

X) INTRODUCTION

This is where I'll put an Introduction.

by all accounts, White Bluffs is the perfect town.

idyllic

picturesque

X) USING THIS BOOK

X.X) IMPROVISATION

A large part of the appeal of adventuring in *White Bluffs* is its open-ended nature. To that end, it is important to recognize that everything in this book is provided as a guide.

X.X) FORMATTING

In the course of using this book, it will become necessary to reference other sections within the book. For ease of use, when an NPC or important location is referenced the name will appear in all capitals in a **BOLDED** font with a reference number (**123**) following it. When a creature is referenced its name will appear in all capitals in a **BOLDED ITALIC** font. When a spell is referenced its name will appear in an *italic* font. When a unique item is referenced its name will appear in a **bold** font.

X.X) TICK BOXES AND CIRCLES

Beside the name of each NPC and location is a small rectangular tick box. When the players become aware of a particular NPC or location, you may wish to draw a slash through the box; when they visit or directly encounter an NPC or location you may wish to put an X through it.

Additionally, plot developments have a tick box and a tick circle. The tick box is intended to be used in the same fashion as it is used for NPCs and locations. The tick circle is meant to be marked if the players have missed or are permanently unaware of a certain development.

For example, if a group of players do not visit The Coach Whip Diner before October 16, 1992 then they have missed their chance to experience the **Jenny Hallmark's Dream** development. The circle beside the date "Before 16 Oct 1992" should be filled in.

X) TIMELINE

This is where I'll put a Timeline of static events from the past. Non-static future events will be in the Calendar section.

* The Nez Perce war is when one of the flashbacks takes place. The players play Nez Perce in a battle that they actually win.

PREPARATION:
Character Building
in
White Bluffs

X) CHARACTER CREATION**X.X) ABILITY SCORES**

As opposed to investigators created for *Call of Cthulhu D20*, investigators created for *White Bluffs* are not above average or destined to excel. Instead, they are average people borne of typical circumstances. Rather than rolling 4d6 and disregarding the lowest die for each ability, players should roll 3d6 seven times and disregard the lowest total. They should then assign the remaining values to their abilities as per Character Creation in *Call of Cthulhu D20*.

X.X) CTHULHU MYTHOS

In *White Bluffs*, a character's maximum sanity is reduced by $2 \times$ the number of ranks they have in the Cthulhu Mythos skill. Characters who select the Mythos Option (detailed below) gain an ability at level 9 that reduces this loss to the normal $1 \times$.

X.X) KNOWLEDGE (LOCAL)

During character creation, players may not put any skill ranks into Knowledge (Local).

X.X) PSYCHIC FEATS

Players cannot normally select psychic feats during character creation or as their character advances. At level 3, characters who selected the Mythos Option gain Sensitive as a bonus feat. After gaining this feat, these characters may opt to select psychic feats as they gain levels. Characters who choose the Mundane Option can never learn psychic feats.

X.X) SECONDARY OPTIONS

In addition to selecting between Offensive or Defensive Options, a character in *White Bluffs* selects a second option between the Mundane Option or the Mythos Option. The Mundane Option represents a character who gathers and processes information using methods such as research, logical deduction or scientific method. The Mythos Option represents a character informed by spiritual means, interpretation of symbols or dreams.

GMs should use a character's chosen option if it becomes necessary to deliver information to that

character. For example, Mythos characters may receive guidance from the remnants of tea leaves in an empty cup, the telling manner in which a particular dog saunters, or the pattern created by light passing through a stained glass window. On the other hand, mundane characters may receive information from anonymous sources over the telephone, mysterious documents left on their bedside table, or nervous late night visitors.

X.X.1) MUNDANE OPTION

Hit Die: d6

Level	Special
1	+1 Intelligence or +1 Constitution
2	+1 Logical Leap
3	Skill Emphasis bonus feat
4	+1 Logical Leap
5	Rationalize, +1 INT-based skill point
6	+1 Logical Leap
7	—
8	+1 Logical Leap
9	Damage tolerance
10	+1 Logical Leap
11	—
12	+1 Logical Leap
13	—
14	+1 Logical Leap
15	+1 INT-based skill point
16	+1 Logical Leap
17	—
18	+1 Logical Leap
19	—
20	+1 Logical Leap

Logical Leap (Ex): A mundane character can occasionally make a logical leap when faced with seemingly disparate pieces of information. In place of attempting a Computer Use, Gather Information, Knowledge or Search roll the character may instead choose to expend one Logical

Leap. If they do, the results of the attempt are 30 + the appropriate skill modifier.

GM'S NOTE

The GM should secretly keep track of the number of Logical Leaps each player uses.

Damage Tolerance (Ex): At level 9, a mundane character's massive damage threshold is increased to 15.

Rationalize (Ex): A mundane character has learned to process and rationalize unsettling — even disturbing — events. Once per week, he may prevent a single instance of sanity loss that is no greater than 3 + his Int modifier.

X.X.2) MYTHOS OPTION

Hit Die: d4 (d6 at 1st level)

Level	Special
1	+1 Charisma or +1 Wisdom
2	+1 Intuitive Leap
3	Sensitive bonus feat, +1 WIS-based skill point
4	+1 Intuitive Leap
5	Occult Affinity
6	+1 Intuitive Leap, +1 WIS-based skill point
7	—
8	+1 Intuitive Leap
9	Madness tolerance, +1 WIS-based skill point
10	+1 Intuitive Leap
11	—
12	+1 Intuitive Leap, +1 WIS-based skill point
13	—
14	+1 Intuitive Leap
15	+1 WIS-based skill point
16	+1 Intuitive Leap
17	—
18	+1 Intuitive Leap, +1 WIS-based skill point

19	—
20	+1 Intuitive Leap

Intuitive Leap (Ex): A Mythos character is capable of receiving aid and information from the most esoteric sources. In place of attempting a Gather Information, Listen, Psychic Focus or Spot roll the character may instead choose to expend one Intuitive Leap. If they do, the results of the attempt are 30 + the appropriate skill modifier.

GM'S NOTE

The GM should secretly keep track of the number of Intuitive Leaps each player uses.

Madness Tolerance (Ex): At level 9, a Mythos character's maximum sanity is only lowered by 1 × the number of ranks they have in the Cthulhu Mythos skill. This ability is retroactive; upon gaining it a character should recalculate their maximum sanity.

Occult Affinity (Ex): A Mythos character tirelessly practices their art, tempering their mind and body against the caustic effects of otherworldly knowledge. A Mythos character should select one spell or psychic feat known to them. Use of that spell or feat has its ability damage decreased by 1 + the character's Wis modifier (to a minimum of 0). If the spell or feat causes ability damage to more than one ability, the player may select to which abilities the reduction applies. A player may opt to select a spell or feat at a later time, however, no benefits are gained until one is chosen.

X.X) ACCELERATED AGING

While in the town of White Bluffs, characters will age in an unnatural, accelerated way until they reach a maximum age. Once they reach this maximum age, they will cease aging indefinitely so long as they remain in White Bluffs.

Before starting the campaign, the GM should determine the maximum age for each character. To do so — for each character — consult the table below and find the number of dice rolled to determine their maximum age based on their starting age. The GM should note and keep each character's target age hidden from them until the character successfully notices the physical effects of their accelerated aging.

Starting Age	Maximum Age Modifier
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<20	5d8+2
21-30	3d8
31-40	2d8
41-50	1d8
51+	1d4

Characters begin the game at their specified age. For each in-game week that passes they will age 1 full year closer to their maximum age. Characters have a chance to notice the physical effects of the accelerated aging by making Spot rolls when looking at each other or into a mirror.

Age	DC	Effect
30	18	A couple of stray gray hairs
35	12	A few prominent gray hairs
40	8	A patch of gray hair; crow's feet around the eyes
45	6	A patch of gray hair; crow's feet around the eyes; moderate wrinkles on the face
50	—	An almost full head of gray hair; crow's feet around the eyes; pronounced wrinkles on the face

GM'S NOTE

The range of character's maximum ages does not represent the full range of ages possible in White Bluffs. The Mi-go require a stable, consistent set of data for their studies and typically halt the progression of each individual's age at a time when their intuition or ability for non-sequential thinking is perceived as optimal. In general, the Mi-go are interested in the study of healthy adult minds and, therefore, do not usually halt the aging process any earlier than the age of 17 or any later than the age of 75. There are, of course, several notable exceptions.

X.X) LINKED DESTINIES

PLACEHOLDER: Every character has two linked destinies: a Nez Perce Indian and a Coleopteran settler. Players continue to use their normal characters for these scenarios, however their character names and some skills are changed. I.e. "Computer Use" in the Indian times becomes "Commune With Nature". "Operate Heavy Machinery" becomes "Command Great Beast" haha (Do a table for conversion)

Standard Skill	Indian Skill	Coleopteran Skill
Animal Empathy	Animal Empathy	PLACEHOLDER
Computer Use	Commune With Nature	PLACEHOLDER
Demolitions	PLACEHOLDER	Demolitions
Drive	PLACEHOLDER	PLACEHOLDER
Forgery	PLACEHOLDER	Forgery
Handle Animal	Handle Animal	PLACEHOLDER
Operate Heavy Machinery	Command Great Beast	PLACEHOLDER
Pilot	PLACEHOLDER	PLACEHOLDER
Repair	PLACEHOLDER	Repair
Research	Meditate	Research

* If unlisted, the skill is unchanged

PLACEHOLDER: Provide 10 options in an Appendix. Need: 10 Nez Perce Indians. 10 Coleopterans. After playing them, the player's character gains ranks in skills... Speak Other Language (Nez Perce), Speak Other Language (Coleopteran). They could also gain spells and other boons. Just make sure that playing them still advances their character. Some are provided as examples in Appendix X but GMs should feel free to create more. Don't reveal a player's linked destinies to them until they are needed in the campaign.

Make a "Character Data" sheet for GM use... have it list: Linked Destiny (Nez Perce), Linked Destiny (Coleopteran), Number of Leaps Used and other useful information the GM might need to reference.

Their Indian name should be based on their Alias from the Introduction scenario.

COLEOPTERANS: The player's goal is to make the price of something in their world drop. When it does, the Yith take over the Coleopterans and the story is complete. It's something that repels flying polyps. It's the fossilized mi-go cluster!!!! The Coleopteran's form of money is "helians" like sunflowers.

INTRODUCTION:
Retirement
&
Welcome to White Bluffs

X) PRELUDE**3 days ago...**

You were contacted by a man identifying himself as Superintendent Lint who claimed to be a liaison representing fremd-Handwerk Logistics. fremd-Handwerk occasionally contacts you when they require the unique guidance or expertise of an outside contractor. The work is sporadic but it pays well, so you've tolerated the group's increasingly unusual requests since they first approached you three years ago.

In the past, fremd-Handwerk has contracted you to complete a number of mundane tasks that any number of individuals could be considered qualified to perform. In February of 1990, you spent a weekend in Estacoda, Oregon attempting to correctly guess the temperature of various bowls of water from across an empty room. In August of the same year, you were put up in a luxury hotel in Florence, Colorado for three nights ensuring the uniformity of 60,000 (seemingly) identical No. 2 pencils. In March of 1991, you were granted an all day, all access pass to the Museum of Science and Industry and asked to make a disruptive whooping noise any time a patron entered The Giant Heart exhibit while a second party photographed the patron's responses. At the conclusion of each assignment you were asked to sign a standard non-disclosure agreement and were compensated \$6,844 per day.

In the course of your conversation with Lint, he informed you that an opportunity had arisen near Santa Fe and they were looking for dependable, trustworthy contractors. His superiors, he said, were highly impressed with your meticulous and methodical approach to previous assignments.

FREMD-HANDWERK LOGISTICS

fremd-Handwerk Logistics is actually a shell corporation operated by Majestic-12's Project MOON DUST. The purpose of the corporation is to provide Majestic-12 with a credible cover story when approaching independent contractors. Contractors are often unknowingly charged with testing, sorting, logging and transporting extraterrestrial materials. These assignments are always disguised as seemingly mundane tasks. If, for example, it becomes necessary to transport a single piece of extraterrestrial wreckage measuring 1.7 cm in diameter over a long distance, Majestic-12 may surgically implant the scrap inside the udder of a Holstein dairy cow and hire an unwitting Bullrack driver to transport it in a trailer containing fifteen identical cows.

2 days ago...

A nondescript manila envelope was waiting in your mailbox. It bore no postage, postmark or addressee. Inside there was a one-way ticket to Santa Fe and a temporary badge identifying you as a member of the Section FRD7.433 Contract Group.

The GM should give the players **Prop 0.1: Temporary ID Badges.**

Players should fill in their preferred alias.

A short while later, you received a telephone call from Superintendent Lint who informed you that your accommodations were taken care of and that you should pack for a two night stay outdoors in a cold but semi-arid climate. Hiking boots were recommended, he said, but could be provided on-site if you were unable to acquire a pair on such short notice.

1 day ago...

Your flight to Santa Fe was smooth and uneventful. Upon arrival, a driver was waiting with a sign in the airport terminal. He transported you to the Hotel St. Francis where you were given the key to a Deluxe Guest Room complete with a King bed, refrigerator, personal safe and cable television. You put your suitcase beside a towering wooden armoire and flipped on the TV while you waited for Lint to contact you.

Several hours later you awoke to find that a manila envelope had been slid underneath your doorsill. The envelope, again, lacked any distinguishing characteristics. Opening it, you were greeted by several pages of legal material which you recognized as fremd-Handwerk's standard non-disclosure agreement. Before you could really look it over, the phone rang.

Lint informed you that this assignment "necessitates a certain degree of added caution" represented by several addenda to their standard contract. As a result, the company requires you to sign the contract prior to completion of the job. He asks you to sign the contract and leave it on the room's desk.

After a long silence, Lint tells you that you are scheduled to depart tomorrow evening. He encourages you to get a good night's sleep and recommends the hotel's restaurant, Tabla de Los Santos. Their Green Chile Short Ribs, he assures you, are legendary.

About an hour ago...

You were escorted out of the hotel, introduced to the other contractors [the other players] and ushered into a black sedan. Upon fastening your seatbelt, the driver turned and handed you a black hood. For your head, he said as he turned to face the wheel, an unfortunate precaution.

A series of consecutive right hand turns, the sound of a train overhead. Six speed bumps. The revving of the engine, the squealing of brakes and an unknowable number of miles later, the car stops and you hear the driver's side door open. Consecutively, the car's other doors open. Eventually, you are aided out and the hood is removed...

X) LOCATIONS

A forest somewhere northeast of Santa Fe veined with winding dirt trails. Towering aspen trees rise into the firmament, limiting the range of vision, their leaves touched by fall's cold and made shades of orange, yellow and brown. Accompanying them, a multitude of shorter pines stand in humbled groups.

The ground is hard and the trails are made dark by the looming trees. By and large, each path is wide enough to accommodate two people walking shoulder to shoulder, though in some places it becomes necessary to walk single file. There are occasions — when the wall of trees thins to permit an opening — where a high southeastern peak becomes visible [**Knowledge (Geography)** or **Knowledge (Geology), DC 20:** Identify the peak as Jicarita Peak Ridge and the location as Carson National Forest in northern New Mexico].

While traveling along some of the trails, it is not uncommon to stumble upon tracks or droppings left by the indigenous black bears that make their dens in some of the forest's higher altitudes [**Spot, DC 12:** Notice tracks or droppings; **Wilderness Lore, DC 12:** Identify the tracks or droppings as belonging to a black bear].

■ A. BOUNCE SITE 1

The scene at this clearing is unsettling: an unnatural, almost perfectly circular clearing has been created as if by some massive impact. The trees to the southwest and northeast have been clipped short, about three-quarters of the way up. Limbs have snapped and now litter the ground beneath the trees along the site's perimeter. All around, the trees bend outward and away from what appears to be the epicenter of the impact where the earth has been disturbed.

An enormous gash begins at the point of impact, gouges a jagged northeasterly tear in the earth and then trails off, vanishing roughly ten feet away from the clearing's edge. Stone, dirt, debris and fallen leaves are scattered all across the clearing [**Search, DC 10** or **Spot, DC 15:** Reveal small fragments of thin, rigid metal peppering the earth] creating an abstract carpet of withered orange and jaundiced yellow shards that crunches beneath one's feet.

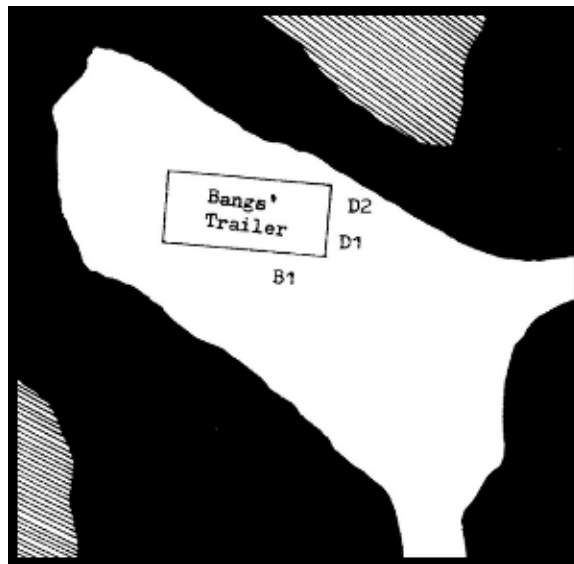
■ B. HELICOPTER LANDING ZONE

This natural clearing features few — if any — of the unusual attributes of the bounce sites, however, in its southeastern corner sits a strange circular patch of earth completely devoid of the

expected forest debris [**Pilot (Helicopter), DC 0** or **Intelligence, DC 10**: Recognize the pattern as having been created by a helicopter landing]. Instead, the usual clutter has been pushed or blown along the circumference of the circle, creating an uneven mound of dirt around it and revealing the forest's barren, dirt floor [**Spot, DC 15** or **Search, DC 10**: Discover three distinct sets of bootprints inside the barren area leading north; a character with a military background will recognize them as having been left by Belleville Flight Boots].

To the southeast, a colossal range juts its dusk-colored peak into the darkening sky, melding earth and sky into a single, ambiguous whole.

■ C. RAY RAY BANGS' TRAILER



Features

B1: RAY RAY BANGS (402)

D1 to D2: *GUARD DOGS*

This small clearing, nestled between two rocky outcroppings, is host to a dilapidated Jamboree RV. Formerly white, now soot-colored and featuring a decorative brown stripe along its side, the RV lists sideways, leaning heavily on a flat rear tire. Noxious green gas wafts from the roof's ventilation dome and is carried north by the wind where it gathers beneath a low-lying stone overhang before dissipating.

Smoking a cigarette in front of the RV's entrance while sitting on a rusty old lawn chair — at

location **B1** — is **RAY RAY BANGS (402)**. To his left — at locations **D1** and **D2** — are two **GUARD DOGS** chained to the RV's front bumper. Affixed to the front bumper is a New Mexico license plate bearing the inscription R4Y R4Y [**Spot, DC 14: Notice the license plate's inscription**].

■ D. BOUNCE SITE 2

Another unnatural clearing, similar to **BOUNCE SITE 1 (A)** but slightly larger in diameter. Here, where the trees have been clipped short the damage has occurred somewhat lower, about halfway up.

A single sharp piece of jagged metal roughly two feet high protrudes from the earth at an off angle, thrust into place by some massive force that renders it impossible to remove. Thin, rigid and silvery white it is unidentifiable and emits a low hum when approached [**Knowledge (Engineering), DC 17: Identify the metal as unidentifiable, a metal that is — by all estimations — impossible**].

■ E. OBSCURED EQUIPMENT ZONE

Upon first inspection there is very little of note in this natural clearing. A closer look will reveal three beige, two-foot by four-foot military footlockers obscured beneath a pile of loose brush [**Search, DC 12: Discover the footlockers**]. Two of the footlockers are sealed tight and incapable of being opened. The third footlocker appears to have suffered some minor damage to its latch, inside it is a sheet of corrugated metal, a pair of wire cutters, an empty bag of Wonder Bread and a spool of wire [**Disable Device, DC 17 or Open Lock, DC 12: Open the damaged footlocker**]. The inside of the locker is lightly coated with a fine black powder that will ignite if touched by flame [**Knowledge (Chemistry), DC 12: Identify the powder as explosive black powder**].

■ F. BOUNCE SITE 3

A third unnatural clearing, similar to **BOUNCE SITE 1 (A)** and **BOUNCE SITE 2 (D)** but — again — slightly larger in diameter. To the southwest, the trees are cut short about one-quarter of the way up, their splintered crowns frayed and their canopies violently displayed in rough piles beneath them.

A bizarre scene unfolds to the northeast. Countless trees have been ripped up, cut and overturned.

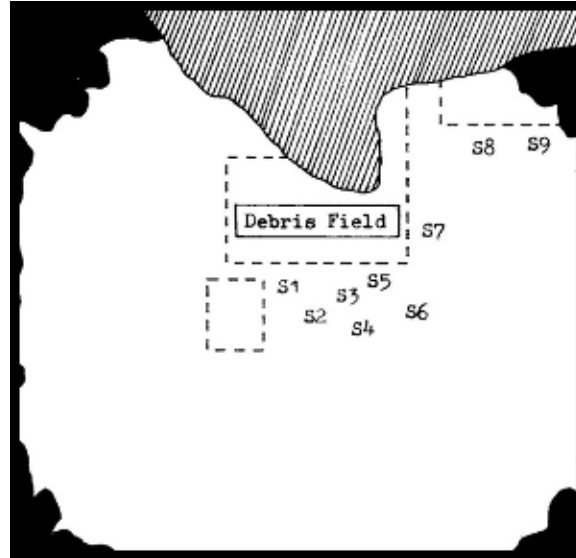
Lying on their sides, they create a clear — if somewhat hazardous — path into what appears to be larger, darkened clearing.

■ G. SLIDE ZONE

This narrow, anomalous corridor stretches northeast into a large blackened clearing. All along the corridor trees have toppled and been pushed to the side. The forest floor is almost entirely covered by fallen trees, some of which have been pushed over roots and all [**Balance, DC 12:** Walk over the trees without falling; failure means a sprained ankle, reducing movement by 5 ft. per round].

Examining the fallen trees it becomes apparent that some heavy, barbed thing has slid, careened or been dragged over top of them. Long, irregular grooves have been carved into the upward facing bark and large pieces of the same thin, rigid metal seen at **BOUNCE SITE 2 (D)** jut from the damaged timber at treacherous and sharp angles.

■ H. THE SCENE OF THE “CRASH”



Features

S1 to S9: *TRUMPETER SWANS*

This large, blackened clearing reeks of charred wood and burnt oil. The scorched earth wheezes forth puffs of ash with every footstep. In the northeastern section of the clearing stands a tall

ridge. There, before an immense stone outcropping, the cause of the damage becomes clear: leaning against the face of the ridge are the remains of some kind of craft.

Spherical in shape and constructed of the same thin, rigid metal found at the bounce sites. Fragmented metal spires bend outwards, suggesting that the craft may have suffered some critical malfunction that caused an internal explosion. Debris seems to have been discharged in all directions, creating a massive field of metal fragments and glass.

Around the debris field — at locations **S1** to **S9** — a flock of ***TRUMPETER SWANS*** mills about. While the swans at **S1** and **S7** to **S9** seem lively and curious about the scene, the swans at **S2** to **S6** appear languid, preferring to stand in place and sway back and forth. The swans at **S2** to **S6** are, in fact, incapable of moving from their current position. They are a parasitic organism — created by Majestic-12's Subproject CORE — that have attached themselves to an ***ANSERIFORM BLADDER*** that lurks beneath the blackened earth.

X) RETIREMENT

X.1) ARRIVAL

When their hoods are removed, our intrepid investigators find themselves standing at the end of a winding trail, staring out at **BOUNCE SITE 1 (A)** surrounded by towering aspen and bristlecone pines. The colors of fall slowly come into focus as their eyes adjust. Behind them — a lingering reminder of the civilized world they have left — three black sedans idle in single file, spewing their exhaust into the hazy evening sky.

Beside the cars, 4 **ARMED ESCORTs (400)** and 3 **HAZMAT TEAM MEMBERs (401)** perform last minute checks on their equipment, specifically their gas masks. If asked, the escorts will insist there are no more masks and inform the characters that they won't be needing them [**Sense Motive, DC 13:** Determine that the escorts are possibly being dishonest]. One **HAZMAT TEAM MEMBER (401)** moves behind the car, pops the trunk and retrieves a white styrofoam cooler. Another member gathers a bundle of wooden stakes in the crook of his armpit.

One of the **ARMED ESCORTs (400)** approaches the characters and informs them that this is as far as the car can make it and that the group will be walking from here on out. A **HAZMAT TEAM MEMBER (401)** moves beside him, drives a stake into the ground, ties the end of a large roll of red string around its top and begins unspooling the string as he walks north, further

into the clearing [**Sense Motive, DC 13:** Determine that none of the escorts know much about their assignment other than the fact that they are there to serve as guides].

If characters linger too long in one spot, the **ARMED ESCORTs (400)** will grow impatient and urge them to continue moving.

X.2) BANGS' PLACE

Nearing **RAY RAY BANGS (402)** place, it becomes possible to hear dogs yipping and a man shouting then down to the northwest [**Listen, DC 10:** Hear the ruckus]. The noise will abate but may sound again if the characters approach carelessly [**Move Silently, DC 12:** Approach without alerting the dogs].

As Bangs' RV becomes visible, the characters may be able to make out the license plate. If this information is given to one of the **ARMED ESCORTs (400)** they may radio in the details and report back [**Gather Information, DC 10:** Reveal that the vehicle is registered to **RAY RAY BANGS (402)** who is wanted in the state of New Mexico for felony drug possession, illegal manufacture of a controlled substance and driving with a suspended license].

Creeping up on Bangs with the **ARMED ESCORTs (400)** in plain view will result in Bangs hollering that the police have no right to enter his domicile without a warrant. He will threaten to release his dogs and it will become impossible to speak with him diplomatically. Instead, the characters may try to fool or intimidate him into providing them with information [**Intimidate, DC 14** or **Bluff, DC 16:** Intimidate or trick Bangs into cooperation, reducing the difficulty if the characters ran Bangs' license plate, failure means Bangs sics the dogs on them].

If he is approached with the **ARMED ESCORTs (400)** hidden, Bangs may choose to voluntarily provide information, though his drug-fueled paranoia may make negotiations difficult [**Diplomacy, DC 14:** Coax Bangs into cooperating, failure means Bangs sics the dogs on them]. If pressed too hard, Bangs will curse the characters, insisting that they are plants sent by the CIA to steal his genetic material while he sleeps.

If the characters manage to convince Bangs to cooperate, he will tell them that he's been parked in the same clearing for the past two weeks "on business" and boy has he seen some shit. He'll tell the characters he was on his RV's roof and saw a helicopter dropping off a bunch of spooks who hauled things into the woods and set off a bunch of explosions [**Climb, DC 10:** Climb onto

the RV's roof; if the character has a pair of binoculars, they can just make out the **HELICOPTER LANDING ZONE (B)** to the southeast].

X.3) CONTINUING ALONG THE TRAILS

As they continue along the trails, the stake-bearing **HAZMAT TEAM MEMBER (401)** continues attaching the same spool of red string to newly planted stakes, creating a single uninterrupted line from the character's starting point at **BOUNCE SITE 1 (A)** to their current position.

Ultimately, the characters will reach or be guided to **THE SCENE OF THE "CRASH" (H)**. If the characters linger in one spot for too long, the escorts may mention the prevalence of **BLACK BEARS** in the area. If any bears are actually spotted, however, the escorts will quickly empty their rifles into them before anyone can be seriously hurt.

X.4) THE SCENE OF THE "CRASH"

Upon reaching **THE SCENE OF THE "CRASH" (H)**, characters will notice that the **ARMED ESCORTs (400)** and **HAZMAT TEAM MEMBERs (401)** linger behind them, maintaining a position along the perimeter of the clearing.

At this point, the **HAZMAT TEAM MEMBER (401)** carrying the styrofoam cooler will open it, gingerly retrieve an unopened Wonder Bread bag and hand it to one of the characters. He will then point towards the flock of **TRUMPETER SWANs** and inform them, in a muffled voice, that he "doesn't like the look of that surly fucker in the back" [**Wilderness Lore, DC 14:** Notice the unusual, almost hypnotic movements of swans **S2** to **S6**]. He says that the escorts are going to hang back so the characters can go in close and "try to establish a line of communication" [**Animal Empathy, DC 10:** Use the bread to coax swans **S1** and **S7** to **S9** closer].

As the characters approach the **TRUMPETER SWANs**, some may run off while others may become aggressive, however, the swans at **S2** to **S6** will neither attack nor flee. Instead, when a character comes within ten feet of these swans, they will see themselves in the swan's glassy, alien eyes reflected back as old men. The earth will rumble and split. A concave hole will sink into itself beneath the swans. Spreading, heaving then rising the earth will open up to reveal an **ANSERIFORM BLADDER**.

Combat will begin immediately with the ***ANSERIFORM BLADDER*** receiving a surprise round. The conflict will continue until all characters have been rendered unconscious either through nonlethal damage or the bladder's "void bladder" attack. Anyone who attempts to flee will find themselves forced back into the fray either by the bladder's "swan song" attack or by the **ARMED ESCORTs (400)** who have now turned their guns upon the characters.

Players should return **Prop 0.1: Temporary ID Badges**.
The GM should note each character's chosen alias.

X) WELCOME TO WHITE BLUFFS

PLACEHOLDER: Awaken at **THE RUSHLIGHT INN (11)** in the sleepy town of White Bluffs. When players awaken, they have lost the majority of their memory of the last 4 to 5 years. They retain a few memorable events from that time but very little of the mundane day to day. They remember nothing of their work with fremd-Handwerk.

FROM HERE, GO TO SEASON I.

MAJOR PLOT:
Developments

☐ **ANY ATTEMPT TO LEAVE WHITE BLUFFS****ANY TIME****When** any time the characters attempt to leave White Bluffs**Where** White Bluffs city limits

PLACEHOLDER: sentry cubes

☐ **DISCOVERY OF THE UNFAMILIAR BUSINESS CARD****ANY TIME****When** the first time the characters use money or open their wallets**Where** anywhere**GM'S NOTE**

It is best that this event occur as early as possible, optimally, it will occur during the character's first day in White Bluffs, as they meet and greet each other after waking up. This ensures that characters will have the **MYSTERIOUS HOTLINE (XXX)** at their disposal during their initial investigations.

Upon opening their wallet for the first time, characters will find \$30 in small bills and — slotted into one of the wallet's pockets — an unfamiliar business card. To the best of their knowledge, they have never heard of the business.

The GM should give each player a unique **Prop 0.3: Unfamiliar Business Card.**

The business cards all feature the same telephone number, an impossibility as most — if not all — of them hail from cities separated by hundreds of miles. The number, if called, is the fax number for the **MYSTERIOUS HOTLINE (XXX)**. When the call connects, a mechanical, female voice will state, “Your request is being processed. Please hang up and ensure the line remains open. We will contact you shortly. Thank you!” before disconnecting.

Several minutes later, the telephone rings and, upon answering the characters hear a series of tones and buzzes punctuated by an intermittent, mechanical silence. The sounds will be immediately identified as coming from a fax machine. If, however, the phone is connected to a fax machine, a fax will be received.

A few things the characters might investigate...

- The location of the **MYSTERIOUS HOTLINE (XXX)**: By visiting **WILLIAM CRAWFORD PUBLIC LIBRARY (25)** the characters may learn that the number is registered to the Grand County Sheriff's Office in Moab, Utah [**Research, DC 12: Learn the location**] and is classed as a non-emergency number.

<input type="checkbox"/> FIRST FAX/CALL TO THE MYSTERIOUS HOTLINE (XXX)	ANY TIME
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When the first time the characters call the **MYSTERIOUS HOTLINE (XXX)** with a fax machine

Where anywhere

The initial call made to the **MYSTERIOUS HOTLINE (XXX)** from a fax machine yields several documents. For the first call, it does not matter what time of day the characters place their call.

The GM should give the players **Prop 0.4: Cryptic Cover Sheet Fax**, **Prop 0.5: Top Secret Document Fax**, and **Prop 0.6: G. Ross Photo Fax**.

PLACEHOLDER

A few things the characters might investigate...

- The identity of "G. Ross": PLACEHOLDER. Nobody in town will recognize the photograph or the name "G. Ross."

AFTER THIS YOU'RE ON 0.9!!!!

■ INTRODUCING THE HIDDEN TEMPLE	AFTER INTRO ○
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When immediately following the introductory adventure
Where **THE HIDDEN TEMPLE (XXX)**
Who **THE HEAD (XXX), THE SKINWALKER (XXX)**

Having passed out from the *ANSERIFORM BLADDERS* emissions, the characters experience a “swirling darkness” before they come to the realization that they are standing in **THE HIDDEN TEMPLE (XXX)**. They initially find themselves incapable of moving or speaking. **THE HEAD (XXX)** leans back onto his desk and **THE SKINWALKER (XXX)**, in Xerox form, sits idly beside him.

“They arrived,” **THE HEAD (XXX)** says to **THE SKINWALKER (XXX)**, “earlier than expected.” As their paralysis subsides, **THE HEAD (XXX)** approaches and shakes each character’s hand. He introduces **THE SKINWALKER (XXX)**, pointing towards the Xerox machine and saying, “This was my associate. He was called Carl.” Staring blankly forward, he smooths the fabric of his dress shirt and adds, “I wore this suit to hide my abdomen. Carl told me that I was being foolish but in his closet the suits made a gurgling sound.”

After a long pause, he smiles widely and concludes, “There was a message waiting for you that tasted just like your mother used to make.” The room fades to black and the characters’ minds are plunged once more into that swirling darkness. Moments later, they awaken in their respective rooms at **THE RUSHLIGHT INN (11)**.

A few things the characters might investigate...

- How a message can taste “just like your mother used to make”: Any White Bluffs local will be able to tell the characters that “Just Like Your Mother Used To Make” is the motto of the town’s most popular meet and eat spot, **THE COACH WHIP DINER (24)**.

☐ **DISCOVERY OF THE MAP OF WHITE BLUFFS**

AFTER
INTRO ○

When immediately after leaving **THE HIDDEN TEMPLE (XXX)**
Where **THE RUSHLIGHT INN (11)**

Immediately following their encounter inside **THE HIDDEN TEMPLE (XXX)**, the characters wake up in a room at **THE RUSHLIGHT INN (11)**. A cursory examination of the room will

reveal that a map of White Bluffs and a voucher for a free meal at **THE COACH WHIP DINER (24)** have been conveniently placed on their bedside table.

The GM should give the players **Prop 0.2: Map of White Bluffs.**

☐ **JENNY HALLMARK'S DREAM**

BEFORE 16 OCT 1992 ○

When the first time the players visit **THE COACH WHIP DINER (24)** but before the first day of Seven Drums Festival on 16 Oct 1992

Where **THE COACH WHIP DINER (24)**

Who **JENNY HALLMARK (XXX)**

After completing their meal at **THE COACH WHIP DINER (24)**, the characters' waitress, **JENNY HALLMARK (XXX)**, places a handwritten bill on their table. On the back of the bill is scrawled a long, rambling note that reads:

Last night I dreamt. I dreamt a thin wire came down from heaven and pricked the back of my neck and filled my head full of helium. I dreamt that I floated. Not too high at first. Then I was all the way in the clouds and they were like the warmest blanket all around me. I saw the lake where the sky was made a black tunnel that led far, far away. The wind whispered and what it whispered was meant for another. It said Haymore is not who he seems. It said Tripp Handsome is not a real name. It said Pickard whose name comes from pickaxe uses a pickaxe inside the temple. It said Andy Taylor could've hit the big time. It said even the smallest needle has within it the potential to do great works. It said blankets were pistols before the cameras were rolling. It said the place is a mess but the people are clean. It said the Seven Drums Festival is an affair to remember. It howled its warning between two pines. It said Jenny Hallmark will go on a journey. There are no ears to loan. There are lonesome strangers. There are leaves on my feet in the morning. I am not formed of myself alone. It said there are places.

The GM should give the players **Prop 1.1: Bizarre Diner Bill.**

After leaving the bill, **JENNY HALLMARK (XXX)** vanishes into the back room of the diner. If the characters ask to speak with her, **ETHEL MINT (XXX)** will inform them that they were her last table and she's taken off for the rest of the day.

Furthermore, if the characters seek her out before she is murdered, she will have no memory of having left the note. The only portion of the note that she will respond to is the line, “There are leaves on my feet in the morning.” If the characters recite this line to her, she will become confused and distraught. Shortly after, she will politely — if meekly — excuse herself and hurriedly walk off.

A few things the characters might investigate...

- **JENNY HALLMARK’s (XXX)** employment history: **ETHEL MINT (XXX)** will inform the players that she’s worked at **THE COACH WHIP DINER (24)** for ten months. She’s been a good employee and the customers love her. She may be convinced to divulge that the last few weekends — when she’s been scheduled for morning shifts — she’s shown up late and seemed distracted [**Gather Information, DC 12:** Convince her to divulge].
- **JENNY HALLMARK’s (XXX)** living situation: If they stop by the **HALLMARK FAMILY HOME (XXX)**, the characters will find a stable, loving environment. Pictures of **JENNY HALLMARK (XXX)** and her siblings adorn the house’s walls. Though hesitant to let them in, **SARAH HALLMARK (XXX)** will be curious about the reason behind the characters’ visit. If shown the rambling note, she will promptly excuse herself. Afterwards, if they peer through the windows, the characters may see the concerned **SARAH HALLMARK (XXX)** speaking anxiously into the telephone [**Search, DC 10:** See her on the phone].

☐ FIRST DAY OF THE SEVEN DRUMS FESTIVAL

16 OCT 1992 ○

When 16 Oct 1992

Where FAIRGROUNDS (33)

Who THE SKINWALKER (XXX) as FLIP CONCENTRATE (419), MAYOR BOB ROBERTS (XXX), VICTOR VECTOR (XXX)

The Seven Drums Festival opens with a concert by local musician **VICTOR VECTOR (XXX)** and his band, The Vectors. An array of vendors have erected a circle of vibrant, multicolored stalls around the perimeter of the **FAIRGROUNDS (33)**. Hocking food, trinkets and souvenirs, the vendors aggressively peddle their wares to passersby.

In a show of solidarity, nearly everyone present wears a piece of clothing supporting the **WHITE**

BLUFFS HIGH SCHOOL (8) football team, the Warriors. Spirited citizens wave foam tomahawks and talk amongst the crowd often turns to the “big game” next weekend where this year — with the help of **OXYDOL DURESS (XXX)** — “Chester’s Curse” has to be broken.

On the **FAIRGROUNDS’ (33)** eastern side, several carnival-style games attempt to lure fairgoers into spending their money by promising them a chance to win chintzy stuffed animals and chipped mirrors printed with the logos of once-famous rock bands. The largest game, called “A Bolt For Mister Colt” has participants firing arrows at a likeness of the Uniontown Prospectors’ mascot, Colt Jenkins.

Making the rounds, **MAYOR BOB ROBERTS (XXX)** introduces himself to the characters, hands them a pin that reads, “VOTE FOR BOB” and expresses a “hope that he can count on their vote come December,” reminding them that, “a vote for Bob is a vote for family values.”

At some point, **THE SKINWALKER (XXX)** in the form of **FLIP CONCENTRATE (419)** may be spotted as he draws near [**Spot, DC 9: Spot him**]. His face locked into a disconcertingly affected smile, **THE SKINWALKER (XXX)** remains utterly silent except for a strange, watery murmur. As he passes by, he slips a circular note into one of the characters’ hands that reads, “THE WAY OUT WILL HAVE BEEN HERE. MEET HERE TOMORROW.”

A few things the characters might investigate...

- The nature of the rivalry and “Chester’s Curse”: Any citizen will gladly explain that “Chester’s Curse” is the go-to reason for why the White Bluffs Warriors haven’t won a game against the Uniontown Prospectors for twenty-four years. More superstitious citizens will state that the curse originates with the town’s founder, General Chester Curtain, who some believe massacred the indigenous Native American tribe early in the town’s history.
- The identity of the man with the circular note: An accurate description of the man may result in the characters being told that it “sounds like **FLIP CONCENTRATE (419)**.” If the characters seek out **FLIP CONCENTRATE (419)**, he will assure them that he didn’t attend the Seven Drums Festival because he was “tied up prepping for a big case on Monday.”

When 17 Oct 1992, during the second day of the Seven Drums Festival

Where FAIRGROUNDS (33)

Who JENNY HALLMARK (XXX), THE MAN IN THE WOODS (XXX), FLIP
CONCENTRATE (XXX)

On the second day of the Seven Drums Festival, the **WHITE BLUFFS HIGH SCHOOL (8)** seniors are displaying their yearly float. This year's float is a large, rainbow-feathered bird. Standing eight feet tall and sixteen feet long, the bird is flanked by four of the White Bluffs Warriors' star football players dressed in Native American shawls and headdresses. In each hand they are holding one end of a papier-mâché chain; the opposite ends are connected to a collar around the bird's neck.

As the players lead the bird across the open **FAIRGROUNDS (33)**, a commotion erupts to the northwest. At first: a man's voice, guttural and unintelligible. Next: shrill screams, horrified and desperate. The football players drop their chains. Chaos sweeps from the northwest as people push away from the source of the pandemonium. The crowd splits and the characters are pushed aside from behind as **ANDY TAYLOR (XXX)** makes his way forward.

ANDY TAYLOR (XXX) approaches **THE MAN IN THE WOODS (XXX)** who stands at the end of the separated crowd. In his hands, he carries a bundle of white cloth, heavy with the weight of some object hidden inside it. He is dirty, unshaven and trembling. He looks primitive and inhuman. He is crying.

THE MAN IN THE WOODS (XXX) drops the bundle, the cloth pulls away and a patch of delicate porcelain skin unfolds itself from the fabric's hollows. **ANDY TAYLOR (XXX)** cautiously approaches, pulling the cloth away he reveals **JENNY HALLMARK's (XXX)** face, serene and expressionless. She is dead [**Sanity Loss** 1/1d3].

ANDY TAYLOR (XXX) moves in towards **THE MAN IN THE WOODS (XXX)** as he retrieves his handcuffs. **THE MAN IN THE WOODS (XXX)** drops to his knees and offers a haphazard struggle before submitting. As he is brought to his feet, he begins to rant about "lights in the sky," "little gray men with shoeshine eyes," "unstable particles" and "an eye in the forest whose name is Excalibur and its blade is a paradox of place."

ANDY TAYLOR (XXX) instructs the crowd that the "show is over," "the festival is done for the day" and that "everyone should head home." A man pushes his way through the crowd, making

his way past the characters. As they catch glimpse of him, they realize that it is **FLIP CONCENTRATE (XXX)**. He approaches **ANDY TAYLOR (XXX)** and the pair then escort **THE MAN IN THE WOODS (XXX)** to the **WHITE BLUFFS SHERIFF'S STATION (13)**.

A few things the characters might investigate...

- The history of **THE MAN IN THE WOODS (XXX)**: Not much is known about him, though various residents may share experiences they've had with him when he comes into town to purchase supplies. Most residents will recall how he typically shambled out of **SUMMERLAND NATIONAL FOREST (36)** early in the morning or shambled back into the forest late in the afternoon.
- The shopping habits of **THE MAN IN THE WOODS (XXX)**: The employees at the **HUNGRY COYOTE FRESH MARKET (30)** will remember him as a quiet man who muttered incomprehensibly to himself and purchased large quantities of canned goods. **MOOT CHAKRA (408)** will inform the characters that he once came in to the **FILL 'N GO (2)** in a panic to purchase a flashlight, a handful of batteries and every refrigerator magnet he had in the store.
- The motivations of **FLIP CONCENTRATE (XXX)**: If the characters seek out **FLIP CONCENTRATE (XXX)** to inquire about the note passed to them on the first day of the festival, he will show genuine confusion and insist that he has never met them before.

☐ **CANVASSING OF SUMMERLAND NATIONAL FOREST**

18 OCT 1992 ○

When 18 Oct 1992

Where **SUMMERLAND NATIONAL FOREST (36)**

Who **ANDY TAYLOR (XXX), CHIEF TOOHOOLHOOLZOTE (XXX), MAYOR BOB ROBERTS (XXX), PLACEHOLDER_COPS**

ANDY TAYLOR (XXX) and **CHIEF TOOHOOLHOOLZOTE (XXX)** enlist the aid of local citizens in canvassing **SUMMERLAND NATIONAL FOREST (36)**. The pair will approach the characters and ask for their assistance. If the characters agree, **ANDY TAYLOR (XXX)** will tell them that everyone will be meeting at 10:00AM in the lobby of **WILLIAM CRAWFORD PUBLIC LIBRARY (25)**.

Upon meeting up at the library, **MAYOR BOB ROBERTS (XXX)** addresses the crowd. He informs them that the final day of the Seven Drums Festival has been canceled and the

homecoming game will be delayed until “after the anguish caused by yesterday’s unfortunate events has subsided.” With a solemn tone he says, “though some trace of what happened yesterday will always linger in our memories, today’s our chance to offer some measure of closure to the Hallmark family.” Some onlookers will roll their eyes and mention how tasteless it is that he’s using this tragedy to put in face time before the mayoral election in December.

Afterward, the crowd is split into a number of search parties. Each party is issued a walkie-talkie and two Ruger M77 Mark II Police Rifles [**Damage** 2d6, **Capacity** 4, **Range** 200] to provide protection against wildlife. **CHIEF TOOHOOLHOOLZOTE (XXX)** then leads the group out of the library and northwest across Oak St. and Willow Ave. and finally into **SUMMERLAND NATIONAL FOREST (36)**.

After several hours of fruitless searching, **ANDY TAYLOR’s (XXX)** voice sounds over the radio. He calls for a break while he and **CHIEF TOOHOOLHOOLZOTE (XXX)** consult the maps and retool their strategy. As the characters rest, a soft rustling may be heard nearby [**Listen, DC 10:** Hear the rustling]. Shortly thereafter, a guttural roar echoes throughout the forest [**Wilderness Lore, DC 10** or **Knowledge (Nature), DC 13:** Identify the roar as belonging to a black bear]. Two minutes after the roar is heard, several **INFESTED BLACK BEARS** shamble confusedly out of the underbrush.

The encounter with the bears leads the characters to stumble upon **THE MAN IN THE WOODS’ CAMPSITE (40)**. Near the campsite, the characters may notice several rings of **purple mushrooms** covered in small, black spots [**Spot, DC 8:** Notice the mushrooms]. A character may try to identify the mushrooms but will come to the conclusion that they are an unknown or uncatalogued species [**Wilderness Lore, DC 15:** Identify them as an unknown species].

Surrounding — and inside — **THE MAN IN THE WOODS’ CAMPSITE (40)** are a series of simple, improvised traps.

The first trap is a side-closing Panji trap buried six feet in front of the tent’s entrance. The trap consists of a small, shallow hole inside of which has been placed a hinged board with long, jagged nails hammered into it. When someone steps into the hole, the hinge springs closed and drives the nails into the heel and sides of their foot [1d6 damage, movement speed reduced by 10 ft. until healed]. An observant character who walks carefully may notice and avoid the trap [**Spot, DC 8:** Notice the trap]. Furthermore, a character may be able to avoid triggering the trap

after stepping on it [**Reflex Save, DC 12:** Avoid triggering the trap]. The Panji trap can be disabled by placing branches or a heavy stone inside the hole [**Disable Device, DC 5:** Disable the trap].

The second trap is a cartridge trap buried directly beneath the fabric of the tent's opening. The trap is composed of a .22 caliber bullet perched atop a firing pin inside a lead pipe. When someone steps onto the bullet's tip, the bullet is fired through the underside of their foot [1d6 damage, movement speed reduced by 10 ft. until healed]. The trap may be noticed if a character actively inspects the entrance [**Search, DC 10** or **Spot, DC 12:** Notice the trap]. The trap may also be disabled by carefully removing the bullet from the pipe [**Disable Device, DC 7:** Disable the trap].

The final trap is a modified deadfall trap triggered by lifting or moving the electric lantern inside the tent. A thin wire leads from the lantern, through a small hole in the tent's fabric and up the trunk of an alder tree that towers over the campsite. When the lantern is moved, an enormous boulder falls from the tree's canopy onto the tent [1d6 damage]. When the trap is triggered, characters may hear the boulder begin to fall [**Listen, DC 13:** Hear the boulder] and react by leaping out of the tent [**Reflex Save, DC 15:** Jump out of the tent to avoid damage]. A character searching the area surrounding the lantern may discover the trap [**Search, DC 14:** Discover the trap]. The deadfall trap can be rendered harmless by attaching the wire to one of the tent's spikes [**Disable Device, DC 10:** Disable the trap].

If the characters thoroughly search the forest floor outside tent they will discover a series of magnets half-buried in a circle around its perimeter. Furthermore, they may notice a light scattering of strange, melted globules of an unidentified metal just outside the magnetic perimeter [**Search, DC 15:** Discover the globules; there is a 10% chance that any given globule can be identified as a coin].

Once inside the tent, the characters will be confronted with a disorganized mess. Countless canned goods — both open and closed — are piled into a mound that occupies the tent's northeast corner. A pile of loose garbage situated in the southeast corner includes several empty Irish Spring Bar Soap wrappers [**Search, DC 11:** Find the wrappers]. At the tent's rear, a disorderly collection of anatomy books gathers dust. Inside one of the books, the characters may find a neatly folded, torn scrap of white cotton fabric featuring a yellow sunflower print and a faint series of tiny red dots [**Search, DC 13:** Find the scrap].

A filthy sleeping bag has been unrolled along the tent's western side and, at its foot, sits a black accordion file. When opened, the accordion file yields a staggering number of schizophrenic, rambling manuscript pages and a faded photograph of a young couple dressed in formal attire.

The GM should give the players **Prop 1.2: Old Prom Photo** and **Prop 1.3: Crazy, Rambling NDA Page**.

Shortly after inspecting the accordion file, **ANDY TAYLOR (XXX)** reaches the tent. Taking a quick look around, he'll poke his head into the tent and mention that "the place is a mess" before asking the characters if they found anything. If the characters don't mention the scrap of fabric, he'll reiterate that "the place looks pretty torn up" and ask if they're certain they didn't find anything. If he detects that they are lying, he'll insist on searching their bags [**Opposed Bluff vs. Sense Motive**: Convince him nothing was found]. Afterwards, he'll radio the campsite's location to the remaining police officers and dismiss the search party.

A few things the characters might investigate...

- The identity of the **purple mushrooms**: If a sample of the **purple mushrooms** is presented to any long-term citizen of White Bluffs [**Knowledge (Local) +2**] or someone with knowledge about the forest [**Wilderness Lore +5**], they will identify the mushrooms as "purple caps." According to them, purple caps were a big thing in the 1960s and 1970s when kids would "eat'em like drugs, trying to trip out." If the characters speak with a citizen who knows about the mushrooms and has an interest in history [**Knowledge (History) +1**] they may also learn that Native American tribes indigenous to the area used to use the mushrooms in their vision quest rituals.
- The couple in the Old Prom Photo: A number of people in the town will mention that the couple looks familiar but — due to the picture's age — won't be able to positively identify them. If the photo is taken to **LADY ZELMA (XXX)**, though, she will panic, grab the photo and insist on knowing where the players found it. She will grow increasingly agitated and unreasonable until, finally, she will yell at the characters and ask them to leave. If the characters persist, she may disclose the girl's name, "Pelafina," [**PELAFINA R (XXX)**], though she will only reveal her first name before she forcefully shuts the characters out [**Gather Information, DC 17**: Convince her to disclose].
- The relevance of Irish Spring Bar Soap: Characters seeking a source for Irish Spring Bar Soap will find it in stock at **MAIN STREET PHARMACY (21)**. Upon opening the

soap, characters may have a sudden, vivid flashback to the events — specifically the **ANSERIFORM BLADDER** — just prior to their arrival in White Bluffs [**Will Save, DC 12**: If failed, the character is incapacitated for one minute while they experience visual, auditory and olfactory flashbacks].

