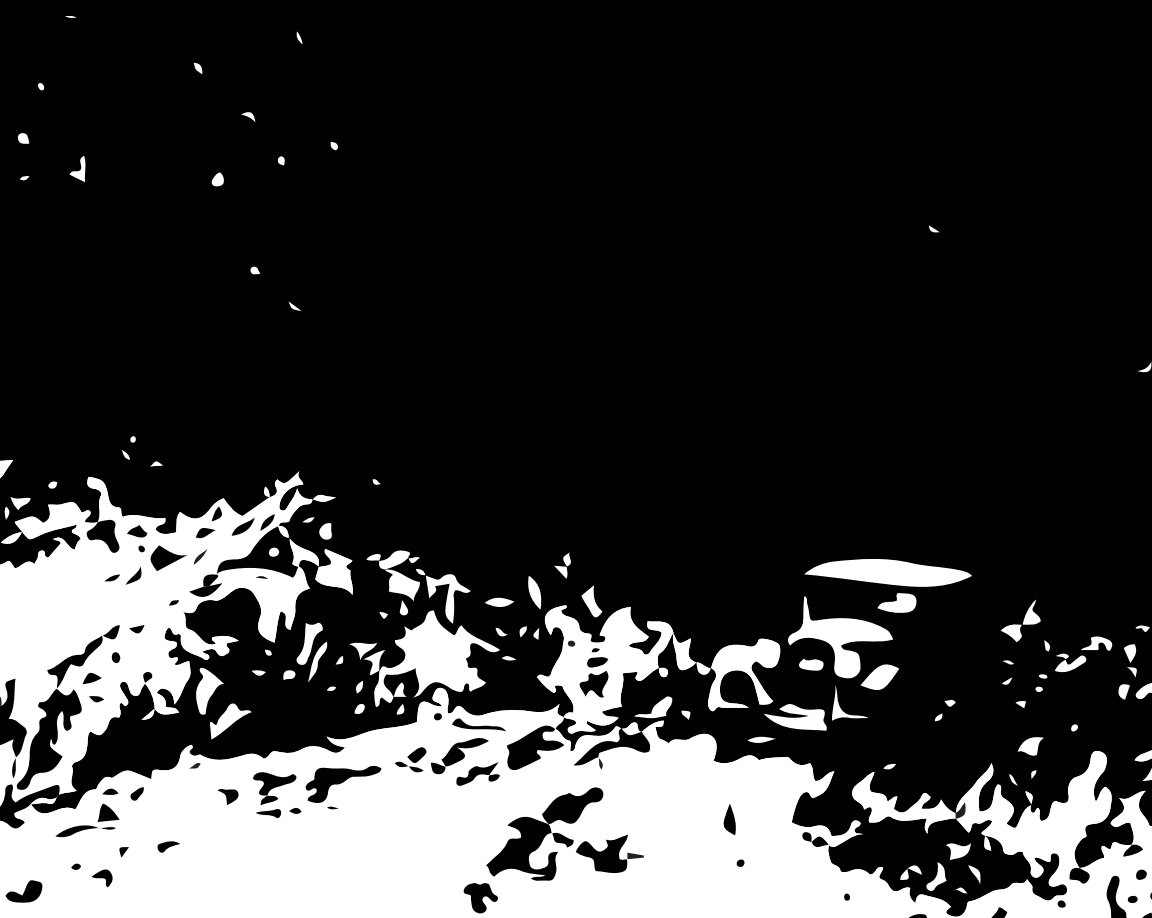


tremulus

the
asylum

a playset expansion for *Ebon Eaves*



reality blurs presents

The Asylum

(Ebon Eaves playset expansion III)

writing, layout, and graphics

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The Asylum (*Ebon Eaves Expansion III*)

Small towns often ignore the quirks of their inhabitants, instead whispering about the poor dears behind their backs. Others are more socially enlightened, impoverished, or wind up with the (good or ill) fortune of handling those deemed ill-suited to care for themselves or who are a danger to others. Adding in this expansion increases the madness contained within Ebon Eaves for any new or ongoing storyline, with the players being none the wiser.

Using an Expansion

Any playset expansion is designed to give additional options to you, the Keeper, in creating the framework(s) for your group's story. Rather than crafting an entirely new set of questions and telegraphing to your players "this is important", a playset is something you can introduce at any time by already examining a particular key list of questions. This prevents revealing too much to your players and spending time with more questions, while ensuring the expansion ties into key elements already present in the established playset. As with the core playset, there is information that is player-facing and a separate section of information for the Keeper's eyes only. *The player facing information should be revealed over the course of play and not immediately presented, as is done with the basic playset information.*

Using the Asylum

Following these design principles, the Keeper need look no farther than the answers to the LOCAL COLOR questions provided in the EBON EAVES playset. The alphanumeric codes match up seamlessly and build upon the existing town structure. If you want to get more into the storytelling aspects of things, this introduces a third arc into your existing game, and is suggested for creating a more complex extended period of play (such as a small story arc of 3-5 sessions or a campaign of even greater duration).

Investigator Notes

[ABC] *The Pigeon House*

ON THE SURFACE: Despite the cracked and crinkled shingles atop the roof, the stately manor is in a gentle disrepair, settling into its old age with grace. People shamle about the grounds while stern orderlies keep the few unruly ones in line with word and bullwhip.

KEEPER NOTES: [A1]

[ABD] *New Beginnings*

ON THE SURFACE: On a small little island just off the coast, rests New Beginnings Mental Health Institution. Established a decade ago, it is housed in a pristine mansion and regularly receives state and national recognition for its progressive rehabilitation techniques. The esteemed Dr. Emmanuel Rodriquez personally oversees all the most troublesome patients.

KEEPER NOTES: [A2]

[ABE] *The Washburn Reserve for the Criminally Insane*

ON THE SURFACE: Beyond a small rise of hills in a heavily wooded area stands The Washburn Reserve, a windowless mass of weathered stone nicknamed “The Tower”. Dangerous and deluded folks are sent there for treatment from all across the state, though few are ever released. Echoes of despair are often heard for miles around in the still hours of the night.

KEEPER NOTES: [A3]

[ABF] *Silver Palace*

ON THE SURFACE: A former sprawling manor known as a notorious gambling house and den of iniquity, Silver Palace kept the name, but was gutted in the name of civilization and progress, now regarded as a house of healing. Catering to rich unfortunates, they do keep a general yard where those with little means are treated, but just barely.

