽¹⁾	0
Piloting	0
Preparedness	7
Psychoanalysis	0
Riding	5
Sanity ⁹	0
Stability ⁹	0
Scuffling	0
Sense Trouble	5
Shadowing	0
Stealth	0
Weapons	2

Law

Library Use	2
Medicine	0
Occult	0
Physics	0
Theology	2

Technical Abilities

Art	4
Astronomy	0
Chemistry	0
Craft (weaving)	4
Evidence Collection	1
Forensics	0
Locksmith	0
Outdoorsman	2
Pharmacy	0
Photography	2

Background

For generations your family has been Paiute, and you have the knowledge of many of their artists and crafters. Still, you want to know more. So much knowledge has been lost by the hardships visited upon Native Americans, you wish to do as much as you can to retain your ancestral culture as possible, to celebrate and

revive it for all. You were sent away to an Indian School to be integrated into white civilization, but you quickly rejected it and successfully ran away, a rare thing for any student, much less a young girl. You have an open and friendly disposition, but are no pushover and can be quite firm at times. You honor and cherish all of Paiute culture,

including the spiritual beliefs, which you hold true.

Question: You can't find it in your heart to hate individual white people, but they took you away from your tribe. Can you reconcile that, and if so, how?

TRAIL OF CTHULHU

Player Name:

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

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⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹⁰ Optional ability for use with Rough Magicks – can only be acquired in play.

Investigator Name: Thomas Gunn

Drive: Curiosity

Occupation:² Author

Pillars of Sanity: *Things are generally going to get better through diligence and study*

Sources of Stability: Gerold Kincaid, publisher (New York); Chief Walker; Puakantī (medicine man) Ammon.

Academic Abilities

Accounting	0
Anthropology	2
Archaeology	0
Architecture	0
Art History	2
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	4
Languages ⁶	
<i>Numic</i>	2
<i>English</i>	4

Interpersonal Abilities

Assess Honesty	2
Bargain	0
Bureaucracy	0
Cop Talk	0
Credit Rating	2
Flattery	0
Interrogation	4
Intimidation	0
Oral History	4
Reassurance	2
Streetwise	2

General Abilities

Athletics	4
Conceal	0
Disguise ¹⁰	0
Driving	2
Electrical Repair ¹⁰	0
Explosives ¹⁰	0
Filch	4
Firearms ⁵	0
First Aid	0
Fleeing ⁷	10
Health ⁹	0
Hypnosis ⁸	0
Magic ¹⁰	0
Mechanical Repair ¹⁰	2
Piloting	0
Preparedness	0
Psychoanalysis	0
Riding	2
Sanity ⁹	0
Stability ⁹	0
Scuffling	0
Sense Trouble	4
Shadowing	4
Stealth	0
Weapons	0

Law

Library Use	4
Medicine	0
Occult	0
Physics	0
Theology	1

Technical Abilities

Art (writing)	4
Astronomy	0
Chemistry	0
Craft	0
Evidence Collection	4
Forensics	0
Locksmith	0
Outdoorsman	0
Pharmacy	0
Photography	0

Background

Schooled by the white man in white man's ways, your innate curiosity about your heritage and culture has recently brought you back to your people. You walk in both worlds due to mixed parentage and a white man's education. You write about your mother's Native people and culture, calling attention to injustices while

(mostly) avoiding frightening the hegemony. You were baptized a Christian, and believe Christ is your savior, but have not reconciled this with your own heritage. You believe Native Americans should adapt to some of white America's ways of life in order to succeed and survive. The poverty you see on the reservation breaks your heart

because you feel it is self-imposed through isolation. You have achieved more success, financially at least, than any of your brethren through integration and hard work. They could as well.

Question: White teachers abused their Native pupils; Thomas had his share of lashes. How did this affect him?

TRAIL OF CTHULHU

Player Name:

Investigator Name: Hope Larsen

Drive: In the Blood

Occupation:² Housewife

Pillars of Sanity: *The Heavenly Mother, companion to God, provides (this is Mormon doctrine)*

Sources of Stability: Meredith Turner, mother, on reservation

Sanity¹

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold³

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

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² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁴ These General abilities double up as Investigative abilities

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⁸ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁹ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

¹⁰ You start with 4 free Sanity points, 1 Health and 1 Stability point.

¹¹ Optional ability for use with Rough Magicks – can only be acquired in play.

Academic Abilities

Accounting	1
Anthropology	0
Archaeology	0
Architecture	1
Art History	0
Biology	0
Cthulhu Mythos ⁴	0
Cryptography	0
Geology	0
History	0
Languages ⁶	
<i>Numic</i>	1
<i>English</i>	3

Interpersonal Abilities

Assess Honesty	4
Bargain	2
Bureaucracy	0
Cop Talk	0
Credit Rating	4
Flattery	4
Interrogation	0
Intimidation	0
Oral History	4
Reassurance	4
Streetwise	0

General Abilities

Athletics	4
Conceal	2
Disguise ⁽¹⁾	2
Driving	0
Electrical Repair ⁽¹⁾	0
Explosives ⁽¹⁾	0
Filch	2
Firearms ⁵	0
First Aid	4
Fleeing ⁷	8
Health ⁹	0
Hypnosis ⁸	0
Magic ⁽¹⁾	0
Mechanical Repair ⁽¹⁾	2
Piloting	0
Preparedness	8
Psychoanalysis	0
Riding	2
Sanity ⁹	0
Stability ⁹	0
Scuffling	0
Sense Trouble	10
Shadowing	0
Stealth	0
Weapons	0

Law

Library Use	0
Medicine	0
Occult	0
Physics	0
Theology	3

Technical Abilities

Art	0
Astronomy	0
Chemistry	0
Craft (cooking)	4
Evidence Collection	0
Forensics	0
Locksmith	1
Outdoorsman	2
Pharmacy	0
Photography	0

Background

You grew up with the Water Clover people until you were 16, and hired as a nanny in a Mormon household 40 miles from the reservation. Last year the Civilian Conservation Corps set up work east of town. Through the camp you met an engineer, Blake Larsen. He was smitten with you, and after a fast courtship you

were married in the Latter-Day Saints Church. You converted, without protest, to his faith. Your first pregnancy ended in a miscarriage. Blake, a decent man with a respectable job, is eager to have children, but you don't know if you can. A month ago you returned to the reservation to take care of your ill mother. You were always quiet, but have

recently found yourself voicing your opinion, and being listened to by the other tribal members.

Question: When your mother dies, are you going to return to your husband...?

TRAIL OF CTHULHU

OUT OF THE WOODS

IF YOU GO DOWN TO THE WOODS TODAY...

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