- The strange, rambling manuscript page: If taken to **TORQUE STOCKTON (XXX)** he will gladly explain the “H-Effect” and the equation if the characters bring him a six-pack of King Cobra beer. He will explain that the “H-Effect” is the jellification of metals due to electromagnetic fields and the formula is a modified version of Newton’s law of universal gravitation which describes the force with which two bodies in the universe attract each other.
- Faxing the manuscript page to the **MYSTERIOUS HOTLINE (XXX)**: If the manuscript page is faxed to the **MYSTERIOUS HOTLINE (XXX)**, the characters will receive a fax with a detailed explanation [The GM should give the players **Prop 1.4: NDA Explanation Fax**].

☐ **JENNY HALLMARK’S AUTOPSY**

20 OCT 1992 ○

When 20 Oct 1992

Where **WHITE BLUFFS SHERIFF’S STATION (13), TRIPP’S VIOLET LOUNGE (16)**

Who **DR. LAZLO CHIMP (XXX)**

Word spreads throughout town that today is the day that **DR. LAZLO CHIMP (XXX)** will be performing an autopsy on the body of **JENNY HALLMARK (XXX)**. If they ask around, the characters will learn that the doctor typically likes to wind down at **TRIPP’S VIOLET LOUNGE (16)** after leaving work.

Later in the day, **DR. LAZLO CHIMP (XXX)** will perform his autopsy on the body of **JENNY HALLMARK (XXX)**. His visual examination of the exterior of the body will initially reveal no abnormalities. Upon inspecting the back of her neck near the base of her skull, he discovers a microscopic — nearly invisible — puncture wound that bears the appearance of an injection site. Incomplete bruising around the area suggests that the wound occurred close to — but before — the time of death.

DR. LAZLO CHIMP (XXX) turns the body and prepares to remove the brain. As the saw perforates the occipital bone, there emerges a soft wheezing sound as if a stored pressure is being

released. Shortly thereafter, **DR. LAZLO CHIMP (XXX)** experiences mild lightheadedness and brief — but forceful — visual distortions. He removes himself from the morgue and the symptoms immediately abated.

After enjoying a bag of **Mister Salty brand pretzels** in the conference room, he returns to the body an hour later to complete the autopsy. Upon removing the cap of the skull, he discovers that the decedent's brain is missing. Even more unsettling, the cavity within the neurocranium appears to have been stripped and bleached.

The characters may witness the distraught **DR. LAZLO CHIMP (XXX)** entering **TRIPP'S VIOLET LOUNGE (16)** after the autopsy. After a few drinks he will be amenable to questioning [**Gather Information, DC 15, -1 for each drink consumed:** Coax information out of him].

A few things the characters might investigate...

- The identity of the gas: The gas inside **JENNY HALLMARK's (XXX)** skull can be identified by asking **DR. LAZLO CHIMP (XXX)** about its hallucinogenic effects [**Knowledge (Chemistry)** or **Knowledge (Medicine), DC 17:** Positively identify the gas as Xenon; failure by less than 5 will narrow the possibilities down to nitrous oxide, cyclopropane or xenon]. **DR. LAZLO CHIMP (XXX)** will describe the experience fondly, in retrospect, and jokingly state that he wishes that he had stuck around. He will describe a not-unpleasant sense of vertigo and how his “thoughts became like tangible objects that he could guide towards singular ideas and memories” and how he “caught a glimpse of a homeless Injun he'd once seen outside a convenience store as a child, he was pushing a cart and singing ‘in a past that is now lost forever, there was a time when the land was sacred.’”

☐ **JENNY HALLMARK'S FUNERAL**

23 OCT 1992 ○

When 23 Oct 1992

Where **CALLOW OVERWINTER CEMETERY (4), TEMPLE OF THE SEVEN RAYS (10)**

Who **FR. WHITHWORTH TREASURE (435), BOYD FONTAINE (XXX), INGRID ALT (425)**

It's a cold, rainy Friday afternoon when the town lays **JENNY HALLMARK (XXX)** to rest.

Many of the townspeople are in attendance, gathered at the **TEMPLE OF THE SEVEN RAYS (10)** as **WHIP HALLMARK (XXX)** tearfully eulogizes his daughter. He will recall her first steps, taken "while picnicking in Summerland" and her love of photography, "especially of the forest, for which she seemed to have an affinity." "She was too old for her own skin," he will say, "and certainly too young to die."

Standing at the back of the temple the characters may spot a sharply dressed, perfectly motionless man [**Spot, DC 12: Notice the man**] with rugged features, gray hair and deep lines covering his face. He seems like an anachronism, an antique. He is out of place and avoids all forms of physical contact. The characters may notice that his hands and brow are stained a deep, earth-colored brown [**Spot, DC 17: Notice his hands and brow**]. The man's name is **BOYD FONTAINE (XXX)** and his intense sorrow is expressed in every line and every crack upon his face.

As the ceremony comes to an end, **WHIP HALLMARK (XXX)** once again addresses the assembly, "We'd like to thank you all for coming out today. We're sure it would mean a lot to our Jenny. We're asking that all donations be made, in Jenny's name, to the **WHITE BLUFFS HIGH SCHOOL (8)** Volunteer Reading Program."

In the temple's lobby, **INGRID ALT (425)** of the **WHITE BLUFFS HIGH SCHOOL (8)** Photography Club has set up a small station to photograph the attendees as they leave. The photographs, she says, will be used for a memorial exhibition. Each attendee is stopped and **INGRID ALT (425)** snaps a Polaroid photograph.

On the table behind her, the characters may notice a photograph without a subject [**Spot, DC 20: Notice the photograph; the DC is reduced by 10 if the characters actively inspect the table**]. Furthermore, if she asked about the "rugged man" she will hand over the photograph. In both cases, she will mention that the camera is old and likely malfunctioned.

The GM should show the players **Prop 1.5: Boyd Fontaine**
Polaroid

The picture is of **BOYD FONTAINE (XXX)** who, due to his being a projection, fails to appear in photographs.

A few things the characters might investigate...

- **JENNY HALLMARK's (XXX) body:** If the characters visit **JENNY HALLMARK's (XXX) body**, they will notice that she is wearing white shoes with decorative green leaves embroidered on them.
- **Seek additional photographs from the funeral:** Several people may remember another unfamiliar man who attended the funeral with a camera [**Gather Information, DC 7:** Convince them to share]. The people will describe him as “a tall, broad-shouldered man dressed in a two-piece suit and a fedora.” The man is **FACT CORANTO (XXX)** an out of town journalist for the Ollokot County Register, a county-wide newspaper. If the characters ask around, they will learn that he's been interviewing people close to **JENNY HALLMARK (XXX)** and was last seen near **THE COACH WHIP DINER (24)** where it is assumed that he's trying to schedule an interview with **ETHEL MINT (XXX)** [**Gather Information, DC 10:** Discover his present whereabouts]. If they speak with him, he may share that he has already developed his pictures from the funeral but **BOYD FONTAINE (XXX)** doesn't appear in any of them [**Gather Information, DC 10:** Convince him to share].

☐ **RELEASE OF BOYD FONTAINE'S SKETCH****24 OCT 1992** ○**When** 24 Oct 1992**Where** **COMMUNITY BULLETIN BOARD (35)**, various telephone poles**Who** **BOYD FONTAINE (XXX)**

As they walk around town, characters may spot one of many posters hung by the **WHITE BLUFFS SHERIFF'S STATION (13)** [**Spot, DC 10:** Spot a poster]. The poster asks “Have You Seen This Man?” and features a crude sketch of a gray-haired man with rugged features and deep lines across his face. Examining the poster, the characters will realize that the man pictured bears a striking resemblance to the “rugged man” from **JENNY HALLMARK's (XXX)** funeral.

The GM should give or show the players **Prop 1.6: Have You Seen This Man Poster**

A few things the characters might investigate...

- The source of the poster’s sketch: If the characters seek out **ANDY TAYLOR (XXX)** or anyone involved in the investigation at the **WHITE BLUFFS SHERIFF’S STATION (13)**, they may be able to coax additional information out of them [**Gather Information, DC 10: Coax additional information**]. They will be informed that the sketch came from one of **JENNY HALLMARK’s (XXX)** journals and that “it had an inscription beneath it that...” Their subject will then trail off before insisting that they’ve “said too much.” If the characters persist, they may convince their subject to divulge that the caption read — in all capitals — “HE COMES TO KILL” [**Gather Information, DC 11: Convince them to divulge**].
- The contents of **JENNY HALLMARK’s (XXX)** journal: Personnel at the **WHITE BLUFFS SHERIFF’S STATION (13)** will refuse to discuss the contents of **JENNY HALLMARK’s (XXX)** journal on the grounds that it is “considered evidence in an ongoing investigation.” However, if the characters approach **JACOB HALLMARK (XXX)** or **ESAU HALLMARK (XXX)**, they may admit that they stole and read their sister’s journal [**Gather Information, DC 15 or Opposed Bluff vs. Sense Motive: Get them to admit and discuss**]. They’ll remember very little but will mention “a boy she called ‘F’ that waited in the clearing” and that — for some reason — she “was really worried about going back to her reading sessions.”

☐ **JENNY HALLMARK MEMORIAL EXHIBITION**

30 OCT 1992 ○

When 30 Oct 1992

Where **WEST OLLOKOT HISTORICAL MUSEUM (27)**

Who **INGRID ALT (425), ETHEL MINT (XXX), MAYOR BOB ROBERTS (XXX), DOC PICKARD (421)**

WEST OLLOKOT HISTORICAL MUSEUM (27) hosts a memorial exhibition of **JENNY HALLMARK’s (XXX)** photography. **ETHEL MINT (XXX)** and **THE COACH WHIP DINER (24)** caters the event. During the event, all of **JENNY HALLMARK’s (XXX)** photographs will be sold via silent auction, with the proceeds going to the **WHITE BLUFFS HIGH SCHOOL (8)** Volunteer Reading Program.

Many prominent citizens of White Bluffs visit the museum. Most guests stop in the reception room to appreciate the memorial wall assembled by **INGRID ALT (425)** with the photographs taken at **JENNY HALLMARK’s (XXX)** funeral. They search the wall, find their photograph and write a sentimental message to the deceased before moving on. If the characters did not find

the Polaroid photograph of **BOYD FONTAINE (XXX)** at **JENNY HALLMARK's (XXX)** funeral, they may notice it on the wall [**Search, DC 10** or **Spot, DC 16: Notice the photograph**].

The GM should show the players **Prop 1.5: Boyd Fontaine Polaroid**

Before the silent auction begins, **MAYOR BOB ROBERTS (XXX)** delivers a speech to the assembled crowd thanking them for attending and encouraging them to dig deep in honor of **JENNY HALLMARK (XXX)**. Again, many in attendance express their dismay at what they perceive to be “distasteful political pandering” and “a pitiful display of impropriety designed to garner favor before the election.”

After he concludes his speech, the silent auction will begin. As the attendees mill about, the characters may notice that one photograph in particular seems to have attracted a large crowd [**Spot, DC 10: Notice the crowd**]. If the characters approach the photograph, they will see that its subject is a twilight forest floor where ancient trees bend inward above an old, weathered path.

The GM should show the players **Prop 1.7: Twilight Forest Photograph**

The high bid on the photograph at the time of viewing will be \$44. If the characters bid at least \$59, they will win the photograph.

If the characters explore the premises during the auction, they may stumble upon a distraught **DOC PICKARD (421)** weeping in one of the bathroom stalls [**Listen, DC 16 (outside the bathroom)** or **Listen, DC 8 (inside the bathroom): Hear him weeping**]. If they remain unnoticed, they may hear him repeating to himself, “I should have... I should have... I should have listened... But how could I know? I should have... I should have listened” [**Move Silently, DC 13: Remain unnoticed**].

A few things the characters might investigate...

- The **WHITE BLUFFS HIGH SCHOOL (8)** Volunteer Reading Program: Asking around, the characters will be directed to **ROMY PIPER-CONCEPT (431)**, the head of the **WHITE BLUFFS HIGH SCHOOL (8)** Volunteer Reading Program. She will inform them that the program is intended to help “bridge the gap between the younger

and older generations.” “High school students,” she will say, “volunteer to visit the homes of our elderly citizens and read to them once per week.” If the characters question her about **JENNY HALLMARK**’s (XXX) involvement in the program, she will grow hesitant. With some convincing, she may reveal that **JENNY HALLMARK** (XXX) had been reading to **BRICK HAYMORE** (XXX) [**Gather Information, DC 11:** Convince her to reveal].

- The reason for **DOC PICKARD**’s (421) breakdown: **DOC PICKARD** (421) will be hesitant to reveal his connection to **JENNY HALLMARK** (XXX) but may be coerced or fooled into revealing that he was treating her at the behest of her parents who were concerned about “a burgeoning trend towards rebellious behavior” and that they “suspected she was sneaking out at night” [**Intimidate, DC 12** or **Bluff, DC 14:** Coerce him into talking]. If the characters persist in their line of inquiry, they may determine that **DOC PICKARD** (421) appears guilt-stricken and is likely being dishonest about her being an “average teenager, garden-variety, completely unexceptional” [**Opposed Bluff vs. Sense Motive:** Determine that he is lying]. It is possible — especially if he becomes flustered after being caught in a lie — that he may accidentally let it slip that he had written her a prescription for Thorazine.
- The location where the sought-after photograph was taken: The location featured in the photograph may be vaguely identified as the forest surrounding **CURTAIN’S VALE** (43) if the characters ask a knowledgeable resident [**Knowledge (Local), DC 16:** Identify the location]. Additionally, **CHIEF TOOHOOLHOOLZOTE** (XXX) will be able to identify the area without trouble.
- The history of **CURTAIN’S VALE** (43): The history of **CURTAIN’S VALE** (43) is well known to most residents of White Bluffs [**Knowledge (Local) +1**]. The residents will likely all recite similar stories of how the property has been owned by the Haymore family for generations and — in the past — served as both the family’s residence and the primary filming location of the Haymore family’s **BLACK CURTAIN PRODUCTIONS** (XXX) film studio. The characters will be told that “if you really wanna know about the Vale, you oughta talk to Tanis down at the library,” meaning **TANIS ESHKAN** (XXX) at **WILLIAM CRAWFORD PUBLIC LIBRARY** (25). She will direct them to a copy of G. Randall Sherwood’s, *History of American Cinema, Vol. II*, which they may inspect, possibly finding an interesting entry about the studio [**Research, DC 8:** Find the entry] [The GM should give the players **Prop 1.8: American Cinema Page**]. [GM’S NOTE: Alternatively, characters will receive the same page if they consult the **MYSTERIOUS HOTLINE** (XXX) about **BLACK CURTAIN PRODUCTIONS** (XXX).]

☐ **OLLOKOT COUNTY REGISTER STORY****2 NOV 1992** ○**When** 2 Nov 1992**Where** anywhere in White Bluffs**Who** **FACT CORANTO (XXX)**

The town is in an uproar over a story written by **FACT CORANTO (XXX)** that was published in the Ollokot County Register. The piece, titled “Questions About In Ollokot Death” calls into question the investigation into **JENNY HALLMARK’s (XXX)** death. Characters who wish to do so may purchase the newspaper at almost any retail establishment or restaurant in the city.

The GM should give the players **Prop 1.9: Fact Coranto’s Article**

In the story, **FACT CORANTO (XXX)** claims to have been contacted by an anonymous witness who claims to have seen **JENNY HALLMARK (XXX)** shuffling across Garden Dr. into **SUMMERLAND NATIONAL FOREST (36)** around 1:00AM the night before her body was discovered. According to the witness, she was dressed only in her underclothes and appeared disoriented and confused.

In the piece, **FACT CORANTO (XXX)** also asserts that he obtained medical records that showed that **JENNY HALLMARK (XXX)** had been prescribed Thorazine to “help ameliorate hallucinations and delusions related to depression” despite the fact that he was unable to locate any sources capable of corroborating this supposed depression.

Furthermore, **FACT CORANTO (XXX)** was allowed brief access to **JENNY HALLMARK’s (XXX)** private diary wherein she describes several amorous encounters with a man she refers to as “F” in **SUMMERLAND NATIONAL FOREST (36)**. According to the diary, this “F” was “not like the others, he has a budding lawlessness inside him” and “his fascination with the darkness both frightens and excites me.”

FACT CORANTO (XXX) voices dismay that investigators have not looked more deeply into the identity of “F” or managed to locate the man featured in the widely-circulated wanted poster who may, in fact, be the mysterious “F.” He also expresses suspicion over **JENNY HALLMARK’s (XXX)** supposed depression and the inconsistencies in her medical records.

The facts, he says, point towards a troubled **JENNY HALLMARK (XXX)** absconding into **SUMMERLAND NATIONAL FOREST (36)** after dark to meet with “F.” At some point, their romantic rendezvous turns tragic — either through malice or accident — and **JENNY HALLMARK (XXX)** dies. He closes his piece out by encouraging investigators to locate “F” and put to rest the host of questions lingering around the case.

A few things the characters might investigate...

- The identity of the person who witnessed **JENNY HALLMARK (XXX)** crossing Garden Dr.: The characters may opt to organize a stakeout on Garden Dr. As evening falls, a red Ford Fiesta will pull to a stop on the road’s shoulder. If the characters approach, they will see a single female driver, **KITTY COLLINS (430)**, applying lipstick as she looks in the rearview mirror. She will jump, start the car and drive off if she notices the characters approaching [**Opposed Move Silently vs. Listen**: Approach without being noticed]. If they aren’t noticed, **JIM STARK (426)** will skulk up to the car about fifteen minutes later. When asked about **JENNY HALLMARK (XXX)**, **KITTY COLLINS (430)** will admit to being **FACT CORANTO’s (XXX)** anonymous source. She won’t add much to the reported story but will mention that **JENNY HALLMARK (XXX)** was “rubbing at the back of her neck” as she crossed. Afterwards, she will beg the characters, pleading with them to keep her secret and not mention this indiscretion to her husband or the **WHITE BLUFFS HIGH SCHOOL (8)**.
- **JENNY HALLMARK’s (XXX)** medical records: If the characters seek out **DOC PICKARD (421)** he may be convinced to confirm that he wrote **JENNY HALLMARK (XXX)** a prescription for Thorazine [see **30 Oct 1992**].
- The amorous encounters with “F” in **SUMMERLAND NATIONAL FOREST (36)**: **WHIP HALLMARK (XXX)** and **SARAH HALLMARK (XXX)** may be a little more forthcoming and allow the characters to inspect to **JENNY HALLMARK’s (XXX)** journal [**Gather Information, DC 12**: Convince them to allow inspection]. Perusing the diary, the characters will note that it is largely a catalog of unexceptional teenage woes. They may, however, notice a pattern in **JENNY HALLMARK’s (XXX)** meetings with “F” [**Research, DC 16**: Notice the pattern]. If noticed, the pattern reveals that her meetings with “F” occurred only during the day and on weekends, never at night or on weekdays.
- The identity of “F”: Despite the characters’ best efforts, no additional information can be gathered about “F.”

☐ **ANDY TAYLOR ADDRESSES THE TOWN**
3 NOV 1992 ○**When** 3 Nov 1992**Where** **OLLOKOT COUNTY COURTHOUSE (5)****Who** **ANDY TAYLOR (XXX)**

ANDY TAYLOR (XXX) calls for a town meeting at the **OLLOKOT COUNTY COURTHOUSE (5)**.

Standing before the assembled town, **ANDY TAYLOR (XXX)** states that he “hopes to dispel rumors and quell the tide of unfounded speculation” caused by **FACT CORANTO’s (XXX)** piece in the Ollokot County Register.

ANDY TAYLOR (XXX) assures the town that they have the right man in custody. He shares the theory that “**JENNY HALLMARK (XXX)**, compelled to sleepwalk by her medication, ambled into **SUMMERLAND NATIONAL FOREST (36)** in the dead of night. There, she stumbled upon **THE MAN IN THE WOODS (XXX)** who — possibly under the influence of **purple mushrooms** — panicked and, in a paranoid frenzy attacked and murdered her.”

He goes on to point out **THE MAN IN THE WOODS’ (XXX)** tearful outburst during the Seven Drums Festival and the fact that scraps of **JENNY HALLMARK’s (XXX)** bloody clothing were found — torn — in the proximity of his campsite. Furthermore, he’ll say that the police have “secured a partial confession” from **THE MAN IN THE WOODS (XXX)**.

GM’S NOTE

If the characters found and refused to turn over the scrap of fabric at **THE MAN IN THE WOODS’ CAMPSITE (40)** on October 18, 1992, **ANDY TAYLOR (XXX)** may simply point to **THE MAN IN THE WOODS’ (XXX)** uncooperative nature and put more emphasis on his “confession” as an indication of his guilt.

ANDY TAYLOR (XXX) will finish by assuring the crowd that he is “confident that we have the right man” and that he expects formal charges to be filed against **THE MAN IN THE WOODS (XXX)** by the end of the week. In closing, he expresses a hope that this information will help the town “put this matter to rest and begin healing.”

A few things the characters might investigate...

- The nature of **THE MAN IN THE WOODS' (XXX)** confession: If **ANDY TAYLOR (XXX)** is approached about the circumstances and content of **THE MAN IN THE WOODS' (XXX)** confession, he will be reticent discuss specifics. Depending on their relationship with him, the characters may be able to convince him otherwise [**Gather Information, DC 14:** Convince him to discuss]. If convinced, he will take the characters to **WHITE BLUFFS SHERIFF'S STATION (13)** where he will retrieve a cassette tape from his desk. Playing the tape, the characters will hear **ANDY TAYLOR (XXX)** say, "I need you to tell us... Just tell us what happened to the girl." to which **THE MAN IN THE WOODS (XXX)** responds, "The girl? I... I didn't mean to do what I done. She smiled when I done it before. She ain't comin' back. She ain't comin' back. I think I killed her." followed by a series of anguished howls.

☐ **THE SOCIETY OF PRIMITIVE ACCUMULATION FLYERS** **6 NOV 1992** ○

When 6 Nov 1992

Where **COMMUNITY BULLETIN BOARD (35)**, various telephone poles

Who **THE SOCIETY OF PRIMITIVE ACCUMULATION (XXX)**

Copies of a strange flyer begin to circulate around town. The flyer — whose header reads "SR/CL: November 6, 1992" — seems to announce a meeting organized by a group called, **THE SOCIETY OF PRIMITIVE ACCUMULATION (XXX)** Along the flyer's left edge, printed vertically, is the phrase, "we call those happy who were steadfast."

Characters moving about town on November 6th will undoubtedly notice copies of the flyer posted on the **COMMUNITY BULLETIN BOARD (35)**, buildings and telephone poles or left unattended in regularly populated areas.

The GM should give the players **Prop 1.10: Primitive Accumulation Flyer**

A few things the characters might investigate...

- The purpose of the flyers: If the characters bring up the flyers with any knowledgeable citizen of White Bluffs [**Knowledge (Local) +1**] they will be told that similar posters

“filled with meaningless pictures and word salad” and “some kind of riddle” tend to appear every year around the start of November. If they ask around enough, the characters may find a citizen capable of solving the riddle [**Knowledge (Local) +5**]; the citizen will tell them that “this one makes less sense than the one they did last year” and that most people think the clues are in the images, not the text.

- The identity of the person distributing the flyers: If the characters decide to search out the person distributing the flyers, they may find that there is a stretch of Maple Rd. near **OLD JOSEPH PARK (9)** that is barren of flyers. Waiting around, they may spot Stanley Champion [**AVERAGE HIGH SCHOOLER (422)**] with a stack of papers clamped in the crook of his arm [**Spot, DC 6: Spot Stanley Champion**]. Champion will gladly answer questions, though he will know very little. He will mention that he got the job by replying to an ad on the **COMMUNITY BULLETIN BOARD (35)** about two weeks back. A week later, he received a package in the mail containing the flyers, a typed letter instructing him to post them on November 6th and a check for \$45. If the characters ask to see the letter, they may notice a faint — almost invisible — imprint on the paper [**Spot, DC 10 or Search, DC 7: Notice the imprint**]. Further inspection, by various means, may reveal a comprehensible fragment of the imprint that reads, “LACK CURTAIN PROD.”
- The origin of “we call those happy who were steadfast”: When researched at **WILLIAM CRAWFORD PUBLIC LIBRARY (25)**, the characters may discover that this phrase is a passage from the Revised Standard Version of the Bible, specifically James 5:11 [**Research, DC 4: Discover the origin**].
- Information about “St. Facundus”: If the characters research St. Facundus at **WILLIAM CRAWFORD PUBLIC LIBRARY (25)**, they may find reference to him and another saint, St. Primitivus, in a book called *The Guide for the Pilgrim to Santiago de Compostela* which states that the pair were venerated as Christian martyrs after they were beheaded on the banks of the River Cea and that their feast day is celebrated on November 27th [**Research, DC 6: Find reference to St. Facundus**].
- Information about “saguaro tiswin”: Researching saguaro tiswin at **WILLIAM CRAWFORD PUBLIC LIBRARY (25)**, the characters may learn from *Sunset’s Cactus & Succulents* that saguaro is the largest cactus in the world and native to the Sonoran Desert [**Research, DC 6: Learn about saguaro**]. **CHIEF TOOHOOLHOOLZOTE (XXX)**, if asked, will share that he has heard of some tribes using saguaro to create “a sacred fermentation, a sort of cactus beer.”
- The meaning of “The Ascended Master”: **FR. WHITHWORTH TREASURE (435)**, if asked, will say that he is largely unacquainted with the concept of the Ascended Master but knows that it is a theosophical concept. If they research the title of Ascended Master

in the theosophical texts at **WILLIAM CRAWFORD PUBLIC LIBRARY (25)**, the characters may discover vague references to the concept in a journal titled *The Bridge to Freedom* by Geraldine Innocente [**Research, DC 7**: Discover the references; the DC is increased by 15 if the research is not theosophically focused]. The journal will state that “Ascended Masters were ordinary humans who became spiritually enlightened beings after acquiring the Wisdom and Mastery required to become Immortal and Free of the cycles of re-embodiment.”

- The meaning of “Ascalapha odorata”: If researched at **WILLIAM CRAWFORD PUBLIC LIBRARY (25)**, the characters will learn from *The Moth Book: A Guide to the Moths of North America* that Ascalapha odorata is the scientific name for the Black Witch moth, considered a harbinger of death in Mexican and Caribbean folklore.
- A translation of “ORA PRO NOBIS, ORA PRO ME”: Visiting **WILLIAM CRAWFORD PUBLIC LIBRARY (25)** or asking any citizen of White Bluffs knowledgeable in Latin [**Speak Other Language (Latin) +1**] will yield the following translation, “PRAY FOR US, PRAY FOR ME.”
- Faxing the flyer to the **MYSTERIOUS HOTLINE (XXX)**: If the flyer is faxed to the **MYSTERIOUS HOTLINE (XXX)**, the characters will receive a fax with a detailed explanation [The GM should give the players **Prop Prop 1.11: SPA Flyer Explanation Fax** and **Prop 1.12: Top Secret Grayle Snippet**].

PLACEHOLDER DO THIS:

Madeleine Grayle (October 6, 1934 – January 16, 1969) was an American actress. She is particularly noted for her roles in the traditional westerns of the 1960s. She is listed as one of the American Film Institute's greatest stars of all time and was the highest-paid star in Hollywood in the late 1960s, earning around US\$800,000 per year (more than five times the salary of the U.S. President). Grayle’s career was cut short when she died at the age of 35 in an automobile accident while filming SIX RESTLESS REVOLVERS at Charles Haymore’s secluded estate.

Graham Greene praised the “heartbreaking and nostalgic melodies” of her faster-than-thought delivery. “Platinum blonde, with a heart-shaped face, delicate, impish features and a figure made to be swathed in silver lamé, Grayle delivered a celestial brightness to such grim classics as TORCHBEARER and A FUNERAL OF BULLETS.”

unknown item

Saints Facundus and Primitivus are venerated as Christian martyrs. According to an account of their martyrdom, after the two saints were beheaded, lac et sanguis (“milk and blood”) gushed from their necks. Their feast day is celebrated in the Roman Catholic and Eastern Orthodox Churches on November 27.

The saguaro, the largest cactus in the world, is in many respects the sacred tree of the Tohono O'odham, who reside in the Sonoran Desert of southeastern Arizona and northwest Mexico. From the fruit of the saguaro they make a sacred fermentation called tiswin.

unknown item

unknown item

The noctuid moth *Ascalapha odorata* bears the common name Black Witch. It is considered a harbinger of death in Mexican and Caribbean folklore.

PRAY FOR US, PRAY FOR ME

☐ ACKNOWLEDGEMENT OF THE CHIEF

8 NOV 1992 ○

When 8 Nov 1992

Where anywhere

Who CHIEF TOOHOOLHOOLZOTE (XXX)

As they mill about the town, the characters may notice that they are being followed and watched by **CHIEF TOOHOOLHOOLZOTE (XXX)** [**Opposed Spot vs. Move Silently:** Notice the Chief]. Once noticed, or after a suitably awkward amount of time, **CHIEF TOOHOOLHOOLZOTE (XXX)** approaches the characters, telling them that he “has recognized their spirits.”

During the ensuing discussion, **CHIEF TOOHOOLHOOLZOTE (XXX)** continually references a mysterious “she” who is aware of the characters and “will soon reveal herself” to them. He may be convinced to elaborate, revealing her to be **WHISPERER AMONG THE WINDS (XXX)** “whose song guides his tribe and is borne across the ages upon the wings of birds” [**Gather Information, DC 11:** Convince him to elaborate].

Continuing on, **CHIEF TOOHOOLHOOLZOTE (XXX)** becomes stone-faced and serious. He informs the characters that they “must hear the man sing his song before their ears will be opened to hers” because “the trees have whispered that his numbers describe the key.” After much esoteric conversation, he will offer to speak with **ANDY TAYLOR (XXX)** to arrange a meeting with **THE MAN IN THE WOODS (XXX)** the following day.

A few things the characters might investigate...

- The identity of **WHISPERER AMONG THE WINDS (XXX)**: The characters may learn more about **WHISPERER AMONG THE WINDS (XXX)** by visiting **WEST OLLOKOT HISTORICAL MUSEUM (27)**. There, they will find an exhibit “generously funded by the Curtain Family Trust” called “The Fall of the Nez Perce.” According to the exhibit, **WHISPERER AMONG THE WINDS (XXX)** was the de facto leader of the indigenous Nez Perce Indian tribe. In the fall of 1892, she led an unsuccessful raid on a local settlement near present-day **CURTAIN’S VALE (43)**. After her war party was rebuffed, fearing retaliation, she marched the tribe into **THE PATALA COIL (38)** where a combination of starvation and an especially cold winter tragically consumed what remained of the tribe.
- The veracity of the Curtain family’s exhibition: If the characters speak with the museum’s curator, **NIMBLE JOYCE (XXX)**, he will express doubts about the exhibit’s accuracy. He will go on to explain that the Curtain family — who made their fortune selling dead Indians to the masses — has a vested interest in portraying the Nez Perce as a bloodthirsty, ignorant band of savages.

☐ **THE SONG OF THE MAN IN THE WOODS**

9 NOV 1992 ○

When 9 Nov 1992

Where **WHITE BLUFFS SHERIFF’S STATION (13)**

Who **ANDY TAYLOR (XXX), THE MAN IN THE WOODS (XXX)**

In the morning, one of the characters is awoken by the sound of the telephone ringing. On the other end, **ANDY TAYLOR (XXX)** informs them that after speaking with **CHIEF TOOHOOLHOOLZOTE (XXX)** he has arranged them a meeting with **THE MAN IN THE WOODS (XXX)**.

Later in the day, at **WHITE BLUFFS SHERIFF’S STATION (13)**, the characters are greeted

by **TINA CRUMBLE (XXX)** who buzzes **ANDY TAYLOR (XXX)** over the intercom on her desk. Minutes later, **ANDY TAYLOR (XXX)** enters and motions for the characters follow him.

Lead through the great room and into the intake room, **ANDY TAYLOR (XXX)** points the characters toward the station's second cell. "Recommend ya stay behind the yellow line," he says, "I'll circle back round in about ten." With that, he affords the characters a genial smile and exits the room.

Inside the cell, **THE MAN IN THE WOODS (XXX)** sits Indian style on the cement floor. Holding an open copy of Kurt Vonnegut's *Timequake*, he gazes blankly through the cell's bars and turns the book's pages — deliberately, one by one — without reading them. Once he notices that he has visitors, he stands, pushes his arm through the iron bars to solicit a handshake and introduces himself, "The name's Trout, Kilgore Trout."

As he extends his hand, the characters may glimpse something written on his palm [**Spot, DC 12:** Notice the writing]. If they are able to convince **THE MAN IN THE WOODS (XXX)** to allow them to take a closer look, they will see a handwritten string of numbers: 6 14 27 31 19 5. When asked, he will explain that he, "derived the numbers by isolating anomalous tangents to planetary orbits with the ecliptic plane in the constellation Sagittarius." According to him, he "can't be sure" but he suspects the numbers, "represent part of an equation that describes the most efficient route through the 'Hidden Hedges' region of Johannes Karvina's classic adventure game *The Living Labyrinth*," which he played as a teenager.

"It also expresses a toothsome little recipe for savory mushroom stroganoff," he adds.

A few lines of inquiry the characters might pursue...

- The true identity of **THE MAN IN THE WOODS (XXX)**: If asked about his identity, **THE MAN IN THE WOODS (XXX)** insists, "Who I am now doesn't matter. I'm an empty reference. A pointer to what I will become later." If encouraged to continue, he will state, "My existence is owed to arbitrary associations. A being whose purpose is the promise of purpose. I live inside a tent in the woods, you live inside a room in a building. In a broader sense, we all live inside ourselves. But a solid roof shelters many and all homes are temporary."
- The meaning of the Old Prom Photo: If the characters show the Old Prom Photo to **THE MAN IN THE WOODS (XXX)** he will become somber. Blurring the identities of

PELAFINA R (XXX) and **JENNY HALLMARK (XXX)** into one, he says, “A photograph is a snare that captures moments and causes them to die. I found a time capsule in the forest that was familiar to me. It was wrapped in white silk but empty inside. It was that same photograph.”

- **PLACEHOLDER**: The meaning of the Crazy, Rambling NDA Page: It shows how The Column works, how the “craft” pulls it out of the earth “I don’t have a gravimeter so it’s all speculation. Throw a coin.”
- **PLACEHOLDER**: Details about “the eye in the forest whose name is Excalibur”: He tells them more about The Column. or “Excalibur” and “the needle” as he calls them.
- **PLACEHOLDER**: What happened to **JENNY HALLMARK (XXX)**: Insists he didn’t kill her. “Girl? I didn’t find no girl. Weren’t no girl out there. I just found a body.” or something. He found the physical representation of her, not WHO SHE IS or her SPIRIT. Somehow, though, this visit is LINKED to the coming visit to the past. He talks about Pelafina R, but he doesn’t really remember her and it bothers him. He really WANTS to remember her, but CAN’T. He feels like something’s been ripped from him. “I destroyed something beautiful.” He regularly confuses Jenny Hallmark and Pelafina.
- **PLACEHOLDER**: What **THE MAN IN THE WOODS (XXX)** experienced while living in **SUMMERLAND NATIONAL FOREST (36)**: Talks about how “they” put a chip in his head, the Greyfaces with the “shoeshine eyes”

A few things the characters might investigate...

Who is Kilgore Trout: The lead character of many of Kurt Vonnegut’s novels. It’s not his real name.

The Living Labyrinth: a photocopied instruction page — prop — released in 1976

The meaning of “6 14 27 31 19 5”: [it’s the Wow! signal] — etched on his cell wall — sent this:
<http://www.bigear.org/Wow30th/WowL.jpg>

—

11 Nov 1992: MAYBE NOT. Players taken into “the Hidden Temple” for the second(?) time... think of a dramatic way for this to happen. Probably while they’re sleeping. They say the players will see Jenny Hallmark in 100 years. Hint that it’ll happen at the football game.

13 Nov 1992 (maybe move to 6th): First Native American flashback. The homecoming game (rescheduled). If the players go to the game, the flashback occurs while the children are bringing the couatl float around the field. Or, even better, as the crowd is cheering, performing the “Warriors Call” that sounds like an Indian woowoowoowoowo. Chief Toolhoolhoolzote is there, he is staring at the players as they have their initial freakout. As the players are standing there, everything fades and transforms. Toolhoolhoolzote stays constant, he remains, staring at them, the same person in the present as the past. The high school footballers transform into Indians practicing battle maneuvers. The field into a battleground, etc. The Indians sing: <http://www.musicsonglyrics.com/wayakin-the-guardian-spirit-of-the-nez-perce-lyrics-in-vain.html> ; The “She Who Whispers Between The Winds” chick is bathing and singing in Obsidian Lake, this is why Whip Hallmark thinks he hears her in the lake. Toohoolhoolzote raises his hand to wave, smiles, that’s when it all changes. When the flashback ends, the game is over: White Bluffs has won, the yelling of the Native Americans fades, merges, becomes the cheering of the crowd.

?: Jenny Hallmark’s father goes back to work... has a bit of a breakdown in front of his classroom. At a field trip to Obsidian Lake. He swears he hears her calling to him from the waters. Strips off all his clothes and starts to wade in. The players can go see the lake, later, and maybe Jenny Hallmark comes out of the lake whispering “the place is a mess but the people are clean” and things related to the Native American flashback. He says, “I heard her calling from the depths. I had to go in after her.” [THE NEXT TIME THE CHARACTERS GO TO THE HIDDEN TEMPLE, THE SKINWALKER IS “DRESSED” AS WHIP HALLMARK; THE HEAD SAYS SOMETHING ABOUT HIS RIDICULOUS OUTFIT.]

? Before X: Can see “Jenny Hallmark” rise from the lake.

27 Nov 1992: The annual “Haymore Get Together” type thing, where the town’s elite meet. Bilderberg group type thing. The players have to/can find a way to get themselves in. It is held on the feast day of Facundus and Primitivus, a sort of “cult” almost: http://en.wikipedia.org/wiki/Facundus_and_Primitivus — The Society of Primitive Accumulation. At the meeting, they talk about the “Gavin Ross situation” and their “guest”; players might see a poster for one of Boyd

Fontaine's films. Possibly even "He Comes To Kill".

They talk about operational details behind The Column. What the Human element will contribute, what the Mi-go element will contribute. Progress. How it's linked!: They'll talk about an operational "anomaly" experienced in the early hours of October 17th. The Yith stealing Jenny Hallmark, it led to their creation, so it shook them. Brick Haymore represents the Humans. Who represents the Mi-go? Sleeper agents? They receive assignments? They sit at a Strangelove-esque table. There was a "surge in processing power in the wee hours of the whenever" Their assignments, this year, start with things related to the election and ensuring the Bob Roberts is re-elected. The first mention of "The PLACEHOLDER" program that will feature heavily later. (It's a program that Gavin Ross was working on, it can crash the brain cluster)

kk: What does this contribute to the plot? How does it drive the story forward? IT LEADS TO THE COLUMN. How does it link to the Hallmark murder? How does it link to The Column? It should definitely enforce the yanks v indians themes. What is the purpose of the meetings? Who is putting up the flyers? (A local kid, paid to do so, another way to find out its at Curtain's Vale)

X X 1993?: Players discover the outside of The Column, as they see it or trail someone going into it, they're knocked out and wake up at the Rushlight Inn. Last thing they hear, "Now you gone and done a real dumb thing." As they are looking for it they come upon a lot of jellified quarters, metals, etc. On the outside of the fence, where they approach the column is a sign, it reads "EXCALIBUR CONTRACTING". Or they discover what the Column is. They might find the shed earlier, but they will see the light in the sky that causes it to rise out of the earth.

X: The players, seeing the Column rise out of the ground for the first time, are knocked out from behind by Giva Chakra and Orrin Olestra who say, "You're going to ruin our chance." — they're looking to get in, too. They've been slowly cutting away at the fence. A big red-tailed hawk lands on the camera sometimes, when it does, it's view is obscured and they can cut a little bit away. They then talk and learn that "Fangs" is the "F" from Jenny's diary.

?: It comes to light that Jenny Hallmark had a relationship with someone, the kid in the trailer park. Someone she wasn't supposed to be involved with. She was an "old soul" according to this person, probably an adult. Discovering Orrin "Fangs" Olestra

A new suspect emerges/paradigm shift, but what? Police are "confident that they've got their man"

PLACEHOLDER: Major Plot Developments for Season II

- * “Election Year” begins a series of political campaigns in the town.
- * CULMINATION/CLIMAX: The election results & the characters “taken away” to their prison in The Column.
- * Dirty politics: Bob Roberts releases ads that attack his opponent (Flip Concentrate, or whoever). They’re bad. It’s the District Attorney. “As District Attorney, Flip Concentrate refused to press charges against...”
- * Giva Chakra, investigating Hallmark's death, stumbles on something related to him. Jenny Hallmark had a relationship with a boy at the trailer park. Giva Chakra enters into a relationship with him, too. Maybe one of Jim Stark’s friends? She discovers that he's the bastard child of Bob Roberts and someone else. Roberts ditched her for a rich lady when he was running for office. He sends her checks every month as "hush money" and Giva finds these. Then, Roberts/someone in his party hits Giva with a car and puts her into a coma. Hit and run. Prema Chakra then becomes Dark Chakra.
- * A power outage, possibly caused by Dark Chakra, during which the “Fifty Year Storm” minor plot opens up.
- * Prema Chakra becomes “Dark Chakra” (hints of Dark Phoenix)
- * This Season sets up/reinforces the civilization vs. wilderness themes.
- * THE BANK ROBBERY YIELDS THE DISK!!! THE NUMBERS ARE USED AS A “PASSWORD” WHEN THE DISK LOADS. IT CAN ONLY BE LOADED IN THE COLUMN. They use The Man in the Woods’ “numbers” to get ahold of a strange disk... a triangular computer disk, it’ll be used later. It’s stored on one of the floors they have to pass through to make their escape. It brings up an actual program, a text-based thing, have someone actually program it and the players play it on the computer. Sweet. A “Phalanx XR-12”. This is where they get “The PLACEHOLDER” (It’s a program that Gavin Ross was working on, it can crash the brain cluster) — The computer that can use it is in the basement of one of the town’s buildings... maybe the GROTTA OF MIKE THE SHITTER!
- * FANGS and GIVA somehow come to HELP the players break into the Column. Fangs might die, Giva isn’t there because she’s in a coma. Afterwards, the residents of THE HIDDEN TEMPLE say that it feels much more lonesome in the temple (the woman whose brain it is in is missing her son, Fangs)
- * THE MAN IN THE WOODS is a sort of emissary... neither wild nor civilized.

* Mayor Bob Roberts tries to frame Orrin “Fangs” Olestra, having his aide plant evidence. There’s a whole “West Memphis Three” vibe to Season II. It’s kind of a race between Giva Chakra and Bob Roberts... Giva trying to help Fangs and Roberts trying to harm him.

* They learn about the existence of “The PLACEHOLDER” program. (It’s a program that Gavin Ross was working on, it can crash the brain cluster)

* Characters are imprisoned in a cell system within The Column. It's where they meet G. Ross (a janitor) for the first time.

* Their “personal effects” are stored somewhat nearby.

* There are levers they pull to get food, turn on lights, etc. It's a Skinner Box type thing... it looks like an experiment.

* All throughout Season III, Jenny Hallmark visits them, she leads them to think that she's another prisoner, that they might also be dead (like her). It's the Skinwalker, though, and he's compelling them to escape.

* The "whispers" that Jenny Hallmark heard was her Weyekin speaking! It was doing what it does, processing the human data, it was the mi-go brain cluster analyzing the status of White Bluffs!!! No, it was HER speaking, but she was “whispering through the winds” to the characters.

* DURING THIS SECTION, THE NUMBERS ARE USED WHEN THE PLAYERS ENCOUNTER A COMPUTER TERMINAL WITH AN ENCRYPTED FILE SYSTEM. TO UNENCRYPT, THEY HAVE TO PLAY “THE LIVING LABYRINTH” by Karvina Corporation — USE THE MAN IN THE WOODS’ NUMBERS.

* They’re trying to get them all to sign something saying they’re Delta Green agents. They need to get signatures from EVERYONE. Take players into other rooms, so the others don’t know if they sign or not. It’s a secret, until all of them — at the end — are either signed or unsigned.

* Show them a series of index cards with symbols on them. One is the symbol from the fax cover sheet.

* After they get out, maybe the Lake is drained? Or it’s been dredged? Looking for them. Andy Taylor says, “All we found was an old Xerox machine that the mussels had made into a home.” But they also might find the body of a girl who went missing years ago? The “mermaid in the lake”?

* What the characters do here is what signals Pelafina, it’s what allows her to FIND the

LOCATION of the city. They use the DISK as they escape/explore The Column

BIGFOOT VERSUS THE SURVIVOR MEN**MINOR PLOT**

Unlock encounter the Bigfoot family in **SUMMERLAND NATIONAL FOREST (36)**
Activate talk with **TORQUE STOCKTON (XXX)**
Gimmick well-being tokens

When the characters visit **THE HITCHING POST (34)** or any establishment patronized by **TORQUE STOCKTON (XXX)**, they may overhear him loudly insisting upon a supposed encounter he had with a family of Bigfoots in **SUMMERLAND NATIONAL FOREST (36)** [**Listen, DC 6:** Overhear him]. “We’ve only cataloged 14% of the species on our planet,” he’ll maintain, “that means there are still millions upon millions of undiscovered species waiting to be found! Think of the fame and fortune! A man’d be set for life if he snapped a clear picture of the Bigfoot!”

As the characters continue to listen, they hear **TORQUE STOCKTON (XXX)** mention a device he’s invented that “sniffs out the pungency of the beast” and that he thinks will “lead right to the creature’s front door.” At that point, he notices the characters’ interest and approaches them about assisting in his endeavor. With a scripted chuckle he adds that he’s looking for a few good men “in case things get hairy.”

If the characters agree, they’ll be asked to meet up at **LOT 9: TORQUE STOCKTON’S TRAILER (XXX)** at 7:00PM so that they can be in **SUMMERLAND NATIONAL FOREST (36)** by 8:00PM or — as **TORQUE STOCKTON (XXX)** calls it — “the hour of the Squatch.”

GEARING UP AT STOCKTON’S TRAILER**7:00PM**

As the characters approach **LOT 9: TORQUE STOCKTON’S TRAILER (XXX)**, they’ll find him out front readying his equipment: a battered red and white Igloo cooler with a **tranquilizer pistol** perched on its lid, a 35mm camera with a tripod, and a black project box with a multitude of plates, wires and potentiometers mounted to it.

TORQUE STOCKTON (XXX) will encourage the characters to store their foodstuffs in his cooler. “Got a long haul ahead of us,” he says, “gonna be easier if we consolidate.” After everything is sorted out, stored and prepared for transport he raises a sensor probe that he’s attached to an input jack on the black project box — the **Squatch Sniffer**, he calls it — points

towards the northwest and urges the characters onward.

THE HOUR OF THE SQUATCH

8:00PM

TORQUE STOCKTON (XXX) and the characters settle in to a makeshift blind constructed off a trail in an isolated corner of **SUMMERLAND NATIONAL FOREST (36)**. The characters may be able to discern their general location, however, any maps they have created will be useless due to their disorientation and the thick darkness that encompasses the forest [**Wilderness Lore, DC 14**: Determine they are somewhere in the northwest corner of the forest].

GM'S NOTE

At this time, the GM should remove access to any maps of **SUMMERLAND NATIONAL FOREST (36)** that the characters may have acquired unless they passed the Wilderness Lore skill check. Furthermore, the GM should give each player a number of “well-being tokens” equal to their Constitution modifier plus one. For every hour that the group spends in the forest without food and water, they must discard 1 well-being token or suffer 1 Str damage.

Occasionally, the silence between the group is broken when **TORQUE STOCKTON (XXX)** adjusts the potentiometers on his **Squatch Sniffer**, pokes his head out of the blind and releases a high-pitched whoop.

If the characters open the cooler looking for food, they will find that **TORQUE STOCKTON (XXX)** has removed the food and packed it full of King Cobra beer. “I had to make room for the drink. It’s the boredom that’ll kill you in the wild and besides, with this little bad boy we shouldn’t be out here long,” he’ll say as he points to his **Squatch Sniffer**. From this point on, characters will need to forage for food and water [**Wilderness Lore, DC 16** or **Search, DC 21**: Locate either food or water; the DC is reduced by 1 for every 20 feet searched].

As the hour winds down, **TORQUE STOCKTON (XXX)** puts forth the idea of a mobile expedition. According to him, Sasquatches are a nomadic species and may have moved east since he last saw them.

AFTER HOURS

9:00PM

Moving eastward along the darkened trails, a row of lights on **TORQUE STOCKTON’s (XXX) Squatch Sniffer** illuminate. Wide-eyed, he quickens his pace, twists back and shouts to the

characters, “keep up, we’ve got him! We’re on him, this could be the one!” If the characters run off after him, they risk twisting their ankle [movement speed reduced by 10 ft. until 1 hour of rest] on a pile of large rocks that have gathered at the trail’s edge [**Reflex Save, DC 7:** Avoid twisting their ankle].

Catching up to **TORQUE STOCKTON (XXX)**, the characters find him sat atop a large boulder downing a King Cobra and tinkering with his **Squatch Sniffer**. “Lost the trail,” he says, “probably for the best. Saw a coyote about fifty yards back.” Encouraging the characters to hunker down and keep alert, he resumes his high-pitched whooping in between generous sips of King Cobra.

CLOSE ENCOUNTERS

10:00PM

TORQUE STOCKTON (XXX) says he’s “gotta go water the trees” and tilts off into the forest. Fifteen minutes later, he still hasn’t returned when the **Squatch Sniffer** goes berserk. Intermittent beeps sound as the LED lights on the device flash and illuminate in sequence. Suddenly, the trees around the characters begin to waver, their leaves rustling as heavy, swift footfalls may be heard as they grow ever closer [**Listen, DC 8:** Hear the footfalls].

Bursting out of a dense thicket, **TORQUE STOCKTON (XXX)** demands, “Did you see him?! Was he here?!” He snatches up the camera and — out of breath — urges the characters to grab the cooler and follow him to “fortune and glory.”

GM’S NOTE

From this point onward, every time a character searches for food or water, there is a 20% chance on success and a 60% chance on failure that they will be ambushed by **COYOTES**, **MOUNTAIN LIONS** or **GRAY WOLFS**.

THE HEART OF SQUATCHNESS

11:00PM

Following **TORQUE STOCKTON (XXX)**, the characters exit on the perimeter of a hidden den. Primitive and camouflaged by a nearly impenetrable wall of branches, the den features three debris hut shelters built around a central fire pit. A bed of leaves utterly covers the forest floor concealing a dead fall pit trap beside the entrance of the largest shelter [1d6 damage, trapped 15 ft. below ground]. If searched, the characters may discover the trap [**Search, DC 11:** Discover the trap]; they will not be able to disable it but will be able to avoid falling into it.