KEEPER NOTES: [A4]

[ABG] *Hope Springs*

ON THE SURFACE: Where once the finest resort stood is now the slipshod spread of Hope Springs. Behind its crumbling walls, the finest minds offer the best mental health treatment in three counties, which is to say the only such treatment available locally. It is cheap. It is not completely unclean. And it boasts a surprisingly good success rate.

KEEPER NOTES: [A5]

[ACD] *Bliss Manor*

ON THE SURFACE: On the grounds of the Hermann Estate is the sprawling Bliss Manor. Amanda donated it to the town just a few years ago, and moved into the more modest guest house adjacent to it. While it is rarely used because most folks seek treatment in the city now, there are a handful of local lunatics who haunt its halls.

KEEPER NOTES: [A6]

[ACE] *Echo Grove*

ON THE SURFACE: The old growth forest outside of town was a subject of much controversy when developers and city government officials pushed to have it cleared to create space for the new asylum. A partial compromise was reached after five long years of battles, and a path into the heart of the forest was made as construction began. Although only partially finished seven years later, it still houses over forty patients at any given time.

KEEPER NOTES: [A7]

[ACF] *Gilded Gates*

ON THE SURFACE: Peace Trees is the finest sanitarium within three states' distance. While the staff uses some rather unorthodox methods of correcting behavior, it is nonetheless well regarded, as its success rate has drawn visiting physicians from around the world. The price for admission is quite high, though it is said they wish to turn no one away and strive to reach agreeable terms with all.

KEEPER NOTES: [A8]

[ACG] *Memory Fades*

ON THE SURFACE: There are two spots where bodies are buried in Ebon Eaves: One Tree, where the poor and sinners are laid to rest, and Two Trees, where the blue-blooded founders and their friends are interred. Both are behind the courthouse, separated by a wrought iron fence, but they may as well be a hundred miles apart. One Tree is spare and poorly kept, and most of those buried there are cremated, while Two Trees is graced with marble slabs and fine statuary.

KEEPER NOTES: [A9]

[ADE] *Weeping Angel Asylum*

ON THE SURFACE: Intentionally set back in the woods, the Asylum is rarely mentioned in polite society. Gossips are quick to talk about how crazy Gossamer is locked up, and if folks go poking their nose into business that's none of their concern they may learn a damn sight more about what makes the angels weep than they'd ever rightly care to.

KEEPER NOTES: [A10]

[ADF] *The Quiet Place*

ON THE SURFACE: The Manning Asylum rests in a valley between two dark hills, just north of the forest. It is full to brimming with all sorts of folks you'd never expect to see in such a place, such as Father Marsh and Sister Trinity. Zachary Flint is the only person known to have been rehabilitated, and spends his time working at the Flint Brothers Body Shop, helping out his older brother, Parish. Travelers are advised to be respectful to the Mayor and his good works when passing through this way.

KEEPER NOTES: [A11]

[ADG] *Delusions and Illusions*

ON THE SURFACE: Located on the outer edge of town near the woods, Hellhaven Asylum was closed for twenty years before Franklin Woodhouse purchased the place from the town a year ago, with plans to reopen it. He never did. Instead, he was found hanging from the rafters last All Hallow's Eve. His only living relative, Margaret Hatch, recently arrived from a trip abroad and has moved onto the premises with her portly servant, Chop.

KEEPER NOTES: [A12]

[AEF] *Crumbs*

ON THE SURFACE: The Onyx Mind and Body Spa used to be a thriving place for celebrity alcoholics and addicts to recover in style. Now it is a hollow shell of its former self, resting in the shadow of Windsor Place. Recently its doors reopened with neither pomp nor circumstance, when the state mandated the need for an overflow facility to deal with inmate overcrowding.

KEEPER NOTES: [A13]

[AEG] *The Rest Home*

ON THE SURFACE: The Gentle Wind Rest Home began as a place to take care of wayward migrant workers until a handful of years ago, when it was taken over by the city. At that point, high walls were constructed around it and it became a sanitarium catering to the mentally challenged and those deemed unstable by the community. Since being built, the crime rate in the county has dropped to its lowest level in fifty years.

KEEPER NOTES: [A14]

[AFG] *Connor Station*

ON THE SURFACE: In the hills about a half-mile outside of town is a large, squat, windowless building of grey stone overgrown with hoary moss. A rusting chain-link fence adorned with barbed wire along the top surrounds it. Several large mastiffs can be seen prowling about the grounds. A simple sign with hand-painted block letters leans against the fence beside the double-gates reading CONNOR STATION. This is the oldest asylum in the state and houses the most violent deviants and madmen from across the nation.

KEEPER NOTES: [A15]

[BCD] *Misery*

ON THE SURFACE: Ramsford Rehabilitation Center is a new state-funded facility located in the woods west of town. A small road threads through the old-growth forest, though most of the wildness is surprisingly intact. It sprang up nearly overnight, and it's purported men in white steal into people's homes and take them away, never to be seen again. Most locals rarely mention it, except for the town drunk, Shamblin' Jack, who claims to have seen things.

KEEPER NOTES: [A16]

[BCE] *Sunrise Estate*

ON THE SURFACE: Built into the mountainside, Sunrise Estate is where dreams and madmen go to die. The Estate was originally built by millionaire industrialist, Arthur Frank. Upon his passing with no living heirs, the state converted it into a home for the criminally insane. The single road running to the Estate is treacherous under best conditions, but ices over about half the year. There are believed to be over one hundred dangerous lunatics in the care of Dr. Thewl and his cohorts.

KEEPER NOTES: [A17]

[BCF] *Chapel*

ON THE SURFACE: Located adjacent to the boarding house stands an old church taking up the bulk of the block. CHAPEL is etched on a large stone slab resting on the grounds, nearly overgrown with weeds. Pastor Charms takes care of those folks who are struggling to deal with the downturn in the economy, and those innocents no longer able to tell fact from fancy.

KEEPER NOTES: [A18]

[BCG] *The Lost*

ON THE SURFACE: Weeping Angels Asylum was the finest asylum in the state. Very progressive. Very modern. Recently, their paperwork became sporadic and erratic, prompting the state to send in a team of inspectors several months ago. None of them have returned, but their reports indicate everything at the Asylum is operating normally.

KEEPER NOTES: [A19]

[BDE] *God's Wrath*

ON THE SURFACE: Waterford Sanitarium is located just past the bad part of town near a large creek. It was constructed under the direction of Pastor O'Sullivan and is operated by the Silver Saints. As it is financed entirely by charitable donations, local and state governments have little interest in its operations. Reports do indicate an unusually high suicide rate among Waterford inmates.

KEEPER NOTES: [A20]

[BDF] *The Refuge*

ON THE SURFACE: In the valley north of town stands Freeborn Retreat, a place for the wealthy to recover from the stresses and ills of their difficult stations. At first glance, it looks more like a massive English estate. It is the brainchild of Norman Freeborn, a wealthy industrialist native to the town, who went bankrupt shortly after building the place. Presently, the state operates it and turns a tidy profit, as few residents ever return to the outside world, giving it the nickname of the "Mental Health Motel".

KEEPER NOTES: [A21]

[BDG] *Transience*

ON THE SURFACE: The Red Oak is an old inn located outside of town that has been converted into a small sanitarium by Dr. Kirshner. Sometimes strange lights are seen flickering behind the painted-shut shutters of the windows at odd hours, and then there is the rumor of ethereal music coming from the estate on moonless nights.

KEEPER NOTES: [A22]

[BEF] *Ocean's End*

ON THE SURFACE: The Lane House rests in the center of Pirate Row, a handful of houses once belonging to those infamous local cutthroats, including Sir Cutlass and Brother Drub. Of them all, Admiral Thresher Lane was noted for his exceptional ruthlessness and puritanical ethic. His house remained in the family until after the Civil War, when it fell into the hands of the state for unpaid back taxes. It was refurbished in 1908 and presently serves as a rest home for the mentally unfit.

KEEPER NOTES: [A23]

[BEG] *The Dollhouse*

ON THE SURFACE: At 111 Wanderers Way is State Mental Health Center, known simply as the Dollhouse because of its quant Victorian styling and its masterfully crafted wrought iron fence. It is on a small islet all its own, abutting an old cemetery. They have a suicide ward where many revelers find themselves after getting drunk and deciding to end it all.

KEEPER NOTES: [A24]

[BFG] *Justice Mental Health Institute*

ON THE SURFACE: Though physically attached to the hospital, the Mental Health Institute is a separate entity with its own staff, uniforms, security guards, and orderlies. There is an internal corridor connecting the two buildings, but it is only accessible to medical employees with the proper badges and/or paperwork. The JMHI is a large facility, handling all the involuntarily placed patients in the state. As such, it presently faces overcrowding issues.

KEEPER NOTES: [A25]

[CDE] *The Devil's Own*

ON THE SURFACE: JThe White Cross Church of the Benediction is known very much as a fire and brimstone path to salvation. Operated by the Good Reverend Tomas, those who are deemed unfit for the community are cast into Lancaster Home for Mental Health, known to the locals as Limbo, a fitting purgatory for sinners.

KEEPER NOTES: [A26]

[CDF] *The Cottage*

ON THE SURFACE: On the north side of the island is Cunningham's Rehabilitation Center. Colloquially known as The Cottage for its quaint appearance, it is a deceptively large facility with a labyrinthine complex running back into the hillside from which it juts.

KEEPER NOTES: [A27]

[CDG] *Deep Down*

ON THE SURFACE: The Fairview Estates was the state's attempt to infuse the local economy with a revenue stream. It failed miserably. Unable to maintain even the laxest of standards, the Fairview has become a dumping ground for miscreants, malcontents, and others deemed disposable by society.

KEEPER NOTES: [A28]

[CEF] *The Fixer*

ON THE SURFACE: Mental Wellness Incorporated is located on the town square. It is a modern three-story building with all the latest comforts and amenities, including a small diner. The facility is designed for short stays, and people who go in come back out adjusted and ready to resume their roles in the local economy.

KEEPER NOTES: [A29]

[CEG] *Redemption*

ON THE SURFACE: The White Hall Monastery rests upon a hill outside of town. People say it outdates the town by centuries, but the records are unclear. It was founded by an old order of monks who still operate it to this day. They take in disturbed townsfolk from time to time to help them heal their minds. Some of the folks who go end up becoming members of the order, and this is how it has been as long as anyone can remember.

KEEPER NOTES: [A30]

[CFG] *Black Halls*

ON THE SURFACE: The old science building was converted into a temporary sanitarium when there was a yellow fever outbreak. Many people lost their minds and wound up dying. Subsequent to the campus closing, Black Halls became a proper state-run sanitarium, treating folks in the tri-county area for all manner of mental quirks and quandaries.

KEEPER NOTES: [A31]

[DEF] *Highpoint Retreat*

ON THE SURFACE: Nestled away in a hidden valley beyond a grove of oaks lies Highpoint Retreat, one of the finest rehabilitation centers in the nation. It still caters to the very rich and celebrities from all over, despite the town's fall from grace. The sea air and the pleasant staff ensure each visitor recovers in the very lap of luxury. Highpoint Retreat is essentially a separate community from the town, and regards itself as such. Efforts to incorporate them have been met with firm resistance.

KEEPER NOTES: [A32]

[DEG] *The Castle*

ON THE SURFACE: A testimony to the disillusioned, The Castle Estate rests on the outskirts of town in a low valley and seems to be wrapped in perpetual fog, which some say is just the way the winds roll down from the tree-shrouded foothills. Professor Tabitha Castle and her staff attend to people who have admitted themselves, largely depressed and suicidal cases.

KEEPER NOTES: [A33]

[DFG] *And the Bliss Shall Take You*

ON THE SURFACE: Tranquil Manor is overwhelmed with people who have been lost in a delirium the locals call "the bliss". It is supposed to be a euphoric state of mania that gradually descends into catatonia and the eventual loss of memory and higher brain function, leaving the person a near-corpse. It's not supposed to be communicable, though visiting Tranquil Manor is highly discouraged.

KEEPER NOTES: [A34]

[EFG] *Padded Cells and All*

ON THE SURFACE: Originally founded to take care of the poor and disenfranchised, The Rose Cross Home grew to take in people with various mental disabilities and challenges. A decade ago, it began exclusively to treat people who have suffered mental trauma.