“This is it,” says **TORQUE STOCKTON (XXX)**, “better tidy up your suits for Geraldo, my friends!”

A search of the debris huts will yield a vast quantity of empty banana peels, several “dolls” fashioned out of sticks and branches, and a number of primitive hunting tools. Stuffed into the bedding material inside one of the shelters the characters may uncover a brochure for Turtle Park Zoo [**Search, DC 14:** Discover the brochure]. Additionally, when looking outside the huts, the characters may spot a number of fresh tracks leading away from the site [**Search, DC 8** or **Spot, DC 14:** Spot the tracks].

ON THE TRAIL OF MISTER BIGFOOT

AFTER 12:00AM

After discovering the Bigfoot’s lair, the characters can choose to wait for him to return or set out after him.

If the characters choose to wait, several hours will pass before the creature reappears, peeking his head through the wall of branches. Unless the characters have adequately hidden themselves, he will immediately dart off back into the forest [**Opposed Hide vs. Spot:** Adequately hide]. If spotted, the characters will have to track him down as he will not return to the site again for several days.

If the characters choose to track the creature, they must follow the prints over several types of increasingly difficult terrain. The first length follows closely along a damp, muddy trail and can be followed easily enough [**Search, DC 7** or **Wilderness Lore, DC 6:** Follow the tracks]. The second length meanders into a leaf strewn grove and proves somewhat more difficult [**Search, DC 10** or **Wilderness Lore, DC 8:** Follow the tracks]. The final length shambles up a rocky incline and leads into a shallow cavern [**Wilderness Lore, DC 13:** Follow the tracks].

Failure requires the characters to go back, start from the beginning and retrace their steps. After losing the trail, an hour passes and the characters risk encountering one of the forest’s aggressive inhabitants on their way back to the Bigfoot’s den.

d8 Encounter

Roll a d6 for a Medium Encounter:**1****1-2: *GRAY WOLF*s****3-6: *BLACK BEAR*s****2*****MOUNTAIN LION*s****3*****PALLID BAT*s****4-5*****COYOTE*s****6-8****No encounter.**

Upon reaching the trail's end, the characters will smell the tell-tale pungent odor of the Bigfoot. **TORQUE STOCKTON (XXX)** will assure the characters that "Squatches are not naturally aggressive creatures" but will encourage the group to approach with caution. With that knowledge, the characters may be able to enter the cavern without being detected [**Move Silently, DC 12:** Enter without being detected].

If they approach without being detected, the characters will see the Bigfoot family [2 **BIGFOOT**s and 1 **BIGFOOT YOUTH**] huddled in a corner of the cavern with their backs to the entrance. The characters may notice a purple discoloration on the creatures' fur near the base of their necks [**Spot, DC 11:** Notice the discoloration]. As they stalk forward, **TORQUE STOCKTON (XXX)** whispers, "they're even more majestic than I could have imagined" as he fires the **tranquilizer pistol** into the rear-end of one of the **BIGFOOT**s. The remaining members of the Bigfoot family will then seize upon the characters.

If the characters cannot approach undetected, the entirety of the Bigfoot family will release a unified, deafening roar, lunge forward and attack them. It may be possible to soothe the family's aggression, especially if the characters have food to offer [**Animal Empathy, DC 15:** Soothe the

family; the DC is reduced by 5 if the characters offer food].

No matter which avenue, **TORQUE STOCKTON (XXX)** will insist upon leaving at least one creature alive. He will do everything he can to document the encounter and preserve at least one specimen. Specifically, he will employ his camera which he calls “the Squatch’s natural enemy.” As the characters prepare to deliver the killing blow to the final Bigfoot, he will shout, “No! Wait! We need to leave one of them alive!” before firing his **tranquilizer pistol** into it.

EPILOGUE

With the threat neutralized, **TORQUE STOCKTON (XXX)** moves to inspect the fallen creatures. “Here, here get a shot of me sittin’ on him,” he says as he poses on top of the motionless body of one of the **BIGFOOT**s. “We’ve gotta get this big fella back to town,” he says. The characters may attempt to drag the body to town [**Strength, DC 16:** Drag the body 100 ft.] but will likely find the task time-consuming and dangerous.

If they inspect the body the characters will notice a purple fungus growing into each of the **BIGFOOT**’s skulls at the base of their necks. Even more interesting, they will see a faded, orange plastic tag inserted via piercing into each **BIGFOOT**’s ear. The tag, labeled “7Z948.6” features a pictogram of a turtle on its reverse side. If the characters research this tag, they may find that it traces back to Turtle Park Zoo [**Research, DC 12:** Trace the tag to Turtle Park Zoo] and will discover a newspaper article from a 1986 edition of the Ollokot County Register discussing the escape of “a family of Cross River gorillas” and “a West African lioness.”

The GM should give the players **Prop 0.9: Zoo Escape Article**.

Upon reaching town, **TORQUE STOCKTON (XXX)** will suggest that the body — if present — be taken to **PREMA CHAKRA (409)**. She will perform tests and — within several days — return with her findings. According to her, the creature is “an extremely malnourished, physically deformed Cross River gorilla.” **TORQUE STOCKTON (XXX)**, of course, will insist that “they must’ve got to her” and will add that, “we know what happened out there, we know what we saw.”

IT’S ONLY JUST BEGUN

MINOR PLOT

Unlock read von Zavala's unfinished manuscript
Activate spend a night at THE RUSHLIGHT INN (11)
Gimmick ?

Gimmick: The manuscript? It reveals, basically, how to defeat each of the nightmares? So they gotta find, like, this and that in the hotel and use it to defeat them? That'd be cool. It's basically like a scavenger hunt, then. But first! You've gotta find them! Maybe call them the "author's notes" or the "original research"? Or maybe it's written on one of the pages in the book.

it's actually all just a gas leak; when they come to, the "notes" they are holding are actually, like, a grocery list or something.

Clashing Signs They Shall Be

Based on "In the mouth of madness" movie. After reading the manuscript, they go to sleep and a gas leak causes them to hallucinate shit when they wake up to a crack of thunder in the middle of the night.

Turns out there's just a gas leak that's making them all high as fuck.

NIGHT OF THE FUNGALOIDs**MINOR PLOT**

- Unlock** encounter the Fungaloids in **SUMMERLAND NATIONAL FOREST (36)**
Activate take refuge in the **ABANDONED CABIN (41)** at night
Gimmick Jenga tower

When the characters take refuge in the **ABANDONED CABIN (41)** at night, they are beset on all sides by a mindless horde of *FUNGALOIDs*. The *FUNGALOIDs*, driven by a craving for brains, will swarm the cabin, attack any barricades the characters may have erected and wreak havoc upon them through sheer force of number.

THINGS THAT WERE AND SHALL BE**1st HOUR**

As dusk begins to settle upon **SUMMERLAND NATIONAL FOREST (36)**, the characters may hear a muted scurrying outside the cabin [**Listen, DC 14:** Hear the scurrying]. A half-hour later, the characters may again hear the scurrying, this time closer to the cabin and accompanied by a high-pitched laughter [**Listen, DC 7:** Hear the scurrying and laughter]. Looking outside the window, the characters may see diminutive silhouettes darting throughout the forest's underbrush [**Spot, DC 11:** See the silhouettes].

If the characters attempt to leave, they will soon realize that the cabin is surrounded by a frothing mob of *FUNGALOIDs*. With all possible exits blocked, the *FUNGALOIDs* grin maniacally and begin to close in. Minutes later, a violent scraping on the cabin's roof ominously grows in volume. Suddenly, a stray *FUNGALOID* bursts through the cabin's chimney and releases an almost infantile whooping noise.

GM'S NOTE

At this time, the GM should assemble half of the Jenga tower and explain that the tower represents the cabin's fortifications. At any time, the characters may expend a move action to add 3d6 blocks to the tower. As long as the tower contains all available blocks, the cabin is considered fortified. Any time the tower falls, 1d4 **FUNGALOIDs** immediately barge into the cabin. While the cabin remains unfortified, there is a 60% chance that 1d4 additional **FUNGALOIDs** will gain entry at the start of each subsequent combat round. Furthermore, the **FUNGALOIDs** constantly attack any improvised barricades the characters erect. Every time a character wants to take an action — excluding combat actions — they must first remove one block from the Jenga tower. If the tower falls, the action automatically fails and 1d4 **FUNGALOIDs** enter the cabin.

FOR GOD'S SAKE**2nd HOUR**

Night falls and the **FUNGALOIDs** continue to torment the characters. Digging at the cabin's foundation, they steadily undermine any attempt to fortify the **ABANDONED CABIN (XXX)**. Outside the cabin's walls, the **FUNGALOIDs** issue a ghoulish, collective whine and suddenly gather into an indistinct fungal mass. The entire building shudders and creaks as the creatures seem to redouble their efforts.

As the building shakes, the characters may notice a matchbox fall from the fireplace's mantle, spilling matches onto the cabin's floor [**Spot, DC 7: Notice the matches**].

GM'S NOTE

When the building first shudders, every character must remove one block from the Jenga tower. After the **FUNGALOIDs** have redoubled their efforts, any time a character fails a roll — combat rolls included — the building shudders again and every character must remove one block from the Jenga tower.

SOMONE'S IN MY FRUIT CELLAR**3rd HOUR**

The floorboards begin to undulate causing the cabin's pinball machine to tip over. Without warning, the trapdoor leading to the fruit cellar bursts ajar and from out of the slight opening peer a pair of lifeless, achromatic eyes. Hidden behind a tangle of knotted hair, the eyes remain perfectly motionless. If the characters inspect them closely they may be able to determine that the eyes belong to a mannequin [**Search, DC 8: Determine their nature; the DC is increased by 5**

for every 5 ft. away the character stands].

As the undulating ceases, an eerie, old-timey music rises from the trapdoor's opening. Inside the cellar the characters will find that the commotion jarred an ancient record player into motion. They will discover the haggard female mannequin, dressed in a burlap gown. Furthermore, they will notice that a **MONSTROUS PURPLE MUSHROOM** has infested the soil along the cellar's eastern wall.

A thorough search of the area will uncover a canister of **Blastocide! Fungus Control Spray** [Search, DC 0: Uncover the canister]. If they closely inspect the **Blastocide! Fungus Control Spray**, the characters will notice a faded red label containing the small print, "Expect results within four weeks of first treatment," and "WARNING: This product contains flammable solvent(s)." In the midst of this search, the **ABANDONED CABIN (XXX)** will once again shudder as the **FUNGALOIDs** continue their siege.

GM'S NOTE

The **Blastocide! Fungus Control Spray** has no visible effect on the **MONSTROUS PURPLE MUSHROOM** or the **FUNGALOIDs**.

THERE MUST BE ANOTHER WAY

FINAL HOURS

The night drags on and the **FUNGALOIDs** persist.

The characters may attempt to combat the **FUNGALOIDs** with fire. If they do, using the **Blastocide! Fungus Control Spray** as an accelerant will prove effective. Once ablaze, the creatures will panic, sprint madly in random directions and — if the horde is suitably saturated with Blastocide! — cause a spectacular chain reaction.

GM'S NOTE

If necessary, the GM can hint at the flammability of the **Blastocide! Fungus Control Spray** by having a **FUNGALOID** accidentally strike one of the matches that fell from the fireplace's mantle during the 2nd hour.

Alternately, the characters may choose to wait until sunrise at which time the **FUNGALOIDs** will casually toddle back into the forest's depths in search of less resilient prey.

EPILOGUE

If the characters burned the *FUNGALOIDs*, they may hear sirens in the distance when they first exit the **ABANDONED CABIN (XXX)** [**Listen, DC 16:** Hear the sirens]. Crossing over the ashen remains of the *FUNGALOIDs*, the creatures issue a final, wheezing chortle before crumbling into an unrecognizable powder. As they near the edge of **SUMMERLAND NATIONAL FOREST (36)**, the sirens become more noticeable [**Listen, DC 8:** Hear the sirens].

Upon reaching Garden Dr., the characters will see an unoccupied firetruck parked on the road's shoulder. Later, they may hear discussion of a "small brush fire" in **SUMMERLAND NATIONAL FOREST (36)** that was "thankfully contained by the brave men of the **WHITE BLUFFS FIREMAN'S HALL (23)**" who have assured the townspeople that the incident is "nothing to fret over."

If the characters waited for sunrise, there will be no mention of the event in town.

Either way, if the characters discuss the encounter with anyone, their account will be met with intense skepticism. If they remain adamant, they may be encouraged to seek out the services of **DOC PICKARD (421)**.

YOU ARE WHAT THEY EAT

MINOR PLOT

- Unlock** encounter the Crite eggs in **THE PATALA COIL (38)**
- Activate** take a Crite egg to **STEPHEN HEREK (XXX)**
- Gimmick** PLACEHOLDER

Locals will encourage the characters to take the egg to Stephen Herek.

Gimmick: ???

An adventure based on the Critters series of movies. Decidedly PG-13, no cursing and lots of hidden cursing. "Frickin" and so forth.

The writer/director of the Critters movies based it on real life, if the players research, they will

find that there was a famine/crop problem in 1970 whatever. It was caused by Critters.

It starts with a haggard old farmer (the writer of Critters) complaining that “they’re back” loudly at a bar or some shit. Starts when players find the eggs in Patala Coil. If they take one, can be taken to someone in town who says, “They’re back.”

See: [http://en.wikipedia.org/wiki/Critters_\(film_series\)](http://en.wikipedia.org/wiki/Critters_(film_series))

Stephen Herek isn’t actually Stephen Herek, he’s an interdimensional bounty hunter who has taken Herek’s form in order to “honor him”.

Critters “aren’t formed of themselves alone.” like in Jenny Hallmark’s letter.

CRITE

CRITE SPHERE

ALL OUTTA PRETZELS

MINOR PLOT

Unlock eat five or more packages of **Mister Salty brand pretzels**

Activate within 24 hours

Gimmick PLACEHOLDER

Mr Salty: He can only be hurt by circumstance. Thinks Mouse Trap or something, gotta make things fall on him, make things happen to him.

An adventure based on Mister Salty brand pretzels.

Based on “They Live” movie.

Gimmick: Switch character sheets? Deck of Unfortunate Events? Big Ass Table of Unfortunateness? Everyone is John (everyone who did not eat pretzels controls Mister Salty?)

These contain something that the Yith use to cause strife, intrigue and so forth. Or something that helps them study the inhabitants. They’re a product of the Yith. Mister Salty, invisible to most,

causes destruction and chaos wherever he goes. Eat a bag and he comes to you (subtly, you don't really know). Eating a bag also grants some benefit... psychic or otherwise. Eat a ton of bags and you can see him. Eating the pretzels causes you to release pheromones that attract Mister Salty, some kind of interdimensional troublemaker.

SECRET OF THE OOZE	MINOR PLOT
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Unlock help **LESTER SWIMMS (XXX)** unclog his sewer line

Activate speak with **LESTER SWIMMS (XXX)** about the green ooze

Gimmick PLACEHOLDER

* It's based on Ninja Turtles, Turtles in Time video game. The Deep Ones plot to (or do) steal the town's statue, they're using it for something.

* When you mention the green ooze to Swimms, he freaks out, saying, "I knew they were here." and shit.

* MADST JORGENSEN

APPENDIX XXX:
Locations,
NPCs &
Organizations

WHERE TO TAKE THINGS (for GM Screen)

Antiquities: KENNEDY INNOVEX (XXX) at DEN OF ANTIQUITIES (19)

Spell Books: Librarian at Library

Alien Technology: TORQUE STOCKTON (XXX) at Torque Stockton's Trailer; MAJOR THOMAS SAWYER (XXX)

Photos of Creatures: Prema Chakra (veterinary experience) or Mysterious Hotline

X) LOCATIONS

Small <3000 square feet

Medium 3001-

Max Occupancy = square footage / 36

a junkyard

The small square in the center of town is a sculpture/statue of something. (miniadven. it gets vandalized)

■ 1. GARDEN DR. TO SUMMERLAND NATIONAL FOREST**WHITE BLUFFS**

See **SUMMERLAND NATIONAL FOREST (36)**.

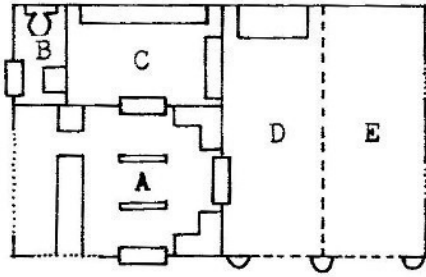
□ 2. FILL 'N GO**WHITE BLUFFS**

Small Land Business

Maximum Occupancy 25

Hours Mon - Sun: 8:00AM to 2:00AM

LAYOUT



- A. Sales Area** — This well-lit sales area houses several fiberboard shelving units anchored to a black and white tile floor. Against the eastern wall, two refrigeration units offer an impressive variety of beverages. Behind the counter, a lighted plexiglass display invites customers to “Come see where the flavor is...” in “Marlboro Country.”
- B. Restroom**
- C. Storage**
- D. Garage Bay 1** — This bay, separated from the second bay by a heavy plastic curtain, sports a well-used hydraulic lift in its center. At the bay’s rear, wheeled against the northern wall, sits a large, red Craftsman toolbox.
- E. Garage Bay 2**

MERCHANDISE (PARTIAL)

Batteries	\$5.00
AA, AAA, C, D, 9-volt	
Beer	\$5.00
Bud, Busch, King Cobra, Miller, Pabst	
Camera Film	\$1.00
35mm, Polaroid	
Candy	\$0.50
Hershey, Mars, Nestle	
Cigarettes	\$2.00
Camel, Lucky Strike, Marlboro, Pall Mall, Winston	
Gas	\$1.00
one gallon	
Ice	\$1.00
Lighter	\$0.50
Liquor	
rum, scotch, tequila, vodka, whisky	

Motor Oil	\$1.00
Snacks	\$1.00
chips, Mister Salty pretzels, nuts, beef jerky	
Soda (can)	\$0.50
World Famous Donut	\$0.25
maple-glazed apple cider donut	

ASSOCIATED PEOPLE

Owner-Operator MOOT CHAKRA (408)

Employee PREMA CHAKRA (409)PREMA CHAKRA (409), GIVA CHAKRA (407)

Patron ANDY TAYLOR (XXX)

STORY

PLACEHOLDER: gas, auto repair and convenience store; has an attached garage, gas pumps. Andy Taylor stops in every morning right at open for a World Famous Donut. It's pretty cramped in there. Lots of merchandise in a small space.

DONE.

<input type="checkbox"/> 3. WHITE BLUFFS ELEMENTARY SCHOOL

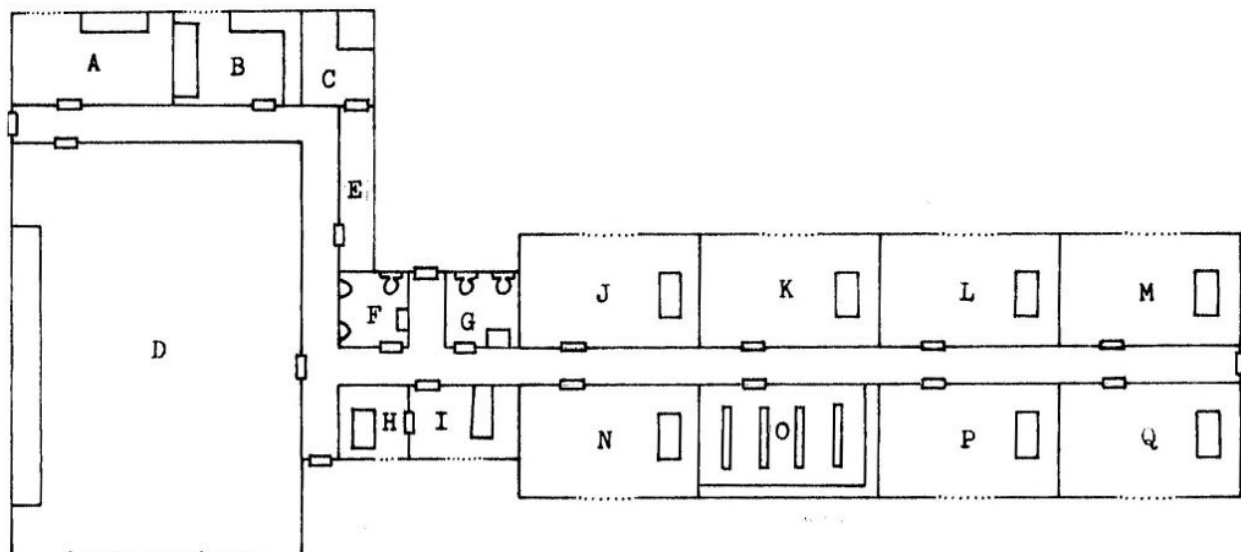
WHITE BLUFFS

Large Land Institution

Maximum Occupancy 12,000

Hours Mon - Fri: 7:00AM to 4:00PM

LAYOUT



- A. **Music Room** — This cramped music room is filled to bursting with a great variety of musical instruments. The highlight of the room seems to be a lovingly used Steinway & Sons Model Z piano that is seated against the northern wall.
- B. **Kitchen** — On the western wall of this kitchen sits an industrial double door freezer. An immaculately clean yellow linoleum countertop wraps around the northern and eastern walls. The kitchen smells vaguely of bleach and freshly baked bread.
- C. **Boiler Room** — Tucked away, this musty boiler room houses an antiquated furnace that will, at times, begrudgingly churn into action, cough up fine particles of ash and shake dust from the pipes overhead.
- D. **Gymnasium** — Acting also as an auditorium and cafeteria this gymnasium features a laminated hardwood floor. On its western side are affixed a towering row of expanding wooden bleachers.
- E. **Storage**
- F. **Boys' Restroom**
- G. **Girls' Restroom**
- H. **CONSTANT RIVERBOAT's (410) Office** — This sparsely decorated principal's office features a copious amount of manila folders, index cards, ledgers and pencils spilling from the surface of a solid wooden desk. The only visible decoration is a thickly framed painting of a Boeing B-29 Superfortress in flight, its chrome frame tilted above a bank of rolling clouds.
- I. **Administrative Office** — Vibrant and busy, this office area is broken up by a light-colored wooden desk pushed against its northern wall. Upon the southern wall, a collection of children's artwork — with varying degrees of artistic merit — has been

preserved behind a glass display case.

- J. Kindergarten Classroom** — Belonging to **TRACY VALENTINE (413)** this classroom is an explosion of color. A mat of pastel puzzle pieces covers nearly the entirety of the room's floor. The only classroom without desks, the children instead use portable lap trays that allow them to position themselves in front of the room's many educational posters.
- K. Second Grade Classroom**
- L. Fourth Grade Classroom**
- M. Sixth Grade Classroom** — **WHIP HALLMARK's (XXX)** classroom displays his love of geology. A well-cataloged collection of rock specimens spans the length of the room's western wall. A hand-painted mural surrounds the door on the room's southern wall, creating the illusion of a darkened cave entrance.
- N. First Grade Classroom** — This classroom, maintained by **ETTA TINGLE (412)**, is home to a great number of cat stuffed animals. The walls are indiscriminately plastered with cat-themed posters the largest of which features a calico kitten dangling from a narrow branch above the caption, "Hang in There!"
- O. Library** — This library features a limited selection of books written for children between the ages of 6 and 12. To encourage proper reading habits, it is meticulously decorated with popular fictional figures. On a large cardboard display in the northwest corner, a raven-haired heroine wields an enchanted staff as a row of text below her extols the "exciting conclusion" to, "Celestia Sparkle and the Serpent's Pact."
- P. Third Grade Classroom**
- Q. Fifth Grade Classroom** — This classroom, belonging to **MILES GOODENOUGH (411)**, is all business. Five rows of desks are precisely arranged and perfectly angled towards a chalkboard on the eastern wall. A terrarium placed on the surface of a long, short bookcase snugly pushed against the northern wall contains a stout, fibrous Chilean rose-hair tarantula.

ASSOCIATED PEOPLE

Employee **CONSTANT RIVERBOAT (410)**, **MILES GOODENOUGH (411)**, **WHIP HALLMARK (XXX)**, **ETTA TINGLE (412)**, **TRACY VALENTINE (413)**
Patron NAME (XXX)

STORY

PLACEHOLDER.

DONE.

☐ 4. CALLOW OVERWINTER CEMETERY

WHITE BLUFFS

Large Land Feature
Maximum Occupancy 3200

LAYOUT



- A. **TRENCHLEY WIMBLE’s (414) shack** — This humble shack, constructed of raw, untreated wood sways and creaks with every subtle movement of the wind. Inside, a patchwork table joyfully topped with fresh flowers sits in the southwest corner. Against the northern wall a rusted wash basin sits at the foot of an unkempt bed. Beside the bed, a dresser — drawers ajar — overflows and spills its questionable contents onto the rough, knotty floor. A multitude of imposing, battered tools are strewn about the floors and walls of the shack in a disorganized manner.
- B. **Ma Wimble’s plot**
- C. **Pa Wimble’s plot**
- D. **Willard Innovex’s plot**

- E. Dotty Innovex's plot**
- F. JENNY HALLMARK's (XXX) plot**
- G. Constance Riverboat's plot**
- H. Chaz Crawford's plot**
- I. Unidentified Tombstone** — The name upon this weathered tombstone has long since eroded away, all that remains is a deeply engraved inscription whose edges bleed across the monument's granite surface, "The soul that pines for eternity. May he rest here and never waken."

ASSOCIATED PEOPLE

Employee TRENCHLEY WIMBLE (414)

Resident TRENCHLEY WIMBLE (414)

Patron PLACEHOLDER_PRIEST

STORY

PLACEHOLDER: Jenny Hallmark's funeral held here. Named after someone... "Callow Overwinter".

DONE.

<input type="checkbox"/> 5. OLLOKOT COUNTY COURTHOUSE
--

WHITE BLUFFS

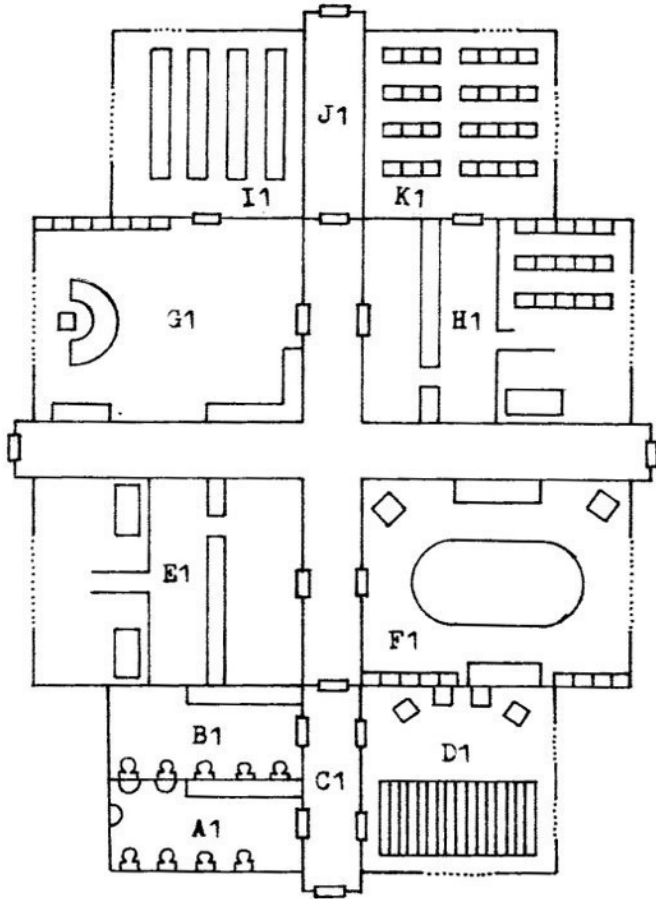
Medium Land Institution

Maximum Occupancy 1800

Hours Mon - Fri: 9:00AM to 5:00PM

LAYOUT

First Floor



A1. Men's Restroom

B1. Ladies' Restroom

C1. South Foyer — A colorful, if slightly amateurish, mural has been painted along the eastern and western walls of this foyer. The mural depicts a tribe of stone-faced Native Americans toiling in verdant fields.

D1. Lobby — A group of four burgundy leather chairs are positioned along the northern wall of this lobby. Above the chairs hangs a painting of the town's founder, Chester Curtain, dressed in full, early 1900s military regalia. The southern half of the room is occupied by an elaborate spiral staircase that climbs to the courthouse's second story.

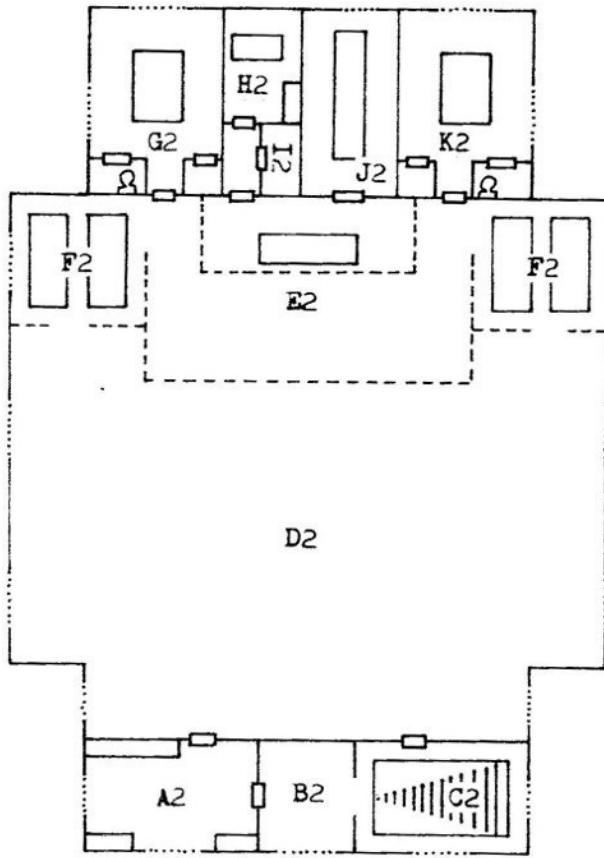
E1. County Commissioner — This overwhelmingly beige office, bisected by a long wooden counter, features a sparse waiting area on its eastern half. The western half of the office is broken up by a number of wood and fabric partitions, creating two improvised offices containing identical wooden desks.

F1. Board of Education — Acting as a meeting room, this room has a massive mahogany table in its center. Surrounded by aluminum Eames Group Management chairs, the table hosts a silver tray upon which sit a pitcher and several short glasses. On the southern

wall, a black leather couch is surrounded by two rows of gray filing cabinets. The northern wall features a similar couch flanked by matching chairs.

- G1. District Attorney** — An immense, crescent-shaped desk, topped with a name placard reading **FLIP CONCENTRATE (419)**, sits on the western side of this office. A row of filing cabinets hugs the northern wall while the southern wall features two sets of mahogany bookcases.
- H1. County Clerk** — Similar to the County Commissioner’s office, this office instead features a single, smaller office in its southern half while the northern partition contains three rows of locked, gray filing cabinets.
- I1. Vault** — Dimly lit by five rows of fluorescent lights, this vault features four rows of cheap, metal shelving units that serve to hold evidence involved in pending cases. Lined with cold, iron bars the room’s windows have collected so much dust that they no longer permit light.
- J1. North Foyer** — This foyer has been embellished with a masterfully painted mural that depicts a detachment of soldiers charging into a smoky, fire-engulfed valley. A small plate in the mural’s lower right-hand corner reads, “The Battle of Cloudless Valley: 1892.”
- K1. Records Vault** — Row after row of flat, gray filing cabinets line the floor of this musty records vault. Similar to the other vault, the room’s windows are barred and dusty, marred by faint lines where errant fingertips have traced lines through the thick dust.

Second Floor



A2. Storage — This musty storage room is host to a number of cheap, plastic shelving units. Most of the room's floorspace is occupied by miscellaneous courtroom supplies: rolling television displays, folding chairs and wooden easels gather dust in the room's various corners. Two heavy mahogany tables rest in the room's center.

B2. Overlook

C2. Stairwell

D2. Gallery — Filled with two parallel rows of mahogany, pew-style benches, the hardwood floor of this gallery is immaculately lacquered.

E2. Bar — Covered in a regal blue carpet, this area of the courtroom is delineated by a heavy wooden railing. When not in use, the area is largely devoid of furnishings, however, several indentations in the carpet indicate where furniture is typically positioned during legal proceedings.

F2. Jury Box — These identical jury boxes each contain two rows of six leather chairs sitting on the same regal blue carpet featured in the bar area.

G2. Jury Room 1 — This sparsely decorated — and rarely used — jury room contains little more than a rickety folding table. The only other item of note is a strange painting gracing the room's eastern wall that depicts surrealistic — almost nightmarish —

subterranean landscape where a legion of nude women frolic atop a mountain of snakes.

H2. Judge's Chambers — A heavy wooden desk sits in the center of this meticulously organized office. Belonging to **JUDGE AUSTERE HAND (415)**, an abundance of legal reference books line the shelves of a wooden bookcase in the room's southeastern corner.

I2. Closet

J2. Witness Room — A long mahogany table, its surface buffed to an impressive shine, sits in the center of this otherwise undecorated room. Along the eastern wall, the room's antiquated wallpaper — stained and faded — peels and collects into a pitiful, washed out roll.

K2. Jury Room 2 — This primary jury room, a little better tended to than its counterpart, contains a sizable mahogany table with matching chairs capable of accommodating twelve people. An abstract painting, where hues of purple dance along a winding green vein, is hung upon the western wall.

ASSOCIATED PEOPLE

Employee **JUDGE AUSTERE HAND (415)**, **COSETTE HAND (416)**, **WARD HOLLIDAY (417)**, **TWYLA SUNSHINE (418)**, **FLIP CONCENTRATE (419)**
Patron **CONSTANT RIVERBOAT (410)**

STORY

PLACEHOLDER: Town Hall, etc.

DONE.

☐ **6. VACANT HOUSE**

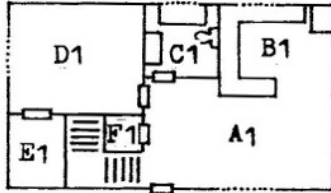
WHITE BLUFFS

Small Land Residence

Maximum Occupancy 35

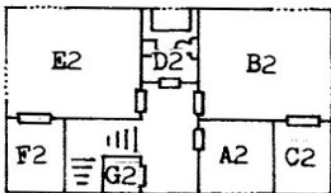
LAYOUT

First Floor



- A1. Living Room**
- B1. Kitchen**
- C1. Bathroom**
- D1. Master Bedroom**
- E1. Closet**

Second Floor



- A2. Office**
- B2. Bedroom**
- C2. Closet**
- D2. Bathroom**
- E2. Bedroom**
- F2. Closet**
- G2. Furnace**

ASSOCIATED PEOPLE

Employee ROSE LA ROSE (420)

STORY

PLACEHOLDER: A vacant house, the players can purchase it from ROSE LA ROSE for \$XXX. It was previously owned by SOMEONE. There's a spell book or something in the basement, if you search for it.

The house is zoned for residential AND business, so the players can start a business there if they like.

Across the street is THE BLACK HOUSE where some weird people live. They tell you that you “don’t belong here” they’re men in black types.

DONE.

☐ **7. DOC PICKARD’S HOUSE**

WHITE BLUFFS

Small Land Residence

Maximum Occupancy 45

Hours Mon - Fri: 10:00AM to 4:00PM (business)

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

SERVICES

Long-Term Care

For \$100 Pickard will provide long-term care to an individual for one week. Long-term care generally occurs between sessions and restores 1 Sanity point per week. If more than one game week elapses, characters may pay for this service multiple times. When Pickard provides care there is no chance of failure [for more information, see *Call of Cthulhu D20*, page 34].

If a patient with less than 30 Sanity points seeks care from Pickard, they must make a Sanity check. Failure means that Pickard diagnoses them with a mental imbalance. The character regains 1 Sanity point, as normal, but Pickard prescribes medication to treat their condition [see **medications**]. If the character does not take or refuses their medication, Pickard will no longer provide care for them.

A character may attempt to lie to Pickard and convince him they are taking medication by making a Bluff check opposed by his Sense Motive check. However, if Pickard catches them in a lie he will never treat them again.

ASSOCIATED PEOPLE

Owner-Operator DOC PICKARD (421)

Resident DOC PICKARD (421)

STORY

PLACEHOLDER: Doc Pickard lives and practices here. Players can visit and pay for sanity gain between sessions. Too much sanity loss and Pickard may prescribe drugs. In a file cabinet, he has a book of spells in Latin.

THERE IS A SHED OUT BACK. INSIDE, THERE ARE TILES —VERY— SIMILAR BUT NOT EXACT TO THE ONES IN THE HIDDEN TEMPLE / OLESTRA TRAILER.

DONE.

<http://www.houseplanshut.com/house-plans/1600-sqaure-feet-3-bedrooms-2-bathrooms-0-garage-spaces-53-4-34-width-35-depth-floor-plan-14165-2.jpg>

☐ 8. WHITE BLUFFS HIGH SCHOOL

WHITE BLUFFS

Large Land Institution

Maximum Occupancy 15,000

Hours Mon - Fri: 7:00AM to 4:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

* Hidden room in the basement, where Clarence Terrance talks to the fire.

ASSOCIATED PEOPLE

Employee KITTY COLLINS (430), AUTUMN DODD (432), ROMY PIPER-CONCEPT (431), BIFF ROTOGRAPH (433), WENDELL P. CRANKSHAW (429), CLARENCE TERRANCE (434)

Student CURLY CHOWDER (XXX), GRETCHEN MILQUE (XXX), GIVA CHAKRA (407), JENNY HALLMARK (XXX), JIM STARK (426), PETRICHOR ULANOV (427), KINSEY BACALL (428), OXYDOL DURESS (XXX), ORRIN “FANGS” OLESTRA (XXX), AVERAGE HIGH SCHOOLER (422), CHARMING HIGH SCHOOLER (423), SMART HIGH SCHOOLER (424)

STORY

PLACEHOLDER: Their football team is the “White Bluffs Warriors” and uses Native American imagery.

DONE.

☐ **9. OLD JOSEPH PARK**

WHITE BLUFFS

Medium Land Feature

Maximum Occupancy 900

Hours Mon - Sun: 7:00AM to 11:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee TRENCHLEY WIMBLE (414)

STORY

PLACEHOLDER: The town's public park. Named after a Nez Perce chief.

DONE.

☐ **10. TEMPLE OF THE SEVEN RAYS****WHITE BLUFFS**

Medium Land Institution

Maximum Occupancy 1,000

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee FR. WHITHWORTH TREASURE (435), MINNIE COOPER (436)

STORY

PLACEHOLDER: a nondenominational place of worship. In the past, the pastor tracked the location, entries, etc. of the Hidden Temple. There's a whole "wing" of the temple devoted to it.

DONE.

From the White Bluffs encounters: he describes the local faith as a unique, nondenominational blend of Theosophy and Protestantism where "congregants seek kinship with Sola Deus, the ONE UNDIVIDED GOD" by applying "the teachings of St. Germain as related through his spirit's conduit, Martin Luther."

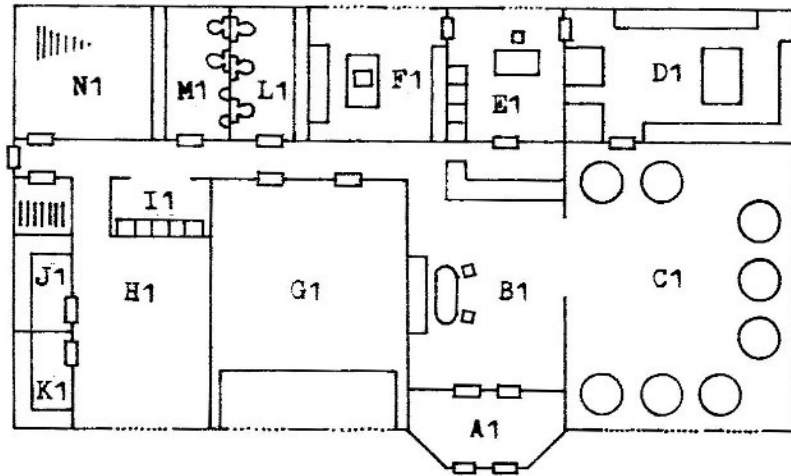
☐ **11. THE RUSHLIGHT INN****WHITE BLUFFS**

Medium Land Business

Maximum Occupancy 2,500

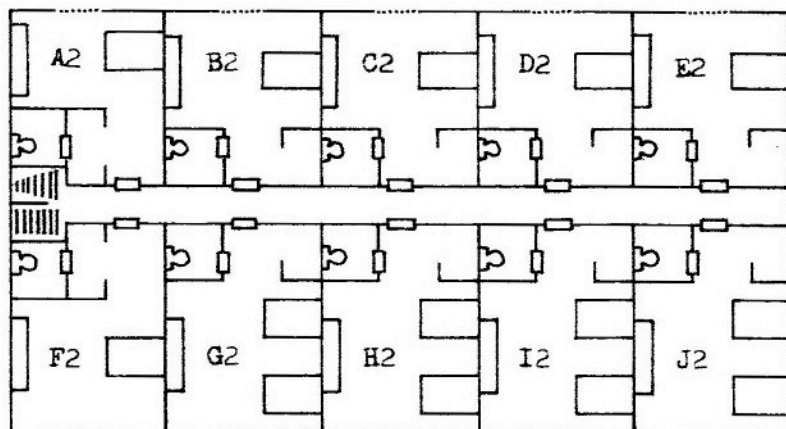
LAYOUT

First Floor



- A1. Foyer
- B1. Lobby
- C1. Dining Room
- D1. Kitchen
- E1. Back Office
- F1. Employee Rest Area
- G1. Conference Room
- H1. Gym
- I1. Vending Area
- J1. Men's Sauna
- K1. Women's Sauna
- L1. Women's Restroom
- M1. Men's Restroom
- N1. Storage

Second Floor



A2. Room 200

B2. Room 220

C2. Room 240

D2. Room 260

E2. Room 280

F2. Room 210

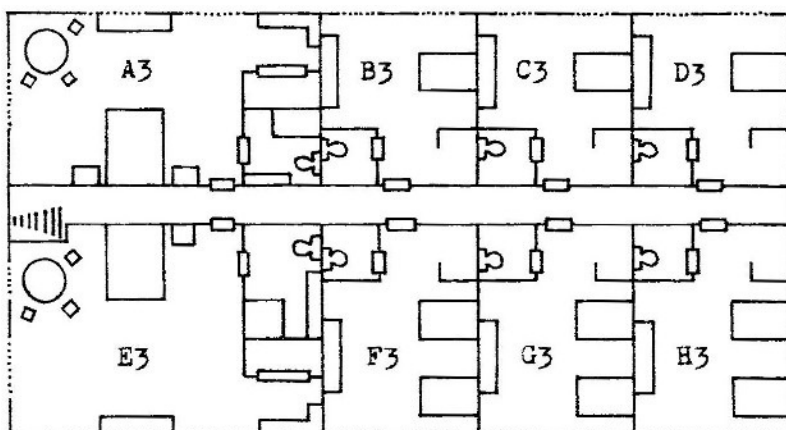
G2. Room 230

H2. Room 250

I2. Room 270

J2. Room 290

Third Floor

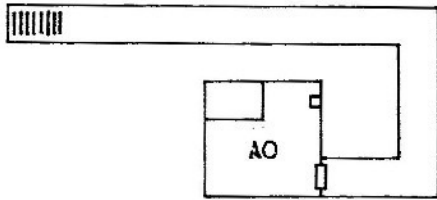


A3. Room 300 (Executive Suite)

B3. Room 320

- C3. Room 340**
- D3. Room 360**
- E3. Room 310 (Honeymoon Suite)**
- F3. Room 330**
- G3. Room 350**
- H3. Room 370**

Basement



A0. Boiler Room

[PLACEHOLDER floor plan images]

[Room List] [lobby]

* In the storage area, there's all the bikes and workout shit that should be in the gym, beneath them is a door that leads downstairs to where there's a weird ritual circle. Door to storage room is ALWAYS locked.

* Conference room: folding chairs + stage area

* Boss' relax room: A couch, pull out for sleeping, an old black and white television and bookshelves (the spellbook is on these shelves).

* Gym — a lone stairmaster or something and indentations on the carpet where equipment used to be.

* Vending machines are out of everything except a lone Kit Kat and a stack of Mister Salty brand pretzels

[the whole hotel is strangely dilapidated]

ASSOCIATED PEOPLE

Owner-Operator IRIS BLOOM (XXX)

Employee BEAU BLOOM (XXX), ULYANA ULANOV (XXX)

Resident ZAM VON ZAVALA (XXX)

STORY

PLACEHOLDER: This is where the players “wake up”

Live there DO:

ZAM VON ZAVALA

THE ULANOVs

DONE.

<input type="checkbox"/> 12. CROSSTOWN WASHATERIA
--

WHITE BLUFFS

Small Land Business

Maximum Occupancy 60

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Owner-Operator SEMOLINA GUZMAN (XXX)

Employee MADST JORGENSEN (XXX), SMOOTH GUZMAN (XXX)

STORY

PLACEHOLDER: Has 4 arcade machines: 3 “Parhelion” and 1 Smash TV. One of the workers is a Deep One sent to keep an eye on Lester Swims.

DONE.

☐ **13. WHITE BLUFFS SHERIFF’S STATION****WHITE BLUFFS****Medium Land Institution****Maximum Occupancy 150****LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]

See: http://www.careypaul.com/uploads/3/5/9/5/3595289/660250_orig.jpg?618

Intake: row of plastic chairs against southern wall; counter; a yellow line about 4 feet from the cells, indicating a safe zone

Garage: 2 squad cars + 1 ambulance (this might be at the fire station)

ASSOCIATED PEOPLE

Employee ANDY TAYLOR (XXX), DR. LAZLO CHIMP (XXX), GERONIMO FURY (XXX), TINA CRUMBLE (XXX)

STORY

PLACEHOLDER: The sheriff’s station.

+1 officer (TEN FORD), +1 deputy (GERONIMO FURY, “JERRY”), +1 medical examiner (that’s Lazlo Chimp), +1 dispatcher/receptionist [TINA CRUMBLE; template]

☐ **14. WHITE BLUFFS POST OFFICE****WHITE BLUFFS****Small Land Institution****Maximum Occupancy** 125**Hours** Mon - Sat: 9:00AM to 5:00PM**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]**ASSOCIATED PEOPLE****Employee** NAME (XXX)**Resident** NAME (XXX)**STORY**

PLACEHOLDER: The COMMUNITY BULLETIN BOARD (35) is in front of it. A post office. Strangely, the post office has an industrial sized incinerator located in a back room and plumes of smoke can often be seen coming from its chimneys on Sunday nights.

+1 postmaster

+1-2 mail carriers

☐ **15. THE BLUFFS MOVIE HOUSE****WHITE BLUFFS****Medium Land Business****Maximum Occupancy** 600**Hours** Mon - Sun: 2:00PM to 1:00AM**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE**Employee** NAME (XXX)**Resident** NAME (XXX)**STORY**

PLACEHOLDER: Where people can see movies. Also where the slasher movie one shot thing kicks off. Sometimes a job for part-time projectionist. Locally referred to as “The Bluffs”. Owned by a local husband and wife team.

+1 projectionist (sickly, calls off a lot, patronizes the community clinic)

+1 owner/cashiers

+1 high schooler to clean shit up

☐ **16. TRIPP’S VIOLET LOUNGE****WHITE BLUFFS****Small Land Business****Maximum Occupancy** 35**Hours** Mon - Sun: 4:00PM to 4:00AM**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE**Owner-Operator** TRIPP HANDSOME (XXX)**Employee** PETRICHOR ULANOV (427)**Resident** NAME (XXX)

STORY

PLACEHOLDER: Owned by Tripp <something>. Locals call it The Violet Lounge or just “The Lounge” or “Tripp’s”. All the employees are super attractive young girls. One is an underage high school student who works under a pseudonym. They all wear skimpy, sexy outfits.

Often features live music, lounge singers, female singers, crooners, etc. Need a “Patron” who regularly sings there. On their page **TRIPP’S VIOLET LOUNGE (16)** (singer, Wed nights)

THERE’S A SIDE DOOR THAT LEADS OUT INTO THE ALLEY BETWEEN TRIPPS AND THE MOVIE THEATER.

+1 VICTOR VECTOR

☐ **17. THE DWELLING OF LADY ZELMA, PSYCHIC MEDIUM**

WHITE BLUFFS

Small Land Business

Maximum Occupancy 30

Hours Mon - Sun: 11:00AM to 5:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Owner-Operator LADY ZELMA (XXX)

Resident LADY ZELMA (XXX)

STORY

PLACEHOLDER: Lady Zelma lives and works here.

☐ 18. WALLOWA COMMUNITY BANK

WHITE BLUFFS

Small Land Business

Maximum Occupancy 75

Hours Mon - Sat: 9:00AM to 5:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident NAME (XXX)

STORY

PLACEHOLDER: The community bank.

☐ 19. DEN OF ANTIQUITIES

WHITE BLUFFS

Small Land Business

Maximum Occupancy 30

Hours Mon - Fri: 12:00PM to 5:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

SERVICES

Provenance

For no charge, owner Kennedy Innovex will attempt to uncover information about any relic or object of antiquity. The information she finds will often pertain to the item's previous owners, cultural importance, history, value, material composition, rarity, function or usage. In some instances, after discovering the value of an item Kennedy will make an offer to purchase it for 50% to 90% of its appraised value.

Tracing an object's provenance generally takes 1d4 business days during which time the object must remain in Kennedy's possession. While Kennedy has the object it is insured for up to \$1,000 in the event of loss or damage.

ASSOCIATED PEOPLE

Owner-Operator KENNEDY INNOVEX (XXX)

Employee NAME (XXX)

Resident NAME (XXX)

Patron TORQUE STOCKTON (XXX)

STORY

PLACEHOLDER: Some of the items the players encounter in their Nez Perce linked destinies show up in this store, inexplicably. She is always on the lookout for some specific item... something her father was looking for.

☐ **20. FRANK'S HARDWARE ON MAIN**

WHITE BLUFFS

Small Land Business

Maximum Occupancy 65

Hours Mon - Sat: 8:00AM to 7:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]**ASSOCIATED PEOPLE****Employee NAME (XXX)****Resident NAME (XXX)****STORY**

PLACEHOLDER: Just a hardware shop. You can buy bolt and wire cutters here.

1 owner. 1 son who works with him.

Owner: BIG FRANK

Son: FRANK JUNIOR

☐ **21. MAIN STREET PHARMACY****WHITE BLUFFS****Small Land Business****Maximum Occupancy 60****Hours** Mon - Sat: 7:00AM to 9:00PM, Sun: 12:00PM to 5:00PM**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]**ASSOCIATED PEOPLE****Employee NAME (XXX)****Resident NAME (XXX)****STORY**

PLACEHOLDER: A drug store. You can buy Irish Spring soap here, it will bring back memories. Can rent movies here, too. They have three Black Curtain Productions films: A Funeral of Bullets, The Coffin Keeper and An Heir to Darkness.