KEEPER NOTES: [A35]

Keeper Notes

[C1] *The Pigeon House*

BENEATH THE SURFACE: Professor Walter Pigeon bought the Blake House two years ago, brought in his staff from the city, and began studying and treating the locals who he's claimed are suffering from Finch Syndrome, a hereditary form of mental illness leading to unchecked rage and other psychoses. With the exception of Nurse Myrtle T. Strubbs, the staff is largely foreign and unfriendly.

Hazards

ELDER: Nurse Strubbs

WEIRD: Professor Pigeon

LANDSCAPE: The Rosebush Maze

SEE ALSO: INVESTIGATOR NOTES: [ABC]

[C2] *New Beginnings*

BENEATH THE SURFACE: The institute, despite its success rate, is losing money, largely due to Dr. Rodriguez' gambling debts to real estate agent and card shark, Tommy Magellan. Magellan is giving the doctor an opportunity to clear his debts by providing him with access to Simple Alice, a purported psychic who is privy to the town's darkest secrets.

Hazards

ELDERS: Tommy Magellan

WEIRD: Simple Alice

SEE ALSO: INVESTIGATOR NOTES: [ABD]

[C3] *The Washburn Reserve for the Criminally Insane*

BENEATH THE SURFACE: The Washburn ladies constructed the Reserve to exacting mathematical formulae where there are no corners whatsoever within the building or any of the rooms. Indeed, if one were to look at it too closely, they'd find their eyes sliding off. As such, the Reserve is a psychic amplifier that draws evil towards it. While unpleasant, Doctor Adrian Hoff, the Reserve's manager, is an active member of the Washburn Society and trained in dealing with the unnatural as well as any might be. She is helpful yet guarded about the facilities secrets.

Hazards

ELDERS: Doctor Adrian Hoff

LANDSCAPE: The Tower, The Operating Room

SEE ALSO: INVESTIGATOR NOTES: [ABE]

[C4] *Silver Palace*

BENEATH THE SURFACE: Silver Palace is known as the Golden Loophole among the corrupt set. They commit a crime, are found guilty due to some sort of temporary insanity by Judge Step, and spend a short time in analysis before being released once more into the world. Administrator Watkins grows bored of this misuse of his skills, and has begun to plant violent suggestions into patients before they are released back into general society. While no one has gone off the rails yet, it's only a matter of time.

Hazards

ELDERS: Administrator Watkins, Judge Step

LANDSCAPE: Shaft 17

DOOM: The Violence Erupts

SEE ALSO: INVESTIGATOR NOTES: [ABF]

[C5] *Hope Springs*

BENEATH THE SURFACE: Reverend Randolph McGee runs the state subsidized facility. Despite having no formal training, he possesses a massive intellect and oozes charm. As Daisy's older brother, he is conversant with the finer points of bargaining with dark powers, and has already begun siphoning off the souls of some folks, leaving them little more than empty husks.

Hazards

ELDERS: Reverend Randolph McGee

TOWNIES: Hope Spring Staff

LANDSCAPE: Hidden Labs in Hope Springs

WEIRD: The Soul Drain

SEE ALSO: INVESTIGATOR NOTES: [ABG]

[C6] *Bliss Manor*

BENEATH THE SURFACE: Amanda felt real ghosts wandered about Bliss Manor, and she sensed something more sinister struggling to awaken. Frightened, she moved into Moon House, where she stays largely alone while her trusted butler, Benjamin, a burly sort, attends to her. Bliss Manor contains one true madman, Wayne Rehnquist, a daredevil playboy adventurer who once wandered a bit farther to the ends of the earth than he should have.

Hazards

WEIRD: Wayne Rehnquist, Benjamin

LANDSCAPE: Bliss Manor

SEE ALSO: INVESTIGATOR NOTES: [ACD]

[C7] *Echo Grove*

BENEATH THE SURFACE: The opposition to construction came from The Fraternal Order of Life and Liberty, which doesn't believe much in scientific methods, preferring to give themselves over to God's grace. On the other side of the battle was The Darkling Sky's leader, Franklin Stone, whose company, Stone Construction, was awarded the Echo Grove contract. The workers disturbed a sacred stone circle during the asylum's construction, which is why it hasn't been completed. A handful of the workers went mad. Absalom Thorpe managed to cling on to his sanity only through heavy drinking and can be found in his cups on any given day.

Hazards

ELDERS: Franklin Stone

TOWNIES: Construction crew

LANDSCAPE: Echo Grove

WEIRD: Absalom Thorpe

SEE ALSO: INVESTIGATOR NOTES: [ACE]

[C8] *Gilded Gates*

BENEATH THE SURFACE: The Winslett Family, naturally, owns and operates Peace Trees through a shell company, Orndorff United. Phillip Patel is the operational manager with Dr. Solvate as the leading clinician. Solvate studied at Belgrade and didn't actually graduate, as he was thrown out of university for his bizarre methodologies. He's relocated to Ebon Eaves to perfect his craft. Amongst his techniques are bloodletting and hypnotic regression therapy.

Hazards

ELDERS: Phillip Patel

LANDSCAPE: Solvate's Special Chamber

WEIRD: Dr. Solvate

SEE ALSO: INVESTIGATOR NOTES: [ACF]

[C9] *Memory Fades*

BENEATH THE SURFACE: Dr. Twill takes care of perhaps a dozen patients in the house proper. They are treated as lodgers and are free to come and go as they please. Few rarely do. In the sub-basement, there are maybe another twenty who are locked up and largely considered untreatable. Joshua Brothers, the retired town doctor, is beginning to suspect the mental conditions are caused by a contagion and shudders at the thought.

Hazards

ELDERS: Dr. Twill

WEIRD: Doc Brothers

DOOM: The contagion spreads beyond the town

SEE ALSO: INVESTIGATOR NOTES: [ACG]

[C10] *Weeping Angel Asylum*

BENEATH THE SURFACE: Gossamer Wayne is possessed and Weeping Angel Asylum, a sanctified place, keeps her in check. She cannot leave under her own accord. The monastic brothers of the White Order guard the isolated hallway where she is kept both day and night. Weeping Angel Asylum is overseen by Cardinal Lane, who is also a clinical psychoanalyst, having attended prestigious universities abroad. One patient, called Whimsy, seems intent on getting Gossamer free. Whimsy is able to work her way in and out of the asylum and is beneath notice, save to the dark spirit in the forest who whispers commands to the weak-willed girl.

Hazards

ELDERS: Cardinal Lane

TOWNIES: White Order

WEIRD: Whimsy

DOOM: Gossamer unbound

SEE ALSO: INVESTIGATOR NOTES: [ADE]

[C11] *The Quiet Place*

BENEATH THE SURFACE: The Manning Asylum is owned and operated by Tiny Manning, the Mayor's younger brother, who makes up for his diminutive size with a terrible temper and the unbridled cruelty he directs towards the residents in his care. The Mayor commutes any civic violation to psychological evaluation at Manning Asylum. Few ever return, as most are discovered to have deep-seated mental issues requiring extended treatment and supervision. When outsiders begin sniffing around his affairs, the Mayor sends Grebe, Tiny's oversized henchman, to put them in the pen.

Hazards

ELDERS: Tiny Manning

LANDSCAPE: The Pen

WEIRD: Grebe

SEE ALSO: INVESTIGATOR NOTES: [ADF]

[C12] *Delusions and Illusions*

BENEATH THE SURFACE: Margaret Hatch had a brush with the strange in her youth and hopes not only to purge Hellhaven of its demons, but also somehow break the curse befalling the town. She is an academic with some knowledge of esoteric truths. Chop, her mute assistant, is an herbalist with no small power, who owes his life to her and would willingly die to protect her. The Asylum's strength grows as it awakens from its dormancy. With each night it is occupied, it gives dark dreams to any within its walls. The Furnace Room is where the former operator of Hellhaven burned the bodies of the gypsies that Malmouth and his men brought to him for disposal.

Hazards

ELDERS: Margaret Hatch

LANDSCAPE: The Furnace Room of Hellhaven Asylum

WEIRD: Chop

DOOM: The Asylum Awakes

SEE ALSO: INVESTIGATOR NOTES: [ADG]

[C13] *Crumbs*

BENEATH THE SURFACE: Dr. Gloria Jensen pulled a few strings to see that Onyx was reopened. She has an old bone to pick with the locals. Her uncle, Michael Windsor, was betrayed and slain by McKenzie Baker. She hopes to find the Key of Light, a relic she heard tell of from regression therapy with Nick O'Flaherty, to destroy all remnants of the Silver Circlet. Little does she know that it's a trap set by Baker, and only a descendant of Windsor can retrieve the Key mystically hidden in the bowels of Onyx. What she believes to be the Key of Light is truly the Key of Dreams, which can free the Dark Master from his eternal slumber.

Hazards

ELDERS: Dr. Gloria Jensen

TOWNIES: Onyx Staff

WEIRD: The Key

SEE ALSO: INVESTIGATOR NOTES: [AEF]

[C14] *The Rest Home*

BENEATH THE SURFACE: The Gentle Wind Rest Home is owned by Forester Stern, who acquired it from the town shortly after moving into the area. He uses his control over the sheriff to put any disruptive folks away and reprogram them using the special crystalline chair kept in the basement.

Hazards

ELDERS: The Sheriff

LANDSCAPE: Gentle Wind Rest Home

SEE ALSO: INVESTIGATOR NOTES: [AEG]

[C15] *Connor Station*

BENEATH THE SURFACE: Randall Connor saw the darkness coming. He grew up with Regal Dearth, and being terrified of his strange classmate, urged his parents to let him study away from home. While Dearth spread his influence over the town, Randall studied artifacts and the occult at Miskatonic University before returning to town and establishing the asylum. He lives within and rarely leaves the complex. His staff is all from back east. He wants to overthrow Dearth, and the friction between the two is causing the Otherness to grow even faster and Connor Yard to fester and turn black.

Hazards

ELDERS: Professor Connor

LANDSCAPE: The Connor Yard

WEIRD: The Mastiffs

SEE ALSO: INVESTIGATOR NOTES: [AFG]

[C16] *Misery*

BENEATH THE SURFACE: The rehab center was established to continue the government research. Not one to be denied, Dr. Ramsford and his crack team of scientists have dusted off the old research notes and have picked up where their predecessors left off. He sends out men, nicknamed gatherers, to bring select individuals to the Center for observation and the implantation of highly sophisticated tracking devices. The Rains are aware of his activities, but are blasé about them, as long as he doesn't interfere with their agenda.

Hazards

ELDERS: Dr. Franklin Ramsford

LANDSCAPE: The Old Growth Forest

WEIRD: The Gatherers

SEE ALSO: INVESTIGATOR NOTES: [BCD]

[C17] *Sunrise Estate*

BENEATH THE SURFACE: Sunrise Estate is overcrowded and under-financed. To make matters worse, the patients are getting restless and there have been riots and deaths (of both patients and orderlies). This has been a closely guarded secret up until a few weeks ago, when the local rag learned of the problems. Dr. Thewl is doing all he can to keep things in check, using brute force and sedatives with wild abandon. When the drugs run out, there is going to be a real problem as withdrawal symptoms join with simmering outrage, and the patients rise as one. Lupe, a quiet patient with strange tattoos, somehow seems to be at the center of it all.

Hazards

ELDERS: Dr. Thewl

LANDSCAPE: The Mountain Road

WEIRD: Lupe

DOOM: The Escape

SEE ALSO: INVESTIGATOR NOTES: [BCE]

[C18] *Chapel*

BENEATH THE SURFACE: The Chapel is an ancient church dating back to the founding of the town. Even before that, it was used by the Native American tribes in the area for purification rituals, and is known in moldering occult texts as a place of high power. It is a safe refuge from all the horrors befalling the town. The weeds around the old stone signage have been polluted by the strange energies of Ebon Eaves, and have taken on a dark life of their own.

Hazards

ELDERS: Pastor Charms

LANDSCAPE: Chapel Weeds

SEE ALSO: INVESTIGATOR NOTES: [BCF]

[C19] *The Lost*

BENEATH THE SURFACE: All of the inspectors fell under the charismatic charm of Tristan Woods, save for Franklin Beam who managed to hide himself away in the Asylum's basement. Beam's isolation has made him quite mad in many ways, and has led to many of the locals thinking there is either a thief or a ghost in their midst, as Franklin has taken to venturing out at night to steal food and supplies. Yet he is afraid to leave the town entirely, returning each night to the basement. Woods is aware of him, and considers him yet another tool in keeping the levels of fear in the community high.