☐ **22. RUINS OF NIGHT SNAKE LODGE**
WHITE BLUFFS**Medium Land Feature****Maximum Occupancy** condemned**Sanity Loss** X/X sight, X/X entry

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee NAME (XXX)**Resident NAME** (XXX)

STORY

PLACEHOLDER: Burned down entirely. Abandoned. Condemned.

☐ **23. WHITE BLUFFS FIREMAN'S HALL**
WHITE BLUFFS**Medium Land Institution****Maximum Occupancy** 230

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE**Employee** NAME (XXX)**Resident** NAME (XXX)**STORY**

PLACEHOLDER: Fire station.

1 fire chief. 3 firemen, rest volunteer.

☐ **24. THE COACH WHIP DINER****WHITE BLUFFS****Small Land Business****Maximum Occupancy** 50**Hours** Mon - Sat: 9:00AM to 12:00AM, Sun: 12:00PM to 8:00PM**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]**MENU**

Blintzes	\$3.00
apple, cheese, cherry	
Pancakes	\$3.00
banana nut, blueberry, cherry, chocolate chip, strawberry	
Waffles	\$4.00
apple, blueberry, cherry, plain, strawberry	
Fruit Plate	\$2.00
assorted fruit with cottage cheese	

Coach Whip Omelette	\$5.00
ham, bacon, sausage, mushroom, green pepper, onion, tomato and cheese	
Denver Omelette	\$4.00
ham, green pepper, onion and cheese	
Biscuits and Gravy	\$3.00
served with 2 eggs	
Wet Burrito	\$5.00
ground beef, chili, beans, lettuce, tomatoes, salsa and cheese; served with chips	
Club Sandwich	\$4.00
bacon, turkey, lettuce and tomatoes on toast; served with fries	
Burger and Fries	\$3.00
1/3 lb. lean ground beef with lettuce and tomatoes; served with fries	
Patty Melt	\$3.00
1/3 lb. lean ground beef with American cheese on grilled rye; served with chips	
Chili Cheese Fries	\$3.00
fries smothered with thick chili and topped with cheese	
Drinks	\$0.50
Pepsi, 7 Up, grape, coffee	

JUKEBOX

A0. Hold On Wilson Phillips	A1. Black Velvet Alannah Myles
A2. Unskinny Bop Poison	A3. Step by Step New Kids on the Block
B0. Blame It on the Rain Milli Vanilli	B1. From a Distance Bette Midler
B2. Rhythm of My Heart Rod Stewart	B3. I Touch Myself Divinyls

C0. Rico Suave Gerardo	C1. Wicked Game Chris Isaak
D0. Forever Young Alphaville	D1. Wind of Change Scorpions
D2. End of the Road Boyz II Men	D3. Black or White Michael Jackson
E0. Bohemian Rhapsody Queen	E1. The One Elton John
E2. Too Funky George Michael	E3. Friday I'm in Love The Cure
F0. Everything About You Ugly Kid Joe	F1. Let's Get Rocked Def Leppard
F2. Two Princes Spin Doctors	F3. All That She Wants Ace of Base

Whenever **D0. Forever Young** is played, any patron in the diner capable of hearing the song (excluding player characters) immediately stands, finds a partner and begins dancing. Their eyes glaze over and a distant, wistful look washes over their faces. While dancing they are completely oblivious to anything that happens around them for the duration of the song so long as it does not cause them serious physical damage. When a dancer exits the trance state they retain no memory of what transpired during the song.

ASSOCIATED PEOPLE

Owner-Operator ETHEL MINT (XXX)

Employee JENNY HALLMARK (XXX)

Patron nearly everyone

STORY

PLACEHOLDER: The town's primary "meet and eat" place. Motto: "Just like your mother used to make." it's on a big sign out front.

See: <http://www.intwinpeaks.com/2009/03/real-double-r-diner.html>

☐ **25. WILLIAM CRAWFORD PUBLIC LIBRARY****WHITE BLUFFS****Medium Land Institution****Maximum Occupancy** 400**Hours** Mon - Fri: 10:00AM to 6:00PM, Sat: 10:00AM to 2:00PM**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE**Employee** NAME (XXX)**Resident** NAME (XXX)**STORY**

PLACEHOLDER: The town's public library. Named after a dude who killed a bunch of Indians and then was tortured and burned at the stake by them. You can take Tomes and Spell Books here to have them identified.

Tanis Eshkan — Native American, female, head librarian. — She regularly visits the Patala Coil, speaks to the “serpentmen” and remaining Indians down there. She thinks it's time for them to come up; Chief Toohoolhoolzote does not. They argue about it a bit.

☐ **26. CRAWFORD MERCANTILE CO.****WHITE BLUFFS****Medium Land Business****Maximum Occupancy** 310**Hours** Mon - Sat: 9:00AM to 9:00PM; Sun: 12:00PM to 6:00PM**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee KINSEY BACALL (428)

Resident NAME (XXX)

STORY

PLACEHOLDER: A big department store, fancy clothes and shit.

1 owner [had a son who died, visits grave at Callow Overwinter Cemetery “Chaz Crawford”]
[REX CRAWFORD: +1 employee who is another son of owner, not dead, who constantly feels like second best; he turns into an entitled monster; he might’ve even killed the other son; sexually harasses the salesgirls].

1 manager. 4-5 employees (some high school students [affair/sexually harassed by another son of owner?]).

<input type="checkbox"/> 27. WEST OLLOKOT HISTORICAL MUSEUM
--

WHITE BLUFFS

Medium Land Institution

Maximum Occupancy 500

Hours Mon - Fri: 9:00AM to 5:00PM, Sat: 10:00AM to 2:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident NAME (XXX)

STORY

PLACEHOLDER: Curator has a ton of local history knowledge. — NIMBLE JOYCE —
JOYCE is a sympathizer with the Nez Perce, friends with Chief.

☐ **28. LONG JOHN SILVER'S****WHITE BLUFFS****Small Land Business****Maximum Occupancy** 50**Hours** Mon - Sun: 11:00AM to 9:00PM**LAYOUT**

[PLACEHOLDER floor plan images]

Freezer

Office — In Swimms' desk: Unmailed/returned letters to Innsmouth

Prep Area

Cook Area

Dining Room

Break Room

MENU

Fish & Fries Dinner	\$3.00
golden fried fish fillets	
Peg-Legs & Fries Dinner	\$3.00
miniature chicken drumsticks	
Treasure Chest Dinner	\$4.00
fish & fries, peg-legs & slaw	
Fried Clam Dinner	\$3.00
with fries and slaw	
Tender Oyster Dinner	\$4.00
with fries and slaw	
Golden Fried Shrimp Dinner	\$4.00
with fries and slaw	

Pieces of Eight	\$6.00
8 golden fish fillets... enough for the whole crew	
Hushpuppies	\$1.00
Corn on the Cob	\$1.00
Silver's Slaw	\$1.00
Drinks	\$1.00
Coke, Sprite, orange, coffee	
Er Majesty's Brew	\$1.00
ruby-rich tea, hot or cold	

ASSOCIATED PEOPLE

Owner-Operator LESTER SWIMMS (XXX)
Employee CURLY CHOWDER (XXX), JERSEY IDAHO (XXX), GRETCHEN MILQUE (XXX)

STORY

PLACEHOLDER. A certain one-shot can be activated if you go in and order “Two Treasure Chest Dinners and a heaping side of golden brown Hushpuppies.” [maybe this could be a Deep Ones thing]

☐ **29. COMMUNITY CLINIC** **WHITE BLUFFS**

Medium Land Institution
Maximum Occupancy 400

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident NAME (XXX)

STORY

PLACEHOLDER: Provides free or low cost “healing”.

+1 nurse [JENNIFER STOCKWELL; in a relationship with Flip Concentrate (mirror of Jenny Hallmark)]

+1 other nurse

+1 doctor

+1 receptionist [template]

<input type="checkbox"/> 30. HUNGRY COYOTE FRESH MARKET
--

WHITE BLUFFS

Medium Land Business

Maximum Occupancy 350

Hours Mon - Sun: 8:00AM to 10:00PM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee OXYDOL DURESS (XXX)

Resident NAME (XXX)

STORY

PLACEHOLDER: A grocery store.

Owner-operator: RADAR STATION DULUTH — an old hippie dude

<input checked="" type="checkbox"/> 31. ALDER ST. TO UNIONTOWN / STATE ROUTE 530

WHITE BLUFFS

PLACEHOLDER: Can't go here.

☐ **32. THE ROPE HOUSE**
WHITE BLUFFS

Small Land Business

Maximum Occupancy 40

Hours Mon - Sun: 12:00PM to 4:00AM

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Owner-Operator NAME (XXX)

Employee NAME (XXX)

Resident NAME (XXX)

Patron PHIL COLLINS (XXX), TORQUE STOCKTON (XXX)

STORY

PLACEHOLDER: a seedy bar that a lot of the trailer park folk go to. Colloquially referred to as "The Rape House" by some locals.

+2 locals who go there and are drug dealers [can see them dealing in Patala Coil]; they crush up Anagenetic Ladybugs and make some kind of drug. Also deal pot. — Craggs Alexander! Pelican Brief!

+1 woman [TERA NOVA; prostitute, did "films" with Tripp Handsome] who Phil Collins is having sex with / prostitute.

☐ **33. FAIRGROUNDS**
WHITE BLUFFS

Large Land Structure**Hours** varies (seasonal)**LAYOUT**

[PLACEHOLDER map of fairgrounds]

ASSOCIATED PEOPLE**Employee** NAME (XXX)**Resident** NAME (XXX)**STORY**

PLACEHOLDER: It's where they hold the Seven Drums Festival.

☐ **34. THE HITCHING POST****WHITE BLUFFS****Large Land Structure****Sanity Loss** 0/1 entry**LAYOUT**

[PLACEHOLDER a map showing who lives where, etc]

[Lots List]

ASSOCIATED PEOPLE**Employee** TORQUE STOCKTON (XXX)**Resident** TORQUE STOCKTON (XXX), JIM STARK (426), CLEMENTINE STARK (XXX), OLIVIA OLESTRA (XXX), ORRIN "FANGS" OLESTRA (XXX)**STORY**

PLACEHOLDER: A trailer park. trashy, the residents represent the “colonials” from the past... they claim the town as theirs. White Bluffs locals call it “The Hitch”.

+4/+5 more residents [HEAVY TORSO and PRECIOUS TORSO; templates; have a baby (unlisted boy) named Sirius Torso; LOT 5: TORSO FAMILY TRAILER]

☐ 35. COMMUNITY BULLETIN BOARD

WHITE BLUFFS

Small Land Structure

JOB POSTINGS

Job Type	Skill Check	Pay	Special Notes
Chauffer	DC 8 Drive	\$50	Critical failure results in a costly accident; the character must pay the hirer \$100
Dog Walker	DC 9 Handle Animal	\$25	—
Entertainer	DC 13 Perform (Any)	\$50	—
Private Investigator	DC 15 Disguise & DC 16 Search	\$115	Depending on the hirer, the GM may choose to reveal a secret held by one of the citizens of White Bluffs
Researcher	DC 14 Research	\$45	Depending on the hirer, the GM may use this opportunity to impart strange knowledge upon the character
School Janitor	DC 12 Repair	\$40	The GM may choose to make a secret Gather Information, Listen or Spot roll to determine if the character discovers any secrets at the school
Tutor	DC 15 Knowledge (Any)	\$55	—

MINOR PLOTS

PLACEHOLDER: An advertisement for “Paranormal Investigator” or “Exorcist” leads in to a minor plot adventure based on cheesy ghost hunting tv shows. An advertisement for “Part-Time

Projectionist” to do the slasher movie one.

STORY

PLACEHOLDER: History of the bulletin board. Strange postings. Two people use it to plan illicit affair using secret code language. Conveniently located in front of WHITE BLUFFS POST OFFICE (14). This should maybe be a d20 roll, roll is 3 times to determine what jobs are available.

<input type="checkbox"/> 36. SUMMERLAND NATIONAL FOREST
--

WHITE BLUFFS

Large Land Feature

Sanity Loss X/X sight, X/X entry

See **APPENDIX PLACEHOLDER: SUMMERLAND NATIONAL FOREST.**

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident NAME (XXX)

STORY

See: http://en.wikipedia.org/wiki/The_Summerland

The local Indian tribes (as explained by Chief Toohoolhoolzote) believe that the forest is where all people go upon death.

It’s where Jenny Hallmark’s body is found, by The Man in the Woods. It’s also where he camps.

In a large radius around the Column, the H-Effect (John Hutchison) has jellified metals. Melting it and so forth. There’s a lot of melted quarters and so forth. Most of them are directly near The Column with less extreme examples as you move away.

The Column itself is protected against this kind of jellification because it is constructed of a special kind of metal or something.

☐ 37. THE COLUMN

WHITE BLUFFS

Large Underground Institution**Maximum Occupancy** 200,000**Sanity Loss** 1/1d4 entrySee **APPENDIX PLACEHOLDER: THE COLUMN.****ASSOCIATED PEOPLE****Employee NAME** (XXX)**Resident JUSTIN KROFT** (XXX)**STORY**

PLACEHOLDER: The station where the Mi-go cluster is contained/studied. From the outside, the Column just looks like a small, white sheet metal barn surrounded by a huge concertina wire fence and a circle of mushrooms and a few trees with a purple fungus growing on them.

There's a tunnel that leads from Curtain's Vale to some floor of the Column.

☐ 38. THE PATALA COIL

WHITE BLUFFS

Large Underground Feature**Sanity Loss** X/X sight, X/X entrySee **APPENDIX PLACEHOLDER: THE PATALA COIL.****ASSOCIATED PEOPLE****Employee NAME** (XXX)**Resident NAME** (XXX)**STORY**

PLACEHOLDER: A cave system. [Entrance located north of town, near or in the forest.] [Agarta Caves, after: <http://en.wikipedia.org/wiki/Agartha>] [One must pass through them to reach “Shambhala” deep in the caverns, the Mi-go have a “base of operations” where they monitor shit] The Column is human. The Agarta is alien. Instead of the Mi-go, maybe the Serpent Men have a base there.

Cave system, better: Patala Cavern, after: <http://en.wikipedia.org/wiki/Patala> — this makes perfect sense with the Serpent Men. Mother Earth allied with or sent the girl down into the caverns and she returned with their aid. Or, not Caverns: called by the natives: **The Patala Coil**. This is pretty cool. Suggests some central “diety” guiding the Natives and Indian/Hindu/Buddhist theology in a shared direction.

☐ 39. OBSIDIAN LAKE

WHITE BLUFFS

Large Water Feature

Sanity Loss 0/1d4 entry

LAYOUT

[map of the lake in relation to the town]

ASSOCIATED PEOPLE

Resident NAME (XXX)

Patron KITTY COLLINS (430) and JIM STARK (426) (rendezvous, 1:00AM)

STORY

PLACEHOLDER: Perfectly calm, very dark water. It looks like black glass. Entering it is not good for you unless you are suitably protected. Located south of town. Small but deep. The Yithian Skinwalker is able to duplicate/impersonate anyone who has ever set foot in the lake. For example, via baptism.

Water from the Lake is used at the Temple of the Seven Rays to create holy water/baptise people.

Jim Stark and Kitty Collins often come to the lakeside to engage in amorous activities after

meeting up on Garden Dr. at 1:00 AM.

At night, a chance to see “The Diver” walking into the water, calmly. Also a chance to see Lester Swimms, at any time, just hanging out by the lakeside.

☐ **40. THE MAN IN THE WOODS’ CAMPSITE**

WHITE BLUFFS

Small Land Residence

Maximum Occupancy 4

Sanity Loss 0/1 entry

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident THE MAN IN THE WOODS (XXX)

STORY

PLACEHOLDER: 3 traps surrounding it. A circle of magnets. Maybe include the shit about traps from Season I here instead. Maybe not, since they’re disabled after Season 1 anyway.

☐ **41. ABANDONED CABIN**

WHITE BLUFFS

Small Land Residence

Maximum Occupancy 20

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]**ASSOCIATED PEOPLE****Employee NAME (XXX)****Resident NAME (XXX)****STORY**

PLACEHOLDER: An abandoned cabin in Summerland National Forest. It was used in the past by local moonshiners. Strangely, there's an old pinball machine in it. "Younger Brothers Distilling" labels all throughout the place. There's a loose floorboard and LOADS of moonshine underneath it in a hidden compartment [in the fruit cellar]. There's also old oil lanterns and shit. Has a fireplace, things come in through the chimney.

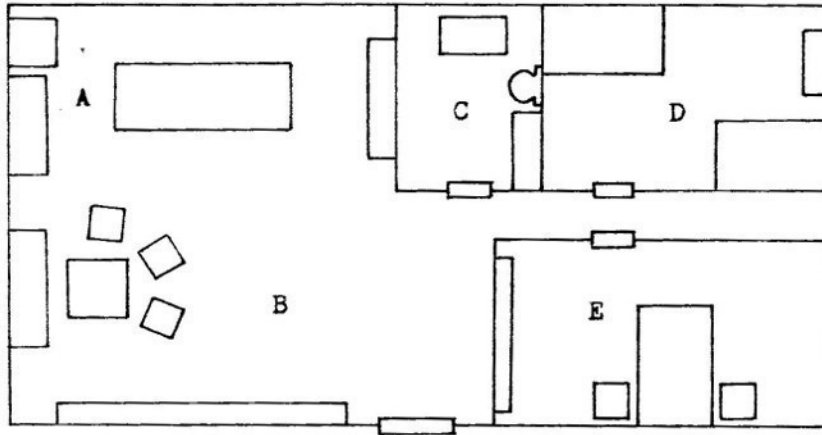
There's a FRUIT CELLAR — a trapdoor leads into it [**Search, DC 10:** Notice it, only if looking beneath the pinball machine]

There's a MONSTROUS PURPLE MUSHROOM growing in the basement, a female mannequin in a burlap gown, a record player and a canister of **Blastocide! Fungus Control Spray**.

There's old oil lamps on the floor. And tons of loose boards. There's also a mounted deer head on one of the walls.

Graffiti on the wall says, "I'm coming to get you Barbara"; There's a mounted deer head on the wall.

☐ **42. THE SECRET ANNEX****WHITE BLUFFS****Small Land Residence****Maximum Occupancy 80****Sanity Loss 0/1 entry****LAYOUT**



- A. Kitchen
- B. Living Area
- C. Bathroom
- D. Shared Bedroom
- E. Master Bedroom

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident NAME (XXX)

STORY

PLACEHOLDER: It's where the Nadelmans live. Permanently stationed "guards," they're "nice" until they try to kill you; the interior is like a perfect 1950s house/attic/secret annex. "Where'd you come from? Did you come in through the bookcase?" "Honey, why didn't you tell me we were having guests, I'd have put a roast on!" They're super nice, then, like, out of nowhere "Well, I reckon it's time to kill ya." "Sometimes the whole house shakes." They think there's a war going on outside. Really, they're there for what? Last name NADELMAN (jewish, someone who uses needles) maybe they think they're Anne Frank-ish. Hiding in this place until the war's over. "You can feel the ground shake when the tanks roll through." (It's The Column raising). They moved into their "hiding place" from Amsterdam after being blindfolded by helpers/aiders in July 1942. Inside the shed, there's a "manual override" to raise the platform. [Reveal HOW to do this through a prop]. Irena Nadelman, Rudolf Nadelman and Alina Nadelman (daughter). They say the annex is inside the Church of our Lord in the Attic (real

church) in Amsterdam.

When the “tanks” come, they have to turn off the lights, that’s also how the Column is raised. It’s a two part operation: The “aliens” beam down heavy gravity and the Nadelman’s turn off their lights.

There’s a wood cutout craft thing inside that says, “THE NADELMAN’S”. A doormat that reads, like, something kitschy... “TAKE A LOAD OFF” with a turtle or something dumb.

☐ 43. CURTAIN’S VALE

WHITE BLUFFS

Large Land Residence

Maximum Occupancy 6,000

Sanity Loss 0/1d4 entry

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee NAME (XXX) [a butler?]

Resident **BRICK HAYMORE (XXX)**

STORY

PLACEHOLDER: Functioned as the Haymore Estate for many years. They made their wealth in movies and film. Now, only Brick Haymore lives there, alone (seemingly). It is isolated, highly guarded and difficult to gain access to. Inside, it is mazelike and confounding. They financed primarily Westerns, specifically cowboy and indian movies. The entire house is filled with paintings of dead indians. It is built on a site where many indians were killed.

Players may be told the story of “Gen. Chester Curtain” who fought on the land, against insurmountable odds, and killed tons of Indians. The truth is, he did some evil that killed the

Indians, something Mythos related.

It's built on what the Nez Perce called, "The Cloudless Valley." — Curtain renamed it Curtain's Vale.

The movie company was named, "Black Curtain Productions"

In the past, a man named "Gen. Curtain" or something fought a battle by where Curtain's Vale now stands. Lots of indians died there.

The grounds are patrolled by 12 GUARD DOGS and surrounded by a military-grade fence topped with concertina wire. There is only one secret entrance... somewhere.

There's a barn or something that contains a multitude of dismantled set and prop pieces.

There's a tunnel that leads from The Column to Curtain's Vale; there's also an entrance to the tunnel on Curtain's Vale grounds, near a fountain or some shit. It's all sorts of locked and rusted shut though.

☐ 44. THE SEWERS

WHITE BLUFFS

Large Underground Structure

Sanity Loss 1/1d3 entry

See **APPENDIX PLACEHOLDER: THE SEWERS.**

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident NAME (XXX)

STORY

PLACEHOLDER: Expanded, the sewers beneath White Bluffs. Rat-Things and a hidden door that leads into a place beneath Night Snake Lodge.

☐ **XXX. THE GROTTA OF MIKE THE SHITTER****WHITE BLUFFS****Small Underground Residence****Maximum Occupancy** 30**Sanity Loss** 0/1 entry**LAYOUT**

[PLACEHOLDER floor plan images]

TWO STORIES.

[Room List]**ASSOCIATED PEOPLE****Employee NAME** (XXX)**Resident NAME** (XXX)**STORY**

PLACEHOLDER: It's in the sewers, it's like a little two story apartment/man cave where he lives. He's weird, does something. The door leading in has a "HIGH VOLTAGE" sign and a trap if you touch it, shocks you.

☐ **XXX. THE BLACK HOUSE****WHITE BLUFFS****Small Land Residence****Maximum Occupancy** 40**Sanity Loss** X/X entry**LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee MISTER LAVENDER (XXX), MISTER MAUVE (XXX), MISTER ORCHID (XXX)

Resident MISTER LAVENDER (XXX), MISTER MAUVE (XXX), MISTER ORCHID (XXX)

STORY

PLACEHOLDER: It's across the street from the VACANT HOUSE (6). It's not really black, more of a dark gray.

☐ **XXX. KENNEDY INNOVEX'S APARTMENT**

WHITE BLUFFS

Small Land Residence

Maximum Occupancy 25

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Resident KENNEDY INNOVEX (XXX)

STORY

PLACEHOLDER: Above the DEN OF ANTIQUITIES.

☐ **XXX. HALLMARK FAMILY HOME**

WHITE BLUFFS

Small Land Residence

Maximum Occupancy 80

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Employee NAME (XXX)

Resident SARAH HALLMARK (XXX), WHIP HALLMARK (XXX), JENNY HALLMARK (XXX)

STORY

PLACEHOLDER: Two story home for the Hallmark family. Located off Oak St, north of River Road.

<input type="checkbox"/> XXX. ETTA TINGLE'S HOUSE
--

WHITE BLUFFS

Medium Land Residence

Maximum Occupancy 120

Sanity Loss 0/1d3 entry

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Resident ETTA TINGLE (412)

STORY

PLACEHOLDER: The place is overrun with feral and wild cats. They're all over the damned place. A fairly large house, Victorian and outdated decorations. She constantly talks to an NPC that doesn't exist in the book, always out of the room, can't be found, might not exist. Not sure what "his" name is, players might be led to believe it's just another cat.

☐ **XXX. LOT 3: OLESTRA FAMILY TRAILER****WHITE BLUFFS****Small Land Residence****Maximum Occupancy 15****LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Resident OLIVIA OLESTRA (XXX), ORRIN "FANGS" OLESTRA (XXX)

STORY

PLACEHOLDER: Olivia is constantly redoing the bathroom in various tiles.

☐ **XXX. LOT 5: TORSO FAMILY TRAILER****WHITE BLUFFS****Small Land Residence****Maximum Occupancy 15****LAYOUT**

[PLACEHOLDER floor plan images]

[Room List]**ASSOCIATED PEOPLE**

Resident **HEAVY TORSO (XXX)**, **PRECIOUS TORSO (XXX)**, Sirius Torso

STORY

PLACEHOLDER: A total mess, garbage inside. Owned by trailer trash. Unfit parents.

☐ **XXX. LOT 9: TORQUE STOCKTON'S TRAILER**

WHITE BLUFFS

Small Land Residence

Maximum Occupancy 15

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]**SERVICES****Xenoarchaeology.**

For a six-pack of King Cobra beer, Stockton will take a look at any unidentifiable objects that the characters may have. To do this, he must examine the object for a number of hours equal to the object's study time die pool. For example, an object requiring 3d8 weeks of study could be examined by Stockton in 3d8 hours.

During the examination period, the object must remain in Stockton's possession. After fully examining the object, he will provide the characters with the information he has gathered. This information is treated exactly as if the character had studied the object for its required study time, although occasionally Stockton will provide some additional insight into the object's operation.

Whenever Stockton examines an item there is a 5% chance that the item will be damaged or

rendered inoperable by his tests.

ASSOCIATED PEOPLE

Resident **TORQUE STOCKTON (XXX)**

STORY

PLACEHOLDER: Torque Stockton lives here, he'll look at alien artifacts for players. Lots of satellite dishes and busted electronics outside. It's super crazy and filled with alien shit inside.

☐ **XXX. LOT 11: STARK FAMILY TRAILER**

WHITE BLUFFS

Small Land Residence

Maximum Occupancy 15

LAYOUT

[PLACEHOLDER floor plan images]

[Room List]

ASSOCIATED PEOPLE

Resident **CLEMENTINE STARK (XXX), JIM STARK (426)**

STORY

PLACEHOLDER: Stark lives with his aunt Clementine (his father's sister), his parents/mom abandoned him. The aunt is disabled, she mends clothing and sews prom dresses and shit to pay the bills.

☐ **XXX. THE HIDDEN TEMPLE**

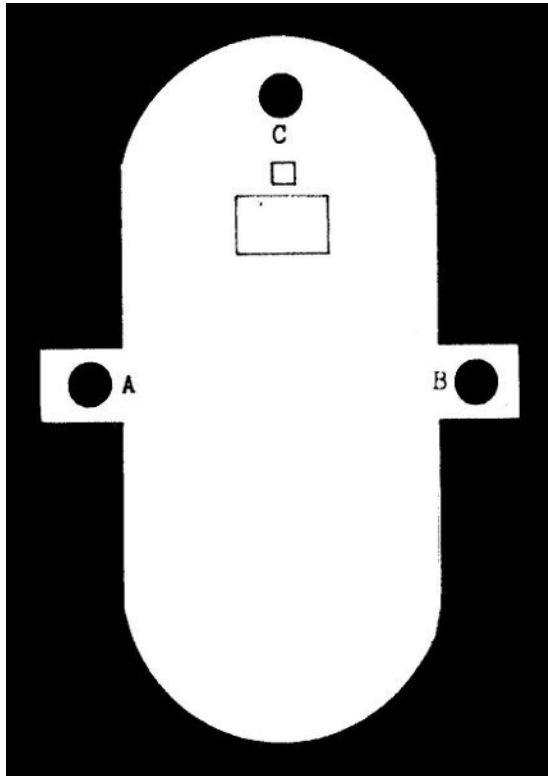
MONADIC PLANE

Large Monadic Institution

Maximum Occupancy ∞

Sanity Loss 0/1 sight, 1/1d4 entry

LAYOUT



- A. Statue of Hanyawat** — black marble, plaque reading “Hanyawat,” primitive. it’s the Nez Perce “great spirit”
- B. Statue of the Army of the Holy Spirit** — black marble, a copy of the one from Saint Steven’s Cathedral in Vienna
- C. Statue of the Master Who Concerns Himself** — black marble, plaque, it’s the Coleopteran’s “spiritual mentor” buglike; in front of it sits a large desk and chair

ASSOCIATED PEOPLE

Resident THE HEAD (XXX), THE SKINWALKER (XXX)

STORY

PLACEHOLDER:

The “skinwalker” is only there occasionally. He’s “part-time”.

The way in is to find WHERE Olivia Olestra was lobotomized, you have to go there. Maybe a shed behind Pickard’s house.

It is a “space between spaces” kind of a black hole, or an office built on an event horizon.

This exists on the “Monadic Plane” and Yith are what Christians have, traditionally, referred to as The Holy Spirit.

Shaped like a Field Emblem. Walls are covered in white porcelain tile with a navy blue Cross Fleury design on them.

It’s a sort of temporal panopticon. The Yith can simultaneously observe all points in time from it. They can even create entrances/exits to other points in time.

[The Spirit/Skinwalker (becomes various town members, “he walks between the flesh”)], and one more... this is what the cross represents, the center that connects them all being the Yith.

While you’re inside the temple, you have the constant feeling of being in motion.

THE YITH CANNOT DIRECTLY CAUSE THEIR OWN GENESIS. IF THEY APPEAR ON BOTH SIDES OF THE EQUATION, THEY WILL CANCEL THEMSELVES OUT.

They sent Jenny Hallmark back because she had a strong affinity for the forest, they knew she would lead the tribe to that location. She subconsciously was drawn there, always and forever.

The Hidden Temple, as a location, was created when Doc Pickard lobotomized some housewife. She was remodeling her bathroom, looking for the perfect tile, at the time. That’s why the whole room is tile. The location is literally “a piece of her brain.” When he lobotomized her, he “locked” her in that moment in time, so she’s constantly retiling her bathroom. The Yith, in turn, used that to create The Hidden Temple.

The room the players deal in is simply a “waiting room” it’s not the real “temple.” It’s not

“where the real work is done.”

X) NPCS

A cabin in the woods

The Diver (might be a coleopteran): He’s actually a coleopteran in a “drilling suit” an atmospherically contained suit that the coleopterans use to create mines where they mine for fossilized Mi-go brain cluster, their source of energy. — He’s a real Coleopteran, he’s come back in time to prevent his race from being taken over by the Yith. — this will be funny because he’ll be a diver who steadfastly refuses to go into the water (because then the Skinwalker could copy him)

* A girl pretending to be a man.

Charles Atlas (“gamble a stamp”)

____ Pickel

A group of undercover-aware MJ-12 types who make sure everything stays kosher. They live in together in “The Black House” or something and don’t really associate with or interfere with anyone else. You can see them from the player’s house (if they purchase it)

TWINS. A COUPLE SETS. ONE THAT IS SECRET.

Hyphenated names.

*Victor Vector (sings at Tripp’s)

____ Commercial (Brann Commercial?)

Byrd ____ [Jackson?]

* Someone who was at the Princeton Engineering Anomalies Research Lab

_____ Ponderosa

“AKA The _____”

A father who really dotes on his daughter.

A retired former boxer. Punches like a truck. One hit knocks you unconscious. [haymaker +9 (1d6), if he hits, roll a d20, if the result is higher than the target's current hit points they are knocked unconscious]

Teachers

Do:

CRAGS ALEXANDER and PELICAN BRIEF (drug dealers)

* **3 MEN IN BLACK — MISTER MAUVE, MISTER ORCHID, MISTER LAVENDER**
(one of them is a Mi-go construct?)

* **Whisperer Among The Winds:** Jenny Hallmark in the past. Her weyekin is the mi-go brain cluster, it's why she has such an affinity with the forest. She led the Nez Perce tribe into the Patala Coil after Curtain's men decimated them, the forest went dark, many starved to death. She was searching for a way to release Mother Earth. Curtain's men drove Mother Earth underground, that's why she went to the Coil, to help release her, but she failed. She was a conduit of peace... beloved of Mother Earth and formed a weyekin with the Mi-go cluster. Daughter of the “chief” (Toohoolhoolzote)

*** **MIKE THE SHITTER:** He lives in the sewers, in a fairly swank little apartment/grotto that he's set up for himself. He's a Zarathustra-y figure, he was a former sewer worker who found the place and decided to withdraw from the city, to not play that game, and just live down in the sewers. He worked for “Public Works” before he disappeared himself. He wanted to escape, realized there was no escape so made his own world down below. He's the guy who shows the

characters they gotta give up. There's no escape. KNOWLEDGE (PHILOSOPHY). He's been in Obsidian Lake. High HIDE and MOVE SILENTLY

*****LIBRARIAN, FEMALE, NATIVE AMERICAN — TANIS ESHKAN** — She believes “the time is right” for the Nez Perce to emerge from the Patala Coil and reclaim their land. She goes to the caves and speaks with them, drops notes and SUPPLIES down to them. But, down there, they're all deformed from 100 years of inbreeding. — Her Native American name is “Restless Songbird”

*****LAZLO CHIMP:** A drug loving medical examiner

*****PELAFINA R:** the lady Zelma helped escape; the person in the old prom photo with the young Man in the Woods. The Man in the Woods, in his confession, says “she smiled when I done it before,” he means when he knocked on her window. He used to knock on her window, at night, and they'd talk about running away. But, one day, he knocked on her window and saw her father there, molesting her. A day later, she's gone. She'd been discussing with Lady Zelma ways to escape, for her and The Man, but when he knocked on her window, her dad became furious and she feared for her life, so she just ran. [Who is her father?] She went to see “The Computer Wore Tennis Shoes” with The Man in the Woods, it was their first date. She ALWAYS believes in The Man in the Woods, theirs is the one incorruptible relationship in the whole game. He saved her, basically, and she won't stop until she saves him. How did he save her, though? Pelafina R is 38, the man in the woods is locked forever at 36. He ran away/she left town when they were both 15. That means the disappearance occurred in 1969... theirs is some kind of overarching love story. You've got to get Pelafina IN in order to get OUT. She knows something about getting out.

Justin Kroft / Monstrous Brick Haymore

■ 400. ARMED ESCORT

CR 10

Offensive Mundane 10

Medium-Size Humanoid (Human)

Init +6; **Senses** darkvision 60 ft.; **Listen** +13, **Spot** +10

DEFENSE

AC 23, **touch** 14, **flat-footed** 21

hp 58 (10d6+20)

Fort +5, **Ref** +7, **Will** +3

Special Defense gas mask

OFFENSE

Speed 30 ft.

Attacks baton +9/+4 (1d4+4), assault rifle +8 ranged (2d6+4)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 13

Base Atk +8/+3; **CMB** +12; **CMD** 24

Skills Bluff +6, Climb +10, Demolitions +12, Disable Device +8, Drive +4, Escape Artist +9, Heal +3, Hide +8, Innuendo +10, Intimidate +13, Jump +6, Listen +13, Open Lock +8, Search +10, Sense Motive +4, Spot +10, Use Rope +6

Feats Great Fortitude, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (rifle)

Languages English

Gear body armor, **gas mask**, Kalashnikov AK-47 assault rifle

SPECIAL ABILITIES

Gas Mask (Ex): The wearer of the gas mask is considered immune to all inhaled poisons and toxins.

STORY

Works Brackish Security (Majestic-12 shell corporation)

PLACEHOLDER: Write this.

■ 401. HAZMAT TEAM MEMBER

CR 6

Defensive Mundane 7

Medium-Size Humanoid (Human)

Init +2; **Senses** Listen +10, Spot +11

DEFENSE

AC 17, **touch** 15, **flat-footed** 15

hp 41 (7d6+14)

Fort +6, **Ref** +7, **Will** +8

Resist acid 10

Special Defense hazmat suit

OFFENSE

Speed 25 ft.

Attacks bash +6 (1d6+1 nonlethal), pistol +4 ranged (1d10)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 12, **Dex** 14, **Con** 14, **Int** 18, **Wis** 16, **Cha** 11

Base Atk +3; **CMB** +4; **CMD** 16

Skills Computer Use +7, Demolitions +2, Disable Device +6, Gather Information +13, Innuendo +3, Knowledge (Biology) +10, Knowledge (Chemistry) +13, Knowledge (Geology) +5, Knowledge (Medicine) +5, Listen +10, Move Silently +3, Read Lips +4, Search +12, Sense Motive +4, Spot +11

Feats Alertness, Great Fortitude, Sharp-Eyed, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge (Chemistry))

Languages English

Gear Colt Combat Commander pistol, **hazmat suit**

SPECIAL ABILITIES

Hazmat Suit (Ex): While the suit itself offers no protection from physical attacks or damage, the wearer of the hazmat suit is considered immune to all airborne poisons and toxins. The suit also grants 10 points of resistance against acid attacks.

STORY

Works Pacific Environmental Group (Majestic-12 shell corporation)

PLACEHOLDER put a description

☐ 402. RAY RAY BANGS

CR 2

Offensive Mundane 2

Medium-Size Humanoid (Human)

Init +2; **Senses** Listen +5, Spot +4

Sanity Loss 0/1

DEFENSE

AC 15, **touch** 12, **flat-footed** 13

hp 15 (2d6+8)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Attacks broken flask +2 (1d4+2), lob flask −2 ranged (1d6)

Face/Reach 5 ft. by 5 ft/5ft.

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 17

Skills Disable Device +3, Escape Artist +1, Handle Animal +4, Knowledge (Chemistry) +7,

Knowledge (Local) +5, Listen +5, Spot +4, Wilderness Lore +3

Feats Skill Emphasis (Knowledge (Chemistry)), Toughness ×2

Languages English

Gear 2-quart canteen, binoculars, compass, flashlight, sunscreen

STORY

Lives in a trailer parked in various desolate areas in New Mexico

Works methamphetamine cook

Ray Ray Bangs is a lanky, dull-eyed methamphetamine cook. Wearing ratty clothing and a tilted baseball cap, his speech and mannerisms are halfway between backwoods hillbilly and South Side Chicago. Bangs's mouth has more gums than teeth. He's paranoid and suspicious of the intentions of outsiders and will respond to interlopers with threats, delusional ranting and physical violence if necessary.

Bangs is wanted in New Mexico for felony drug possession, illegal manufacture of a controlled substance and driving with a suspended license. His legal status makes him extremely wary of law enforcement officials and if he is confronted by them it is almost certain that he will respond violently.

Bangs owns two dogs, twin pit bulls that are both named "George." Both dogs are extremely loyal to Bangs and will follow his commands even if it puts them in mortal danger.

■ 403. ATHLETIC CITIZEN

CR 2

Offensive Mundane 3

Medium-Size Humanoid (Human)

Init +6; **Senses** type

DEFENSE

AC 12, **touch** 12, **flat-footed** 10

hp 16 (3d6+3)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Attacks punch + (1d4+3)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 17, **Dex** 15, **Con** 11, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Skills Balance +4, Bluff +1, Climb +4, Diplomacy +1, Drive +2, Escape Artist +3, Heal +3, Intimidate +3, Jump +4, Knowledge (Local) +3, Listen +2, Search +1, Swim +4, Spot +3, Tumble +2

Feats Improved Initiative, Martial Artist, Toughness

Languages English

STORY

An athletic citizen of White Bluffs.

■ 404. AVERAGE CITIZEN

CR 1

Defensive Mundane 2

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +4, Spot +4

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 11 (2d6+2)

Fort +3, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft.

Attacks punch +1 (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 11, **Con** 12, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 11

Skills Animal Empathy +2, Bluff +2, Computer Use +2, Diplomacy +2, Drive +1, Gather

Information +3, Heal +3, Knowledge (History) +3, Knowledge (Local) +4, Knowledge (Religion) +2, Listen +4, Repair +2, Research +2, Search +3, Spot +4, Wilderness Lore +3

Feats Skill Emphasis (Knowledge (Local))

Languages English

STORY

An average citizen of White Bluffs.

■ 405. CHARMING CITIZEN

CR 1

Defensive Mundane 3

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +5, Spot +6

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 16 (3d6+3)

Fort +2, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Attacks slap +0 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 9, **Dex** 11, **Con** 12, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +1; **CMB** +0; **CMD** 10

Skills Animal Empathy +3, Bluff +7, Computer Use +2, Diplomacy +10, Gather Information +5, Handle Animal +3, Innuendo +3, Intimidate +6, Knowledge (Local) +4, Listen +5, Sense Motive +4, Spot +6

Feats Persuasive, Run, Skill Emphasis (Diplomacy)

Languages English

STORY

A charming citizen of White Bluffs.

■ 406. SMART CITIZEN**CR 1****Defensive Mundane 2****Medium-Size Humanoid (Human)**

Init +0; **Senses** Listen +4, Spot +4

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 9 (2d6)

Fort +3, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft.

Attacks punch +0 (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 9, **Dex** 10, **Con** 11, **Int** 16, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 10

Skills Animal Empathy +2, Bluff +2, Computer Use +2, Diplomacy +2, Drive +1, Gather Information +3, Heal +3, Knowledge (Anthropology) +3, Knowledge (Art) +2, Knowledge (Astronomy) +2, Knowledge (Biology) +1, Knowledge (History) +5, Knowledge (Local) +8, Knowledge (Philosophy) +2, Knowledge (Religion) +2, Listen +4, Repair +2, Research +2, Search +3, Speak Other Language (German) +1, Spot +4, Wilderness Lore +3

Feats Skill Emphasis (Knowledge (Local))

Languages English, German

STORY

A smart citizen of White Bluffs.

☐ **407. GIVA CHAKRA****CR 1/2****Defensive Mundane 1****Medium-Size Humanoid (Human)**

Init +0; **Senses** Listen +3, Spot +2

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 6 (1d6)

Fort -1, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.

Attacks scratch -1 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 8, **Dex** 10, **Con** 9, **Int** 16, **Wis** 11, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 9

Skills Computer Use +6, Diplomacy +3, Gather Information +2, Knowledge (Accounting) +2, Knowledge (Art) +2, Knowledge (Biology) +4, Knowledge (Chemistry) +4, Knowledge (Electronics) +6, Knowledge (Engineering) +1, Knowledge (Geography) +3, Knowledge (Geology) +3, Knowledge (Mathematics) +4, Listen +3, Repair +2, Speak Other Language (Hindi) +1, Spot +2

Feats Skill Emphasis (Computer Use), Skill Emphasis (Knowledge (Electronics))

Languages English, Hindi

Gear type

Boon type

STORY

Lives lives

Works **FILL 'N GO (2)** (clerk, part-time)

Patronizes **WHITE BLUFFS HIGH SCHOOL (8)** (student, 10th grade)

Relationships **MOOT CHAKRA (408)** (father), **PREMA CHAKRA (409)** (mother)

PLACEHOLDER: Daughter of Preema and Moot Chakra, works part time at the gas station. Is very good with computers and electronics and stuff. Very, very smart, top of her class. She does not work night hours at all, her parents disallow it. She's often found studying while working the register.

She was close(ish) with Jenny Hallmark and worked with her on the Volunteer Reading Program. She goes on to investigate Hallmark's death. Gets a little too close and Haymore puts her in a coma.

Begins to date ORRIN "FANGS" OLESTRA in Season II, finds out he's the illegitimate son of Mayor Bob Roberts, gets hit by a car and goes into a coma.

☐ **408. MOOT CHAKRA****CR 2**

Defensive Mundane 3

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +2, Spot +3

DEFENSE

AC 14, **touch** 10, **flat-footed** 14

hp 13 (3d6)

Fort +1, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Attacks punch +1 (1d4-1 nonlethal), shotgun +1 ranged (3d6/2d6/1d6)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 8, **Dex** 10, **Con** 10, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +0; **CMD** 10

Skills Appraise +2, Bluff +3, Computer Use +7, Diplomacy +7, Disable Device +4, Drive +1, Gather Information +2, Heal +3, Knowledge (Accounting) +5, Knowledge (Engineering) +5, Knowledge (Local) +5, Knowledge (Mathematics) +2, Knowledge (Religion) +2, Listen +2, Open Lock +2, Repair 10, Sense Motive +3, Speak Other Language (Hindi) +3, Spot +3

Feats Gearhead, Iron Will, Skill Emphasis (Repair), Trustworthy

Languages English, Hindi

Gear bullet resistant vest, Remington Model 11R shotgun

Boon type

STORY

Lives lives

Works FILL 'N GO (2) (owner-operator, full time)

Relationships GIVA CHAKRA (407) (daughter), PREMA CHAKRA (409) (wife)

PLACEHOLDER: Has an engineering degree. Owns and operates the Fill 'N Go. Some out of towners held up his shop a few years back and held a gun to his wife. After that, he's worn a bullet resistant vest and has a shotgun hidden underneath the register.

<input type="checkbox"/> 409. PREMA CHAKRA
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CR 1/2

Defensive Mundane 2

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +4, Spot +5

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 10 (2d6)

Fort -1, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Attacks punch -1 (1d4-2 nonlethal), pepper spray +1 ranged (1d4)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks pepper spray (Reflex DC 15)

STATISTICS

Str 7, **Dex** 10, **Con** 8, **Int** 13, **Wis** 10, **Cha** 17

Base Atk +1; **CMB** -1; **CMD** 9

Skills Animal Empathy +7, Computer Use +1, Diplomacy +3, Handle Animal +7, Heal +3, Knowledge (Accounting) +2, Knowledge (Local) +1, Knowledge (Medicine) +4, Listen +4, Performance (Dance) +3, Research +2, Ride +4, Speak Other Language (Hindi) +3, Spot +5, Wilderness Lore +2

Feats Animal Affinity, Skill Emphasis (Animal Empathy)

Languages English, Hindi

Gear pepper spray

Boon type

SPECIAL ABILITIES

Pepper Spray (Ex): Pepper spray can be sprayed in a straight line that extends 15 ft. from the user. Any creature caught in the spray's range must make a DC 15 Reflex save or they get pepper spray in their eyes and are blinded for 1 round. Each can of pepper spray has a maximum of 20 uses.

STORY

Lives lives

Works FILL 'N GO (2) (full-time)

Relationships GIVA CHAKRA (407) (daughter), MOOT CHAKRA (408) (husband)

PLACEHOLDER: Is also a trained veterinarian. Husband bought her pepper spray after they got held up. Is drop dead gorgeous and ridiculously likable.

There's also a "DARK PREMA CHARKA" like Dark Phoenix. Prema Chakra is the most upstanding, honest, humble and absolutely trustworthy person in the town. The degradation and destruction of women for men's entertainment. Something "infects" her. Maybe the Yith. Shades of "white swan" and "black swan" — her miniature might have a black swan on its base. This happens after Haymore puts her daughter, Giva, into a coma.

☐ **410. CONSTANT RIVERBOAT**

CR 1/3

Defensive Mundane 1
Medium-Size Humanoid (Human)
Init −2; **Senses** Listen +0, Spot +0

DEFENSE

AC 8, **touch** 8, **flat-footed** 8

hp 4 (1d6-2)

Fort −1, **Ref** +0, **Will** +2

OFFENSE

Speed 20 ft.

Attacks push −2 (1d4-2 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 7, **Dex** 7, **Con** 8, **Int** 16, **Wis** 14, **Cha** 12

Base Atk +0; **CMB** −2; **CMD** 6

Skills Diplomacy +3, Gather Information +3, Knowledge (Accounting) +4, Knowledge (Anthropology) +6, Knowledge (History) +4, Knowledge (Local) +4, Knowledge (Philosophy) +4, Knowledge (Religion) +4, Pilot (Small Aircraft) +3, Research +6, Speak Other Language (Biblical Hebrew) +4, Speak Other Language (Hittite) +4

Feats Skill Emphasis (Knowledge (Anthropology)), Skill Emphasis (Research)

Languages English, Biblical Hebrew, Hittite

Gear type

Boon type

STORY**Lives** lives**Works** **WHITE BLUFFS ELEMENTARY SCHOOL (3)** (principal)**Patronizes** **CALLOW OVERWINTER CEMETERY (4)** (wife's grave), **OLLOKOT COUNTY COURTHOUSE (5)** (board of education)**Relationships** list

PLACEHOLDER: Extremely frail sort of old man (as old as White Bluffs allows), since he moved to White Bluffs when he was already older. Flew planes in WW2. He might be a Mi-go sleeper agent, unaware of it even himself, he is activated by the phrase “we call those happy who were steadfast”. He’s not religious, his whole history is a lie. He thinks he’s a war hero, a good man. One night he’s reading the bible, gets to Job, reads the phrase and realizes what he is. Suicides.

His “wife” (who he never really had, just a memory of her) died. He visits her grave at the cemetery, it’s empty though, or someone else. He kills himself saying, “Real or not, I can’t live if it disappoints her memory.”

☐ **411. MILES GOODENOUGH****CR 1**See **SMART CITIZEN (406)**.**STORY****Lives** lives**Works** **WHITE BLUFFS ELEMENTARY SCHOOL (3)** (teacher, 5th grade)**Patronizes** patronizes**Relationships** list

PLACEHOLDER: Teaches 3rd grade at White Bluffs Elementary School. Might be close friends with Whip Hallmark.

☐ **412. ETTA TINGLE****CR 1/3**

Defensive Mythos 1**Medium-Size Humanoid (Human)****Init** +2; **Senses** Listen +3, Spot +3**DEFENSE****AC** 12, **touch** 12, **flat-footed** 10**hp** 5 (1d6-1)**Fort** -1, **Ref** +5, **Will** +2**OFFENSE****Speed** 30 ft.**Attacks** scratch -2 (1d4-2)**Face/Reach** 5 ft. by 5 ft./5 ft.**STATISTICS****Str** 7, **Dex** 14, **Con** 8, **Int** 16, **Wis** 11, **Cha** 9**Base Atk** +0; **CMB** -2; **CMD** 10**Skills** Animal Empathy +7, Balance +2, Computer Use +1, Craft (Writing) +4, Diplomacy +2, Disguise +2, Handle Animal +4, Heal +2, Knowledge (Art) +1, Knowledge (Biology) +2, Knowledge (Geography) +1, Knowledge (History) +2, Knowledge (Local) +2, Knowledge (Mathematics) +1, Listen +3, Performance (Storytelling) +2, Research +1, Spot +3, Wilderness Lore +2**Feats** Lightning Reflexes, Skill Emphasis (Animal Empathy)**Gear** type**SPECIAL ABILITIES****Feline Kinship (Ex):** Whenever Tingle succeeds at an Animal Empathy check to improve the attitude of a feline, that feline's attitude becomes "Helpful" regardless of its starting attitude.**STORY**

Lives ETTA TINGLE'S HOUSE (XXX)

Works WHITE BLUFFS ELEMENTARY SCHOOL (3) (teacher, 1st grade)

Patronizes patronizes

Relationships list

PLACEHOLDER: Loves cats. Her house is overrun with them. She is a wannabe romance novelist, big fan of a specific soap opera she has written scripts and tried to get them made. She was the town's beauty queen a long, long time ago. While at home, she constantly talks to an NPC that doesn't exist in the book, always out of the room, can't be found, might not exist. His name is "Ed/Eddie," and players might be led to believe it's just another cat.

☐ 413. TRACY VALENTINE

CR 1

See CHARMING CITIZEN (406).

STORY

Lives lives

Works WHITE BLUFFS ELEMENTARY SCHOOL (3) (teacher, kindergarten)

Patronizes patronizes

Relationships list

PLACEHOLDER: Teaches kindergarten at the elementary school. Is super adorable. She's the teacher that all the dad's have a thing for.