Hazards

TOWNIES: The converted inspectors

LANDSCAPE: Weeping Angels Asylum Basement

WEIRD: Franklin Beam

SEE ALSO: INVESTIGATOR NOTES: [BCG]

[C20] *God's Wrath*

BENEATH THE SURFACE: Waterford Asylum rests by Stillwater Creek, a slow-running tributary of a major river that would flood the surrounding area should Waterford Dam ever give way. Davy O'Sullivan, the pastor's nephew, oversees the Sanitarium and is a cruel, cruel man, not above pushing people past their breaking point. He is a big, brash bear of a man whose grizzled face is missing one eye. Several inmates are presently digging an escape tunnel, which will undermine the creek and cause the dam to give way, if not prevented.

Hazards

ELDERS: Davy O'Sullivan

LANDSCAPE: Stillwater Creek

DOOM: The Dam Breaks

SEE ALSO: INVESTIGATOR NOTES: [BDE]

[C21] *The Refuge*

BENEATH THE SURFACE: Freeborn Retreat was built because of Norman Freeborn's guilt over his family's tragic past. It was his Aunt Eloise who burned the orphanage down all those years ago. He began being plagued by nightmares during construction, and nothing he could do could change it. He flew in expert analysts to figure out what was wrong, and as his mind was crumbling, his accountants and hangers-on began funneling his money away, until he was left a broken man. Doctor Cotter, head of Freeborn Retreat, is one of the only folks who know the haggard, sedated man in cell 17 is Norman Freeborn, the mute called the Revenant, who created his own madhouse and became its first patient.

Hazards

ELDERS: Doctor Cotter

WEIRD: The Revenant

SEE ALSO: INVESTIGATOR NOTES: [BDF]

[C22] *Transience*

BENEATH THE SURFACE: The Red Oak has a long bloody history. In its bowels is where the entire town's evil lies. Over a century ago, a dark sorcerer was slain by the innkeeper and with the sorcerer's dying gasp he brought a curse to the town. His bones are buried in the cellar beneath an old cask of whiskey.

Hazards

ELDERS: Dr. Isaac Kirshner

LANDSCAPE: The Cellar

SEE ALSO: INVESTIGATOR NOTES: [BDG]

[C23] *Ocean's End*

BENEATH THE SURFACE: The Lane House harbors many secrets, like the nine wives of Thresher, whose bones are buried in the walls. Thresher was a notorious womanizer and wife-beater, as well as a religious zealot. Religious symbology is carved into the woodwork of the doors and walls and the like. The spirits of his dead wives are trapped here, forever tormented until their bones are laid to rest. They cannot manifest physically, though several of the strongest are able to possess the more unsound patients for short periods of time.

Hazards

WEIRD: The Late Lane Women, The Possessed

SEE ALSO: INVESTIGATOR NOTES: [BEF]

[C24] *The Dollhouse*

BENEATH THE SURFACE: Tabitha Eastwood, Amanda Hemsworth's cousin, is a charming lady in her mid-fifties with curly brown hair and smoky eyes. She is well educated, having studied at some of the finest institutions in Europe, and is conversant with various advanced techniques. She's a big advocate of medicinal treatments for mental ills as well as aggressive electroshock therapy. She rakes in a lot of money by allowing out-of-town patients to buy expensive medicines rather than the application of the cheaper shock therapy (which is generally mandatory before she will sign a release allowing the patient to leave).

Hazards

ELDERS: Tabitha Eastwood

SEE ALSO: INVESTIGATOR NOTES: [BEG]

[C25] *Justice Mental Health Institute*

BENEATH THE SURFACE: Both the hospital and the mental health institute are under the direction of Justice Memorial National, a holding company in the hands of Malcolm Coffin. The facility gets a quarterly stipend for each inmate, and it's unlikely for most folks to make it more than the second quarter before they commit "suicide". Some of the older inmates, those whose bodies are too physically ruined for testing, call themselves "halfies". Most people sent to the hospital never return. This torment and growing madness is leeching away the revenant's energy and threatens to take on a physical life of its own.

Hazards

DOOM: The Madness Manifest, Breakout

SEE ALSO: INVESTIGATOR NOTES: [BFG]

[C26] *The Devil's Own*

BENEATH THE SURFACE: Reverend Tomas is an active member of the Temperance League and wants very much to put The Oasis out of business. However, it sits there legally, so with the help of his comrades in the League, he gets many people put away in the Lancaster Home for Mental Health. Judge Lancaster is Pratchett Lancaster's cousin and gets kickbacks for sending people to his cousin's place for rehabilitation.

Hazards

ELDERS: Reverend Tomas, Judge Lancaster, Pratchett Lancaster

TOWNIES: Temperance League members

SEE ALSO: INVESTIGATOR NOTES: [CDE]

[C27] *The Cottage*

BENEATH THE SURFACE: Rutger Hanes took ownership of the Rehabilitation Center after the original founder, Albert Cunningham, committed suicide last year shortly after Thomas Tompkins was admitted. A strange, sad case, Tompkins had been abducted by some otherworldly creatures and only escaped from them a few years ago. Largely insane, he has moments of lucidity and an impressive knowledge of occult matters.

Hazards

ELDERS: Rutger Hanes

WEIRD: Thomas Tompkins

SEE ALSO: INVESTIGATOR NOTES: [CDF]

[C28] *Deep Down*

BENEATH THE SURFACE: FDoctor Stanton sought to run a superior place, but soon after opening the facility, fell prey to bad dreams and developed a drug addiction. The place was then mismanaged by his subordinate, Sister Grace, who sought to beat Christianity into the heathens whose hearts were filled with sin. Things went from bad to worse, with the city council turning a blind eye as long as it gets a cut of the monies intended to go to maintenance and upkeep of the place. One local reporter, Midge Donnelley, is wrongfully imprisoned here. She got wise to the graft, and they've thrown her in here to shut her up.

Hazards

ELDERS: Doctor Stanton, Sister Grace

TOWNIES: Corrupt city council

LANDSCAPE: The Wine Cellar

WEIRD: Midge Donnelley

SEE ALSO: INVESTIGATOR NOTES: [CDG]

[C29] *The Fixer*

BENEATH THE SURFACE: MWI is yet another part of the machine entity controlling the city. There is a handful of staff who maintain appearances, but patients are treated by being strapped into a chair wherein a metal headband is placed upon their brow, and the machine entity modifies their minds and puts them back in tune with their purpose.