☐ 414. TRENCHLEY WIMBLE

CR 3

Offensive Mythos 4

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +1, Spot +2

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 25 (1d6+3d4+11)

Fort +6, **Ref** +1, **Will** +3

Resist cold 5

OFFENSE

Speed 20 ft.

Attacks shovel +7 (1d6+3)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks stunning swipe (Fortitude DC 15)

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 16

Skills Balance +3, Climb +3, Craft (Carpentry) +5, Disable Device +1, Drive +2, Heal +2, Intimidate +3, Knowledge (Biology) +3, Knowledge (Religion) +7, Listen +1, Operate Heavy Machinery +4, Repair +6, Search +3, Spot +2, Use Rope +4, Wilderness Lore +2

Feats Toughness, Weapon Proficiency (Shovel), Weapon Focus (Shovel)

Psychic Feats Sensitive

Gear shovel

SPECIAL ABILITIES

Stunning Swipe (Ex): Rearing back, Wimble unleashes a frenzied swipe that forces a foe damaged by it to make a DC 15 Fortitude save or be stunned for 1 round. A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC.

STORY

Lives CALLOW OVERWINTER CEMETERY (4)

Works CALLOW OVERWINTER CEMETERY (4) (groundskeeper), OLD JOSEPH PARK (9) (groundskeeper)

Patronizes patronizes

Relationships list

PLACEHOLDER: Often just called "Trench". Digs graves and is the groundskeeper at the

cemetery. Walks with a limp. Is very pseudo-religious, like Jules from Pulp Fiction.

☐ **415. JUDGE AUSTERE HAND**

CR 2

Offensive Mundane 3

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +6, Spot +3

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 13 (3d6+3)

Fort +2, **Ref** +1, **Will** +8

OFFENSE

Speed 30 ft.

Attacks punch +5 (1d4+2 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 14, **Dex** 11, **Con** 12, **Int** 8, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 15

Skills Bluff +3, Computer Use +1, Diplomacy +7, Forgery +1, Gather Information +5, Innuendo +1, Intimidate +5, Knowledge (Law) +9, Knowledge (Local) +2, Knowledge (Streetwise) +2, Listen +5, Performance (Storytelling) +1, Research +4, Sense Motive +6, Speak Other Language (French) +1, Spot +3

Feats Iron Will, Skill Emphasis (Knowledge (Law)), Trustworthy

Languages English, French

STORY

Lives lives

Works OLLOKOT COUNTY COURTHOUSE (5) (judge)

Patronizes THE RUSHLIGHT INN (11) (rendezvous)

Relationships COSETTE HAND (416) (wife), TWYLA SUNSHINE (418) (illicit affair)

PLACEHOLDER: Speaks just enough French to impress the ladies. Works with his wife but is having an affair with his 20-something secretary.

☐ **416. COSETTE HAND**

CR 1

Defensive Mudnane 2

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +2, Spot +3

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 10 (2d6)

Fort +3, **Ref** +0, **Will** +4

OFFENSE

Speed 30 ft.

Attacks slap +0 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 8, **Dex** 11, **Con** 11, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 10

Skills Computer Use +8, Diplomacy +5, Gather Information +3, Heal +2, Knowledge (Accounting) +3, Knowledge (Law) +1, Knowledge (Local) +3, Listen +2, Psychoanalysis +1, Repair +3, Research +4, Search +1, Sense Motive +2, Spot +3

Feats Skill Emphasis (Computer Use), Trustworthy

Languages English

STORY

Lives lives

Works OLLOKOT COUNTY COURTHOUSE (5) (clerk)

Patronizes patronizes

Relationships JUDGE AUSTERE HAND (415) (husband)

PLACEHOLDER: Suspects that her husband might be having an affair.

☐ 417. WARD HOLLIDAY

CR 1

See AVERAGE CITIZEN (404).

STORY

Lives lives

Works OLLOKOT COUNTY COURTHOUSE (5) (clerk)

Patronizes patronizes

Relationships list

PLACEHOLDER: He's dirty, can be bought and paid for confidential records and such. Can be paid to alter records. Might have a drug habit, visits the hitching post.

☐ 418. TWYLA SUNSHINE

CR 2

Defensive Mythos 3

Medium-Size Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +2

DEFENSE

AC 12, **touch** 12, **flat-footed** 10

hp 11 (1d6+2d4)

Fort +3, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.

Attacks slap +2 (1d4+1)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 13, **Dex** 14, **Con** 10, **Int** 13, **Wis** 9, **Cha** 18

Base Atk +1; **CMB** +2; **CMD** 14

Skills Balance +5, Bluff +5, Climb +4, Computer Use +1, Diplomacy +4, Disguise +3, Escape Artist +3, Gather Information +1, Innuendo +2, Intimidate +4, Jump +3, Knowledge (Streetwise) +2, Listen +3, Move Silently +2, Open Lock +3, Performance (Dancing) +3, Sense Motive +2, Sleight of Hand +2, Spot +2, Tumble +5, Use Rope +3

Feats Acrobatic, Improved Initiative, Martial Artist

Psychic Feats Sensitive

Languages English

STORY

Lives lives

Works OLLOKOT COUNTY COURTHOUSE (5) (secretary)

Patronizes patronizes

Relationships JUDGE AUSTERE HAND (415) (illicit affair)

PLACEHOLDER: Very athletic, very fit. Jogs and mountain climbs. Also very manipulative. Not very good at her job. Having an affair with the Judge.

<input type="checkbox"/> 419. FLIP CONCENTRATE

CR 4

Defensive Mundane 5

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +8, Spot +6

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 25 (5d6+5)

Fort +5, **Ref** +2, **Will** +6

Special Defense placate (30 ft., Will DC 15)

OFFENSE

Speed 30 ft.

Attacks punch +2 (1d6 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 13, **Con** 12, **Int** 18, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 13

Skills Appraise +3, Bluff + 10, Computer Use +5, Diplomacy +11, Forgery +1, Gather Information +8, Heal +2, Innuendo +3, Intimidate +6, Knowledge (Accounting) +3, Knowledge (History) +4, Knowledge (Law) +11, Knowledge (Local) +4, Knowledge (Philosophy) +5, Knowledge (Psychology) +5, Listen +8, Performance (Acting) +3, Research +6, Sense Motive +11, Spot +6

Feats Persuasive, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge (Law)), Skill Emphasis (Sense Motive)

Languages English

Gear gear

Boon type

SPECIAL ABILITIES

Placate (Ex): As a move action Concentrate may attempt to placate intelligent creatures within a 30 ft. radius. If the affected creatures do not succeed at a DC 15 Will save, Concentrate may add his Diplomacy skill to his armor class against those creatures until the beginning of his next turn.

STORY

Lives lives

Works OLLOKOT COUNTY COURTHOUSE (5) (district attorney)

Patronizes COMMUNITY CLINIC (29) (visits girlfriend)

Relationships list

PLACEHOLDER: A liberal, the area's district attorney. Really wants to help the average man.

He works in the courthouse and runs for office in Season II. Comes under attack by Mayor Bob Roberts and co.

Patronizes the Community Clinic, he is dating a nurse there.

☐ **420. ROSE LA ROSE**

CR 1

See **CHARMING CITIZEN (405)**.

STORY

Lives lives

Works La Rose Realty Group (owner-operator)

Patronizes **VACANT HOUSE (6)** (representing realtor)

Relationships list

PLACEHOLDER: A realtor in the town, the only major one. The players can buy **VACANT HOUSE (6)** from her.

☐ **421. DOC PICKARD**

CR 10

Defensive Mythos 10

Medium-Size Humanoid (Human)

Init -1; **Senses** Listen +10, Spot +2

DEFENSE

AC 9, touch 9, flat-footed 9

hp 38 (1d6+9d4+10)

Fort +8, **Ref** +2, **Will** +12

OFFENSE

Speed 30 ft.

Attacks punch +5 (1d4 nonlethal), syringe +6 (1d4+2)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks mesmerize, *softening of the folds*

STATISTICS

Str 11, **Dex** 9, **Con** 12, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 14

Skills Bluff +13, Computer Use +4, Concentration +10, Diplomacy +12, Disguise +5, Gather Information +13, Heal +2, Innuendo +3, Intimidate +2, Knowledge (Chemistry) +9, Knowledge (Local) +9, Knowledge (Psychology) +13, Listen +10, Psychic Focus +10, Psychoanalysis +16, Research +4, Sense Motive +10, Spot +2

Feats Combat Casting, Iron Will, Persuasive, Skill Emphasis (Psychoanalysis)

Psychic Feats Sensitive, Mind Reading

Languages English, Latin

Gear medication (mood stabilizer)

Boon PLACEHOLDER, will heal player's Sanity

SPECIAL ABILITIES

Long Term Care (Ex): See **DOC PICKARD'S HOUSE (7)**.

Mesmerise (Su): As a move action, Pickard may attempt to mesmerize a person by making a Psychoanalysis roll. The target must succeed at a Will save with a DC equal to Pickard's roll or they are unable to attack him for 24 hours. This effect ends immediately if the mesmerized person takes damage from any source.

SPELLS

Softening of the Folds

Components: V

Cost: 2 Int damage and 1d4 Sanity

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level

Saving Throw: Fort negates

Your words can cause a person's prefrontal cortex to soften and reshape. Their thoughts become momentarily confused as they speak and gesture uncontrollably. After a few seconds wrestling to regain their composure, their face registers relief but the spell's unseen effects linger. For the duration of the spell, whenever the target attempts a Will save they must roll twice and take the lower result.

STORY

Lives DOC PICKARD'S HOUSE (7)

Works DOC PICKARD'S HOUSE (7)

Patronizes patronizes

Relationships OLIVIA OLESTRA (XXX) (former patient)

PLACEHOLDER: Sometimes crossdresses. Will provide long-term care at his home [see **DOC PICKARD'S HOUSE (7)**].

He is (or was) blackmailed by Bob Roberts into giving OLIVIA OLESTRA a lobotomy. This created THE HIDDEN TEMPLE. The temple is literally set on a piece of her brain. She was a neurotic housewife who constantly remodeled her bathroom.

He's perpetually single. He prescribed Thorazine to Jenny Hallmark after her parents sent her to see him for her "rebellious nature" but, in fact, he prescribed it because he believed she was having delusions/hallucinations.

He likes landscaping, his backyard is a super nice garden.

Patronizes Tripps Lounge, he's kind of an alcoholic, guilt-ridden.

■ 422. AVERAGE HIGH SCHOOLER

CR 1/3

Defensive Mundane 1

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +1, Spot +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (1d6)

Fort +2, Ref +2, Will +0

OFFENSE

Speed 30 ft.

Attacks shove +0 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 9, Dex 10, Con 8, Int 8, Wis 7, Cha 8

Base Atk +0; CMB -1; CMD 9

Skills Balance +2, Climb +1, Computer Use +3, Diplomacy +1, Drive +2, Forgery +2, Hide +2, Jump +1, Listen +1, Move Silently +4, Research +1, Sense Motive +2, Sleight of Hand +2, Spot +2

Languages English

STORY

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student)

An average student, aged 15 to 18, at **WHITE BLUFFS HIGH SCHOOL (8)**.

■ 423. CHARMING HIGH SCHOOLER

CR 1/3

Defensive Mundane 1

Medium-Size Humanoid

Init -1; Senses Listen +3, Spot +1

DEFENSE

AC 9, touch 9, flat-footed 9

hp 6 (1d6-1)

Fort -1, Ref +1, Will +2

OFFENSE

Speed 30 ft.

Attacks shove -1 (1d4-2 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 7, **Dex** 8, **Con** 8, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** -2; **CMD** 7

Skills Bluff +6, Computer Use +3, Diplomacy +6, Disguise +1, Forgery +2, Gather Information +4, Heal +1, Innuendo +3, Intimidate +2, Knowledge (Psychology) +1, Listen +3, Sense Motive +3, Spot +1

Feats Persuasive, Trustworthy

Languages English

Gear debate club participation trophy

STORY

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student)

A charming student, aged 15 to 18, at **WHITE BLUFFS HIGH SCHOOL (8)**.

■ 424. SMART HIGH SCHOOLER**CR 1/3**

Defensive Mundane 1

Medium-Size Humanoid (Human)

Init -1; **Senses** Listen +0, Spot +0

DEFENSE

AC 9, **touch** 9, **flat-footed** 9

hp 6 (1d6-2)

Fort -2, **Ref** +1, **Will** +2

OFFENSE**Speed** 30 ft.**Attacks** slap -2 (1d4-2 nonlethal)**Face/Reach** 5 ft. by 5 ft./5 ft.**STATISTICS****Str** 7, **Dex** 8, **Con** 7, **Int** 14, **Wis** 10, **Cha** 7**Base Atk** +0; **CMB** -2; **CMD** 7**Skills** Appraise +2, Computer Use +4, Craft (Writing) +3, Escape Artist +1, Gather Information +2, Knowledge (Art) +2, Knowledge (Astronomy) +2, Knowledge (Biology) +3, Knowledge (Chemistry) +3, Knowledge (Electronics) +2, Knowledge (Geology) +2, Knowledge (History) +3, Knowledge (Mathematics) +3, Knowledge (Physics) +1, Knowledge (Psychology) +2, Research +3, Speak Other Language (Spanish) +2**Feats** Dodge, Run**Languages** English, Spanish**Gear** random textbook**STORY****Patronizes** WHITE BLUFFS HIGH SCHOOL (8) (student)A smart student, aged 15 to 18, at **WHITE BLUFFS HIGH SCHOOL (8)**.☐ **425. INGRID ALT****CR 1/3**See **AVERAGE HIGH SCHOOLER (422)**.**STORY****Lives** lives**Works** works**Patronizes** WHITE BLUFFS HIGH SCHOOL (8) (student, 10th grade)**Relationships** JENNY HALLMARK (XXX) (friend, photography club)

PLACEHOLDER: President of the White Bluffs High School Photography Club.

☐ 426. JIM STARK

CR 1

Offensive Mundane 1

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +3

DEFENSE

AC 13, **touch** 11, **flat-footed** 13

hp 9 (1d6+3)

Fort +2, **Ref** +1, **Will** -2

OFFENSE

Speed 40 ft.

Attacks punch +2 (1d4+1)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 12, **Dex** 12, **Con** 10, **Int** 7, **Wis** 6, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 13

Skills Balance +2, Bluff +3, Climb +3, Computer Use +1, Craft (Poetry) +1, Drive +1, Escape

Artist +2, Heal +1, Jump +3, Listen +2, Move Silently +2, Spot +3, Swim +2, Tumble +2

Feats Martial Artist, Toughness

Languages English

Gear Jim Stark's book of poems

Boon type

STORY

Lives LOT 11: STARK FAMILY TRAILER (XXX) at THE HITCHING POST (34)

Works works

Patronizes OBSIDIAN LAKE (39) (rendezvous, 1:00AM), WHITE BLUFFS HIGH

SCHOOL (8) (student, 12th grade)

Relationships **KITTY COLLINS (430)** (teacher, illicit affair), **CLEMENTINE STARK (XXX)** (aunt/mother figure)

PLACEHOLDER: Rides a motorcycle, is generally well-intentioned. His book of poems is pretty bad... it might not mention her by name. Lives at the trailer park with his aunt (father's sister) because his parents/mom abandoned him. He basically takes care of her. Has an affair with Kitty Collins, she parks on Garden Dr. at 1:00AM and he walks to meet her, they then go to Obsidian Lake.

☐ **427. PETRICHOR ULANOV**

CR 1

Defensive Mundane 2

Medium-Size Humanoid (Human)

Init +5; **Senses** Listen +3, Spot +3

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 10 (2d6)

Fort +3, **Ref** +4, **Will** -1

OFFENSE

Speed 30 ft.

Attacks slap +2 (1d4+1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 12, **Dex** 13, **Con** 11, **Int** 8, **Wis** 8, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 13

Skills Balance +2, Bluff +4, Diplomacy +4, Disguise +2, Gather Information +1, Innuendo +2, Listen +3, Move Silently +2, Performance (Dancing) +4, Read Lips +2, Sense Motive +1, Sleight of Hand +2, Speak Other Language (Russian) +3, Spot +3

Feats Improved Initiative, Mobility

Languages English, Russian

Gear disguise kit, handcuffs

STORY

Lives lives

Works **TRIPP’S VIOLET LOUNGE (16)**

Patronizes **WHITE BLUFFS HIGH SCHOOL (8)** (student, 12th grade)

Relationships **ULYANA ULANOV (XXX)** (mother)

PLACEHOLDER: She’s Russian, at Tripp’s, she goes by “Cherry DeLight” and wears a red wig; underage, fakes being 18 to work at Tripp’s.

<input type="checkbox"/> 428. KINSEY BACALL
--

CR 1/3

See **CHARMING HIGH SCHOOLER (423)**.

STORY

Lives lives

Works **CRAWFORD MERCANTILE CO. (26)** (perfume counter, part-time)

Patronizes **WHITE BLUFFS HIGH SCHOOL (8)** (student, 11th grade)

Relationships list

<input type="checkbox"/> XXX. OXYDOL DURESS
--

CR 1/3

See **AVERAGE HIGH SCHOOLER (422)**.

SPECIAL ABILITIES

Team Anchor (Ex): When Duress is involved in combat, if he is joined by one or more allies, increase all members’ base speed by 10 ft., armor class by +2 and base attack bonus by +2.

STORY

Lives lives

Works HUNGRY COYOTE FRESH MARKET (30) (stock boy, part-time)

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student, 12th grade)

Relationships list

PLACEHOLDER: He's the captain of the high school football team. He's dating a cheerleader. Super good at football, a lot of the town idolizes him.

☐ 429. WENDELL P. CRANKSHAW

CR 1

Defensive Mundane 3

Medium-Size Humanoid (Human)

Init -1; **Senses** Listen +2, Spot +4

DEFENSE

AC 9, **touch** 9, **flat-footed** 9

hp 10 (3d6-3)

Fort +0, **Ref** +2, **Will** +6

OFFENSE

Speed 30 ft.

Attacks slap -2 (1d4-3 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 5, **Dex** 9, **Con** 8, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +1; **CMB** -2; **CMD** 7

Skills Appraise +2, Computer Use +4, Craft (Writing) +3, Diplomacy +2, Forgery +5, Knowledge (Anthropology) +2, Knowledge (History) +5, Knowledge (Local) +1, Knowledge (Occult) +2, Knowledge (Philosophy) +2, Listen +2, Research +4, Speak Other Language (Akkadian) +3, Speak Other Language (Egyptian) +3, Speak Other Language (Greek) +2, Speak Other Language (Latin) +4, Speak Other Language (Sumerian) +6, Spot +4

Feats Run, Skill Emphasis (Speak Other Language (Sumerian))

Languages English, Akkadian, Egyptian, Greek, Latin, Sumerian

Gear Sigsand Manuscript**SPECIAL ABILITIES**

Avid Reader (Ex): Any time Crankshaw examines a Mythos text, there is a 50% chance that he is already familiar with the contents of that text. If he has a pre-existing familiarity with a text, Crenshaw may be able to determine the Sanity loss incurred by reading it, the spells contained within or a synopsis of its general content.

STORY

Lives lives

Works **WHITE BLUFFS HIGH SCHOOL (8)** (librarian)

Patronizes patronizes

Relationships list

PLACEHOLDER: He's a specialist with languages. In a past life, he forged ancient manuscripts. He's a total coward, though. He's a British expat. He has a copy of the Sigsand Manuscript which, so far, has eluded his attempts at translation.

☐ **430. KITTY COLLINS**

CR 3

Offensive Mythos 4

Medium-Size Humanoid (Human)

Init +2; **Senses** Listen +3, Spot +2

DEFENSE

AC 12, **touch** 10, **flat-footed** 10

hp 14 (1d6+2d4+3)

Fort +1, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Attacks slap +3 (1d4+1 nonlethal), Taser +5 (1d4-1, plus 1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks Taser (Fortitude DC 18)

STATISTICS

Str 11, **Dex** 15, **Con** 11, **Int** 13, **Wis** 14, **Cha** 17

Base Atk +3; **CMB** +3; **CMD** 15

Skills Balance +4, Bluff +8, Computer Use +2, Craft (Chemistry) +5, Diplomacy +6, Innuendo +4, Intimidate +2, Knowledge (Biology) +5, Knowledge (Chemistry) +5, Knowledge (Physics) +5, Listen +3, Performance (Dance) +6, Spot +2, Use Rope +1

Feats Mobility, Lightning Reflexes, Persuasive

Psychic Feats Sensitive

Languages English

Gear Taser

Boon type

SPECIAL ABILITIES

Taser (Ex): The Taser delivers 50,000 volts of electricity, instantly incapacitating anyone it strikes and dealing both lethal and nonlethal electricity damage. Any creature hit by the Taser must make a DC 18 Fortitude save or become stunned for 1d4 rounds. The Taser requires two 9-volt batteries and can be activated 20 times before the batteries are fully depleted.

STORY

Lives corner of Willow Ave. and River Rd.

Works WHITE BLUFFS HIGH SCHOOL (8) (teacher, science)

Patronizes OBSIDIAN LAKE (39) (rendezvous, 1:00AM)

Relationships PHIL COLLINS (XXX) (husband), JIM STARK (426) (student, illicit affair)

PLACEHOLDER: Also has a husband. She is, in some ways, the shadow self of Prema Chakra. Not pure. Sexy teacher, very sexual. Students want to bang her. She schemes against Romy Piper-Concept. Hates her, for some reason. Has an affair with Jim Stark, they meet on Garden Dr. at 1:00AM and then go to Obsidian Lake.

She drives a red Ford Fiesta. Wears too much makeup and sunglasses to hide bruises from her

husband.

☐ **431. ROMY PIPER-CONCEPT**

CR 1

Defensive Mundane 2

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 13 (2d6+3)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Attacks punch +1 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 9, **Dex** 13, **Con** 11, **Int** 16, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 11

Skills Appraise +3, Computer Use +4, Craft (Writing) +8, Diplomacy +5, Disguise +2, Drive +1, Gather Information +4, Innuendo +3, Knowledge (Art) +4, Knowledge (History) +2, Knowledge (Local) +1, Knowledge (Philosophy) +2, Listen +3, Research +3, Sense Motive +1, Spot +3,

Feats Skill Emphasis (Craft (Writing)), Toughness, Trustworthy

Languages English

STORY

Lives lives

Works WHITE BLUFFS HIGH SCHOOL (8) (teacher, English)

Patronizes patronizes

Relationships JENNY HALLMARK (XXX) (friend, mentor)

PLACEHOLDER: Head of the Volunteer Reader Program (a teacher at White Bluffs HS).
Worked with Jenny Hallmark.

☐ **432. AUTUMN DODD**

CR 1

See **AVERAGE CITIZEN (404)**.

STORY

Lives lives

Works **WHITE BLUFFS HIGH SCHOOL (8)** (teacher, art)

Patronizes patronizes

Relationships list

PLACEHOLDER: A misc. teacher.

☐ **433. BIFFROTOGRAPH**

CR 2

See **ATHLETIC CITIZEN (403)**.

STORY

Lives lives

Works **WHITE BLUFFS HIGH SCHOOL (8)** (teacher, PE)

Patronizes patronizes

Relationships list

PLACEHOLDER: A highly doofy, total bro. Teaches gym.

☐ **434. CLARENCE TERRANCE**

CR 2

Defensive Mythos 3

Medium-Size Humanoid (Human)

Init -1; **Senses** Listen +2, Spot +0

DEFENSE

AC 9, touch 9, flat-footed 9

hp 11 (1d6+2d4)

Fort +3, Ref +1, Will +6

Resist fire 3

OFFENSE

Speed 20 ft.

Attacks crowbar +1 (1d6)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 10, Dex 8, Con 11, Int 10, Wis 16, Cha 7

Base Atk +1; CMB +1; CMD 9

Skills Animal Empathy +5, Balance +2, Climb +2, Craft (Carpentry) +2, Craft (Electronics) +2, Demolitions +1, Disable Device +3, Drive +1, Hide +8, Jump +1, Listen +2, Move Silently +7, Open Lock +5, Operate Heavy Machinery +2, Repair +4, Search +3

Feats Blind-Fight, Stealthy

Psychic Feats Sensitive

Languages English

Gear crowbar

SPELLS

Candle Communication

[see *Call of Cthulhu D20*, page 133]

STORY

Lives WHITE BLUFFS HIGH SCHOOL (8)

Works WHITE BLUFFS HIGH SCHOOL (8) (janitor)

Patronizes patronizes

Relationships list

PLACEHOLDER: The kids call him “Creepy Clarence”. He lives in the school’s boiler room, hides there. He speaks to the boiler. He uses “candle communication” with it to talk to someone, probably someone inside The Column. Maybe Gavin Ross, who is also a janitor. He’s secretive about it, though, but he can be caught talking to it. They mostly talk about janitoring. Cleaning shit, hahaha.

He has pictures of Jenny Hallmark in his work locker or hidden behind the boiler. Jenny and “Fangs” might’ve gone to the boiler room to make out.

At some point down the road, the boiler “in a different voice” might tell him that he has to give Jenny Hallmark a message.

<input type="checkbox"/> 435. FR. WHITHWORTH TREASURE	CR 5
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Defensive Mythos 5**Medium-Size Humanoid (Human)**

Init +0; **Senses** Listen +5, Spot +5

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 16 (1d6+4d4)

Fort +4, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Attacks holy staff +5 (1d6-1), punch +3 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks *induce guilt*

STATISTICS

Str 8, **Dex** 11, **Con** 11, **Int** 16, **Wis** 15, **Cha** 15

Base Atk +2; CMB +3; CMD 12

Skills Animal Empathy +1, Appraise +3, Bluff +4, Concentration +8, Diplomacy +7, Gather Information +5, Heal +3, Knowledge (Anthropology) +5, Knowledge (Art) +2, Knowledge (Astronomy) +6, Knowledge (History) +4, Knowledge (Local) +8, Knowledge (Mathematics) +6, Knowledge (Occult) +6, Knowledge (Philosophy) +5, Knowledge (Physics) +5, Knowledge (Religion) +8, Listen +5, Research +3, Sense Motive +4, Speak Other Language (Biblical Hebrew) +3, Spot +5

Feats Combat Casting, Weapon Focus (Staff), Weapon Finesse (Staff)

Psychic Feats Sensitive

Languages English, Biblical Hebrew

Gear holy staff

SPELLS

Absorb Text

Components: S

Cost: 1d6 Sanity

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

You are able to immediately comprehend the contents of any text you are currently holding regardless of language, obscurity or damage the text may have suffered. If this spell is used to understand a Mythos Tome you must make a Will save [**DC:** 14] or the Sanity loss incurred by studying that text is doubled.

Induce Guilt

Components: V

Cost: 1 Int damage and 1 Sanity

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 minute/level

Saving Throw: Will negates

You are capable of inducing immense guilt in a subject by forcing them to concentrate on their current and past misdeeds. A look of consternation flashes across their face as they are consumed by abject shame. For the duration of the spell, whenever the target attempts an aggressive action they must make a Will save [DC: 12] or the action is lost.

STORY

Lives lives

Works TEMPLE OF THE SEVEN RAYS (10) (priest)

Patronizes patronizes

Relationships list

PLACEHOLDER: A theosophist, studies all religions.

☐ 436. MINNIE COOPER

CR 1

See AVERAGE CITIZEN (404).

STORY

Lives lives

Works TEMPLE OF THE SEVEN RAYS (10) (organist)

Patronizes patronizes

Relationships list

☐ XXX. BEAU BLOOM

CR 3

Defensive Mythos 6

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +0, Spot +0

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 21 (1d6+5d4+3)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft.

Attacks bite +3 (1d4)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 11, **Con** 10, **Int** 5, **Wis** 8, **Cha** 6

Base Atk +3; **CMB** +3; **CMD** 13

Skills Animal Empathy +11, Handle Animal +3, Hide +2, Move Silently +11

Feats Animal Affinity, Stealthy, Toughness

Psychic Feats Sensitive

Languages English

Boon type

SPECIAL ABILITIES

Perpetual Creep (Su): Any time a creature would begin combat with Bloom, Bloom gets a surprise round. No creature may act in a surprise round against Bloom.

STORY

Lives THE RUSHLIGHT INN (11)

Works THE RUSHLIGHT INN (11) (butler, full-time)

Patronizes patronizes

Relationships IRIS BLOOM (XXX) (wife)

PLACEHOLDER: Died, was resurrected by Iris Bloom, his wife, who now basically controls him because he acted aggressively after the resurrection. Their actions sometimes get mixed up. Animals, strangely, really like him. He moves preternaturally quietly, often appearing behind people with things that Iris Bloom sent him with. He's a butler, basically.

☐ XXX. IRIS BLOOM

CR 6

Defensive Mythos 7**Medium-Size Humanoid (Human)****Init** +1; **Senses** type**DEFENSE****AC** 11, **touch** 11, **flat-footed** 10**hp** 21 (1d6+6d4)**Fort** +5, **Ref** +3, **Will** +11**OFFENSE****Speed** 20 ft.**Attacks** cane +4 (1d4)**Face/Reach** 5 ft. by 5 ft./5 ft.**Special Attacks** *dominate person***STATISTICS****Str** 9, **Dex** 13, **Con** 11, **Int** 13, **Wis** 18, **Cha** 13**Base Atk** +3; **CMB** +2; **CMD** 11**Skills** Bluff +5, Computer Use +4, Concentration +10, Diplomacy +6, Gather Information +5, Heal +2, Knowledge (Accounting) +2, Knowledge (Chemistry) +6, Knowledge (Local) +10, Knowledge (Occult) +4, Listen +10, Open Lock +1, Performance (Singing) +4, Psychic Focus +10, Repair +2, Sense Motive +4, Speak Other Language (Nez Perce) +3, Spellcraft +3, Spot +10**Feats** Combat Casting, Iron Will**Psychic Feats** Remote Viewing, Sensitive**Languages** English, Nez Perce**Gear** weathered manuscript pages**Boon** type**SPELLS****Dark Resurrection**[see *Call of Cthulhu D20*, page 138]

Dominate Person[see *Call of Cthulhu D20*, page 140]**STORY****Lives** THE RUSHLIGHT INN (11)**Works** THE RUSHLIGHT INN (11) (owner-operator)**Patronizes** patronizes**Relationships** BEAU BLOOM (XXX) (husband)

PLACEHOLDER: Used to be a singer. She always seems to know what you need, before you ask for it. (She uses remote viewing to tend to the inn's guests.) Her husband died, she raised him using DARK RESURRECTION, he became... aggressive... so she uses DOMINATE PERSON to make him act how she wants. Sometimes their actions get confused. He does what she meant to do, she does what he meant to do, etc.

☐ XXX. ULYANA ULANOV**CR 1****Defensive Mythos 2****Medium-Size Humanoid (Human)****Init** +0; **Senses** Listen +4, Spot +5**DEFENSE****AC** 10, **touch** 10, **flat-footed** 10**hp** 13 (1d6+1d4+4)**Fort** +4, **Ref** +3, **Will** +3**OFFENSE****Speed** 30 ft.**Attacks** slap +0 (1d4-1 nonlethal)**Face/Reach** 5 ft. by 5 ft./5 ft.**STATISTICS**

Str 8, **Dex** 11, **Con** 15, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +0; **CMD** 10

Skills Balance +3, Drive +3, Handle Animal +4, Heal +4, Hide +2, Innuendo +5, Listen +4, Move Silently +2, Open Lock +1, Operate Heavy Machinery +3, Repair +1, Search +3, Spot +5

Feats Great Fortitude, Run

Languages Russian

Boon type

STORY

Lives lives

Works THE RUSHLIGHT INN (11) (maid)

Patronizes patronizes

Relationships PETRICHOR ULANOV (427) (daughter)

PLACEHOLDER: Speaks no english, only Russian.

☐ XXX. ZAM VON ZAVALA

CR 3

Defensive Mythos 4

Medium-Size Humanoid (Human)

Init +6; **Senses** Listen +3, Spot +5

DEFENSE

AC 12, **touch** 12, **flat-footed** 10

hp 13 (1d6+3d4+4)

Fort +2, **Ref** +6, **Will** +7

Special Defense occult tolerance

OFFENSE

Speed 30 ft.

Attacks punch +1 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS**Str 8, Dex 14, Con 12, Int 18, Wis 16, Cha 10****Base Atk +2; CMB +1; CMD 11****Skills** Bluff +3, Computer Use +6, Craft (Writing) +7, Diplomacy +2, Forgery +3, Gather Information +5, Knowledge (Art) +5, Knowledge (History) +2, Listen +3, Psychoanalysis +2, Research +7, Search +3, Speak Other Language (Russian) +3, Spot +5**Feats** Improved Initiative, Skill Emphasis (Craft (Writing))**Psychic Feats** Sensitive, Second Sight**Languages** English, Russian**Gear** von Zavala's unfinished manuscript**SPECIAL ABILITIES****Occult Tolerance (Ex):** Any time a spell would target von Zavala — positively or negatively — there is a 25% chance that his mind will simply shrug off the spell's effects.**STORY****Lives** THE RUSHLIGHT INN (11)**Works** author**Relationships** list

PLACEHOLDER: He claims to actually see the monsters he writes about. Socially awkward. Writes mostly horror novels.

☐ **XXX. SEMOLINA GUZMAN****CR 2****Defensive Mundane 3****Medium-Size Humanoid (Human)****Init +1; Senses** Listen +5, Spot +6**DEFENSE****AC 11, touch 11, flat-footed 10**

hp 25 (3d6+12)

Fort +6, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Attacks punch +3 (1d4+2)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 15, **Dex** 12, **Con** 16, **Int** 8, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 14

Skills Computer Use +2, Diplomacy +2, Disable Device +3, Gather Information +2, Intimidate +1, Knowledge (Accounting) +4, Knowledge (Local) +4, Listen +5, Operate Heavy Machinery +7, Repair +2, Sleight of Hand +1, Speak Other Language (Spanish) +3, Spot +6, Use Rope +2

Feats Martial Artist, Skill Emphasis (Operate Heavy Machinery), Toughness

Languages English, Spanish

Gear type

Boon type

STORY

Lives lives

Works CROSSTOWN WASHATERIA (12) (owner-operator)

Patronizes patronizes

Relationships SMOOTH GUZMAN (XXX) (son)

<input type="checkbox"/> XXX. SMOOTH GUZMAN

CR 1/3

See **AVERAGE HIGH SCHOOLER (422)**.

STORY

Lives lives

Works CROSSTOWN WASHATERIA (12) (cashier)

Patronizes patronizes

Relationships SEMOLINA GUZMAN (XXX) (mother)

☐ XXX. MADST JORGENSEN

CR 4

Defensive Mythos 4

Medium-Size Aberration (Deep One Hybrid)

Init +2; **Senses** low-light vision; **Listen** +7, **Spot** +7

DEFENSE

AC X, **touch** X, **flat-footed** X

hp X (4d8)

Fort +6, **Ref** +6, **Will** +1

DR X/type; **Immune** type; **Resist** type X

Special Defense type

OFFENSE

Speed 20 ft., swim 40 ft.

Attacks 2 rakes +6 (1d4+1), bite +3 (1d4)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks *breath of the deep, obscuring mist, raise night fog*

STATISTICS

Str 19, **Dex** 15, **Con** 14, **Int** 11, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +6; **CMD** 18

Skills Climb +10, Hide +7, Knowledge (Engineering) +3, Knowledge (Local) +4, Listen +7,

Move Silently +5, Operate Heavy Machinery +5, Repair +7, Spot +7

Feats Alertness

Languages English, Deep One

Gear type

Boon type

SPELLS

Breath of the Deep[see *Call of Cthulhu D20*, page 132]**Obscuring Mist**[see *Call of Cthulhu D20*, page 145]**Raise Night Fog**[see *Call of Cthulhu D20*, page 147]**STORY****Lives** lives**Works** CROSSTOWN WASHATERIA (12) (maintenance)**Patronizes** patronizes**Relationships** LESTER SWIMMS (XXX) (colony member)

PLACEHOLDER: He's a deep one hybrid sent to retrieve Lester Swimms, who belongs to his brood but left because he feared the transformation he was undergoing and didn't want to stop being human.

☐ **XXX. ANDY TAYLOR****CR 4****Offensive Mundane 5****Medium-Size Humanoid (Human)****Init** +3; **Senses** Listen +5, Spot +4**DEFENSE****AC** 17, **touch** 13, **flat-footed** 14**hp** 30 (5d6+10)**Fort** +3, **Ref** +7, **Will** +1**OFFENSE****Speed** 30 ft.

Attacks pistol +5 (2d8), pistol-whip +5 (1d4+1), punch +5 (1d4+1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 13, **Dex** 17, **Con** 15, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Skills Balance +4, Climb +2, Craft (Carpentry) +3, Demolitions +2, Diplomacy +4, Disable Device +1, Drive +5, Escape Artist +2, Gather Information +11, Hide +2, Intimidate +3, Jump +1, Knowledge (Law) +5, Knowledge (Local) +5, Knowledge (Streetwise) +3, Listen +5, Move Silently +3, Open Lock +3, Search +4, Sense Motive +5, Spot +4, Use Rope +2

Feats Point Blank Shot, Rapid Shot, Shot on the Run, Skill Emphasis (Gather Information)

Languages English

Special Qualities type

Gear .45 Colt Long, bullet resistant vest

STORY

Lives lives

Works **WHITE BLUFFS SHERIFF'S STATION (13)** (town sheriff)

Patronizes **FILL 'N GO (2)** (donut, early morning)

Relationships list

PLACEHOLDER: Sheriff of White Bluffs. Notoriously bad at computers. Before he came to White Bluffs, he was a child star on the highly popular television show, "Our Boy Willard" which is based on Leave it to Beaver, good, wholesome family dramedy. He played the titular character Willard "Sprout" Wheatley. Unfortunately, the show was canceled for unknown reasons after a single season. The show was also financed by Black Curtain Productions.

☐ **XXX. TRIPP HANDSOME**

CR 3

Defensive Mythos 4

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +6, Spot +5

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 18 (1d6+3d4+4)

Fort +2, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Attacks scratch +2 (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 13, **Con** 12, **Int** 13, **Wis** 15, **Cha** 17

Base Atk +2; **CMB** +2; **CMD** 13

Skills Bluff +9, Computer Use +2, Craft (Songwriting) +7, Diplomacy +9, Disguise +5, Gather Information +8, Innuendo +4, Intimidate +2, Knowledge (Accounting) +2, Knowledge (Local) +7, Listen +6, Performance (Singing) +7, Psychic Focus +3, Psychoanalysis +3, Spot +5

Feats Mobility, Persuasive, Trustworthy

Psychic Feats Sensitive

Languages English

Gear type

Boon type

STORY

Lives lives

Works **TRIPP'S VIOLET LOUNGE (16)** (owner-operator)

Patronizes patronizes

Relationships list

PLACEHOLDER: Very personable. A total gossip. Knows a lot about the locals. Tells a lot of tall tales about his “life in the city before this cultural wasteland”. Sings at the bar. Tripp Handsome is probably NOT his real name. It was his stage name when he “lived in the city”. He’s kind of an old dude hanging on to his youth. He’s probably 39-42, but he dresses/acts like a 20-year-old. He’s kind of a womanizer; uses his job to get women. He also did some “films” with

TERA NOVA, who is now basically a prostitute.

☐ **XXX. LADY ZELMA**

CR 2

Defensive Mythos 3

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +5, Spot +3

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 8 (1d6+2d4-3)

Fort +0, **Ref** +3, **Will** +8

Special Defense type

OFFENSE

Speed 30 ft.

Attacks slap (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks *power drain*

STATISTICS

Str 10, **Dex** 11, **Con** 9, **Int** 15, **Wis** 17, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 11

Skills Animal Empathy +4, Buff +4, Concentration +4, Diplomacy +3, Gather Information +6, Heal +3, Innuendo +3, Knowledge (Local) +2, Knowledge (Meteorology) +3, Knowledge (Occult) +5, Knowledge (Philosophy) +1, Listen +5, Performance (Acting) +3, Psychic Focus +4, Sense Motive +3, Sleight of Hand +3, Spellcraft +5, Spot +3

Feats Iron Will

Psychic Feats Sensitive, Psychometry

Languages English

Gear type

SPELLS

Power Drain

[see *Call of Cthulhu D20*, page 146]

Ward Against Psychics

[see *Call of Cthulhu D20*, page 151]

STORY

Lives THE DWELLING OF LADY ZELMA, PSYCHIC MEDIUM (17)

Works THE DWELLING OF LADY ZELMA, PSYCHIC MEDIUM (17)

Patronizes patronizes

Relationships list

PLACEHOLDER: One of her customers is the lady in the photograph found in the Man in the Woods' tent. Upon touching it, she realizes what it is and freaks the fuck out.

Years before, she helped a young girl escape White Bluffs after some event between her and her boyfriend (The Man in the Woods, but younger). She can and will never speak of it. When reminded of it, she will panic, become agitated and unreasonable. The girl's name was Pelafina and she was forced to leave The Man in the Woods behind, to his fate, which drove him "crazy". She's been trying to find her way back to White Bluffs ever since.

☐ **XXX. KENNEDY INNOVEX**

CR 1

Offensive Mundane 2

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +5

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 12 (2d6+2)

Fort +0, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Attacks punch +1 (1d3)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 13, **Con** 13, **Int** 15, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 12

Skills Appraise +9, Bluff +3, Computer Use +4, Diplomacy +2, Forgery +8, Gather Information +3, Knowledge (Accounting) +1, Knowledge (Anthropology) +3, Knowledge (Archaeology) +3, Knowledge (History) +4, Knowledge (Local) +2, Knowledge (Streetwise) +4, Listen +4, Repair +1, Search +2, Sense Motive +2, Spot +5

Feats Skill Emphasis (Appraise), Skill Emphasis (Forgery)

Languages English

Gear brass knuckles

Boon type

SPECIAL ABILITIES

Provenance (Ex): See **DEN OF ANTIQUITIES (19)**.

STORY

Lives **KENNEDY INNOVEX'S APARTMENT (XXX)**

Works **DEN OF ANTIQUITIES (19)** (owner-operator)

Patronizes patronizes

Relationships Willard Innovex (father, deceased), Dotty Innovex (mother, deceased)

PLACEHOLDER: Twentysomething goth chick who owns the antique store. Her father left it to her. Her mom and dad died in some sort of accident.

☐ **XXX. JENNY HALLMARK**

CR 1

Defensive Mundane 1

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +4

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 7 (1d6+1)

Fort +3, **Ref** +5, **Will** -2

OFFENSE

Speed 30 ft.

Attacks slap -1 (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 8, **Dex** 12, **Con** 12, **Int** 13, **Wis** 7, **Cha** 13

Base Atk +0; **CMB** -1; **CMD** 10

Skills Balance +4, Computer Use +1, Craft (Photography) +4, Diplomacy +3, Gather Information +1, Jump +6, Knowledge (Art) +3, Listen +2, Move Silently +1, Performance (Acting) +4, Performance (Dance) +4, Spot +4, Tumble +6

Feats Acrobatic, Lightning Reflexes

Languages English

Gear 35mm SLR camera

Boon type

STORY

Lives HALLMARK FAMILY HOME (XXX)

Works THE COACH WHIP DINER (24) (waitress, part-time)

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student, 11th grade)

Relationships SARAH HALLMARK (XXX) (mother), WHIP HALLMARK (XXX) (father), JACOB HALLMARK (XXX) and ESAU HALLMARK (XXX) (twin brothers), ORRIN “FANGS” OLESTRA (XXX) (secret boyfriend)

PLACEHOLDER: 17 years old. Middle name is Lynn. Former cheerleader, popular but not

overly so. She quit cheerleading and got kind of dark/moody. Does photography... actually caught a few shots of “strange phenomena” that the players can find if they search her room. She was acting as a rogue private eye and investigating something in town, she has photographs of that, too. She’s inquisitive, very “Veronica Mars-like”. She was in drama club, wanted to be an actress. Camera was a gift from her father for her 16th birthday. She dies just before the Seven Drums Festival, her brain removed by the Yith and transplanted into the Native American girl in the past who forms a “weyekin” type bond with the mi-go brain cluster. The cluster helps her lead the tribe to victory in a battle during the Nez Perce war. The cluster chooses her because she exhibits extreme intuition and the ability to make sound logical leaps, plus she was friends with Haymore and is, therefore, inclined to help. The players can investigate her death, it leads, at first, to the person/people she was investigating.

She reads to Brick Haymore, spends time with him, she’s one of the few people allowed on his estate. She might see something there, something unusual. She’s part of the “White Bluffs High School Volunteer Reader Program” which sends students to read to the elderly and the blind.

She has weird dreams. She becomes convinced that they are the result of her investigation. Parents might’ve sent her to see Doc Pickard. She sleepwalks to and from the forest at night.

If interviewed, one of her high school friends will tell players that she read to Haymore.

When she dies, the festival shuts down for the day. Some people linger around the fairgrounds, though.

Was taking Thorazine, as prescribed by Doc Pickard, to treat her for what he believed to be “dangerous and extreme” delusions.

DEAD BY END OF PL I.

☐ **XXX. SARAH HALLMARK**

CR 1

See **AVERAGE CITIZEN (404)**.

STORY

Works stay-at-home mother

Lives HALLMARK FAMILY HOME (XXX)

Relationships WHIP HALLMARK (XXX) (husband), **JENNY HALLMARK (XXX)** (daughter), **JACOB HALLMARK (XXX)** and **ESAU HALLMARK (XXX)** (twin sons)

☐ **XXX. WHIP HALLMARK**

CR 2

Defensive Mundane 3

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +5, Spot +4

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 16 (3d6+3)

Fort +4, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Attacks punch +1 (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 10, **Dex** 10, **Con** 12, **Int** 13, **Wis** 15, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 11

Skills Climb +2, Computer Use +4, Diplomacy +2, Gather Information +3, Heal +3, Knowledge (Art) +2, Knowledge (Biology) +3, Knowledge (Chemistry) +1, Knowledge (Geography) +4, Knowledge (History) +5, Knowledge (Local) +2, Knowledge (Mathematics) +3, Listen +5, Performance (Singing) +2, Research +3, Sense Motive +1, Speak Other Language (Spanish) +1, Spot +4, Swim +7

Feats Athletic, Skill Emphasis (Swim)

Languages English, Spanish

STORY

Lives HALLMARK FAMILY HOME (XXX)

Works WHITE BLUFFS ELEMENTARY SCHOOL (3) (teacher, 6th grade)

Patronizes patronizes

Relationships SARAH HALLMARK (XXX) (wife), **JENNY HALLMARK (XXX)** (daughter), **JACOB HALLMARK (XXX)** and **ESAU HALLMARK (XXX)** (twin sons)

PLACEHOLDER: Was a swimmer in college. At some point, might go into the lake looking for his daughter. Hear her in it. Loves geology.

☐ **XXX. ESAU HALLMARK**

CR 1/3

See **AVERAGE HIGH SCHOOLER (422)**.

STORY

Lives HALLMARK FAMILY HOME (XXX)

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student, 9th grade)

Relationships WHIP HALLMARK (XXX) (father), **SARAH HALLMARK (XXX)** (mother), **JENNY HALLMARK (XXX)** (sister), **JACOB HALLMARK (XXX)** (twin brother)

One of Jenny Hallmark's brothers, he has a twin, Jacob. He's read Jenny Hallmark's journal.

☐ **XXX. JACOB HALLMARK**

CR 1/3

See **SMART HIGH SCHOOLER (424)**.

STORY

Lives HALLMARK FAMILY HOME (XXX)

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student, 9th grade)

Relationships WHIP HALLMARK (XXX) (father), **SARAH HALLMARK (XXX)** (mother), **JENNY HALLMARK (XXX)** (sister), **ESAU HALLMARK (XXX)** (twin brother)

One of Jenny Hallmark's brothers, he has a twin, Esau. He's read Jenny Hallmark's journal.

☐ **XXX. ETHEL MINT**

CR 3

Defensive Mundane 4**Medium-Size Humanoid (Human)****Init** -2; **Senses** Listen +7, Spot +7**DEFENSE****AC** 8, **touch** 8, **flat-footed** 8**hp** 32 (4d6+15)**Fort** +9, **Ref** -1, **Will** +9**OFFENSE****Speed** 20 ft.**Attacks** knife +3 (1d3)**Face/Reach** 5 ft. by 5 ft./5 ft.**Special Attacks** improved bum's rush**STATISTICS****Str** 11, **Dex** 7, **Con** 17, **Int** 11, **Wis** 16, **Cha** 10**Base Atk** +2; **CMB** +2; **CMD** 8**Skills** Gather Information +7, Intimidate +6, Knowledge (Local) +7, Listen +7, Operate Heavy Machinery +9, Repair +7, Sense Motive +5, Spot +7, Use Rope +5**Feats** Great Fortitude, Iron Will, Skill Emphasis (Operate Heavy Machinery), Toughness**Languages** English**Gear** apron, paring knife**Boon** type**SPECIAL ABILITIES**

Improved Bum's Rush (Ex): When attempting a bum's rush, Mint treats her size as one category larger (she gains +4 against other Medium-Size creatures). Any time Mint makes a successful bum's rush, she may choose to make an immediate attack against the target of the bum's rush using her highest attack bonus.

STORY

Lives lives

Works **THE COACH WHIP DINER (24)** (owner-operator)

Patronizes patronizes

Relationships list

PLACEHOLDER: A husky, strong-willed woman but good at heart. Loyal and good to her employees. Used money she saved doing construction in a northern town to buy the diner. Regularly complains and disparages Long John Silver's for taking away her business. She suspects LJS's is plotting to put her out of business.

☐ **XXX. CURLY CHOWDER****CR 1/2**

Defensive Mundane 1

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +4, Spot +3

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 6 (1d6)

Fort +2, **Ref** +2, **Will** -1

OFFENSE

Speed 30 ft.

Attacks chop +1 (1d4)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 9, **Dex** 11, **Con** 10, **Int** 7, **Wis** 8, **Cha** 9

Base Atk +0; **CMB** -1; **CMD** 9

Skills Computer Use +3, Diplomacy +3, Disable Device +2, Knowledge (Local) +3, Listen +4, Operate Heavy Machinery +2, Repair +2, Spot +3

Feats Martial Artist, Mobility**Languages** English**Gear** Long John Silver's uniform**Boon** PLACEHOLDER**STORY****Lives** lives**Works** LONG JOHN SILVER'S (28) (fry cook, part-time)**Patronizes** WHITE BLUFFS HIGH SCHOOL (8) (student, 11th grade)**Relationships** list

PLACEHOLDER a part time fry cook at Long John Silver's. Likes karate. His dad is always too busy for him.

☐ XXX. JERSEY IDAHO**CR 7****Offensive Mundane 8****Medium-Size Humanoid (Human)****Init** +2; **Senses** Listen +7, Spot +7**DEFENSE****AC** 12, **touch** 10, **flat-footed** 10**hp** 34 (8d6+3)**Fort** +4, **Ref** +8, **Will** +2**OFFENSE****Speed** 30 ft.**Attacks** pocketknife +9/+4 (1d3)**Face/Reach** 5 ft. by 5 ft./5 ft.**Special Attacks** shank**STATISTICS**

Str 17, Dex 15, Con 16, Int 11, Wis 12, Cha 8

Base Atk +6/+1; CMB +9; CMD 21

Skills Appraise +6, Bluff +4, Climb +2, Demolitions +3, Disguise +6, Drive +6, Escape Artist +9, Forgery +3, Innuendo +3, Intimidate +14, Knowledge (Law) +3, Knowledge (Local) +3, Knowledge (Streetwise) +11, Listen +7, Move Silently +3, Open Lock +3, Spot +7, Use Rope +4

Feats Great Fortitude, Lightning Reflexes, Power Attack, Skill Emphasis (Intimidate), Toughness

Languages English, Italian

Gear Long John Silver's uniform, pocketknife

Boon PLACEHOLDER

SPECIAL ABILITIES

Shank (Ex): If Idaho is wielding a knife and flanking a target, he may opt to shank them as a full-round action. The critical range of his attacks is extended to any number greater than 20 minus his base attack bonus and he may continue making attacks until he rolls a miss. When Idaho misses an attack while shanking someone, he drops any weapon he is wielding.

STORY

Lives lives

Works LONG JOHN SILVER'S (28) (cook, full-time)

Relationships list

PLACEHOLDER an ex-con, given a job by the owner at Long John Silver's who believes in second chances

☐ XXX. GRETCHEN MILQUE

CR 1/2

Defensive Mundane 1

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +2, Spot +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (1d6)

Fort -1, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.

Attacks slap +0 (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 8, **Dex** 11, **Con** 9, **Int** 14, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 9

Skills Animal Empathy +6, Balance +2, Computer Use +3, Craft (Writing) +3, Handle Animal +4, Hide +1, Listen +2, Move Silently +2, Operate Heavy Machinery +2, Ride +6, Spot +2, Use Rope +1, Wilderness Lore +2

Feats Skill Emphasis (Animal Empathy), Skill Emphasis (Ride)

Languages English

Gear Long John Silver's uniform

Boon PLACEHOLDER

SPECIAL ABILITIES

Horse Whispering (Ex): When making an Animal Empathy, Handle Animal or Ride roll involving horses, Milque receives a +8 competence bonus.

STORY

Lives lives

Works LONG JOHN SILVER'S (28) (cashier, part-time)

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student, 10th grade)

Relationships list

PLACEHOLDER mousy, shy girl that works at Long John Silver's. Really loves horses. Writes weird fanfiction.

☐ **XXX. LESTER SWIMMS**
CR 3**Defensive Mythos 4****Medium-Size Abberation (Deep One Hybrid)****Init** +2; **Senses** low-light vision; **Listen** +6, **Spot** +6**DEFENSE****AC** 14, **touch** 10, **flat-footed** 12**hp** 24 (4d8+6)**Fort** +5, **Ref** +2, **Will** +6**OFFENSE****Speed** 20 ft., swim 30 ft.**Attacks** 2 fingernails +5 (1d4+2), bite +0 (2d4)**Face/Reach** 5 ft. by 5 ft./5 ft.**STATISTICS****Str** 18, **Dex** 15, **Con** 13, **Int** 11, **Wis** 10, **Cha** 11**Base Atk** +2; **CMB** +6; **CMD** 18**Skills** Climb +6, Computer Use +3, Diplomacy +4, Hide +5, Knowledge (Accounting) +4, Knowledge (Local) +3, Listen +6, Move Silently +8, Operate Heavy Machinery +4, Search +3, Sense Motive +3, Speak Other Language (Deep One) +1, Spot +6**Feats** Mobility, Run, Stealthy**Psychic Feats** Sensitive**Languages** English, Deep One (rudimentary)**Gear** Long John Silver's keys, Long John Silver's uniform**Boon** PLACEHOLDER: Will help players get something from the lake.**SPECIAL ABILITIES**

PLACEHOLDER: Accepted by the lake. He can swim in it without taking damage or dying. It leaves him alone.

STORY

Lives lives

Works LONG JOHN SILVER'S (28) (owner-operator, full-time)

Relationships MADST JORGENSEN (XXX) (colony member)

PLACEHOLDER: A “good” deep one hybrid. He came to White Bluffs (from Innsmouth) to arrest his transformation into a deep one. He’s a nice guy. Finish his stuff. His house is always super warm and humid. Has oddly long, thick fingernails. He moves preternaturally silently. Bam, he’s behind you. He often sleepwalks to the lakeside.

MADST JORGENSEN was sent to “retrieve” him and bring him back to wherever they’re from. He’s also with Leo, Don and Raf who live in the sewers.

☐ **XXX. CLEMENTINE STARK****CR 1/3**

Defensive Mundane 1

Medium-Size Humanoid (Human)

Init −2; **Senses** type

DEFENSE

AC 8, **touch** 8, **flat-footed** 8

hp 7 (1d6+1)

Fort +0, **Ref** −2, **Will** +3

OFFENSE

Speed 10 ft.

Attacks slap −2 (damage)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 4, **Dex** 6, **Con** 6, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +0; **CMB** −3; **CMD** 5

Skills Craft (Seamstress) +8, Diplomacy +4, Heal +3, Knowledge (Art) +2, Listen +5, Spot +5, Use Rope +5

Feats Skill Emphasis (Craft (Seamstress)), Toughness

Languages English

Boon type

STORY

Lives LOT 11: STARK FAMILY TRAILER (XXX) at THE HITCHING POST (34)

Relationships JIM STARK (426) (nephew/son figure)

Adopted Jim Stark after his parents ran off on him. She does tailoring, seamstress work and so forth from her trailer. Makes prom dresses. Jim Stark brings her fabrics, he loves her and takes care of her. She's disabled.

She'll mend clothing for characters if they bring it to her. Or make custom items.

<input type="checkbox"/> XXX. TORQUE STOCKTON
--

CR 3

Offensive Mundane 4

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +1, Spot +6

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 24 (4d6+8)

Fort +6, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Attacks wrench +4 (1d6-1)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks concuss

STATISTICS

Str 9, **Dex** 13, **Con** 14, **Int** 19, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +2; **CMD** 10

Skills Appraise +5, Computer Use +7, Craft (Electronics) +7, Craft (Gunsmith) +5, Demolitions +5, Disable Device +7, Knowledge (Electronics) +10, Knowledge (Engineering) +6, Knowledge (Occult) +4, Listen +1, Open Lock +6, Operate Heavy Machinery +4, Repair +10, Sleight of Hand +3, Spot +6, Use Rope +3

Feats Improved Critical (Wrench), Skill Emphasis (Knowledge (Electronics)), Skill Emphasis (Repair), Weapon Finesse (Wrench), Weapon Focus (Wrench)

Languages English

Gear wrench

Boon type

SPECIAL ABILITIES

Concuss (Ex): Whenever Stockton rolls a critical hit — even if it is not confirmed — the target of his attack is stunned for one round.

Xenoarchaeology (Ex): See **LOT 9: TORQUE STOCKTON'S TRAILER (XXX)**.

STORY

Lives **LOT 9: TORQUE STOCKTON'S TRAILER (XXX)** at **THE HITCHING POST (34)**

Works **THE HITCHING POST (34)** (maintenance, full-time)

Patronizes **DEN OF ANTIQUITIES (19)**, **THE ROPE HOUSE (32)**

Relationships list

PLACEHOLDER: He can identify and repair alien artifacts. A former engineer. Member of SaucerWatch. He's a Maintenance Man at The Hitching Post. He wears radionic helmets and shit. He's very, very strange.

<input type="checkbox"/> XXX. ORRIN "FANGS" OLESTRA
--

CR 1

Offensive Mythos 1

Medium-Size Humanoid (Human)

Init +1; **Senses** Listen +1, Spot +2

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 10 (1d6+1+3)

Fort +1, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Attacks knife +1 (1d4)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 13, **Con** 12, **Int** 11, **Wis** 7, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 12

Skills Bluff +2, Computer Use +3, Demolitions +1, Disguise +2, Drive +2, Intimidate +3, Knowledge (Streetwise) +2, Listen +1, Open Lock +2, Search +2, Sense Motive +1, Sleight of Hand +3, Speak Other Language (Latin) +1, Spellcraft +3, Spot +2

Feats Toughness

Languages English, Latin

Gear knife

STORY

Lives LOT 3: OLESTRA FAMILY TRAILER (XXX) at THE HITCHING POST (34)

Patronizes WHITE BLUFFS HIGH SCHOOL (8) (student, 11th grade)

Relationships OLIVIA OLESTRA (XXX) (mother), JENNY HALLMARK (XXX) (secret girlfriend), MAYOR BOB ROBERTS (XXX) (illegitimate father)

PLACEHOLDER: Trailer park kid that J. Hallmark was involved with / Giva becomes involved with; lives with his mother, she might be the one that Pickard lobotomized, yes!!! they get a check every month from Mayor Bob Roberts, his illegitimate father. She is constantly redoing the bathroom of their trailer. Their trailer is oval shaped.

Jenny Hallmark told him about her “sleepwalking” and he would always wait for her at the clearing to make sure she got home safe.

☐ **XXX. OLIVIA OLESTRA**

CR 1

See **AVERAGE CITIZEN (404)**.

STORY

Lives LOT 3: OLESTRA FAMILY TRAILER (XXX) at THE HITCHING POST (34)

Relationships ORRIN “FANGS” OLESTRA (XXX) (son), MAYOR BOB ROBERTS (XXX) (former lover)

PLACEHOLDER: Had an affair with MAYOR BOB ROBERTS, got pregnant, birthed Orrin. He ran out, abandoned. He sends her checks every month. At one point, she threatened to reveal him and he had Doc Pickard lobotomize her.

Now she sits in her trailer redoing the bathroom floor all day long every day. She’s locked in that moment in time. It’s what she was doing before she was lobotomized, so she can’t escape it, she just keeps doing it over and over.

☐ **XXX. HEAVY TORSO**

CR 1

See **AVERAGE CITIZEN (404)**.

STORY

Lives LOT 5: TORSO FAMILY TRAILER (XXX)

Works works

Patronizes patronizes

Relationships PRECIOUS TORSO (XXX) (fiance), Sirius Torso (infant son)

PLACEHOLDER: Super trashy, Maury Povich type garbage. Been engaged for 10 years, never married.

☐ **XXX. PRECIOUS TORSO****CR 1**

See **AVERAGE CITIZEN (404)**.

STORY

Lives **LOT 5: TORSO FAMILY TRAILER (XXX)**

Works works

Patronizes patronizes

Relationships **HEAVY TORSO (XXX)** (fiance), Sirius Torso (infant son)

PLACEHOLDER: Super trashy, Maury Povich type garbage.

☐ **XXX. PHIL COLLINS****CR 10**

Offensive Mundane 10

Medium-Size Humanoid (Human)

Init +2; **Senses** Listen +7, Spot +8

DEFENSE

AC 12, **touch** 12, **flat-footed** 12

hp 67 (10d6+30)

Fort +7, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Attacks punch +8 (1d4+3 nonlethal), pistol +8 ranged (1d10)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 12, **Wis** 12, **Cha** 12

Base Atk +8/+3; **CMB** +11; **CMD** 23

Skills Balance +6, Bluff +9, Climb +5, Craft (Woodwork) +7, Demolitions +8, Disable Device

+7, Escape Artist +6, Forgery +15, Gather Information +4, Intimidate +10, Jump +6, Listen +7, Move Silently +6, Open Lock +8, Sleight of Hand +9, Speak Other Language (Nez Perce) +2, Spot +8, Wilderness Lore +4

Feats Blind Fight, Point Blank Shot, Power Attack, Rapid Shot, Shot on the Run, Skill Emphasis (Forgery)

Languages English, Nez Perce

Gear Glock Model 17

Boon type

STORY

Lives corner of Willow Ave. and River Rd.

Works works

Patronizes THE ROPE HOUSE (32)

Relationships KITTY COLLINS (430) (wife), CRAGS ALEXANDER (XXX) (friend)

PLACEHOLDER: He forges checks “for a living” or to supplement his living. Also robs a bank every couple years when money is tight.

He’s also cheating on his wife with someone he doesn’t really love. She’s basically a prostitute, has sex with him in exchange for gifts. Her name is TERA NOVA.

☐ XXX. BRICK HAYMORE

CR 4

Medium-Size Construct

Init –3; **Senses** darkvision 60 ft., low-light vision; **Listen** +6, **Spot** +7

DEFENSE

AC 7, **touch** 7, **flat-footed** 7

hp 48 (5d10+20)

Fort +1, **Ref** –3, **Will** +6

Immune ability damage, ability drain, critical hits, death effects, disease, exhaustion, energy drain, fatigue, fortitude effects, massive damage, mind-affecting, nonlethal damage, paralysis, poison, sleep, stun

OFFENSE

Speed 15 ft.

Attacks grabber +3 (1d4+1), pistol +4 ranged (1d10)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 10, **Dex** 5, **Con** —, **Int** 16, **Wis** 14, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 10

Skills Appraise +7, Bluff +8, Concentrate +4, Diplomacy +8, Hide +5, Knowledge (Accounting) +8, Knowledge (History) +6, Knowledge (Law) +5, Listen +6, Research +8, Sense Motive +8, Search +7, Spot +7

Feats Weapon Proficiency (Pistol), Weapon Focus (Glock 10mm)

Psychic Feats Sensitive

Languages English

Gear Glock 10mm

Boon type

SPELLS

Contact “LMs” (Mi-Go in Grey-Humanoid Form)

[see *Delta Green*, page 305]

Contact Mi-Go

[see *Call of Cthulhu D20*, page 135]

STORY

Lives CURTAIN'S VALE (43)

Works independently wealthy

Patronizes patronizes

Relationships list

PLACEHOLDER: A construct created by the Mi-Go for Justin Kroft of MJ-12. Since the real Kroft is hideous and cannot go out due to his frailty and the progression of his illness, the Mi-Go

created a temporary construct for him so he could “live” while they “pursued a cure” for him. Kroft knows that the greys are actually the Mi-Go, he is the only MJ-12 agent who knows this. Even his construct, though, is in a wheelchair, as his mind no longer knows how to communicate to his legs (even imaginary ones). If under MENTAL duress, he will contact the LMs/Greys if pressured to do so; he cares little about his physical body so torture will not work.

Haymore “appeared” out of thin air after the entire Haymore family died in a “tragic plane crash” — United Airlines Flight 553 in 1972. He became the sole inheritor of the vast Haymore Estate and wealth. In reality, MJ-12 orchestrated the crash and moved Kroft to White Bluffs to arrest the development of his cancer. The real Kroft lives at the bottom chamber of The Column.

Hallmark was actually a friend to Haymore? Maybe he “loved her like a daughter” and he sent Boyd to her funeral to see her buried. This is more “human” and fitting. When she says he is “not what he seems” she means he’s a nicer man than people think. In reality, though, he’s not. She read to him during the Volunteer Reading Program. He sent the Boyd Fontaine projection to her funeral because he couldn’t attend.

☐ **XXX. BOYD FONTAINE**

CR —

Medium-Size Construct (Incorporeal)

Init +11; **Senses** darkvision 60 ft., low-light vision, blindsight; **Listen** +6, **Spot** +7

Sanity Loss 0/1d4

DEFENSE

AC 17, **touch** 17, **flat-footed** 10

hp —

Fort —, **Ref** —, **Will** —

Immune ability damage, ability drain, attacks, critical hits, death effects, disease, exhaustion, energy drain, fatigue, fortitude effects, maneuvers, massive damage, mind-affecting, nonlethal damage, paralysis, poison, sleep, stun

Special Defense intangible

OFFENSE

Speed 40 ft.

Attacks —

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 18, **Wis** 15, **Cha** 18

Base Atk +0; **CMB** +5; **CMD** 17

Skills Appraise +7, Bluff +8, Concentrate +4, Diplomacy +8, Hide +5, Knowledge (Accounting) +8, Knowledge (History) +6, Knowledge (Law) +5, Listen +6, Research +8, Sense Motive +8, Search +7, Spot +7

Feats Improved Initiative, Mobility, Run,

Psychic Feats Sensitive, Telepathy

Languages English

SPECIAL ABILITIES

Intangible (Ex): Any attack or maneuver that succeeds against Fontaine passes harmlessly through him. Fontaine cannot make attacks or attempt maneuvers against other creatures nor can he operate or manipulate physical objects.

STORY

Patronizes patronizes

Relationships PLACEHOLDER: Justin Kroft (monstrous version)

PLACEHOLDER: Is telepathically linked to Justin Kroft. He doesn't show up in photographs because the projection is at a rate faster than the human eye can perceive but slower than a camera registers. Where he would be, there is empty space as if he wasn't there.

The real Boyd Fontaine was a movie star in the 50s and 60s, making films for the Curtain family production house. He can't be fought and will do everything possible to avoid physical contact, which would tip off the fact that he's not real. He's run off a tape somewhere in the Column. Kroft used him because they had a lot of test footage/film reels of him.

Sanity loss is only when players realize what he is, either through photography, film or whatever.

Sharply dressed, perfectly motionless man with rugged features and deep lines covering his face. He seems like an anachronism, an antique. He is out of place. His hands and brow are stained a deep, earth-colored brown.

He's an unphotographable projection dude, shows up an as... something else, Mi-go tech. Talks in a mechanical voice with a southern drawl, almost, can't do shit physically, can't be fought. Called "Boyd Fontaine" the real Boyd Fontaine died of lung cancer in 1983. He was the spokesman for Blackwoods Smokes brand cigarettes (a real brand). Fontaine was in movies that the Haymore family produced.

One of his movie titles was, "HE COMES TO KILL"

☐ XXX. MAJOR THOMAS SAWYER

CR 5

Defensive Mundane 5

Medium-Size Humanoid (Human)

Init +4; **Senses** Listen +5, Spot +5

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 17 (4d6)

Fort +4, **Ref** +1, **Will** +6

Special Defense slippery

OFFENSE

Speed 30 ft.

Attacks pistol +5 (2d8), punch +3 (1d4+1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 13, **Dex** 10, **Con** 17, **Int** 15, **Wis** 16, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 13

Skills Balance +1, Climb +3, Craft (Gunsmith) +4, Demolitions +5, Diplomacy +2, Disable

Device +2, Drive +1, Escape Artist +10, Gather Information +1, Heal +5, Hide +8, Jump +2, Knowledge (Astronomy) +5, Listen +5, Move Silently +6, Open Lock +4, Pilot (Large Aircraft) +4, Search +3, Sleight of Hand +1, Speak Other Language (Vietnamese) +2, Spot +5, Swim +2, Wilderness Lore +5

Feats Improved Initiative, Iron Will, Skill Emphasis (Escape Artist), Stealthy

Languages English, Vietnamese

Gear Colt M1911 pistol

Boon type

SPECIAL ABILITIES

Slippery (Ex): Sawyer may add his Escape Artist skill to any opposed grapple check where he is attempting to escape or resist being held.

STORY

Lives lives

Works works

Patronizes patronizes

Relationships CHIEF TOOHOOLHOOLZOTE (XXX) (close friend)

PLACEHOLDER: Major Thomas Sawyer (Can you hear me Major Tom? Grounds patrol to Major Tom.) He owns a fence company. He's good friends with Chief Toohoolhoolzote. Was a POW in the Vietnam War but escaped in a dramatic way, a lot of people chalk up his "taken prisoner by aliens" stories as PTSD. Knows a lot about astronomy, studies the stars looking for answers.

Is a member of SaucerWatch and tracks aliens and shit.

Before he came to White Bluffs, he was abducted by aliens / Mi-go as greys.

☐ XXX. CHIEF TOOHOOLHOOLZOTE

CR 9

Offensive Mythos 9

Medium-Size Humanoid (Human)

Init +0; **Senses** Listen +10, Spot +9

DEFENSE

AC 10, **touch** 10, **flat-footed** 10

hp 26 (1d6+8d4)

Fort +8, **Ref** +3, **Will** +7

Resist poison 10

OFFENSE

Speed 30 ft.

Attacks tomahawk +9/+4 (1d6+2), punch +9/+4 (1d4+2 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks scalp, swift trip

STATISTICS

Str 14, **Dex** 11, **Con** 10, **Int** 16, **Wis** 19, **Cha** 15

Base Atk +7/+2; **CMB** +9; **CMD** 19

Skills Animal Empathy +11, Balance +4, Climb +6, Concentration +9, Escape Artist +5, Handle Animal +11, Heal +5, Hide +8, Jump +4, Knowledge (History) +6, Knowledge (Local) +9, Knowledge (Occult) +6, Listen +10, Move Silently +4, Psychic Focus +7, Ride +8, Speak Other Language (Nez Perce) +10, Spot +9, Swim +3, Use Rope +6, Wilderness Lore +10

Feats Great Fortitude, Improved Critical (Tomahawk), Track, Weapon Focus (Tomahawk), Weapon Proficiency (Tomahawk)

Psychic Feats Sensitive, Dowsing

Languages English, Nez Perce

Gear tomahawk

SPECIAL ABILITIES

Scalp (Ex): Toohoolhoolzote may attempt to scalp a humanoid target, so long as he is wielding an edged weapon and the target is prone. To do so, he makes a melee attack against the target, if the attack succeeds the target suffers 1d4 Cha damage and suffers that same amount of damage at the end of each of Toohoolhoolzote's turns.

Scout (Ex): Once per day, when Toohoolhoolzote accompanies a party into **SUMMERLAND NATIONAL FOREST (36)** they may choose to reroll the results of one random encounter.

Swift Trip (Ex): If Toohoolhoolzote is wielding a tomahawk, he may attempt to trip any adjacent creature as a swift action.

SPELLS

Animal Form (Antelope)

[see *Call of Cthulhu D20*, page 130]

Contact Serpent People

[see *Call of Cthulhu D20*, page 135]

Dominate Couatl

Components: V, S, F

Cost: 4 Wis damage and 2 Sanity points

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One Couatl

Duration: 2 hours/level

Saving Throw: Will negates

[see “dominate animal” in *Call of Cthulhu D20*, page 139]

Focus: An eagle feather.

STORY

Lives lives

Works works

Patronizes patronizes

Relationships **MAJOR THOMAS SAWYER (XXX)** (close friend), **NIMBLE JOYCE (XXX)** (friend)

PLACEHOLDER: Is super freaking old, lived through the Nez Perce war. Is VERY stoic, quiet

and gentle. Peaceful and full of wisdom. Classic stereotypical “indian” hokum. You do NOT want to piss him off, though, he is an old warrior. He goes by a nickname... maybe “Chief”? Wields a spear and a tomahawk. Can lead the characters on a “vision quest”. [Based on: <http://en.wikipedia.org/wiki/Toohoolhoolzote>]

THEY CALL HIM “CHIEF JOE”

Speaks with the MOTHER EARTH creature, or is aware of it... knows how to contact “her”. He’s “friendly” with her because she was a sort of patron to the Nez Perce.

Toohoolhoolzote was the father of the girl who Jenny Hallmark comes to inhabit. He “offered” her to Mother Earth?

He gets trapped in a cave system, at some point and Major Tom and the players go in search of him. Mirrors Tom Sawyer books/Injun Joe friendship.

Him and Tanis Eshkan argue a lot because she thinks the Indians in the Patala Coil should return and take the city back. He does not. She takes him supplies.

☐ **XXX. MAYOR BOB ROBERTS**

CR 6

Offensive Mundane 7

Medium-Size Humanoid (Human)

Init +6; **Senses** Listen +5, Spot +5

DEFENSE

AC 16, **touch** 12, **flat-footed** 14

hp 27 (7d6)

Fort +2, **Ref** +7, **Will** +2

Special Defense friendly smile

OFFENSE

Speed 30 ft.

Attacks punch +8/+3 (1d4 nonlethal), pistol +8 ranged (1d8)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 15, **Con** 11, **Int** 6, **Wis** 10, **Cha** 19

Base Atk +6/+1; **CMB** +8; **CMD** 18

Skills Bluff +12, Diplomacy +15, Gather Information +6, Intimidate +12, Knowledge (Local) +5, Listen +5, Performance (Acting) +4, Sense Motive +7, Spot +5

Feats Improved Initiative, Persuasive, Skill Emphasis (Diplomacy), Trustworthy, Wealth

Languages English

Gear bullet resistant vest, Remington Double Derringer

SPECIAL ABILITIES

Friendly Smile (Ex): Once per day, as a swift action, Roberts may temporarily assuage any human within a 60 ft. radius by flashing an infectious, friendly smile. Anyone affected by the smile must succeed at a Will save with a DC equal to Roberts' Charisma, if they fail, they cannot attack Roberts this round.

Play The Victim (Ex): For every 3 damage that Roberts suffers, increase his Charisma by 1.

STORY

Lives lives

Works city mayor

Patronizes patronizes

Relationships **BARB ROBERTS (XXX)** (wife), **ORRIN "FANGS" OLESTRA (XXX)** (illegitimate son), **OLIVIA OLESTRA (XXX)** (former mistress)

PLACEHOLDER: He's the illegitimate father of Orrin "Fangs" Olestra. He blackmailed Doc Pickard into lobotomizing Olivia Olestra so she wouldn't spill the beans. He sends a "hush money" check to them every month.

He is eventually re-elected, though it's pretty obvious that he cheated and definitely fought dirty. Super high charisma, super low Intelligence. PATHOLOGICAL LIAR.

☐ **XXX. BARB ROBERTS****CR 1**See **CHARMING CITIZEN (405)**.**STORY****Lives** lives**Patronizes** list**Relationships** **MAYOR BOB ROBERTS (XXX)** (husband)

PLACEHOLDER: Wife of Mayor Bob Roberts. Basically just a shell of a person. Comes from a super rich family outside the city.

☐ **XXX. STEPHEN HEREK****CR 1**See **SMART CITIZEN (406)**.**STORY****Lives** lives**Works** screenwriter**Patronizes** **THE COACH WHIP DINER (24)** (evenings)**Relationships** list

PLACEHOLDER: Wrote the “Critters” series of movies. He might not actually be Stephen Herek, he might be an interdimensional bounty hunter who assumed Herek’s form after Herek gave his life fighting the first wave of Critters in 1976.

☐ **XXX. THE MAN IN THE WOODS****CR 3****Defensive Mythos 3****Medium-Size Humanoid (Human)****Init** +3; **Senses** Listen +8, Spot +8**Sanity Loss** 0/1**DEFENSE**

AC 13, **touch** 13, **flat-footed** 10

hp 17 (1d6+2d4+6)

Fort +7, **Ref** +6, **Will** +2

Resist cold 5

Special Defense tooth and nail

OFFENSE

Speed 30 ft.

Attacks punch +2 (1d4+2 nonlethal), hatchet +5 (1d6+2)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 4

Base Atk +1; **CMB** +3; **CMD** 16

Skills Animal Empathy +3, Balance +2, Climb +2, Craft (Woodwork) +6, Escape Artist +3, Handle Animal +2, Hide +6, Knowledge (Astronomy) +2, Knowledge (Geology) +4, Knowledge (Meteorology) +3, Listen +8, Move Silently +5, Search +2, Spot +8, Swim +4, Use Rope +4, Wilderness Lore +6

Feats Alertness, Great Fortitude, Run

Psychic Feats Sensitive

Languages English

Gear binoculars, hatchet, wooden figurine

Boon type

SPECIAL ABILITIES

Tooth and Nail (Ex): The Man in the Woods fights with an unparalleled resolve. He continues combat as normal when reduced to less than 0 hit points and does not lose the normal 1 hit point per round. While fighting at less than 0 hit points, he receives +4 to his damage, base attack bonus and all saving throws. When the Man in the Woods reaches –10 hit points, his eyes widen, he freezes up and drops dead.

STORY

Lives lives [the woods]

Patronizes patronizes

Relationships list

PLACEHOLDER: He's very jumpy and untrusting. Lives in the forest in a tent with a space heater in it. Smells bad. Is dirty. Discovers Jenny Hallmark's body and is, at first, suspected of killing her. He carves little wooden figurines. He claims to see aliens in the woods (he's actually seeing shit from the Column). He is the long lost lover of somebody in town. Has seen the entrance to the Red Room place, isn't sure exactly where it is but might be convinced to help the players search for it. He has multiple personality disorder.

Surrounding his tent are some kind of electromagnetic pulse units, it's to keep Kroft's constructs out.

He was some kind of mathematician, like A Beautiful Mind type thing. Sorta crazy but totally brilliant.

His "confession" to Jenny Hallmark's murder was not a confession at all... he was talking about Pelafina R, who escaped White Bluffs. The Man in the Woods thinks that something he did killed her. Pelafina R and him went to see The Computer Wore Tennis Shoes one day, it was their "first date"

The Man in the Woods, in his confession, says "she smiled when I done it before," he means when he knocked on her window. He used to knock on her window, at night, and they'd talk about running away. But, one day, he knocked on her window and saw her father there, molesting her. A day later, she's gone. She'd been discussing with Lady Zelma ways to escape, for her and The Man, but when he knocked on her window, her dad became furious and she feared for her life, so she just ran. She looked for him, but he was gone.

He has a second character entry for when he regains his memory. Him and Pelafina have a tortured, long relationship. But Pelafina ALWAYS believes in him, it is the one incorruptible relationship in the whole game.

He has a chip in his head, put in by the "Greys"/Mi-go that can be used to alter his behavior.

His real name is “William Albright.” — At the top of his entry put, See also WILLIAM ALBRIGHT (XXX).

☐ XXX. FAIRWAY PARADISE

CR 1

Defensive Mythos 2

Medium-Size Humanoid (Human)

Init +0; Senses Listen +2, Spot +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 9 (1d6+1d4)

Fort +2, Ref +1, Will +3

OFFENSE

Speed 40 ft.

Attacks punch –1 (1d4-1 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 8, Dex 10, Con 8, Int 13, Wis 10, Cha 16

Base Atk +1; CMB –1; CMD 9

Skills Appraise +6, Bluff +6, Diplomacy +5, Gather Information +3, Knowledge (Accounting) +2, Knowledge (Anthropology) +1, Knowledge (History) +2, Knowledge (Local) +2, Knowledge (Philosophy) +3, Knowledge (Religion) +2, Listen +2, Research +1, Sense Motive +3, Spot +3

Feats Skill Emphasis (Bluff), Skill Emphasis (Diplomacy)

Psychic Feats Sensitive

Languages English

Gear type

SPECIAL ABILITIES

STORY**Lives** out of town**Works** traveling salesman**Patronizes** THE RUSHLIGHT INN (11), THE COACH WHIP DINER (24)**Relationships** list

PLACEHOLDER: Finish this guy, he's a traveling salesman who will sell shit to the players. He can get ahold of almost anything. He's secretly the father of another resident, the resident is almost as old as he is due to the way WB citizens age. She was raised by another man as her father, though. "The name's Fairway, people call me Fair cause that's how I like my ladies and my deals."

Drives a garish musical truck, like an ice-cream truck.

He also owns an auction house, "PARADISE AUCTIONS"

☐ **XXX. FACT CORANTO****CR 1**

See **SMART CITIZEN (406)**.

STORY**Lives** out of town**Works** Ollokot County Register (journalist)

An out of town reporter who took photographs at Jenny Hallmark's funeral

☐ **XXX. THE HEAD****CR 2****Medium-Size Construct****Init** +2; **Senses** darkvision 60 ft., low-light vision; **Listen** +4, **Spot** +6**Sanity Loss** 0/1

DEFENSE

AC 17, **touch** 15, **flat-footed** 15

hp 41 (3d10+24)

Fort +1, **Ref** +1, **Will** +5

DR 10/+2; **Immune** ability damage, ability drain, critical hits, death effects, disease, exhaustion, energy drain, fatigue, fortitude effects, massive damage, mind-affecting, nonlethal damage, paralysis, poison, sleep, stun

Special Defense enduring construct

OFFENSE

Speed 30 ft.

Attacks slap +3 (1d4 nonlethal)

Face/Reach 5 ft. by 5 ft/5 ft.

STATISTICS

Str 10, **Dex** 15, **Con** —, **Int** 12, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 15

Skills Bluff +4, Innuendo +22, Intimidate +2, Listen +4, Spot +6

Feats Persuasive, Skill Emphasis (Innuendo)

Psychic Feats Sensitive, Mind Probe, Mind Reading, Telepathy

Languages Aklo, Coleopteran, English, Nez Perce

SPECIAL ABILITIES

Enduring Construct (Ex): When killed, The Head's body slowly fades out of existence. After twenty minutes have passed, a new iteration of The Head fades into existence.

STORY

Lives THE HIDDEN TEMPLE (XXX)

Works works

Relationships list

PLACEHOLDER: Resident of the “Red Room” a construct of the Yith used to guide players into doing the actions necessary to bring about the genesis of the coleopteran race. The coleopteran race is brought about by ladybugs hanging around The Column/near the Mi-Go brain hive.

PLACEHOLDER: He [] tells the players they will “see GIRL again in 100 years” (he means 100 years in the past).

☐ **XXX. THE SKINWALKER**

CR 2

Medium-Size Construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Listen** +1, **Spot** +1

Sanity Loss 0/1d4

DEFENSE

AC 18, **touch** 18, **flat-footed** 18

hp 41 (3d10+24)

Fort +1, **Ref** +1, **Will** +5

DR 10/+2; **Immune** ability damage, ability drain, critical hits, death effects, disease, exhaustion, energy drain, fatigue, fortitude effects, massive damage, mind-affecting, nonlethal damage, paralysis, poison, sleep, stun

Special Defense enduring construct

OFFENSE

Speed 30 ft.

Attacks punch +3 (1d6 nonlethal)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks coruscate

STATISTICS

Str 15, **Dex** 10, **Con** —, **Int** 8, **Wis** 8, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 15

Skills Diplomacy +13, Intimidate +11, Listen +1, Sense Motive +3, Spot +1

Feats feat

Psychic Feats Sensitive, Mind Probe, Mind Reading, Telepathy

Languages Aklo, Coleopteran, English, Nez Perce

SPECIAL ABILITIES

Enduring Construct (Ex): When killed, The Skinwalker's body slowly fades out of existence. After twenty minutes have passed, a new iteration of The Skinwalker fades into existence, smiling as if nothing happened.

Coruscate (Sp): A mechanical rolling sound precedes a brilliant flash of colors bursting forth from The Skinwalker's orifices causing all creatures within a 30 ft. radius to possibly become stunned and blinded. Affected creatures must succeed at a DC 13 Fortitude save or become stunned for 1d4 rounds. If the creature fails, they must also succeed at a DC 13 Reflex save or be blinded for the same number of rounds. Afterwards, The Skinwalker may immediately assume a new form.

Skinwalk (Ex): The Skinwalker may assume the shape of any creature that has entered **OBSIDIAN LAKE (39)**. This transformation is always preceded by a mechanical rolling sound and a vibrant coruscation of lights.

STORY

Lives **THE HIDDEN TEMPLE (XXX)**

Works works

Relationships list

Natural form: a photocopier

PLACEHOLDER: Red Room resident. "Native form" is like a photocopier. "This is my friend. He is called Carl." - the Head about the Skinwalker. They speak like humans, but awkward syntax.

The Skinwalker: The "skinwalker"/photocopy machine can assume the form of anyone in the city who has done something... maybe died. Maybe something else. Went in the lake? Baptised? People he CAN'T be: Chief Toohoolhoolzote (never entered water, not baptised). The

Skinwalker is also the agent who causes strife and conflict within the city. The more conflict, the harder the brain cluster has to work to process the emotions, the harder it works the more “fluids” seep into the earth, the faster the coleopterans evolve. People see him as a photocopier because that’s how their brain processes his form.

The skinwalker can’t talk in his “suits” he can only make a gurgling sound.

☐ XXX. BLACK CURTAIN PRODUCTIONS

WHITE BLUFFS

FILMS

A Funeral of Bullets (1955): Fierce war chief Twisted Hair and a small war party escape their Indian reservation. Army scout John James is tasked with tracking and capturing the party. Twisted Hair and his band attack a local farm, torture the homesteaders and seize two horses. The woman of the burned-out farm, instead of being raped to death, is left alive so that the cavalry will be forced to send her to the fort with an escort. On the way back, James’ and the escort group are ambushed by the Indians and James is fatally wounded. A shootout occurs and Twisted Hair attempts to flee on foot. The film ends when Twisted Hair — bleeding from a gunshot wound to the chest — lays down his weapons and sings his death song as the remaining Army members close in.

He Comes to Kill (1958): In the early 1800’s, a group of fur trappers are hurriedly returning with their goods to civilization, making a desperate attempt to beat the oncoming winter. When guide Joshua West is injured in an Indian ambush, they decide he's a goner and leave him behind to die. When he recovers instead, he swears revenge on them and tracks them and their paranoiac expedition leader down.

If examined, the GM should give the players **Prop 0.8: He Comes To Kill VHS Box.**

An Heir to Darkness (1957/1973): Filmed in 1957, *An Heir to Darkness* was originally rejected by the Motion Pictures Producers and Distributors of America for “unreasonable levels of violence” and “anti-Christian undercurrents.” Finally released in 1973, the film tells the story of Gen. William C. Albright who abandons his regiment to venture into Indian territory in search of his father who disappeared ten years earlier. He stumbles into a primitive Indian camp and

discovers that the tribe has been worshipping his father's remains, which have not decayed since his death eight years earlier. In the film's final moments, Albright's regiment arrives and mercilessly slaughters the Indians. The film ends as the regiment advances towards Albright who — laughing maniacally — raises his rifle to fire at his former comrades.

The Coffin Keeper (1954): Stanislaus Kerr is a coffin-maker in Apache Junction who is approached by a mysterious stranger with an unusual request. The stranger, claiming to have killed the mythical “Giant of Whitacre's Pass” — an Indian locals have come to blame for any inexplicable tragedy — asks Kerr to build him an eight-foot-long lead coffin. Kerr completes the order and secretly shadows the stranger to the location of the body where he sees him load a heavy, glowing stone into the coffin. A whooping emerges, Kerr is frightened and flees towards the stranger. The startled stranger fires a shot that fatally wounds Kerr. A group of Indians close in, lay down their weapons and form a circle around Kerr and the stranger. The stranger lifts Kerr's body and places it inside the coffin. A much louder whooping followed by a single gunshot can be heard as the screen dissolves to a brilliant white.

ASSOCIATED PEOPLE

Owner-Operator Charles Haymore

Employee BOYD FONTAINE (XXX), Madeleine Grayle

STORY

PLACEHOLDER: The (now defunct) film production studio that was run by the Haymore family out of Curtain's Vale. Mostly made westerns that vilified Indians.

☐ XXX. THE SOCIETY OF PRIMITIVE ACCUMULATION

WHITE BLUFFS

SYMBOL

[PLACEHOLDER image of their symbol]

ASSOCIATED PEOPLE

Owner-Operator BRICK HAYMORE (XXX)

Member NAME (XXX)

STORY

PLACEHOLDER: They meet every year on Nov 27 to talk about operational details behind The Column. What the Human element will contribute, what the Mi-go element will contribute. Progress and current issues. It's where "sleeper agents" get their assignments.

How it's linked!: They'll talk about an operational "anomaly" experienced in the early hours of October 17th. The Yith stealing Jenny Hallmark, it led to their creation, so it shook them. Brick Haymore represents the Humans. Who represents the Mi-go? Sleeper agents? They receive assignments? They sit at a Strangelove-esque table.

☐ **XXX. MYSTERIOUS HOTLINE**
MOAB, UTAH

Hours Mon - Sun: 8:00PM to 5:00AM

CONTACT**435-259-8115**

This is the Grand County Sheriff's Office, non-emergency number. After 8:00PM it is an automated prompt asking for an extension, if you go to extension 770, it tells you to press "1" to leave an audio message or "9" to send a facsimile. If you call before 8:00PM, one of the receptionists answers and you can't really do anything.

List of other extensions:

435-259-8651

When this number is called a mechanical, female voice will state, "Your request is being processed. Please hang up and ensure the line remains open. We will contact you shortly. Thank you!" before disconnecting. Several minutes later, the telephone will ring and, if answered, will emit a series of tones and buzzes punctuated by an intermittent, mechanical silence. The sounds can be immediately identified as coming from a fax machine. If called from a fax machine, this number will transmit pages and information.

ASSOCIATED PEOPLE

Employee Wendy Doering (receptionist), Lisa Van Peebles (receptionist), Kimberly Wigotski (receptionist)

STORY

PLACEHOLDER: If you call between 5:00AM and 8:00PM, a receptionist at the Grand County Sheriff Office answers. Press “1” to send information and “9” to receive information. If you send them photographs of monsters (1 full-round action to take a pic), they’ll send you information they have about that monster, or inform you that they’ve created a new entry.

X) WHITE BLUFFS CITY LIMITS**X.1) RANDOM WHITE BLUFFS ENCOUNTERS****X.1.1) MAJOR PLOT SEASONS I - III**

d%	Encounter
1-3	Roll a d20 on the Unfortunate Event Table
4	At the end of this session, each character gains 1 rank in Knowledge (Local).
5	At the end of this session, each character gains 1 rank in Knowledge (Local).
6	At the end of this session, each character gains 1 rank in Knowledge (Local).
7	At the end of this session, each character gains 1 rank in Knowledge (Local).
8	At the end of this session, each character gains 1 rank in Knowledge (Local).
9-10	<p>The characters may notice a sign reading “Closed Due To Technical Issues” posted on the doors of the OLLOKOT COUNTY COURTHOUSE (5) [Spot, DC 9: Notice the sign]. Looking closer, they will see panicked employees frantically working at various computer stations. After some time, an employee will approach, push the door open and desperately ask if they know anything about computers. If they pledge to help, they will be escorted inside and left alone in the County Clerk’s office. Once the system is back up, each character will gain a permanent +1 insight bonus to Computer Use. Furthermore, the characters may use the opportunity to seek out confidential information [Computer Use, DC 9 or Research, DC 12: Search out information]. If they are successful, they will discover a “misfiled” expense report from MAYOR BOB ROBERTS’ (XXX) last mayoral campaign [The GM should give the players Prop 0.10: Mayor Bob’s Expenses].</p> <p>PLACEHOLDER: DO PROP.</p>
11	<p>Students from WHITE BLUFFS HIGH SCHOOL (8) are walking the streets, speaking with citizens about a blood drive at the COMMUNITY CLINIC (29). If they attend, the characters will find that the staff is overwhelmed and unable to keep up. An organizer will approach and ask if they would mind putting in a few hours at the recovery tent. If they agree, at the end of the blood drive, each character gains a permanent +1 insight bonus to Heal.</p>

12	<p>Reclining on a roadside bench, the characters stumble upon NIMBLE JOYCE (XXX), who smiles at them as he thumbs the pages of <i>I Will Fight No More Forever</i> by Merrill D. Beal. If questioned, he will relate the ancient history of White Bluffs and “The Cloudless Valley” of the Nez Perce. “Before all this,” NIMBLE JOYCE (XXX) will say, as he sweeps his hand to indicate the city, “there was tranquility, simplicity.” He’ll then relay the “Legend of the Quiet Exodus,” which tells of the Nez Perce’s flight into THE PATALA COIL (38) to reforge their bond with MOTHER EARTH and escape the violent, bloodthirsty wrath of the army of General Chester Curtain. At the end of his tale, each character gains permanent +1 insight bonus to Knowledge (History).</p>
13	<p>As they wander down the city’s streets, the characters run into TORQUE STOCKTON (XXX) who is carrying an antiquated SCR-300 transceiver and unspooling a roll of cable, connecting various metal landmarks such as street signs, traffic poles, dumpsters and manhole covers. He’ll approach and try to enlist the aid of the characters, explaining that he’s “found an anomalous signal broadcast inside the MARS — Military Auxiliary Radio System — frequencies.” If they agree, TORQUE STOCKTON (XXX) will ask that they run cable along Willow Ave. Once everything is set up, a strangely familiar voice emerges from the transceiver. The voice repeats, “It’s happening right under our noses and we can’t see it. We take machines and we stuff’em with information until they’re smarter than we are. Take a car. Most guys spread more love and time and money on their car in a week than they do on their wife and kids in a year. Pretty soon, you know what? The machine starts to think it is somebody,” followed by an audible click. The characters may recognize this as a quote from the 1968 film <i>The Love Bug</i> [Knowledge (Art), DC 13: Recognize the quote]. The broadcast abruptly ends when the overheated cables cause a small fire to break out nearby. Regardless, each character who participated gains a permanent +1 insight bonus to Knowledge (Electronics).</p>
14	<p>The characters are approached by FR. WHITHWORTH TREASURE (435) as he exits the TEMPLE OF THE SEVEN RAYS (10). Asking the characters if they’ve ever considered attending church services in the town, he describes the local faith as a unique, nondenominational blend of Theosophy and Protestantism where “congregants seek kinship with Sola Deus, the ONE UNDIVIDED GOD” by applying “the teachings of St. Germain as related through his spirit’s conduit, Martin Luther.” Each character that listens to FR. WHITHWORTH TREASURE (435) with an open mind gains a permanent +1 insight bonus to Knowledge (Religion).</p>

15	<p>A dissonant thrumming emerges from the CROSSTOWN WASHATERIA (12). If they venture inside, the characters will encounter a distraught SEMOLINA GUZMAN (XXX) who will inform them that a drum in one of her Ipso 50 washing machines has been thrown out of alignment. Shortly after, the characters may notice MADST JORGENSEN (XXX) suspiciously stuff a Minox miniature camera into a greasy white bag as he returns from lunch [Spot, DC 16: Notice him]. After inspecting the machine, MADST JORGENSEN (XXX) will gruffly declare that he, “need spanner wrench, gone from toolbox.” If the characters visit FRANK’S HARDWARE ON MAIN (20) they will see that a sign reading “OUT TO LUNCH, BACK IN 15” has been taped to the door. Asking around, they may be able to locate BIG FRANK (XXX) at LONG JOHN SILVER’S (28) [Gather Information, DC 9: Locate him]. While there, they may notice that an empty film canister has been abandoned on one of the restaurant’s tables [Spot, DC 12: Notice the canister]. BIG FRANK (XXX) will gladly reopen his store, where the characters will find the spanner wrench. After taking the wrench to SEMOLINA GUZMAN (XXX), each character gains a permanent +1 insight bonus to Repair.</p>
16	<p>Nearing WILLIAM CRAWFORD PUBLIC LIBRARY (25) the characters may see a banner advertising the “Friends of the Library Annual Book Sale” [Spot, DC 6: See the banner]. Spending a few moments to peruse the merchandise — largely comprised of Danielle Steele novels and pristine copies of La Toya Jackson’s autobiography — may yield a dog-eared copy of The Secret Watcher: Memories of the Future by Halpin Chalmers [Search, DC 17: Find the book]. Nevertheless, any character who rifles through the pile of books gains a permanent +1 insight bonus to Research.</p>
17-20	<p>A garish, musical truck rolls into town advertising, “Rare Goods & Fine Services” with a “Fair Price Guarantee!” If they approach the truck, the characters will meet with FAIRWAY PARADISE (XXX) who will make available any number of unusual, hard to find objects while promising he was, “raised a good Catholic, Old Fairway’s as honest as the good Saint Francis” who “worships at the altar of friendly faces and wholesale prices!”</p>

21-22	<p>Observant characters may catch a glimpse of FACT CORANTO (XXX) as he ducks into a nearby business or alleyway [Spot, DC 14: Catch a glimpse]. If they approach him, he may be convinced to divulge his current assignment [Gather Information, DC 14: Convince him to divulge]. What he reveals is always dependent upon — and directly related to — the characters’ current area of investigation. Once he learns that the characters are following the same thread as him, he will warn them that they are “way out of their depth.” [GM’S NOTE: This encounter may repeat any number of times.]</p>
23	<p>Passing THE BLACK HOUSE (XXX), the characters may spot MISTER LAVENDER (XXX), MISTER MAUVE (XXX) and MISTER ORCHID (XXX) taking soil samples using a ten-inch steel probe [Spot, DC 6: Spot the men]. After examining each sample, they drive a wooden stake into the ground, wrap a red string around its top and then connect it to a common stake roughly six feet away. The characters may be able to discern that the strings, when viewed as a whole, point towards the northeast section of SUMMERLAND NATIONAL FOREST (36) [Intelligence, DC 14: Discern the direction].</p>
24	<p>The characters come upon a troubled LESTER SWIMMS (XXX). Drenched and standing in front of LONG JOHN SILVER’S (28), he reveals that his restaurant has flooded. “It’s happened six times in as many months,” he says, explaining that “someone’s been tampering with the sewer line again.” Offering to compensate [\$100] the characters for their time, he asks if they’d be willing to venture into the sewers to clear the line. If they agree and venture beneath the city, the characters will eventually find a pipe clogged with an iridescent green ooze [Sanity Loss 0/1d2]. [Unlocks: “Secret of the Ooze” minor plot.]</p>
25-26	<p>As they stroll the city streets, the characters may notice a sign posted outside the HUNGRY COYOTE FRESH MARKET (30) [Spot, DC 11: Notice the sign]. The sign reads, “HELP WANTED: INQUIRE WITHIN” and offers a payment of \$150 for a single night’s work. Inside the market, RADAR STATION DULUTH (XXX) will quietly inform them that “some of the produce has been getting chewed up” and he suspects that the market “might have a bit of a rat problem.” If they accept the job, the characters will encounter a horde of Rat-Things [see <i>Call of Cthulhu D20</i>, page 179]. In the morning, RADAR STATION DULUTH (XXX) will likely express dismay over the mess but will happily pay the characters what he promised.</p>

27	<p>Sitting alone on a bench near OLD JOSEPH PARK (9), a sullen CURLY CHOWDER (XXX) kicks at the dirt with his feet. If the characters approach, he will share that his dad promised to take him into SUMMERLAND NATIONAL FOREST (36) for a school project but never showed up. According to him, he needs to photograph and identify ten unique forms of plant life native to the forest. If they offer to assist him, they will venture into the northeastern section of the forest. Along the way, CURLY CHOWDER (XXX) will become startled when he notices a patch of purple mushrooms. Insisting that “we shouldn’t touch those,” he’ll explain that “Miss Collins said that ‘purple caps’ can make you crazy.” Once they return to the city, CURLY CHOWDER (XXX) will overzealously thank the characters, hug them and offer them \$40 for their assistance.</p>
28	<p>A scrappy but lovable calico kitten ingratiates itself to the characters, follows them and rubs against their legs as they walk. The characters may be able to get a look at a silver tag affixed to a collar around the cat’s neck [Animal Empathy, DC 13: View the tag]. The tag informs them that the cat, whose name is “Nermal,” should be returned to ETTA TINGLE (412) for a reward. Upon locating ETTA TINGLE’S HOUSE (XXX), the characters are greeted by the aging ETTA TINGLE (412) who anachronistically clings to her youth by wearing an elaborate evening gown and mink stole. Thankful to have her pet returned, she graciously invites the characters inside before turning her head to yell, “Eddie, muster up! We’ve got guests!” Inside the house, the characters are immediately overwhelmed by its state of utter disrepair [Sanity Loss 0/1d3]. ETTA TINGLE (412), seemingly unfazed by the squalor, offers the characters a “tall glass of lemonade” as she ferrets a fetid hundred-dollar bill out of a dated Chanel clutch.</p>
29	<p>The characters spot a white box truck backing up to the front entrance of the DEN OF ANTIQUITIES (19). On its side are the words, “PARADISE AUCTIONS.” From the storefront, KENNEDY INNOVEX (XXX) emerges. Opening the rear door, she examines the packed cargo area before calling out to the characters. “Hey you!” she shouts, “You rubbernecks! Wanna make some money?” Once they take notice, she’ll explain that she “bought some gypsy hoarder’s stash at auction” and needs help unloading it. If they’re willing to help, she’ll pay them \$20 apiece to help her get it all into the store. Among the treasures, the characters will see a handheld mirror, a crystal pendulum, several unburnt candles and a vintage Magic “8” Ball. If asked, KENNEDY INNOVEX (XXX) will gladly allow the characters to keep a single small item from the hoard in lieu of their payment.</p>

30	<p>trenchley wimble sweeping the park with a metal detector.</p> <p>find something, moderately high DC though, but what?</p> <p>a time capsule buried by the White Bluffs class of... 1972? It was Pelafina R and The Man in the Woods' class. There's notecards inside with kids' wishes for the future, including "William Albright" who is the Man in the Woods.</p>
31	<p>A horde of citizens are gathered outside CRAWFORD MERCANTILE CO. (26) for their annual "Anniversary Sale." If they venture inside, the characters may notice REX CRAWFORD (XXX) groping at one of the store's beauty counter girls, Lizzie Champagne [CHARMING HIGH SCHOOLER (423)], who laughs uncomfortably at his inappropriate advances [Spot, DC 13: Notice him groping]. Near the jewelry counter the characters may spot an abandoned plastic bag [Spot, DC 17: Spot the bag]. Inside, they will find a diamond tennis bracelet [\$2000 value] and a layaway slip belonging to a "P. Collins" [The GM should give the players Prop 0.11: P. Collins' Receipt].</p>
32	<p>A squeal echoes across the city as a squad car from the WHITE BLUFFS SHERIFF'S STATION (13) rounds a nearby corner. Heading east on Main St., officer TEN FORD (XXX) responds to an altercation at THE ROPE HOUSE (32). If they scout the situation, they will discover that a fight has erupted between three unruly patrons: Lips Beecher, Axl Choke and Milton "Mumbles" Bradley [3 AVERAGE CITIZENS (404)]. TEN FORD (XXX), for his part, is doing his best but lacks the manpower necessary to resolve the situation.</p>

33	In front of THE ROPE HOUSE (32) , the characters will notice deputy GERONIMO FURY (XXX) speaking with a man that they may recognize to be TRIPP HANDSOME (XXX) . After a brief discussion, TRIPP HANDSOME (XXX) will be released. If they choose to investigate, TRIPP HANDSOME (XXX) will be uncooperative aside from mentioning that there was an argument caused by “some bitch running her mouth.” Inside the bar, however, they will find an agitated TERA NOVA (XXX) who may be convinced to talk [Gather Information, DC 9: Convince her to talk]. According to her, she and TRIPP HANDSOME (XXX) have a long, contentious history that includes “a couple of movies we made together when we lived in the city.” Given the opportunity to continue, she will reveal that they were pornographic films. If pressed for titles or availability, she will flash a sly grin and say, “Why don’t you bring me something nice and I’ll show you the real thing in living color.”
34	Lights flashing, ANDY TAYLOR (XXX) loads PHIL COLLINS (XXX) into a police car parked in front of a house on the corner of Willow Ave. and River Rd. On the house’s porch, a bruised and tearful KITTY COLLINS (430) raises a red-stained washcloth to her bloodied nose. PHIL COLLINS (XXX) , leaning out the car’s door, yells back to her, “You come bail me out, baby. Tomorrow morning. Talk to Craggs, he’ll get the money. Don’t be—,” before ANDY TAYLOR (XXX) cuts him off by closing the door.
35	Officer TEN FORD (XXX) pulls into THE HITCHING POST (34) and rolls to a stop in front of LOT 5: TORSO FAMILY TRAILER (XXX) . Outside, HEAVY TORSO (XXX) and PRECIOUS TORSO (XXX) are engaged in a heated argument over the paternity of their son, Sirius Torso. HEAVY TORSO (XXX) , enraged, shouts, “I know you been down at that bar! Craggs told me he seen you up on them Uniontown College assholes!” PRECIOUS TORSO (XXX) adamantly denies his accusations, however, he still insists that he wants a “fraternity test” because he “ain’t gonna raise another man’s child.”
36	police activity — Graffiti / vandalism, possibly the statue?