Hazards

TOWNIES: MWI staff

LANDSCAPE: The Adjustment Chamber

SEE ALSO: INVESTIGATOR NOTES: [CEF]

[C30] *Redemption*

BENEATH THE SURFACE: The White Hall Monastery rests upon an ancient evil. Buried beneath the altar is a fallen angel that wishes nothing more than to unleash misery and lay waste to the locals. The monks' chanting is all that keeps this doom at bay. Even still, it is the fallen angel that has corrupted the land and has created the Darkness, which had been kept at bay by Reverend Green, who left the order so many years ago.

Hazards

LANDSCAPE: White Hall Monastery

DOOM: The Angel Rises

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[C31] *Black Halls*

BENEATH THE SURFACE: The delirium which struck the town was the psychic maelstrom stirred up by Professor Oswald Edwards and his occult activities. Though the chaos has died down tremendously, certain alignments of the stars cause the energies to grow and madness to erupt. And then there is the creature from beyond space and time that shall be drawn to said madness.

Hazards

LANDSCAPE: Black Halls

MYTHOS: The creature returns

SEE ALSO: INVESTIGATOR NOTES: [CFG]

[C32] *Highpoint Retreat*

BENEATH THE SURFACE: A massive mansion with equally expansive grounds surrounded on all sides by a high stone wall affords great privacy to the wealthy few who can afford the fine treatment offered by Doctor Waite and company. They even have a small general store and a bed and breakfast for those visitors wishing to visit their loved ones while they recover. Recently, they have expanded their staff to include some former soldiers and policemen, who help ensure the privacy of their patients. Alicia Mather, star of the silver screen, has come to recover from a brush with death that has left a heavy cloud over her head and the smell of booze upon her breath.

Hazards

ELDERS: Franklin Waite

TOWNIES: The Highpoint Staff

LANDSCAPE: Highpoint Fountain

WEIRD: The dissipated actress

SEE ALSO: INVESTIGATOR NOTES: [DEF]

[C33] *The Castle*

BENEATH THE SURFACE: Professor Tabitha Castle has grown uneasy as more and more of her patients become violent. A few have even exhibited cannibalistic tendencies, and one has even devoured her own hand. She's requested additional aid from the local constabulary, but has as yet been denied. Her staff is resorting to more restraints and confinement. This madness and sickness makes the Bloated grow ever stronger, and soon it shall erupt in the graveyard.

Hazards

ELDERS: Professor Tabitha Castle

LANDSCAPE: The Graveyard

DOOM: The Bloated Manifests

SEE ALSO: INVESTIGATOR NOTES: [DEG]

[C34] *And the Bliss Shall Take You*

BENEATH THE SURFACE: The Sinkhole has sucked away people's minds, but there is a sorcerer, Alfred Moon, who has come to the area (under the guise of antiquarian and proprietor of Moon's Shadow), who is using the evil energy for his own ends, and for better or worse, is slowing down the Sinkhole's progress. If he can get enough souls under his control, he can perform the Ascension ritual wherein his dark master will give him dominion over all of Ebon Eaves. At least for a time.

Hazards

WEIRD: Alfred Moon

LANDSCAPE: Moon's Shadow, Tranquil Manor

DOOM: The Sorcerer Ascends

SEE ALSO: INVESTIGATOR NOTES: [DFG]

[C35] *Padded Cells and All*

BENEATH THE SURFACE: Alexander Standish, a former member of The Freelanders Lodge, left after a disagreement with Alan Seemly to take over the operations of The Rose Cross Home. A strong force for good, Standish often draws strange and unwanted attention. His energies have already begun to heal many of the people within the home, yet their trauma is transferring to one patient in particular, who is known as Sunken Jane. She has an androgynous appearance of unknown years, with stringy hair and a pale complexion. She rarely talks, and usually in fragmented sentences or rhyme.

Hazards

WEIRD: Alexander Standish, Sunken Jane

SEE ALSO: INVESTIGATOR NOTES: [EFG]

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of Lore.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, ROLL+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 Lore.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item, or situation, from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out,
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Nurse

A TREMULUS PLAYBOOK

Who Are You?

You care for the sick, the feeble, and the fragile. You are compassion incarnate, with the ability to keep a cool head even when surrounded by chaos.

Name

Pete Hamm, Toby Booth, Desmond Smith, Brother Dee, Amanda Wilcox, Franklin Spears, Jenny Wagner, Sister Wells, or Sheila Driscoll

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Relaxed professional, formal professional, relaxed rural, or comfortable formal.

FACE: Open, beatific, pinched, narrow, or round.

EYES: Friendly, wide, tired, or critical.

BUILD: Slender, full, angular, or frail.

Who Do You Trust?

Attributes

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

CHOOSE ONE SET

- » Reason +1 Passion 0
Might 0 Luck 0 Affinity +2
- » Reason +1 Passion +1
Might 0 Luck 0 Affinity +1
- » Reason +1 Passion +2
Might -1 Luck -1 Affinity +2
- » Reason +2 Passion +2
Might -1 Luck -1 Affinity +1

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

Health

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

Sanity

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

BEACON OF HOPE: Your very presence inspires those around you. You may **ROLL+AFFINITY** instead of **ROLL+TRUST** to help others.

MEDICAL TRAINING: You received a formal nursing education. You may **ROLL+STOCK** to treat injuries. If you fail your roll, you suffer a point of Shock.

MIRACLE WORKER: Increase your **PASSION** by 1. You may **ROLL+PASSION** to heal others with impromptu medical supplies (sheets, boiling water, and the like).

PEACEKEEPER: You abhor violence. You gain a +1ongoing in any scene where you (and those you Trust) do not participate in violence. Should someone you trust happen to **THREATEN** violence or **RESORT TO VIOLENCE**, you lose a point of Trust with them. If you are able to prevent a volatile scene (Keeper's call), you gain a point of Lore.

SELFLESS SOUL: Whenever you are injured while helping another, you may gain a point of Lore or reduce your shock by one.

YOUR LORE MOVE IS

MINISTERING ANGEL: You may spend a point of Lore to reduce someone's injuries to the next lower category. This calms you: for each category reduction, reduce your shock by one.

Gear

YOU START WITH:

- » **1D6 WEALTH.**
- » Spare uniform.
- » Walking shoes.

AND CHOOSE TWO OF THE FOLLOWING:

- » Medical kit (1d6 stock).
- » Steady employment at hospital/asylum. **2D6 WEALTH/month.**
- » Private Nurse: **1D6 WEALTH/month** plus room & board.
- » Small sidearm (reliable).

Basic Moves

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On a 10+, choose 3.