37-39	<p>Drawing near to DOC PICKARD’S HOUSE (7), the characters may overhear two hushed voices engaged in an argument behind the house [Listen, DC 12: Overhear the voices]. Though too far away to make out details, the characters may attempt to approach without being noticed [Move Silently, DC 16: Approach without being noticed]. If successful, the characters will see DOC PICKARD (421) pointing towards his shed and saying, “I can’t look at it Bob... I can’t enjoy my own garden. It isn’t right, Bob. We’ve got to... we’ve got to talk to Andy.” Beside him, MAYOR BOB ROBERTS (XXX) looks annoyed. He grabs DOC PICKARD’s (421) arm, moves into him and says, “We had a deal, Doc. You keep it locked up. You keep it quiet. If you don’t like that arrangement, I’m sure I can find a lasting alternative solution.” MAYOR BOB ROBERTS (XXX) then assumes a stern expression, straightens his suit jacket and storms off.</p>
40-41	<p>When they next return to THE RUSHLIGHT INN (11), the characters pass JUDGE AUSTERE HAND (415) in the hallway. Alert characters may be able to hear a room door closing several feet down the hallway [Listen, DC 9: Hear the door close]. Avoiding eye contact, JUDGE AUSTERE HAND (415) pushes past them and hurriedly exits the building. If they wait near the closed door, eventually TWYLA SUNSHINE (418), wearing an open floral bathrobe over black lingerie, will open it, remove the “Do Not Disturb” sign that hangs from its knob, lean against the hallway wall and light a cigarette.</p>
42	<p>The characters may spot JIM STARK (426) as he skulks across an open parking lot towards a red Ford Fiesta [Spot, DC 12: Notice him]. As he reaches the car, he takes a suspicious look around, reaches into his pocket and places a folded note beneath the car’s windshield wiper. If the characters wait for him to leave, they can retrieve the note. Unfolding it, they will find a horribly written love poem.</p>
43	<p>The characters may notice a man (who?) suspiciously casing Wallowa Community Bank. [ties in with bank robbery in L2]</p>

44	<p>Muttering to herself under her breath, the characters see OLIVIA OLESTRA (XXX) exiting FRANK’S HARDWARE ON MAIN (20). A few steps beyond the door’s threshold, the brown bag that she is carrying splits and spills its contents onto the ground below. The characters may glimpse the contents — white porcelain tiles with a Cross Fleury design — and accurately conclude that they bear a striking resemblance to the tiles in THE HIDDEN TEMPLE (XXX) [Intelligence, DC 10: Notice the resemblance]. If they speak to her, OLIVIA OLESTRA (XXX) will be generally incoherent saying that, “it’s not the place it needs to be yet but it’s close” and “yesterday and tomorrow are both today: a circle” and “the cross gives the circle of today a place to be itself.”</p>
45	<p>Glancing down the alley between THE BLUFFS MOVIE HOUSE (15) and TRIPP’S VIOLET LOUNGE (16), the characters may spy TRIPP HANDSOME (XXX) and PETRICHOR ULANOV (427) making out [Spot, DC 13: Spot the couple]. If they linger, the characters will be noticed and TRIPP HANDSOME (XXX) will throw them an accusing look before swiftly ushering PETRICHOR ULANOV (427) into the bar through a side door.</p>
46	<p>The characters may hear a stifled sobbing near CRAWFORD MERCANTILE CO. (26) [Listen, DC 9: Hear the crying]. Nearing the source, they will find a distraught KINSEY BACALL (XXX) sitting on the curb and crying into her hands. If they inquire about the cause, she will explain that her boss’ son, REX CRAWFORD (XXX), has been harassing her. According to her, he makes lewd comments, follows her home and threatens her male classmates whenever they enter the store.</p>
47	<p>Rounding a corner near the RUINS OF NIGHT SNAKE LODGE (22), the characters may overhear the tail end of a muted argument between CHIEF TOOHOOLHOOLZOTE (XXX) and TANIS ESHKAN (XXX) [Listen, DC 14: Overhear the argument]. The argument becomes audible as TANIS ESHKAN (XXX) says, “...years. It’s time.” CHIEF TOOHOOLHOOLZOTE (XXX) replies, “It is not yet time, Songbird. Though it grows near.” TANIS ESHKAN (XXX), frustrated, responds, “They won’t last much longer. They’ve begun to frail. There aren’t enough left to replen—” before she notices the characters eavesdropping. Giving CHIEF TOOHOOLHOOLZOTE (XXX) one last disapproving stare, she lowers her voice, finishes her thought and storms off.</p>

48	<p>As they near WHITE BLUFFS HIGH SCHOOL (8) the characters may see CRAGS ALEXANDER (XXX) and PELICAN BRIEF (XXX) suspiciously loitering on the edge of school property [Spot, DC 14: See them loitering]. Every once in awhile a student will filter out of the school to meet with the duo. Following a series of surreptitious gestures, the characters may notice PELICAN BRIEF (XXX) retrieve a small parcel from his inside coat pocket [Spot, DC 14: Notice the retrieval]. Afterwards, he and the student will exchange ownership of the parcel during a feigned handshake.</p>
49	<p>Traversing the city streets, the characters may hear a male voice emanating from a nearby manhole [Listen, DC 10: Hear the voice]. Listening closely, they may be able to determine that the voice is singing a rendition of Bobby Brown’s “My Prerogative” [Knowledge (Art), DC 7: Determine the song]. If they investigate THE SEWERS (44), the characters may be able to spy MIKE THE SHITTER (XXX) — donning a lighted miner’s cap — checking the integrity of his traps. When spotted, MIKE THE SHITTER (XXX) will immediately turn off the light, circle around and attempt to evade the characters as he returns to THE GROTTO OF MIKE THE SHITTER (XXX) [Opposed Spot vs. Move Silently: Follow him].</p>
50	<p>As they pass WHITE BLUFFS SHERIFF’S STATION (13), the characters may notice LADY ZELMA (XXX) mulling about in front of the building’s entrance [Spot, DC 7: Notice her]. A few moments later, ANDY TAYLOR (XXX) exits carrying a bag from the FILL ’N GO (2). LADY ZELMA (XXX) approaches him, speaks in a low voice and shows him a photograph. If they move closer, they characters may hear her begging “to speak with him” for “just a few minutes, just one minute” [Listen, DC 10: Hear her begging]. Furthermore, if they ask about the photo, she will show them a faded picture depicting a young couple dressed in formal attire [The GM should show the players Prop 1.2: Old Prom Photo]. Beyond that, LADY ZELMA (XXX) will be reticent and refuse to discuss the photo’s relevance.</p>
51	<p>A bouquet of flowers in hand, FLIP CONCENTRATE (419) bounds joyfully towards the entrance of the COMMUNITY CLINIC (29). If they decide to follow, they will witness him handing the bouquet to a smiling JENNIFER STOCKWELL (XXX) who throws him a flirtatious wink as he leaves.</p>

52	A young girl, Lyondell Polypomona [AVERAGE HIGH SCHOOLER (422)], walks up to the characters. “Have you seen the lead angel?” she asks. After gauging the characters’ interest, she continues, “My father used to have a picture of her. It was kind of grainy but you could see her, I swear.” If they inquire further, the characters will learn that, according to Lyondell’s father, the lead angel came from THE PATALA COIL (38) and now resides in SUMMERLAND NATIONAL FOREST (36) . Once she’s finished explaining, Lyondell will speculate, “I bet the newspapers would pay a lot for a photograph of something like that.”
53	Crossing the street, “Chunk” Phillips [AVERAGE HIGH SCHOOLER (422)] struggles to balance an armful of Mister Salty brand pretzels . When he notices the characters staring, he approaches and speaks in a furtive voice, “I heard they banned these over in Uniontown. Better get ’em while you can.” If asked to explain, he’ll add that, “They say if you eat enough of ’em, you go on a pretty wild trip.”
54	
55	
56	

Knowledge (Local)

Insight Bonuses

Out of Town Visitors

Hired to do X

Police Activity x5

Soap Opera-y Intrigue x15

Mythos Stuff x8

Movie / Video Game / TV References x8

Weather [starts raining, thunderstorm] x8

Lady Zelma — maybe she offers a clue, or reads their “future”

Ruins of Night Snake Lodge — hear a noise inside it?

mythos events — feel like being watched, feel like you’re not in control of your body, etc. [THE DIVER]

The Hitching Post — fights, affairs, cheatin’ mans, baby daddy’s

d%

MYTHOS: The author who lives at The Rushlight Inn is writing a story that is uncannily similar to the characters' adventures; it contains a clue that they missed... is it real or a red herring?

MYTHOS: Major Thomas Sawyer, standing in the middle of the road, points northeast and says only, "Watch the sky." He won't remember it later.

X: Shenanigans in the Cemetery [intrigue?]

X: The high school janitor acting weird [intrigue]

Someone is in love with someone, but she's married. [intrigue]

X: More affairs [intrigue x2-3]

X (several of these): A police car heads in the direction of [building]; if the characters follow the lights, they will find that an [event] has happened/broken out.

UNFORTUNATE EVENTS:

X: One of the characters is charged with a crime.

X: Attribute damage

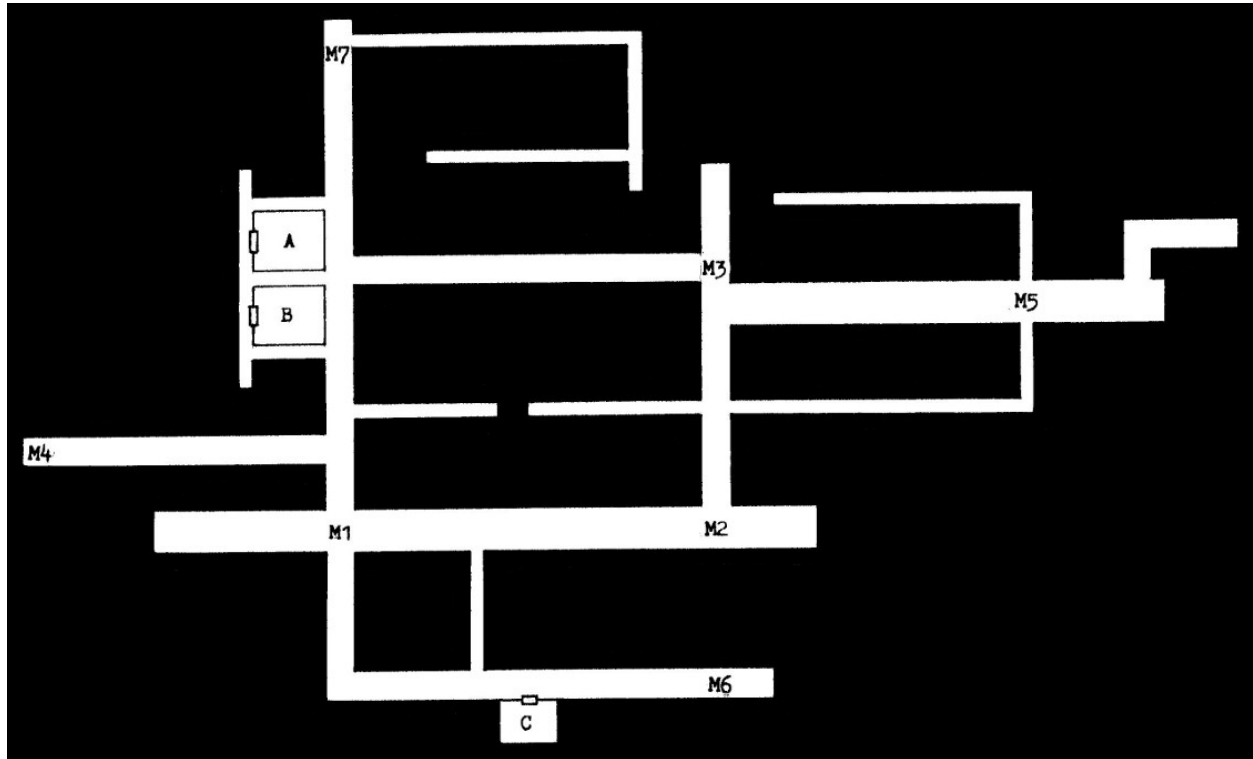
X: On next skill check, roll two dice and use the lowest result

X: Kidnapped, told to "stay the fuck away from X"

X: Hit by a car, lol

X: A stray dog randomly attacks the closest person.

X) THE SEWERS



- * Sewers are always dangerous... they don't really change, except maybe late game.
- * The sewers are a "closed system" they're self-contained and don't lead out of the city.

Features

A: Sewage Control Room

B: Electric Control Room

C: THE GROTTO OF MIKE THE SHITTER (XXX)

M1: Manhole at Maple Rd. near **CALLOW OVERWINTER CEMETERY (4)**

M2: Manhole at the intersection of Main St. and Oak St.

M3: Manhole at the intersection of River Rd. and Oak St.

M4: Manhole at the intersection of Main St. and Garden Dr.

M5: Manhole at River Rd. near **THE ROPE HOUSE (32)**

M6: Manhole at Oak St. south of **LONG JOHN SILVER'S (28)**

M7: Manhole at the intersection of Woods Way and Haymore St.

Traps by The Grotto of Mike the Shitter — specifically nonlethal damage electricity on the doorknob.

X.1) RANDOM SEWER ENCOUNTERS

Random encounter every half-hour, also make a Fort Save, DC 13 or be nauseated for that half-hour.

X.1.1) MAJOR PLOT SEASONS I - VI

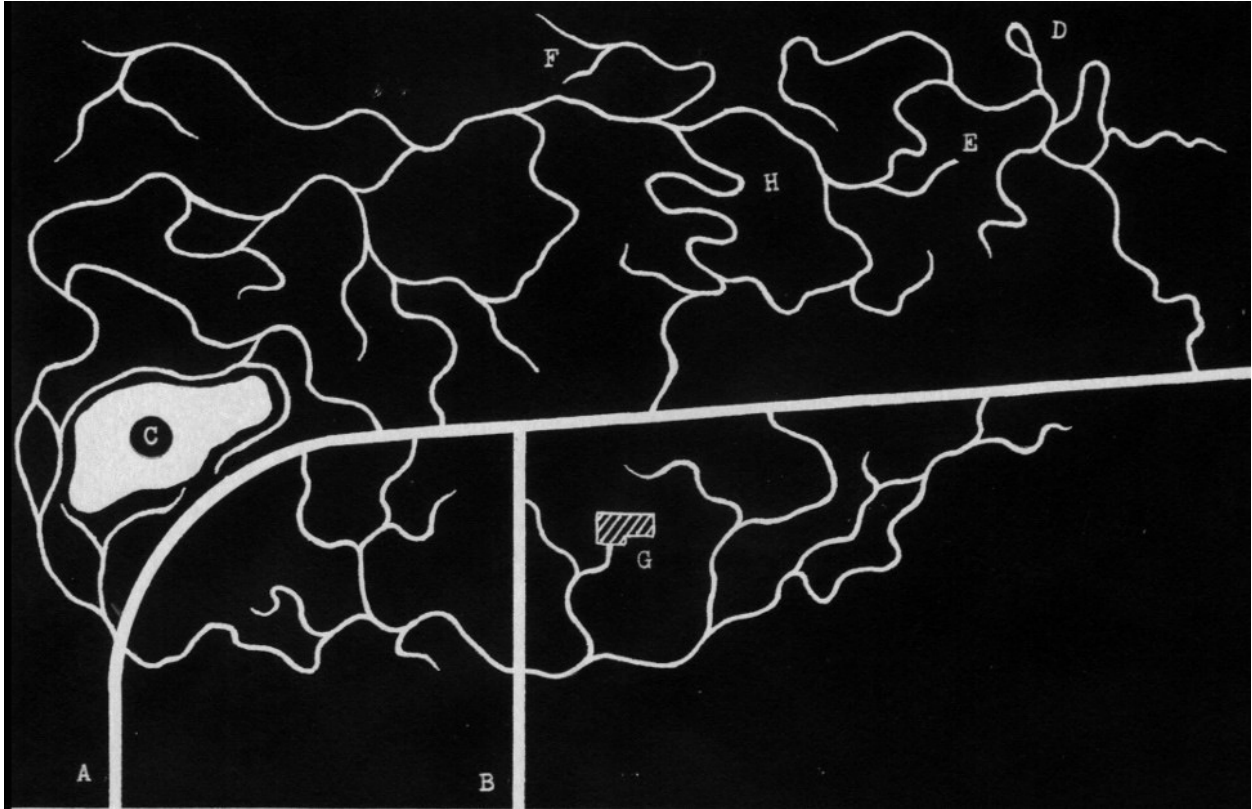
d20	Encounter
1-5	<p>Roll a d6 for a Medium Encounter:</p> <p>1-3: Spider of Leng* [see <i>Call of Cthulhu D20</i>, page 183] 4: Deep Ones [see <i>Call of Cthulhu D20</i>, page 163] 5: [PLACEHOLDER: CR3-4] 6: <i>DEMENTED SWANs</i></p> <p>* Only if north of Main St. sewer line.</p>
6-12	<p>Roll a d6 for a Minor Encounter:</p> <p>1: <i>DEMENTED SWANs</i> 2: Rat-Things [see <i>Call of Cthulhu D20</i>, page 179] 3: <i>MANGY RACCOONs</i> 4-6: <i>RATs</i></p>
13	<p>Select a Rare Mundane Encounter:</p> <p>◦ +3</p>

14-16	<p>Select an Uncommon Mundane Encounter:</p> <ul style="list-style-type: none"> ◦ a rush of dirty water, reflex save (DC 17) or nauseates ◦ graffiti “they all float down here” and a balloon floating down the center line ◦ +4
17	<p>Select a Rare Mythos Encounter:</p> <ul style="list-style-type: none"> ◦ +3
18-20	<p>Select an Uncommon Mythos Encounter:</p> <ul style="list-style-type: none"> ◦ silk webbing, from the spider of leng, rats and shit stuck in it ◦ green ooze seeping from something (Swimms) ◦ +4

if north of main st line: fine, silk webbing — leng did it — rats stuck in the webbing - myth
green ooze in the sewers (the Deep Ones / Lester Swimms) - myth

lots of traps — Mike the Shitter sets them to ensure his safety.

X) SUMMERLAND NATIONAL FOREST



Features

A: Garden Dr. to White Bluffs

B: Haymore St. to White Bluffs

C: **OBSIDIAN LAKE (39)**

D: **THE MAN IN THE WOODS' CAMPSITE (40)**

E: **THE COLUMN (37)**

F: **THE PATALA COIL (38)**

G: **CURTAIN'S VALE (43)**

H: **ABANDONED CABIN (41)**

To the north of White Bluffs, bisected by Garden Dr., sits **SUMMERLAND NATIONAL FOREST (36)**. Home to the region's highest density of red alder trees, the forest is also populated by a mixture of Douglar fir, bigleaf maple and ponderosa pine trees whose thick canopy shrouds the area in a perpetual and foreboding darkness.

In the forest's northwest corner, adjacent to Garden Dr. sits **OBSIDIAN LAKE (39)**, a small inland lake that takes its name from its placid, reflective waters. Built in a valley situated southeast of the intersection of Garden Dr. and Haymore St. is **CURTAIN'S VALE (43)**, the

highly-secured homestead of the Haymore family and former base of operations for the legendary **BLACK CURTAIN PRODUCTIONS (XXX)**. Directly north of Haymore St., obscured within the forest's depths, is a rocky outcropping that marks the entrance to **THE PATALA COIL (38)** a perilous cave system avoided by most locals.

SUMMERLAND NATIONAL FOREST (36) was considered sacred by the indigenous Nez Perce tribe who inhabited the surrounding lands long before the march of progress pushed them onto secluded reservations. According to their legends, "Whisperer Among The Winds forged an accord with Mother Earth who created light within the forest and brought great abundance to [the] tribe" until "the white man broke the accord and Mother Earth was forced to flee deep within herself." It was claimed by the Nez Perce that "the trees contained the waiting souls of [their] ancestors" who were "confined in bark until a new earthly vessel [could be] created for them."

X.1) RANDOM SUMMERLAND ENCOUNTERS

For every hour that characters spend exploring **SUMMERLAND NATIONAL FOREST (36)** while not actively engaged in Major or Minor Plot scenarios, there is a chance that a random encounter will occur. Determine their location in the Major Plot, roll a d20 and consult the appropriate the table.

X.1.1) MAJOR PLOT SEASONS I - III

d20	Encounter
<p>Roll a d6 for a Medium Encounter:</p> <p>1: Nightgaunt [see <i>Call of Cthulhu D20</i>, page 178]</p> <p>1-3 2: <i>STUNTED MI-GOs</i></p> <p>3: <i>GRAY WOLF</i>s</p> <p>4: <i>BLACK BEAR</i>s</p> <p>5-6: <i>INFESTED BLACK BEAR</i>s</p>	

Roll a d6 for a Minor Encounter:

- 1: *INFESTED BLACK BEARs***
4-9 2: *MOUNTAIN LIONs*
3: *PALLID BATs*
4: *COYOTEs*
5-6: *ANAGENETIC LADYBUGs*

Select a Rare Natural Encounter:

- 10**
- Frantic screaming is heard from a nearby clearing. As they approach the source, the characters will see a man lying supine on the forest floor desperately prying at something attached to his leg. “Thank god,” he’ll say, “I’ve been stuck here for the last two hours and they’re getting closer.” A bear trap has sprung and clasped itself to his leg midway up his calf where blood has stained his pants an alarming red. The characters may be able to remove the trap [**Disable Device, DC 8** or **Strength, DC 13: Remove the trap**]. Once the trap is removed, the man — driven by adrenaline — will spring up and bolt towards the nearest path. “They wait,” he’ll shout back, “they wait and whisper. We’re not supposed to be here.” He’ll then vanish, limping full speed into the forest’s depths [**Sanity Loss 0/1**].
 - Half-buried beside a disintegrating, rotted tree trunk the characters may spot an **ornately carved wooden box** [**Spot, DC 15: Spot the box**]. Loosely entwined within the tree’s roots, the characters may be able to pry the box out [**Strength, DC 8: Pry the box out**] or — if they have a blade — they will be able to cut through the roots and remove the box in a half hour.

Select an Uncommon Natural Encounter:**11-12**

- As they traipse aimlessly along a wooded path, the leading character may perceive a faint cracking noise, as if a board was being stressed close to its breaking point [**Listen, DC 6:** Hear the cracking]. If the character does not immediately move, the boards beneath them splinter and they risk plummeting 15 feet into the depths of a covered well [**Reflex Save, DC 14:** Avoid falling or suffer 1d6 damage].
- The characters may hear a soft rustling coming from a nearby thicket [**Listen, DC 12:** Hear the rustling]. As their gaze searches for the source, they may catch glimpse of a large, bipedal simian creature loping through the forest about 25 feet from them [**Search, DC 12:** Catch a glimpse]. When the creature realizes that it has been spotted, it will release a high-pitched, staccato yowl after which two similar creatures will emerge. After a moment, the trio will lope off, moving away from the characters and back into the depths of the forest. Attempts to follow the creature will be thwarted, though the characters may discover several enormous humanoid footprints [**Wilderness Lore, DC 13:** Discover the footprints]. [**Unlocks:** “Bigfoot Versus The Survivor Men” minor plot.]
- The characters stumble upon the ruins of an ancient Native American dwelling. Bits of broken clay pottery, arrowheads, beads and simple tools are scattered around a smooth, flattened stone foundation. A sudden stillness sweeps through the forest as the wind calms and the trees stand fixed and unmoving. After several minutes, the shrill call of a hawk echoes between the trees and the forest once against springs into motion.
- Wandering close to a bubbling stream, the characters are shocked to see the massive, bloated corpse of an **INFESTED BLACK BEAR** floating along the stream’s edge. At the base of its neck, fully grown **purple mushrooms** have sprouted and are beginning to spread along the length of the corpse. As they approach, the bear releases a pathetic whimper that gives way to a final, terrifying death rattle [**Sanity Loss** 1/1d3].

13-15

Select a Common Natural Encounter:

- The characters may hear a soft, rhythmic rattling emerge from a pile of loose brush nearby [**Listen, DC 9:** Hear the rattling]. The brush can be easily avoided, however, a character stepping near it risks being bitten by a diamond-back rattlesnake [**Reflex Save, DC 10:** Avoid being bitten]. The diamond-back's venom is hemotoxic. Coursing through its victim's veins it creates an insatiable internal itching that painfully drains them of vitality. A character who is bitten suffers 1 Con damage every hour until treatment is effected. Treatment cures both the ongoing effects of envenomation and 1d6 Con damage caused by the bite.
- Pushing through a wide thicket, the characters happen upon a family of campers [2 **AVERAGE CITIZENS (XXX)**, 1 **SMART HIGH SCHOOLER (424)** and 1 **AVERAGE HIGH SCHOOLER (422)**]. Initially startled, the father approaches the characters and explains that they are out-of-towners from Uniontown "enjoyin' a good old-fashioned night in the wilderness" and invites the characters to "take a load off" and share dinner with the family.
- A sudden wind whips through the forest canopy, borne upon its whims are a series of indistinct and muffled whispers. The characters may be able to discern a single phrase, "they are not formed of themselves alone," or "he surveys their shore but never surfaces," or "Swimms traded water for oil," or "Ross polishes what is already clean" [**Listen, DC 14:** Discern a phrase].
- A gentle stirring and two low, muffled voices may be heard in a nearby clearing [**Listen, DC 7:** Hear the stirring and voices]. If the characters approach, they will be able to distinguish two voices, one male and one female. Moving into the clearing, the characters will see a pair of high school students [2 **CHARMING HIGH SCHOOLERS**] entangled in a passionate embrace. If the lovebirds are noticed, they will bolt upright, adjust their clothing and sprint towards the forest's exit [**Opposed Move Silently vs. Listen:** Approach without being noticed].
- As they travel along the forest's paths, a momentary glint may alert the characters to a number of obscured metallic objects on the forest floor [**Spot, DC 16, three attempts:** Become alerted to metallic object]. Furthermore, if they search they may discover several melted, disfigured coins hidden beneath dirt and fallen leaves [**Search, DC 10:** Discover the coins].

Select a Rare Unnatural Encounter

- 16
- A high-pitched chattering becomes audible from somewhere within the woods. Characters may hear the incoherent babbling as they approach [**Listen, DC 11:** Hear the chattering]. If they continue along towards the source, the characters will encounter a number of Greys [see *Delta Green*, page 200] that appear to be arguing over a ring of **purple mushrooms** growing along the path. The creatures' exchanges escalate in tone, pitch and cadence until — suddenly — they all cease, simultaneously turn towards the characters and yell, in perfect English, "You! Stop right there!"
 - Out of the corner of their eye, the characters may notice a brush pile extending into the path that looks unusual or out of place [**Spot, DC 12:** Notice the brush pile]. If the brush is removed, beneath the pile the characters will find a broken **Roombot Electromotive Intelligence** machine. The machine powers up when its switch is thrown, however, it remains nonoperational. If the machine is closely inspected, a character may determine that one of the machine's capacitors is blown [**Knowledge (Electronics), DC 16:** Determine the issue]. Furthermore, after the issue has been diagnosed and with the proper equipment, the capacitor can be replaced [**Repair, DC 11:** Replace the capacitor].

Select an Uncommon Unnatural Encounter:

- 17-18**
- A mound of earth, perversely swollen and unnaturally spherical bursts open right before the characters' eyes. A fetid stench wafts in their direction which may cause them to violently eject the contents of their stomachs [**Fortitude Save, DC 10:** Avoid vomiting] causing 1d3 damage. After the eruption subsides, the characters notice a multitude of lifeless *ANAGENETIC LADYBUG* husks [**Sanity Loss** 0/1]. From among the dead, several living *ANAGENETIC LADYBUGS* wriggle their way out and move to attack the characters.
 - A low, steady groaning may be heard emanating from a grove near the characters [**Listen, DC 13:** Hear the groaning]. As the characters move closer, they may begin to perceive a high-pitched sound resembling laughter coming from the same location [**Listen, DC 10:** Hear the sound]. Upon reaching the grove, the characters will witness an intimidating number of *FUNGALOIDs* biting and swiping at a prone and confused *INFESTED BLACK BEAR* [**Sanity Loss** 1/1d4]. [**Unlocks:** "Night of the Fungaloids" minor plot.]
 - Along the characters' path, they come to a section of the trail marked by the presence of three perfectly circular, evenly spaced rings of **purple mushrooms**. Within the confines of the circle, all the other forms of forest life — grass, leaves, insects — have withered and died.
 - As they wander down the forest's trail, the characters may notice a loose collection of papers gathered in the shade of a towering aspen [**Spot, DC 13:** Notice the papers]. Most of the papers are waterlogged, their ink smudged and rendered unreadable. The characters may, however, discover that one scrap, printed by a fading dot matrix printer, has retained a readable — if somewhat incomprehensible — message [**Search, DC 10:** Find the readable scrap] [The GM should give the players **Prop 0.7: Dot Matrix Scrap**].

19-20 Roll a d20 on the Unexpected Good Fortune Table

X.1.2) MAJOR PLOT SEASONS IV - VI

PLACEHOLDER

1-12: Roll on the “bad events” table

20: Roll on the “fortunate events” table

a large tree toppling under the weight of the purple fungus growing all over it

X.1.3) MAJOR PLOT SEASONS VII - IX

PLACEHOLDER

1-15: Roll on the “bad events” table

None: Roll on the “fortunate events” table

X.1.4) UNEXPECTED GOOD FORTUNE**d12 Encounter**

Navigating the forest, a character nearly trips and falls when their foot digs into a sunken patch along the trail. Searching the immediate area, the characters may find a

- 1** few stray \$20 bills [**Search, DC 10:** Find the bills]. If the characters excavate the sunken patch, they will find \$5,000 in \$20 bills — all with serial numbers beginning with “L” — stuffed into the pouch of a decaying civilian parachute.

- 2** A strange and idiosyncratic book dangles from a nearby alder tree. The book — tied to one of the tree’s low-hanging branches with discolored cotton twine — sways in brief, tranquil arcs with each shift of the wind. If the characters approach, they will see — but not necessarily recognize — a copy of the **Black Sutra**.

- As the characters progress deeper into the forest, the path they are traveling on becomes sloppy with mud and waterlogged debris. Nearby, they may hear the gurgling and splashing of an overflowing stream [**Listen, DC 12:** Hear the gurgling]. If they search out the stream, they will discover that it is dammed by an old cedar chest. The
- 3** chest is locked, though the characters may find a way to open it [**Disable Device, DC 16:** Open the chest]. Inside, they will find an empty jug labeled “Younger Brothers Distilling” and an impressive cache of firearms: 4 Colt M1917 Revolvers, 1 Winchester 1894 Sporting Rifle, 1 Remington Model 11R and 1 broken Thompson M1921 [see *Call of Cthulhu D20*, pages 98-99].

- The characters may notice a crumbled old map, carried along the path by an unseen breeze as it tumbles to a stop several feet in front of them [**Spot, DC 6:** Notice the
- 4** map]. If the characters can get a bearing, they may realize that the map describes their current location and nearby surroundings [**Wilderness Lore, DC 12:** Find their bearings].

- A curious man approaches from a nearby bend. Dressed in a white linen doublet, Spanish breeches and a light-colored leather jerkin, he hails to the characters in a thick English accent. He identifies himself only as, “Henry” and regales the characters with
- 5** tales of his brave explorations of the local area. He will invite the characters to rest and spend time “with a weary old traveler.” If they opt to join him, he will share a number of tips for surviving in the wilderness granting each character who listens a permanent +1 insight bonus to Wilderness Lore.

- Discarded on the forest floor, the characters may catch sight of a tattered **Boy Scout Handbook** [**Spot, DC 9:** Notice the handbook]. The handbook — partially obscured
- 6** beneath a pile of rotting debris — may crumble and fall apart in the characters’ hands if it is extracted from its nest too quickly [**Reflex Save, DC 9:** Prevent the book from falling apart].

- 7 Propped open on the surface of a flat-topped boulder, the characters may spot a copy of **Think and Grow Rich** [**Spot, DC 8:** Spot the book].

- 8 A long day in the forest has caused the characters' lungs to open up. Flush and invigorated, they feel healthier and more robust than they have in years. Each character who has spent — or goes on to spend — more than 3 hours in the forest permanently gains the Run feat.

- 9 Glinting beside a patch of wild twinflowers, the characters may spot a face up Indian Head penny [**Spot, DC 15:** Spot the penny]. The character who picks up the penny will be overcome by the extraordinary understanding that this is merely the beginning of their good fortune; at any point in the future that character may choose to reroll the results of a single d20 roll that directly affects them.

- 10 The characters' path becomes choked by a strange and unfamiliar plant. Large, thick, fleshy leaves of a mottled, bright green color extend along the path's surface. The characters may be able to recognize the plant as "Astaneh" a medicinal plant used by Native Americans [**Wilderness Lore, DC 8** or **Knowledge (Medicine), DC 13:** Recognize the plant]. There are 1d6 usable leaves and — though they are only useful when fresh — each Astaneh leaf will cure 1d8 health when it is applied to a wound.

- 11 The characters experience a moment of clarity beneath the forest's silent eaves. The tranquil quietude and natural beauty of their surroundings instills a rare sense of hope in them as they regain 1d4 Sanity.

- 12 Stopping along a scenic trail for a short break, the characters lose themselves in the majesty of the forest. The cool wind, the warm sun and the gentle, soothing rustle of fallen leaves breeds a certain confidence in them. As they rise to push onwards, they feel emboldened by their experience and gain +1 to an ability score of their choice.

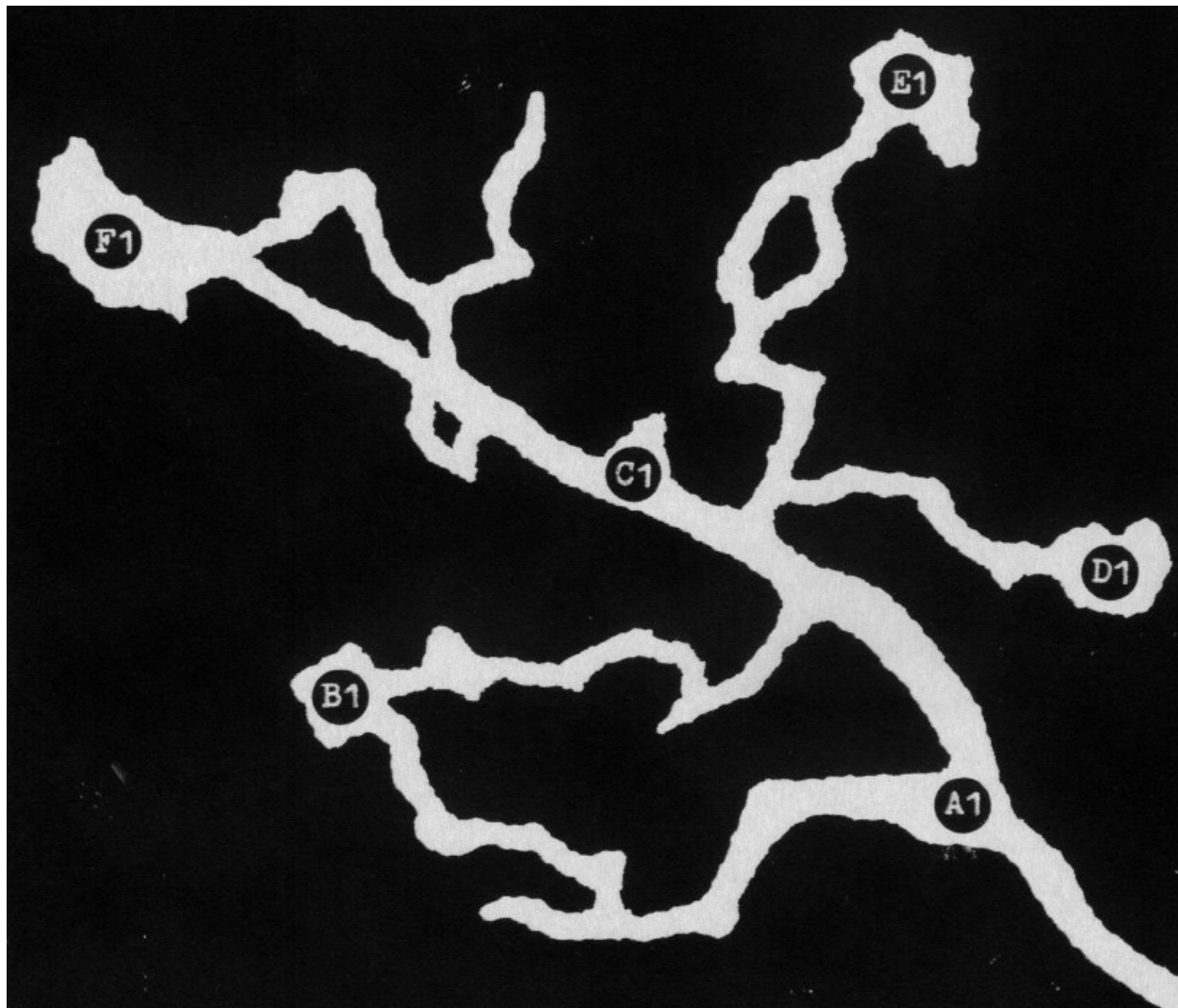
X) THE PATALA COIL

PLACEHOLDER: Broad description of the cave system. History, etc.

Used as shelter by the Nez Perce.

Mother Earth has spent so long in the cave that, in some ways, she has BECOME the cave yawning entrance

X.1) FIRST REGION



Features

A1:

B1: [hyenas (smell a “boiling, cheap soap” when near them)]

C1: [bottomless pit (leads to region 2); lowering down requires Str check + Use Rope]

D1: [stash of bondage magazines (females dominating males); a bloody mattress and iron shackles; some kind of bondage themed trap]

E1: [hyenas (smell a “boiling, cheap soap” when near them)]

F1: [lioness den; only ever 1 lioness, if wandering and killed, not here]

PLACEHOLDER: Broad description of the first level. Cave paintings from the Nez Perce depicting Mother Earth’s flight.

X.1.1) THE PATALA COIL, FIRST REGION ENCOUNTERS

d10	Encounter
1	<p>Roll a d6 for a Medium Encounter:</p> <p>1: <i>STUNTED MI-GOs</i></p> <p>2: <i>LIONESS</i></p> <p>3:</p> <p>4: <i>STRIPEBACKED SCORPIONS</i></p> <p>5-6: Rat-Things [see <i>Call of Cthulhu D20</i>, page 179]</p>
2-4	<p>Roll a d6 for a Minor Encounter:</p> <p>1: Rat-Things [see <i>Call of Cthulhu D20</i>, page 179]</p> <p>2: <i>PALLID BATs</i></p> <p>3: <i>HYENAs</i></p> <p>4: <i>ANAGENETIC LADYBUGs</i></p> <p>5-6: <i>RATTLESNAKEs</i></p>

5	<p>Select an Uncommon Cave Encounter:</p> <ul style="list-style-type: none"> ◦ Perched atop a nearby stalagmite, the characters may notice an unnatural, bulbous shape [Spot, DC 13: Notice the shape; the DC is reduced by 5 if the area is lighted]. Moving closer, they see that it is a skull which may be identified as human [Knowledge (Biology), DC 10: Identify the skull as human]. The skull's right eye is marred by a wide gash and upon its forehead are etched a number of crude Nez Perce symbols that may be translated as "hickat naqawna" or "it is getting dark for us." [Speak Other Language (Nez Perce), DC 8: Translate the symbols]. Additional research into the skull will reveal that it is over 100 years old and likely belonged to a member of one of the local indigenous tribes. ◦ As the characters navigate the darkened caverns, they may spot a battered glass jug lying on its side [Spot, DC 16: Spot the jug; the DC is reduced by 5 if the area is lighted]. Labeled "Younger Brothers Distilling," the jug is filled with a swirling, milky, green liquid. When opened the contents smell strongly alcoholic but also pungent with hints of citrus. If the characters choose to drink the liquid, they will be overcome by a sense of euphoria lasting one hour during which they receive a +1 enhancement bonus to Strength. ◦ Rounding a corner, the sound of hushed voices echoes down the corridor. The characters may be able to discern key phrases such as, "this is the spot," "leave it here," "better not rip us off," and "underneath the big stalactite" [Listen, DC 10: Discern the phrases]. If they move closer, the characters risk being noticed by "Chunk" Phillips and Silas O'Sullivan [2 AVERAGE HIGH SCHOOLERS (422)] [Opposed Move Silently vs. Listen: Avoid being noticed]. The two are leaving a duffel bag containing \$600 for CRAGS ALEXANDER (XXX) and PELICAN BRIEF (XXX), who are supposed to provide them with drugs to sell at WHITE BLUFFS HIGH SCHOOL (8).
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6-7

Select a Common Cave Encounter:

- Obscured inside a jagged hollow, the characters may notice a cluster of five or six **Crite eggs** [**Spot, DC 18:** Notice the eggs; the DC is reduced by 5 if the area is lighted] [**Sanity Loss** 1/1d3]. The green eggs, approximately five inches tall, feature purple spots and deep vertical ridges. When touched, the eggs palpitate and release small quantities of a viscous slime through two slits on their tops. [**Unlocks:** “You Are What They Eat” minor plot.]
- Upon the walls, the characters may notice several long rows of crudely drawn pictograms [**Spot, DC 12:** Notice the pictograms; the DC is reduced by 5 if the area is lighted]. The first row depicts a small army of stick figures fleeing from a larger army of figures on horseback. The second row shows the smaller army, now half its original size, closing in upon a blackened circle. The third row depicts several white specks peering out of the blackened circle as a larger yellow circle above it gradually darkens. The fourth row shows a massive triangular figure becoming progressively smaller. The final row is comprised of a long, black rectangle. The characters may be able to interpret the pictograms as a retelling of the flight of the indigenous Nez Perce — the “Legend of the Quiet Exodus” — into **THE PATALA COIL (38)**, though the fourth row is indecipherable [**Knowledge (Anthropology), DC 13:** Interpret the pictograms].
- One of the characters nearly trips on a cache of old mining tools [**Reflex Save, DC 5:** Avoid tripping or suffer 1d2 damage]. Among the implements, the characters find two pickaxes, a rusty oil lantern, a hardened leather mining helmet and a frayed canvas backpack. If they attempt to lift the pack, they risk spilling its contents as the material falls apart and crumbles in their hands [**Reflex Save, DC 6:** Avoid spilling the contents]. Inside, the characters will find two brown sticks of **unstable dynamite**.
- A few stray colors may be seen peeking out from beneath the layers of dust and debris that have accumulated on the cave’s floor [**Spot, DC 14:** Notice the colors; the DC is reduced by 5 if the area is lighted]. If the characters wish to investigate, they must sweep away the rubble. Comprised of shattered arrowheads, stone beads and years of fallen dirt, the debris obscures a cryptic drawing that features a central birdlike figure surrounded by a circle of stick figures. Beyond these figures is another circle of broken stick figures. Around

8	<p>Select an Uncommon Mythos Encounter:</p> <ul style="list-style-type: none"> ◦ A frigid wind sweeps through the corridors, kicking up a swirl of fallen leaves and assorted debris. Floating upon a stray gust, the characters may catch sight of a moldy vellum scrap [Spot, DC 17: Notice the scrap]. ◦ Tanis Eshkan speaking furtively into the bottomless pit, conversing with the Indians who live down there, telling them she's "making headway" and that they should "be ready" [talking about their return/retaking of the city] ◦ feeling their way around, they feel some kind of weird orifice in the rock wall (it's attached to Mother Earth); you can put things in it and something happens; put their arm in and they can pull something out.
9-10	<p>Select a Common Mythos Encounter:</p> <ul style="list-style-type: none"> ◦ preternatural howl, like a serpentine/birdlike call, rattling of chains, originates at the bottomless pit ◦ a pile of amniotic sacs ◦ the characters become aware of a crumbling noise, followed by a dripping sound, afterwards, they begin experiencing vivid hallucinations (though they may not know they are hallucinations); indians and shit; in the end, the cause is a pocket of something that was released as the rocks shifted ◦ an impression in the rocks of the "lead angel" / Nightgaunt, who was trapped in it ◦ serpent man running/torch in the distance, jumps down pit and vanishes if he's seen

* Small table of random encounters + static encounters A1-F1.

* Maybe something that gives +1 initiative

* The first ‘region’ of the coil is available any time, but the stairwell/passage leading down has collapsed and is only moved in Season X, when Thomas Sawyer goes in (or something similar)

* Seven “regions”. First region is based, loosely, on “Atala”: Hyenas (female dominated), black widow spiders (female dominated) and there is a single “boss” — a lioness (she has a tag from the zoo in her ear). Completely out of place, also female dominated. She’s starved, emaciated and angry; escape from Turtle Park Zoo along with a family of Cross River gorillas.

* An “angler fish” type creature, biolumenscent bulb on its head.

* Deformed, inbred Indians... a hundred years with a shallow genetic pool. The Hills Have Eyes type shit.

* Some kind of water or drink there that causes something weird when drank.

> OTHER REGIONS

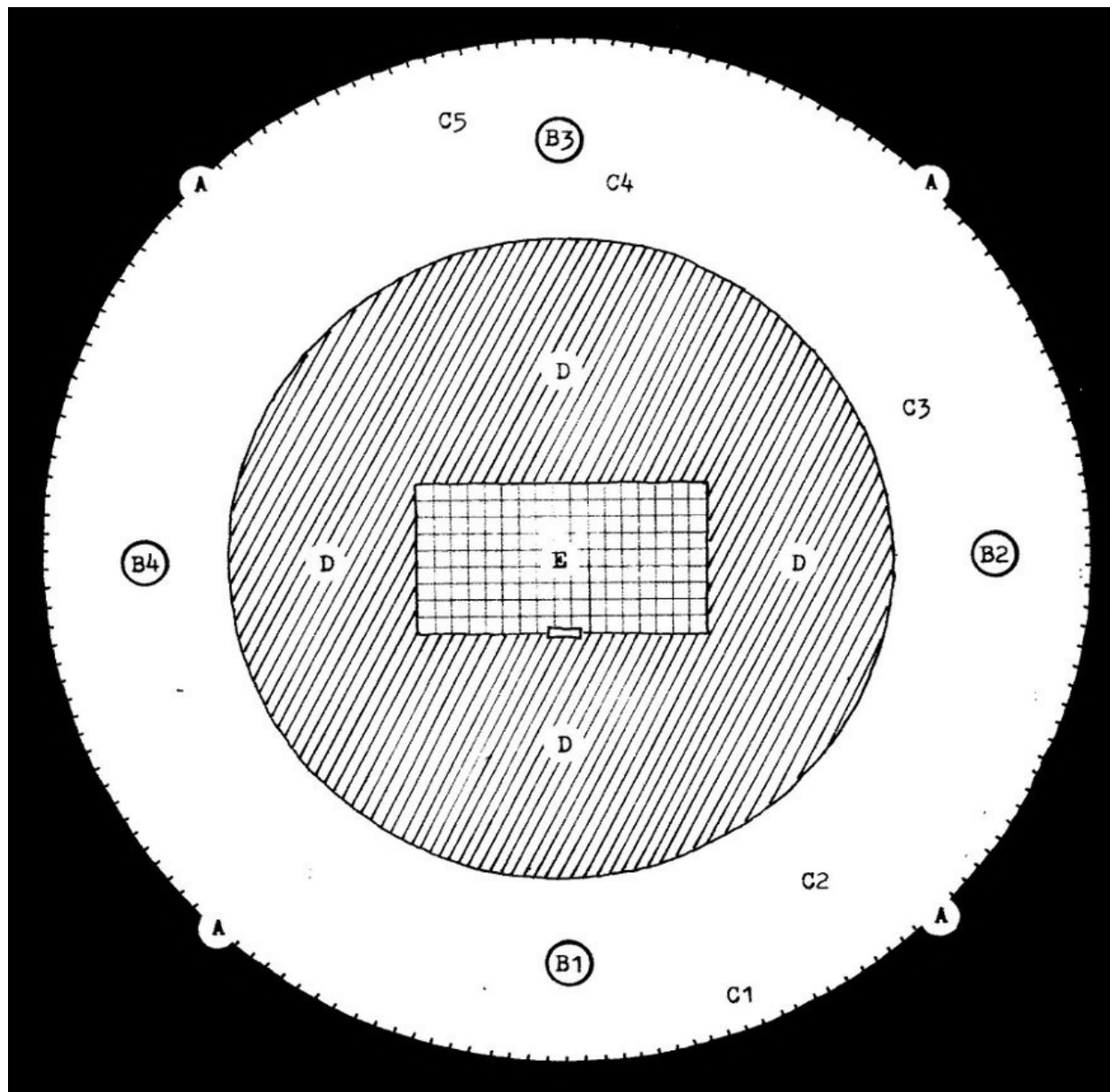
* One of them has a caged Couatl — The fifth level “Mahatala” — the denizens there (serpentpeople) call him “Garuda”

<http://en.wikipedia.org/wiki/Patala>

X) THE COLUMN

PLACEHOLDER: Description of The Column. Ancient. Alien technology built atop human technology built atop alien technology in a nearly infinite loop. A hodge podge of earthly and unearthly things.