On a 7–9, choose 2:

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- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

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- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Orderly

A TREMULUS PLAYBOOK

Who Are You?

You are the strong arm of the medical profession. You keep the peace in the hospitals and asylums and wherever there are people screaming and clawing and vying for a doctor's attention. You help in your own way, even though it may sometimes require throwing a punch or two.

Name

Roscoe Jones, Mr. Hammer, Thomas Kincaid, Frankie Mint, Angelica Dee, Harriet Pratt, Ms. Thorne, or Jasmine Stewart.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Stained professional, well-pressed formal, or rustic professional.

FACE: Ruddy, friendly, closed, open, or narrow.

EYES: Probing, distrusting, angry, or distant.

BUILD: Athletic, muscular, wiry, full, or heavy.

Who Do You Trust?

Attributes

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

CHOOSE ONE SET

- » Reason 0 Passion +2
Might +2 Luck 0 Affinity -1
- » Reason -1 Passion +1
Might +2 Luck +1 Affinity 0
- » Reason +1 Passion +1
Might +1 Luck 0 Affinity 0
- » Reason 0 Passion +2
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- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
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- ☐ **6 DERANGED**
- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

BRAWNY: You're exceedingly strong for your size. Increase your **MIGHT** by 1. Whenever you help someone do something involving lifting or breaking, you may use your **MIGHT** instead of your Trust with them.

HAPPY TO HELP: Whenever you successfully help someone you trust, you gain a point of **LORE** if they succeed at their task. If they fail, you lose a point of Trust in them.

PHYSICAL THERAPY: Whenever you **RESORT TO VIOLENCE**, you may choose to double your result (do an additional harm or suffer one less harm). If you miss, the Keeper may hold one in addition to his other choices.

RESTRAIN: When you successfully **THREATEN**, you may grab your target, provided they are roughly the same size (or less) than you.

UNIMPRESSED: When you make a Sanity check, you may reroll or just take one less shock. If you reroll, you must take the second result. In either case, the Keeper can't choose to have you drop anything in your hand or reduce your shock by one.

YOUR LORE MOVE IS

MENACING PRESENCE: You may use a little muscle and spend a point of Lore to **ROLL+MIGHT** to **CONVINCE** or **READ A PERSON**. On a miss, you cause one harm to the target, in addition to any other results.

Gear

YOU START WITH:

- » **1D6 WEALTH.**
- » Flashlight (reliable) or bull's-eye lantern (sturdy).
- » Steady employment at hospital/asylum (**1D6 WEALTH/month**).
- » **D6 LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » Free room & board at hospital/asylum (weird).
- » Trinkets of the dead (2d6 wealth, weird).
- » Sap or club and leather restraints.
- » Old work van (slow or unreliable).

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

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For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out;
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Patient

A TREMULUS PLAYBOOK

Who Are You?

You've not been quite right for a while now. Maybe it's your heart. Maybe your mind. Maybe a serious medical condition for which there is no cure. You know you're not crazy. You know things used to be brighter and more vivid. And that was even before you couldn't shut out the voices any more. If you don't talk to them or about them, maybe they'll go away and finally leave you in peace.

Name

Franklin Beam, Harry Chalk, David Wyndham, Betty Baker, Jacqueline Hopper, Mary Starlight, and Angela Young.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Tattered institutional, moth-eaten formal, pressed institutional, or crumpled casual.

FACE: Dirty, wan, greasy, or pale.

EYES: Frantic, searching, twitchy, or red-rimmed.

BUILD: Sickly, nervous, heavysset, or slack-shouldered.

Who Do You Trust?

Attributes

- ☐ **REASON**
education, intellect
- ☐ **PASSION**
emotion, instinct
- ☐ **MIGHT**
strength, scrappiness
- ☐ **LUCK**
fate, fortune
- ☐ **AFFINITY**
charm, charisma

CHOOSE ONE SET

- » Reason 0 Passion 0
Might +1 Luck 0 Affinity +2
- » Reason +2 Passion +2
Might -2 Luck +1 Affinity 0
- » Reason +1 Passion +2
Might +1 Luck -2 Affinity +1
- » Reason +2 Passion -2
Might +2 Luck +2 Affinity -1

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

Health

- ☐ **1 SCUFFED**
- ☐ **2 BRUISED**
- ☐ **3 BATTERED**
- ☐ **4 BROKEN**
- ☐ **5 GRIEVOUS**
- ☐ **6 DYING**
- ☐ **+ DEAD**

Sanity

- ☐ **1 STARTLED**
- ☐ **2 SHOCKED**
- ☐ **3 DISTURBED**
- ☐ **4 TRAUMATIZED**
- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

BOOKISH: Your condition has largely confined you to one bed or room for the last handful of years, and you've become rather well read. Increase your **REASON** by 1 and reduce your **MIGHT** or **AFFINITY** by 1.

FRAIL: You have brittle bones, a bad cough, or other physical malady which makes you weak. Begin play with 1 to 3 harm, your choice. Whenever you suffer harm, you take an additional point of damage. Whenever someone helps you, they add the amount of harm you're suffering to their roll.

NERVOUS CONDITION: Your threshold to madness is never very far away. Before each session, suffer 1 to 3 shock, gaining a corresponding amount of **LORE**. Any time you suffer madness in play, you take an additional shock and gain one **LORE**.

PRIVATE ROOM: You have a place to call your own (private, safe) in the hospital or asylum, and pretty much have the run of the place (as a wealthy uncle, cousin, or estranged parent is a major donor). You have a trust fund you can pull **D6 WEALTH** from each month, provided you've not been too disruptive.

SLACK-JAWED: Anytime you fail to **ACT UNDER PRESSURE**, you take a point of shock, gain **1 LORE**, and are stunned. This is in addition to whatever other effects you may suffer for failure..

YOUR LORE MOVE IS

SPOTTY RECOLLECTIONS: Things sometimes trigger your disjointed memories, helping you stitch together missing pieces of your life. You may spend a point of **LORE** to gain a clue and eliminate one shock.

Gear

YOU START WITH:

- » **1D6-1 WEALTH.**
- » Residency at the local hospital/asylum
- » **D6 LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » A butcher knife or an axe.
- » Six feet of rope.
- » Tobacco, rolling paper, and matches (smoking calms you like alcohol).
- » Bottle of cheap whiskey.
- » Heavy coat (warm) +1 Armor