X.1) EXTERIOR



Features

A: Electrified fence

B1 to B4: Black metal pylons

C1 to C5: *MONSTROUS PURPLE MUSHROOMs*

D: Concrete platform

E: **THE SECRET ANNEX (XXX)**

Tucked away in the northeast corner of **SUMMERLAND NATIONAL FOREST (36)**, at the terminus of a narrow, winding trail is the exterior of **THE COLUMN (37)**. An electrified,

aluminum chain-link fence topped with military grade concertina wire surrounds an almost perfectly circular patch of dead, brown grass. At various points along the fence the characters may spot signs reading “Excalibur Industrial Security” [**Spot, DC 6:** Spot the signs]. Just outside the fence’s perimeter a ring of red alder trees bend inward, the break in their canopy permitting a narrow column of sunlight that travels the circle’s circumference as the day progresses.

Inside the fence’s confines, four black metal pylons jut from the earth. If the characters get close enough, they may hear the pylons humming [**Listen, DC 5:** Hear the humming; the DC is increased by 4 for every 5 ft. away the characters are]. Interestingly, if they step within ten feet of any pylon, they will notice that they exhibit a strong magnetic field capable of pulling even the smallest metal objects closer to them [**Reflex Save, DC 7:** Avoid losing unattended metal objects].

The eastern side of the fenced off area is host to a number of ***MONSTROUS PURPLE MUSHROOMs***.

In the circle’s center sits an upraised concrete platform. Extending several inches out of the ground, characters standing upon it may notice that the concrete contains myriad unusual metallic flecks [**Search, DC 6** or **Spot, DC 11:** Notice the flecks]. Built atop the platform is a windowless white aluminum shed topped with a tilted weathervane in the shape of a rooster. On each of the shed’s corners, the characters may notice a rotating security camera [**Spot, DC 9:** Notice the cameras].

On the southern wall of the shed, a wide, sliding doorway leads into **THE SECRET ANNEX (XXX)**.

X.2) THE LIFT

The elevator directly beneath the concrete platform that takes you down to Level –1 of The Column.

—

* Tons of traps. Everything is a trap, basically. Based on Grimtooth’s Dungeon of Doom: <http://www.deslok.net/d20%20-%20Grimtooth's%20Dungeon%20of%20Doom.pdf>

- * Every floor is either a new trap, a containment area for a monster or an MJ-12 “guard”/ observation floor.
- * Somehow, maybe the Column fuses people with Mi-go by the time they get to the bottom. Maybe all the traps are designed to further “infect” people. They’re nonlethal traps, mostly, but they hurt the shit out of you.
- * Floor 1 to Floor –100.
- * There’s a tunnel from The Column to Curtain’s Vale.
- * It’s a lot like the hatch from LOST. Old, outdated equipment. Weirdness.

APPENDIX XXX:

Creatures

See: <http://paizo.com/PRD/monsters/monsterCreation.html>

Also see: <http://www.dinglesgames.com/tools/NPCGenerator/pathfinder>

Something that can only be killed by specific weapons, like glass bullets or some shit.

“Mister Salty”: Visible only if you eat too many Mister Salty Pretzels. [Sanity Loss 1d3/1d6]

Couatl

*****Fungaloids:** Anyone hit by the Fungaloids becomes temporarily possessed and acts super weird (Evil Dead). Low DC... Fort DC 8. Next round you can only take a single move or standard action. They speak weird shit... quotes from Evil Dead 2. They have a low attack bonus, so they don't hit often, though.

Stripebacked Scorpion (make it CR 2... 4-5hp but poisonous): <http://www.d20pfsrd.com/bestiary/monster-listings/vermin/scorpion/scorpion-cave>

Emaciated Lioness (make it CR 5, use the Dire Lion): <http://paizo.com/prd/monsters/lion.html>
[orange tag on its ear]

Monstrous Purple Mushroom: It can't move but it can release spores if agitated. [see <http://www.d20pfsrd.com/bestiary/monster-listings/plants/fungus-violet>]

X) CREATURES

ANAGENETIC LADYBUG

CR 1/2

Small Vermin

Init +2; **Senses** low-light vision; **Listen** +1, **Spot** +2

Sanity Loss 0/1

DEFENSE

AC 16, **touch** 13, **flat-footed** 14

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +2

Immune mind-affecting; **Resist** poison 3

Special Defenses psychotropic excretion (Fortitude DC 12)

OFFENSE

Speed 30 ft., fly 30 ft.

Attacks bite +3 (1d4+2)

Face/Reach 2 ft. by 2 ft./5 ft.

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** —, **Wis** 14, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 13

Skills Listen +1, Spot +2

SPECIAL ABILITIES

Psychotropic Excretion (Ex): Once per hour, when an anagenetic ladybug is the target of an attack of opportunity, it may excrete a viscous purple ooze from glands behind its mandibles. If the attack of opportunity hits, the attacker must make a DC 12 Fortitude save or suffer 1 Int damage.

ECOLOGY

Environment any

Organization solitary, cluster (2–6) or colony (7–12)

PLACEHOLDER: A photo of them sent to the hotline should yield a definition of anagenesis and information on the common ladybug.

ANSERIFORM BLADDER

CR 26

Huge Abberation

Init –8; **Senses** darkvision 60 ft.; Listen +22, Spot +18

Sanity Loss 1d3/1d10

DEFENSE

AC 7, **touch** 5, **flat-footed** 7

hp 530 (40d8+350)

Fort +38, **Ref** +7, **Will** +21

DR 10/piercing; **Immune** critical hits, flanking

OFFENSE

Speed 0 ft.

Attacks 4 vestigial bladders +45 (1d4+2 nonlethal)

Face/Reach 10 ft. by 10 ft./15 ft.

Special Attacks swan song (120 ft., Will DC 29), void bladder (60 ft., Will DC 29)

STATISTICS

Str 32, **Dex** 8, **Con** 27, **Int** 36, **Wis** 24, **Cha** 17

Base Atk +30; **CMB** +45; **CMD** 55 (can't be tripped)

Skills Animal Empathy +18, Handle Animal +23, Heal +17, Intimidate +31, Listen + 22, Performance (Singing) +27, Spot +18

Feats Great Fortitude, Toughness (×20)

Psychic Feats Sensitive, Biofeedback Trance

SPECIAL ABILITIES

Swan Song (Su): The previously lifeless swans attached to the bladder's tentacles simultaneously stand erect. Necks held upright, their bills open and they release a captivating and melancholy song. Everyone within 120 ft. of the bladder who is capable of hearing the song must succeed at a DC 29 Will save or be captivated. A person captivated by the Swan Song must use their next move action to move closer to the bladder.

Void Bladder (Su): The bulbous central bladder of the creature swells before collapsing in on itself, releasing a hazy, noxious white gas into the air. Anyone within 60 ft. of the bladder must succeed at a DC 29 Will save or become unconscious at the end of their next round. Those who inhale the gas will note its pleasing, vaguely familiar, soapy fragrance. A successful DC 15

Knowledge (Chemistry) roll will identify the smell as Irish Spring bar soap.

ECOLOGY

Environment any

Organization solitary

PLACEHOLDER_DESCRIPTION

BIGFOOT

CR 2

Medium-Size Humanoid (Bigfoot)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Listen** +4, **Spot** +4

Sanity Loss 0/1d3

DEFENSE

AC 14, **touch** 12, **flat-footed** 12

hp 22 (3d8+9)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Attacks club +8 (1d6+3), rock +8 ranged (1d4+3)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks rock toss

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 9, **Wis** 10, **Cha** 11

Base Atk +2; **CMB** +6; **CMD** 18

Skills Heal +2, Listen +4, Move Silently +10, Spot +4, Wilderness Lore +10

Feats Skill Emphasis (Move Silently)

SPECIAL ABILITIES

Pungency (Ex): The Bigfoot's odor is quite powerful and can be detected at twice the normal distance by scent.

Rock Toss (Ex): The Bigfoot are accomplished rock throwers, receiving a +1 bonus on attack rolls with thrown rocks. It can toss rocks up to Tiny in size a distance of five range increments.

ECOLOGY

Environment temperate or cold forests

Organization solitary, pair or family (3-7)

The Bigfoot is 8 feet tall and weighs 570 pounds. These creatures — mistaken for Bigfoot — are infested Cross River gorillas that escaped from the Turtle Park Zoo in 1986. Growing out of their skulls near the base of their necks is a sticky purple fungus. This fungus has attached to the gorilla's brainstem, granting it access to the creature's basic biological processes and provoking an unnatural surge in both physical and mental capabilities. The infested gorillas are incredibly stealthy creatures, capable of moving through forests in particular with astonishing grace and efficiency. The one trait that somewhat undermines their stealth is a distinctive pungent, musky odor that is often noticeable even when the gorilla itself is not apparent.

BIGFOOT YOUTH**CR 1****Medium-Size Humanoid (Bigfoot)**

Init +2; **Senses** low-light vision, scent; **Listen** +3, **Spot** +2

Sanity Loss 0/1

DEFENSE

AC 15, **touch** 14, **flat-footed** 11

hp 13 (3d8)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Attacks slam +2 (1d4)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 11, **Dex** 19, **Con** 10, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 16

Skills Listen +3, Move Silently +7, Spot +2, Wilderness Lore +7

Feats Skill Emphasis (Move Silently)

SPECIAL ABILITIES

Pungency (Ex): The Bigfoot's odor is quite powerful and can be detected at twice the normal distance by scent.

ECOLOGY

Environment temperate or cold forests

Organization type

Treasure solitary, pair or family (3-7)

In most respects, a young Bigfoot behaves and appears exactly like the adult Bigfoot. However, young Bigfoot are — on average — 5 feet tall and weigh only 300 pounds.

BLACK BEAR

CR 3

Medium-Size Animal

Init +1; **Senses** low-light vision, scent; **Listen** +4, **Spot** +4

DEFENSE

AC 13, **touch** 11, **flat-footed** 12

hp 20 (3d8+6)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 40 ft.

Attacks 2 claws +6 (1d4+4), bite +1 (1d6+2)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 19, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +6; **CMD** 16

Skills Climb +4, Listen +4, Spot +4, Swim +8

Feats Endurance, Run

ECOLOGY

Environment temperate forests

Organization solitary or pair

PLACEHOLDER

COYOTE

CR 1/2

Small Animal

Init +2; **Senses** low-light vision, scent; Listen +4, Spot +4

DEFENSE

AC 14, **touch** 13, **flat-footed** 12

hp 9 (1d8+5)

Fort +4, **Ref** +4, **Will** +1

OFFENSE

Speed 40 ft.

Attacks bite +2 (1d4+1 plus trip)

Face/Reach 2 ft. by 2 ft./5 ft.

Special Attacks opportunistic bite

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 12

Skills Bluff +2, Listen +4, Spot +4, Wilderness Lore +2

Feats Toughness

SPECIAL ABILITIES

Opportunistic Bite (Ex): On a successful bite attack against an opponent it's flanking or that is denied its Dexterity bonus to AC, a coyote deals 1 additional point of damage.

ECOLOGY

Environment forests

Organization solitary, pair, or pack (3–10)

The color of the coyote's pelt varies from grayish-brown to yellowish-gray on the upper parts, while the throat and belly tend to have a buff or white color. The coyote's ears are proportionately large in relation to the head, while the feet are relatively small in relation to the rest of the body.

CRITE

CR 2

Small Outsider

Init +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Sanity Loss 0/1d3

DEFENSE

AC 20, **touch** 20, **flat-footed** 16

hp 9 (2d8-2)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 40 ft.

Attacks feed +8 (1d2+4)

Face/Reach 1 ft. by 1 ft./1 ft.

Special Attacks birth, crite sphere

STATISTICS

Str 18, **Dex** 22, **Con** 6, **Int** 6, **Wis** 6, **Cha** 4

Base Atk +4; **CMB** +8; **CMD** 24

Skills Escape Artist +5, Hide +2, Listen +1, Move Silently +4, Spot +1, Tumble +5

Feats Mobility

SPECIAL ABILITIES

Birth (Ex): One round after successfully using their feed attack, as a move action, a Crite can defecate to give birth to 1d3 new Crites. These newborn Crites wriggle their way out of the feces and are placed adjacent to the Crite who birthed them. These new Crites cannot act until the beginning of the next combat round.

Crite Sphere (Su): As a standard action, if more than 5 Crites are within 15 feet of each other they may combine to form a ***CRITE SPHERE***.

ECOLOGY

Environment any

Organization solitary or litter (5-20)

PLACEHOLDER

CRITE SPHERE**CR 6-8**

Medium-Size Outsider

Init +9; **Senses** darkvision 60 ft; Listen +3, Spot +3

Sanity Loss 1/1d4

DEFENSE

AC 19, **touch** 19, **flat-footed** 15

hp *see special abilities*

Fort +8, **Ref** +10, **Will** +6

OFFENSE

Speed 40 ft.

Attacks 3 feed +9 (1d2+4)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks birth, bowl over (Reflex DC 17)

STATISTICS

Str 20, **Dex** 20, **Con** 10, **Int** 6, **Wis** 6, **Cha** 4

Base Atk +4; **CMB** +9; **CMD** 23

Skills Escape Artist +15, Hide +6, Listen +3, Move Silently +12, Spot +3, Tumble +15

Feats Mobility

SPECIAL ABILITIES

Birth (Ex): One round after successfully using their feed attack, as a move action, a Crite Sphere can defecate to give birth to 1d3 new Crites. These newborn Crites wriggle their way out of the feces and are placed adjacent to the Crite Sphere who birthed them. These new Crites cannot act until the beginning of the next combat round.

Bowl Over (Ex): As a full-round action, a Crite Sphere can move in a straight line up to twice its movement speed. Any creature that the Crite Sphere passes through must succeed at a DC 17 Reflex save or be bowled over. If the creature succeeds at the save, they must move to an adjacent space that was not affected by the Crite Sphere's movement. If they fail, they are knocked prone and suffer 1d2+4 damage for each Crite in the Crite Sphere.

Hit Points (Ex): A Crite Sphere has a number of hit points equal to $10 \times$ the number of Crites

that combined to form it.

ECOLOGY

Environment any

Organization solitary or litter (5-20)

PLACEHOLDER: Finish.

DEMENTED SWAN

CR 1

Small Animal

Init +4; **Senses** blindsight 30 ft.; **Listen** +3, **Spot** +1

Sanity Loss 0/1d2

DEFENSE

AC 16, **touch** 16, **flat-footed** 12

hp 5 (1d8+1)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 20 ft.

Attacks bite +7 (latch)

Face/Reach 2 ft. by 2 ft./5 ft.

Special Attacks exsanguinate

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 9

Skills **Listen** +3, **Move Silently** +8, **Spot** +1

Feats **Weapon Finesse**

SPECIAL ABILITIES

Exsanguinate (Ex): While latched, the swan drains the blood of its victim at the end of its turn, inflicting 1 point of Constitution damage. Once the swan has dealt 2 points of Constitution damage, it detaches itself and flees. If its victim dies before the swan's appetite has been sated, the swan unlatches and seeks a new target.

Latch (Ex): When the swan hits with a touch attack, its jagged beak digs into the target, anchoring it in place. A latched swan is effectively grappling its prey. The swan loses its Dexterity bonus to AC and has an AC of 12 but maintains its grip with great tenacity as it insinuates its beak into the target's flesh. Once attached, the swan has a +8 racial bonus to maintain its grapple. If the swan's prey manages to win a grapple or Escape Artist check against it, the swan is removed.

ECOLOGY

Environment temperate and dark sewers

Organization solitary, pair, or flock (3-10)

Resembling a *TRUMPETER SWAN*, the demented swans' plumage is blackened with filth and harbors a foul stench. The swan's cadaverous, anemic eyes are set above a jagged beak lined with hundreds of crooked black barbs.

EPAGOMENE CABINET

CR 5

Medium-Size Outsider

Init -1; **Senses** darkvision 60ft.; **Listen** +12, **Spot** +12

Sanity Loss 0/1d6

DEFENSE

AC 15, **touch** 10, **flat-footed** 10

hp 100 (10d8+55)

Fort +7, **Ref** +4, **Will** +7

Special Defense hibernation mode

OFFENSE

Speed 15 ft.

Attacks cord whip +8 (2d6+5), cabinet slam +4 (1d8+2)

Face/Reach 5 ft by 5 ft./5 ft.

Special Attacks flashing tempest (Will DC 15)

STATISTICS

Str 9, **Dex** 8, **Con** 13, **Int** 16, **Wis** 9, **Cha** 9

Base Atk +7; **CMB** +7; **CMD** 22 (can't be tripped)

Skills Computer Use +18, Craft (Electronics) +13, Disable Device +6, Knowledge (Electronics) +10, Knowledge (Engineering) +9, Knowledge (Mathematics) +10, Knowledge (Occult) +5, Listen +12, Operate Heavy Machinery +7, Performance (Video Game) +13, Repair +12, Spot +12

Feats Gearhead, Skill Emphasis (Computer Use)

Languages any

SPECIAL ABILITIES

Flashing Tempest (Su): An Epagomene Cabinet may orient itself towards a target and cause a series of intensely bright images to flash across its screen. A target who witnesses this display must make a DC 15 Will save or be nauseated for 1d3 rounds.

Hibernation Mode (Ex): When reduced to less than half of its maximum hit points, an Epagomene Cabinet may enter Hibernation Mode. Roll a d%, if the result is greater than the Cabinet's current hit points, it enters Hibernation Mode. It regains 10 hit points per hour in this mode and exits when it has regained all of its hit points. While in Hibernation Mode, the cabinet ceases to operate and is treated as a normal arcade machine.

ECOLOGY

Environment city/urban

Organization solitary or cell (2-4)

Treasure Epagomene motherboard

PLACEHOLDER_DESCRIPTION While in Hibernation Mode (or alive and non-aggressive), you can get the Epagomene motherboard from it. If you kill it completely, the motherboard is useless. The motherboard works like a spellbook, requiring Computer Use to study it. If you remove the motherboard while it is in hibernation mode, the machine is fully “killed”. Look like a PARHELION arcade machine. Rainbow colors, explosion of colors, bright, vibrant.

GRAY WOLF**CR 3****Medium-Size Animal**

Init +2; **Senses** low-light vision, scent; **Listen** +10, **Spot** +8

DEFENSE

AC 14, **touch** 11, **flat-footed** 12

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Attacks bite +7 (1d8+6 plus trip)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20

Skills **Listen** +10, **Move Silently** +3, **Spot** +8, **Wilderness Lore** +1

Feats **Run**, **Skill Emphasis (Listen)**, **Weapon Focus (bite)**

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–8)

The gray wolf is a slender, powerfully built animal with a large, deeply descending ribcage and a

sloping back. Their abdomen is pulled in, and their necks are heavily muscled. The wolves' limbs are long and robust, with comparatively small paws. Their fur color ranges from almost pure white through various shades of blond, cream, and ochre to grays, browns, and blacks.

GUARD DOG**CR 1/2****Medium-Sized Animal**

Init +1; **Senses** low-light vision, scent; **Listen** +8, **Spot** +6

DEFENSE

AC 11, **touch** 11, **flat-footed** 10

hp 9 (1d8+1)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Attacks bite +2 (1d6+3 plus trip)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 13, **Dex** 12, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2 (+4 on trip attempts); **CMD** 14 (18 vs. trip)

Skills Escape Artist +1, **Jump** +6, **Listen** +8, **Spot** +6

Feats Skill Emphasis (Listen)

SPECIAL ABILITIES

Trip Attacks (Ex): Guard dogs have been bred to defend their owner and aggressively confront threats. These dogs receive a +2 bonus to their CMB when making trip attacks.

ECOLOGY

Environment any

Organization solitary, pair, or pack (2-8)

PLACEHOLDER DESCRIPTION

HYENA

CR 1

Medium-Size Animal

Init +2; **Senses** low-light vision, scent; **Listen** +8, **Spot** +6

DEFENSE

AC 14, **touch** 12, **flat-footed** 12

hp 15 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Attacks bite +3 (1d6+3 plus trip)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15

Skills **Listen** +8, **Move Silently** +4, **Spot** +6

Feats Skill Emphasis (Listen)

ECOLOGY

Environment warm plains

Organization solitary, pair, or pack (3–12)

Hyenas have relatively short torsos and lower hind quarters, high withers and backs that slope noticeably downward toward their croups. The forelegs are high, while the hind legs are very

short and their necks are thick and short. Their skulls superficially resemble those of large canids, but are much larger and heavier, with shorter facial portions. The odor of their secretions is very strong, smelling of boiling cheap soap or burning, and can be detected by humans several yards downwind.

INFESTED BLACK BEAR**CR 1****Medium-Size Animal**

Init -2; **Senses** low-light vision, scent; **Listen** +2, **Spot** +4

Sanity Loss 0/1

DEFENSE

AC 8, **touch** 8, **flat-footed** 8

hp 8 (1d8)

Fort +2, **Ref** -1, **Will** +1

OFFENSE

Speed 15 ft.

Attacks 2 claws +4 (1d4+2), bite +1 (1d6+1)

Face/Reach 5 ft. by 5 ft./5 ft.

STATISTICS

Str 14, **Dex** 6, **Con** 10, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 12

Skills Climb +1, **Listen** +2, **Spot** +4, **Swim** +3

Feats Endurance, Run

ECOLOGY

Environment temperate forests

Organization solitary or pack

PLACEHOLDER: Infected by the purple fungus which makes them super aggressive but frail

and very slow. It grows in their brain and bursts through their skull.

MANGY RACCOON

CR 1

Tiny Animal

Init +2; **Senses** low-light vision, scent; **Listen** +2, **Spot** +2

Sanity Loss 0/1

DEFENSE

AC 15, **touch** 14, **flat-footed** 13

hp 7 (1d8)

Fort +2, **Ref** +4, **Will** +3

OFFENSE

Speed 20 ft., climb 20 ft.

Attacks bite +4 (1d3-1 plus disease)

Face/Reach 2 ft. by 2 ft./2 ft.

Special Attacks disease (Fortitude DC 11)

STATISTICS

Str 8, **Dex** 15, **Con** 11, **Int** 2, **Wis** 16, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 9

Skills Climb +7, **Listen** +2, **Move Silently** +3, **Spot** +2

Feats Toughness, Weapon Finesse

SPECIAL ABILITIES

Disease (Ex) Rabies: Bite—injury; *save* Fort DC 11; *onset* 2d6 weeks; *frequency* 1/day; *effect* 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); *cure* 2 consecutive saves.

ECOLOGY

Environment temperate and dark sewers

Organization solitary, or gaze (2-4)

Mange-infested raccoons bear only a passing resemblance to the healthier members of their species. Totally hairless, indistinct folds of wrinkled, gray skin hang loosely upon their ursine frame.

MOTHER EARTH

CR 28

Huge Aberration

Init +10; **Senses** darkvision 60 ft.; **Listen** +27, **Spot** +25

Sanity Loss 1d6/1d10

DEFENSE

AC 31, **touch** 12, **flat-footed** 25

hp 870 (40d8+685)

Fort +17, **Ref** +19, **Will** +19

DR 10/fire; **Immune** acid, critical hits, death effects, disease, mind-affecting, poison, polymorph; **Resist** cold 10, electricity 10

Special Defense PLACEHOLDER

OFFENSE

Speed 10 ft.

Attacks type (damage)

Face/Reach 10 ft. by 20 ft./15 ft.

Special Attacks PLACEHOLDER

STATISTICS

Str 22, **Dex** 22, **Con** 34, **Int** 24, **Wis** 23, **Cha** 18

Base Atk +40; **CMB** +50; **CMD** 66

Skills Animal Empathy +36, Climb +10, Concentration +34, Diplomacy +19, Handle Animal +31, Heal +30, Intimidate +21, Knowledge (Geography) +20, Knowledge (Geology) +20, Knowledge (Local) +8, Knowledge (Meteorology) +24, Listen +27, Psychic Focus +15, Read

Lips +14, Sense Motive +21, Spot +25, Wilderness Lore +38

Feats Toughness (×15)

Psychic Feats Sensitive, Biofeedback Trance, Mind Prove, Telepathy

Languages Primordial

SPECIAL ABILITIES

PLACEHOLDER: Everyone within 60 ft. of Mother Earth is granted temporary fluency in the Primordial language.

PLACEHOLDER: When damaged, there's a chance that someone else nearby (including her "vessels") takes the damage.

PLACEHOLDER: Can drain hit points from her vessels as a swift action.

ECOLOGY

Environment temperate forest

Organization solitary

Treasure type

PLACEHOLDER: Mother Earth and the brain cluster vied for control of the land that White Bluffs is built on. Eventually, Chief Toochoolhoolzote pledged his daughter to Mother Earth who used her as a conduit to establish a peace... Mother Earth granted her extreme wisdom and insight, which the Mi-go cluster found interesting.

Curtain's men decimated the Nez Perce, drove Mother Earth underground, the forest went dark, many starved to death. Whisperer Among the Winds was searching for a way to release Mother Earth. Curtain's men drove Mother Earth underground, that's why she went to the Coil, to help release her, but she failed.

Mother Earth has fled to the bottom of the Patala Coil after some sort of attack by the Mi-go... breaking the "peace" — the characters should break the peace.

Medium-Size Animal

Init +2; **Senses** low-light vision, scent; **Listen** +8, **Spot** +8

DEFENSE

AC 14, **touch** 12, **flat-footed** 12

hp 22 (3d8+9)

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft., climb 10 ft.

Attacks 2 claws +4 (1d6+2), bite +4 (1d4+2)

Face/Reach 5 ft. by 5 ft./5 ft.

Special Attacks rage

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16

Skills Climb +10, **Listen** +8, **Spot** +8

Feats Skill Emphasis (Listen), Toughness

SPECIAL ABILITIES

Rage (Ex): A mountain lion that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The mountain lion cannot end its rage voluntarily.

ECOLOGY

Environment cold forests

Organization solitary

Mountain lions are slender and agile members of the cat family. The head of the cat is round and

the ears are erect. Their powerful forequarters, neck, and jaw serve to grasp and hold large prey. Mountain lions have five retractable claws on their forepaws and four on their hind paws. Mountain lion coloring is typically tawny, but ranges to silvery-grey or reddish, with lighter patches on the underbody, including the jaws, chin, and throat.

PALLID BAT**CR 1/2****Tiny Animal**

Init +2; **Senses** blindsense 20 ft., low-light vision; **Listen** +7, **Spot** +7

DEFENSE

AC 16, **touch** 16, **flat-footed** 14

hp 3 (1d8-1)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 5 ft., fly 40 ft.

Attacks bite +6 (1d3-4)

Face/Reach 2 ft. by 2 ft./0 ft.

Special Attacks distract (Fortitude DC 11)

STATISTICS

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5

Base Atk +0; **CMB** -2; **CMD** 3

Skills **Listen** +7, **Move Silently** +6, **Spot** +7

Feats Skill Emphasis (Listen)

SPECIAL ABILITIES

Distract (Ex): The pallid bat swarm can nauseate any creature that it damages. Creatures the swarm attempts to nauseate must succeed at a DC 11 Fortitude save or be nauseated for 1 round.

ECOLOGY**Environment** any temperate or tropical**Organization** solitary, pair, flight (5-9), or colony (10-100)

Pallid bats have larger eyes than most other species of bats in North America and have pale, long, and wide ears; their fur is generally lightly colored. Their large ears allow them to hear the footsteps of insects on the ground, and they use their voices to make ultrasonic sounds that bounce back to their ears.

RAT**CR 1/4****Tiny Animal****Init** +2; **Senses** low-light vision, scent; **Listen** +1, **Spot** +1**DEFENSE****AC** 14, **touch** 14, **flat-footed** 12**hp** 4 (1d8)**Fort** +2, **Ref** +4, **Will** +1**OFFENSE****Speed** 15 ft.**Attacks** bite +4 (1d3-4)**Face/Reach** 2 ft. by 2 ft./0 ft.**STATISTICS****Str** 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2**Base Atk** +0; **CMB** +0; **CMD** 6**Skills** Climb +10, **Listen** +1 **Move Silently** +18, **Spot** +1, **Swim** +10**Feats** Weapon Finesse**ECOLOGY**

Environment any temperate

Organization solitary, pair, nest (3-12), or plague (13-100)

Furtive and cautious, rats are omnivorous rodents that proliferate in urban areas.

RATTLESNAKE

CR 1

Small Animal

Init +8; **Senses** low-light vision, scent; **Listen** +5, **Spot** +5

DEFENSE

AC 17, **touch** 14, **flat-footed** 13

hp 6 (1d8+2)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Attacks bite +5 (1d4-1 plus poison)

Face/Reach 2 ft. by 2 ft./2 ft.

Special Attacks poison (Fortitude DC 13)

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 14 (can't be tripped)

Skills Climb +5, Escape Artist +5, Listen +5, Move Silently +5, Spot +5, Swim +5

Feats Improved Initiative

SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

ECOLOGY**Environment** any temperate or warm**Organization** solitary, pair, or nest (3-8)

Growing up to four feet in length, rattlesnakes are a dusty-looking gray-brown color. While they feed primarily on small mammals, they will fiercely defend their home ranges if they feel that they are at risk.

SENTRY CUBE**CR** ∞**Large Ooze****Init** +15; **Senses** blindsight 120 ft.; **Listen** +16, **Spot** +16**Sanity Loss** 1d3/1d6**DEFENSE****AC** 4, **touch** 4, **flat-footed** 4**hp** ∞ (∞d10)**Fort** +9, **Ref** −4, **Will** −4**DR** 10/electricity; **Immune** critical hits, flanking, mind-affecting, paralysis, poison, polymorph, sleep, stun**OFFENSE****Speed** 40 ft., fly 120 ft.**Attacks** slam +2 (1d6 nonlethal)**Face/Reach** 10 ft. by 10 ft./5 ft.**Special Attacks** envelop, ululate (Fortitude DC 18)**STATISTICS****Str** 10, **Dex** 1, **Con** ∞, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +4; **CMD** 9**Skills** **Listen** +16, **Spot** +16**Feats** Toughness (×∞)

SPECIAL ABILITIES

Envelop (Ex): As a standard action, a sentry cube can envelop Large or smaller creatures in its path. If it chooses to do so, the sentry cube envelops any creature that it moves over during that round. Creatures enveloped by the sentry cube are rendered unconscious but can still breathe. While enveloped, a creature cannot take any actions until the cube releases them.

Ululate (Sp): As a move action, a sentry cube can ululate, emitting a high-pitched trill. Any creature within 60 ft. of the cube must succeed at a DC 18 Fortitude save. If they fail, the creature feels their bones vibrate uncontrollably as their muscular system is disabled. Creatures affected by the ululation are incapable of moving for one round.

ECOLOGY

Environment any

Organization solitary, or squad (2-10)

PLACEHOLDER: Flying, transparent, slightly purple-hued. They envelop you and then put you somewhere else. Probably in SUMMERLAND NATIONAL FOREST, near the intersection of Haymore St. and Garden Dr.

STUNTED MI-GO

CR 3

Medium-Size Abberation

Init +2; **Senses** blindsight, darkvision 60 ft.; **Listen** +3, **Spot** +6

Sanity Loss 0/1d6

DEFENSE

AC 14, **touch** 13, **flat-footed** 12

hp 20 (3d8+6)

Fort +2, **Ref** +2, **Will** +4

DR 2/+1; **Immune** critical hits, mind-affecting, poison, sleep, paralysis, polymorph, stun; **Resist** cold 30

OFFENSE

Speed 30 ft.

Attacks 2 nippers +2 (1d6+1)

Face/Reach 3 ft. by 3 ft./5 ft.

Special Attacks nipper snatch

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 15, **Wis** 15, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 13

Skills Concentration +6, Disable Device +10, Heal +3, Hide +6, Knowledge (Electronics) +8, Listen +3, Move Silently +6, Repair +13, Search +7, Spot +6, Tumble +5

Feats Dodge, Mobility, Toughness

SPECIAL ABILITIES

Nipper Snatch (Ex): A stunted mi-go can reach out with its nippers and snatch an unsuspecting target. This works just like a grapple, except that the mi-go gets a +4 bonus on its grapple check and the victim gains no free attack. An opponent who is flat-footed may not resist the snatch the round he is grabbed, but may attempt to break free on the next or subsequent rounds.

ECOLOGY

Environment any land and underground

Organization solitary, or pack (2-12)

PLACEHOLDER: Mi-go clones that are stunted, used as slaves by “high Mi-go”. They are bred without psychic abilities for manual labor and such.

TRUMPETER SWAN**CR 1/3**

Small Animal

Init +2; **Senses** low-light vision; Listen +2, Spot +5

DEFENSE

AC 13, **touch** 13, **flat-footed** 11

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +1

OFFENSE

Speed 10 ft., fly 100 ft. (average)

Attacks bite +1 (1d3), 2 wings -4 (1d3-1)

Face/Reach 2 ft by 2 ft/5 ft.

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +0; **CMB** -1; **CMD** 11

Skills Listen +2, Spot +5

Feats Skill Emphasis (Spot)

ECOLOGY

Environment temperate lakes or swamps

Organization solitary, pair, or flock (3-10)

The adult trumpeter swan is all white in plumage. The species has upright posture and a straight neck at all times. The trumpeter swan has a large, wedge-shaped black bill that can, in some cases, be minimally lined with salmon-pink coloration around the mouth. The average adult trumpeter swan is 5 feet long and weighs around 25 pounds.

Include Mi-Go weapons and stuff... even if you just say, "See CofC D20, p. 221"

See: <http://www.d20pfsrd.com/extras/community-creations/sowhereaminow-s-lab/magic-item-template>

Do:

Irish Spring Bar Soap: If bought and smelled, make a DC 12 Will save. If you fail, overcome with memories of the “event” that brought you to White Bluffs. You start remembering things.

Roombot Electromotive Intelligence (REMI)

Squatch Sniffer: Doesn’t actually sniff out the Squatch, it indicates the presence of purple mushrooms/fungus via spores in the air

Sigsand Manuscript: see Cthulhu Encyclopedia p. 261

Bug Powder: A drug made from grinding up the anagenetic ladybugs, sold by the dudes at the Rope House.

Unstable Dynamite: big boom. Risky to transport.

Blastocide! Fungus Control Spray: It doesn’t work at all on the purple fungus or the fungaloids, but it is definitely flammable. Has a nozzle and a hand pump. There’s copy on it that says it takes “4-8 weeks to notice results” and that it is “highly flammable”

BLACK SUTRA

ITEM

Slot —; Price —; Weight 1 lbs.

DESCRIPTION

This dark, leather-bound volume was written by U Pao, one of Burma’s earliest scholars, around the year 700. The *Black Sutra* shows great insight into the nature of life on Earth, including passages suggesting the theory of evolution.

Examination Period: 1d4 weeks [DC 22]

Sanity Loss: 1d4 initial and 1d8 upon completion

Cthulhu Mythos: +2 ranks

Spells: evil eye [see *Call of Cthulhu* D20, page 141], obscuring mist [see *Call of Cthulhu* D20, page 145] and *targeted evolution*.

BOY SCOUT HANDBOOK

ITEM

Slot —; **Price** —; **Weight** 1 lbs.

DESCRIPTION

This aged and ancient handbook bears a smiling, uniform-clad boy scout waving as he strides forward. Red kerchief looped around his neck, a number of faded, ghostly scouts toil in the background. The pages — the few that are undamaged — are filled with myriad useful illustrations detailing the methods of tying various knots.

Examination Period: 1 hour [DC 16]

Effects: permanent +1 competence bonus to Use Rope

CRITE EGG	ITEM
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Slot —; **Price** —; **Weight** 1 lbs.

DESCRIPTION

This dark green egg, roughly five inches tall, is covered in purple spots and deep vertical ridges. When touched, the egg palpitates and releases a small quantity of viscous slime through two slits on its top. Many people in town remember the eggs as the cause of the famine of 1958, though **STEPHEN HEREK (XXX)** is considered the local expert on the subject.

There is a 5% chance each hour — plus 5% for each previous check — that the Crite egg will hatch, releasing a single *CRITE*.

EPAGOMENE MOTHERBOARD	ITEM
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Slot —; **Price** —; **Weight** 0 lbs.

DESCRIPTION

This motherboard bears an uncanny resemblance to a traditional motherboard, however, in several places where one would expect to find a traditional socket there is, instead, a sort of fleshy aperture. When connected to a computer, the Epagomene motherboard reveals code in an

unknown programming language interspersed with inscrutable ciphers and vexing security measures. It may be studied, as a tome [see *Call of Cthulhu D20*, page 119], but the examination period requires a successful DC 22 Computer Use check rather than Speak Other Language.

Examination Period: 1d6 weeks [**Computer Use, DC 24**]

Sanity Loss: 1d3 initial and 1d6 upon completion

Cthulhu Mythos: +1 rank

Spells: PLACEHOLDER

GAS MASK

ITEM

Slot head; **Price** \$20; **Weight** 1 lbs.

DESCRIPTION

This gray rubber gas mask has five adjustable elastic-cinch straps. It features triangular shaped eyepieces for a greater field of vision and a front-mounted air filter. The wearer of the gas mask is considered immune to all inhaled poisons and toxins.

CONSTRUCTION

Requirements Knowledge (Engineering) +10, materials; **Cost** \$5

HAZMAT SUIT

ITEM

Slot all; **Price** \$60; **Weight** 4 lbs.

DESCRIPTION

This impermeable hazmat suit is crafted from heavy PVC to provide protection against hazardous materials and airborne toxins. While the suit itself offers no protection from physical attacks or damage, the wearer of the hazmat suit is considered immune to all airborne poisons and toxins. The suit also grants 10 points of resistance against acid attacks.

CONSTRUCTION

Requirements Knowledge (Engineering) +15, materials; **Cost** \$25

HOLY STAFF

ITEM

Slot all; **Price** \$120; **Weight** 5 lbs.

DESCRIPTION

This long wooden staff features several brass rings along its length. Each ring is engraved with a different holy scripture. Atop the staff is perched a gleaming brass Coptic cross embellished with a multitude of intricate enamel inlays. The holy staff functions in all ways as a baseball bat. When held, the staff grants a +2 attack bonus to its wielder.

CONSTRUCTION

Requirements Knowledge (Religion) +15, holy water, materials; **Cost** \$60

JIM STARK'S BOOK OF POEMS

ITEM

Slot —; **Price** —; **Weight** 1 lbs.

DESCRIPTION

PLACEHOLDER: This book of really bad love poems is really bad and secretly about KITTY COLLINS (430). It's so bad it might cause Sanity loss if you read too much of it.

MEDICATIONS

ITEM

Slot none; **Price** \$30; **Weight** 0 lbs.

DESCRIPTION

A small amber container of 28 prescription pills. The pills must be ingested and the effect that they produce depends on what type of medication they are.

Anti-anxiety: Take 1 Dex damage and roll a d%, on a roll of 60 or higher, gain 1 Sanity point.

Antidepressant: Take 1 Cha damage and roll a d%, on a roll of 60 or higher, gain 1 Sanity point.

Anti-psychotic: Take 1 Con damage and roll a d%, on a roll of 60 or higher, gain 1 Sanity point.

Mood stabilizer: Take 1 Wis damage and roll a d%, on a roll of 60 or higher, gain 1 Sanity point.

Stimulant: Take 1 Int damage and roll a d%, on a roll of 60 or higher, gain 1 Sanity point.

In all cases, if a person takes a number of medications equal to or greater than their Constitution within a 24 hour period, they overdose and become incapacitated for no less than three weeks and suffer a permanent -2 to all abilities affected by the medications that they ingested.

CONSTRUCTION

Requirements Knowledge (Chemistry) +20, laboratory; **Cost** \$10

MISTER SALTY BRAND PRETZELS

ITEM

Slot —; **Price** \$1; **Weight** 0 lbs.

DESCRIPTION

A seemingly innocuous blue bag of pretzels whose packaging features the image of the remarkable Mister Salty, a pretzel-bodied circus ringmaster. A speech bubble emanating from Mister Salty's raised bullhorn boldly proclaims, "Mister Salty brand pretzels contain twice as much salt as the leading competitor!" On the bag's clear plastic window a second message reads, "Better buy a backup, we promise you'll want more!"

Mister Salty brand pretzels are a product of Global Food Solutions, an American snack company that has been infiltrated by human agents under the influence of the Yith. Eating the pretzels causes the body to produce excess 7-keto DHEA, which is excreted from the body through sweat. This excretion acts as a pheromone that attracts ***MISTER SALTY*** if two or more packages of pretzels are ingested in one sitting.

If a person consumes five or more packages in a day, the excess build-up of 7-keto DHEA in the body causes extreme stomach cramps that may result in them violently ejecting its contents. Upon recovering, for the next 24 hours they will be able to see ***MISTER SALTY*** and understand

his effect on the world. [**Unlocks:** “All Outta Pretzels” minor plot.]

Mister Salty brand pretzels are manufactured for and sold exclusively within the city of White Bluffs.

MOLDY VELLUM SCRAP

ITEM

Slot —; **Price** —; **Weight** 1 lbs.

DESCRIPTION

This scrap of calfskin vellum is intermittently spotted with a black mold. Written in ancient Latin, the scrap bears the title, “On the topic of the subordination of the sturdier sex.”

Examination Period: 1d4 weeks [**DC 20**]

Sanity Loss: 1d3 initial and 1d6 upon completion

Cthulhu Mythos: +1 rank

Spells: *dominate men*

ORNATELY CARVED WOODEN BOX

ITEM

Slot none; **Price** —; **Weight** 10 lbs.

DESCRIPTION

PLACEHOLDER: Psychometry (Psychic Feat) used on the box will reveal hundreds of owners since the holocaust, all who have met with terrible misfortune.

15 times: Each time you lose hit points, the box contains \$10 for each hit point lost.

10 times: Each time you cause a human ally near you to lose hit points, the box contains \$25 for each hit point they lose.

7 times: Each time you lose Sanity points, the box contains \$50 for each Sanity point lost.

4 times: Each time you cause a human ally near you to die, the box contains \$500.

1 time: When you die, the box contains \$5000.

PLACEHOLDER: Design it so that it causes strife and distrust between the players. It leads them

to increasingly hurtful decisions. You can read the inscriptions on the box if you have Speak Other Language (Biblical Hebrew).

CONSTRUCTION

Requirements Knowledge (Occult) +20, Craft (Woodwork) +8, *reconstruct fate*, materials; **Cost** \$300

PEPPER SPRAY	ITEM
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Slot wielded; **Price** \$5; **Weight** 0 lbs.

DESCRIPTION

A bright orange canister of Tearjerker brand pepper spray. The can features the image of an anguished man and bears the somewhat disconcerting slogan, “Who says boys don’t cry?” Pepper spray can be sprayed in a straight line that extends 15 ft. from the user. Any creature caught in the spray’s range must make a DC 15 Reflex save. If they fail, they get pepper spray in their eyes and are blinded for 1 round. Each can of pepper spray has a maximum of 20 uses.

CONSTRUCTION

Requirements Knowledge (Chemistry) +10, materials; **Cost** \$1

PURPLE MUSHROOMS	ITEM
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Slot —; **Price** — ; **Weight** 0 lbs.

DESCRIPTION

These purple-capped mushrooms have hundreds of tiny black spots on their caps and long, white stalks. Local legend says that they were harvested in the 1960s and 1970s by local teenagers who ingested them to get high. Prior to that, the indigenous Nez Perce tribe utilized them in their vision quest rituals.

When eaten, there is a 60% chance that the mushrooms will grant a permanent +1 to a random

ability score and a 40% chance that they will grant a permanent -2 to a random ability score. Each time a character eats a mushroom cap, there is a 5% chance that they will become infested. Within a week, the infested character will feel an unusual bump on the base of their skull. If left untreated, a week later the bump will rupture and purple-capped mushrooms will begin to sprout from it. An infested character will occasionally perform actions against their will and will instinctively try to avoid actions that would cure them of the infestation.

Purple-cap infestation can only be cured by visiting the **COMMUNITY CLINIC (29)** and receiving an intravenous infusion of amphotericin B.

THE SECRET WATCHER: MEMORIES OF THE FUTURE
ITEM

Slot —; **Price** —; **Weight** 1 lbs.

DESCRIPTION

This volume, written by Halpin Chalmers and published by London's Charnel House Publishers, describes the author's experiments with "transcendental time travel." Chalmers writes about his experiences with, "the chain of conduits," which he defines as a kind of temporal ancestry that exists independent of genetics.

Examination Period: 1 week [DC 18]

Sanity Loss: 1d3 upon completion

Cthulhu Mythos: +1 rank

Spells: *conduit shift*

SIGSAND MANUSCRIPT
ITEM

Slot —; **Price** —; **Weight** 0 lbs.

DESCRIPTION

Written in an unusual variation of ancient Sumerian, this book deals with various phantoms and monsters, their methods of attack and possible defenses against them. The book's binding has given way, reducing it to little more than a stack of stained, faded yellow papers held together by an improvised, hand-stitched spine.

Examination Period: 1d8 weeks [DC 28]

Sanity Loss: 1d6 initial and 1d10 upon completion

Cthulhu Mythos: +3 ranks

Spells: *enumerate* and *sunscald and winterkill*

TASER

ITEM

Slot wielded; **Price** \$50; **Weight** 0 lbs.

DESCRIPTION

The Taser delivers 50,000 volts of electricity, instantly incapacitating anyone it strikes and dealing 1d4 lethal and 1d4 nonlethal electricity damage. Any creature hit by the Taser must make a DC 18 Fortitude save or become stunned for 1d4 rounds. The Taser requires two 9-volt batteries and can be activated 20 times before the batteries are fully depleted.

CONSTRUCTION

Requirements Knowledge (Electronics) +10, Knowledge (Engineering) +10, materials; **Cost** \$20

THINK AND GROW RICH

ITEM

Slot —; **Price** —; **Weight** 1 lbs.

DESCRIPTION

This remarkably well-preserved paperback features a nondescript white cover with large green letters describing its title. Beneath the title, the book's author — Napoleon Hill — is credited. A blurb on the reverse side promises to teach the reader, “how to recognize, relate, assimilate and apply principles whereby you can achieve any goal whatsoever that doesn't violate Universal Law.”

Examination Period: 1 hour [DC 16]

Effects: permanent +1 competence bonus to Idea

TRANQUILIZER PISTOL**ITEM**

Slot wielded; **Price** \$120; **Weight** 2 lbs.

DESCRIPTION

Featuring an elongated barrel, this pistol fires miniature darts loaded with carfentanil, a high-powered animal tranquilizer. Any creature struck by one of the pistol's darts must succeed at a DC 16 Fortitude save for three consecutive rounds or be rendered helpless for a number of hours equal to 8 minus their Constitution modifier.

CONSTRUCTION

Requirements Craft (Gunsmith) +10, Knowledge (Chemistry) +5, Knowledge (Engineering) +5, materials; **Cost** \$60

VINTAGE MAGIC "8" BALL**ITEM**

Slot —; **Price** —; **Weight** 1 lbs.

DESCRIPTION

This oversized black and white 8-ball comes packaged inside a nondescript burgundy box. An ink-colored haze — not quite liquid, not quite smoke — swirls just beneath a transparent window on the ball's base.

The Magic "8" Ball can tell its holder whether a particular action will bring good or bad results in the immediate future. In order to use the ball, the holder must ask whether or not a specific course of action should be embarked upon. As soon as a valid question is spoken, the haze beneath the window will churn and roil, the ball will grow noticeably warm and, finally, one of nine responses will be revealed:

Good results: "Yes," "Outlook good," or "Signs point to yes,"

Good and bad results: "Reply hazy try again," "Better not tell you now," or "Concentrate and ask again"

Bad results: “My reply is no,” “My sources say no,” or “Outlook not so good”

Each time the Magic “8” Ball is used, its holder may notice a tiny fracture appear in its casing [Spot, DC 16: Notice the fracture; the DC is reduced by 1 for every previous fracture]. After eight fractures, the ball shatters and reveals that it is altogether empty inside.

VON ZAVALA’S UNFINISHED MANUSCRIPT

ITEM

Slot —; Price —; Weight 1 lbs.

DESCRIPTION

This manuscript is world-renowned horror author Zam von Zavala’s latest project. According to rumor, von Zavala has sequestered himself in an undisclosed location for the last six years to work on the book. Tentatively titled *Clashing Signs They Shall Be*, the manuscript tells the story of a traveling brush salesman named Zam von Zavala who — while trapped in a rundown hotel — senses that his hometown has succumbed to some ghastly fate. [Unlocks: “It’s Only Just Begun” minor plot.]

Examination Period: 1 week [DC 12]

Sanity Loss: 1d3 upon completion

Cthulhu Mythos: +1 rank

WEATHERED MANUSCRIPT PAGES

ITEM

Slot —; Price —; Weight 0 lbs.

DESCRIPTION

PLACEHOLDER: (from Iris Bloom): Can be studied, they contain the spells: *Dominate Person*, *Dark Resurrection* and *Return to Rest*.

Epagomene Motherboard: May be studied using Computer Use, as a spellbook, has 2-3 spells.

Include Mi-Go weapons and stuff... even if you just say, “See CofC D20, p. 221”

Weathered Manuscript Pages (from Iris Bloom): Can be studied, they contain the spells: Dominate Person, Dark Resurrection and Return to Rest.

Spells that reduce targets' attributes. STIRGES.

ABSORB TEXT

Components: S

Cost: 1d6 Sanity

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

You are able to immediately comprehend the contents of any text you are currently holding regardless of language, obscurity or damage the text may have suffered. If this spell is used to understand a Mythos Tome you must make a Will save [**DC:** 14] or the Sanity loss incurred by studying that text is doubled.

CONDUIT SHIFT

Components: V

Cost: 1d3 Sanity

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 5 minutes/level

Calling upon your temporal ancestry, you may temporarily harness the skills of your former selves. When you cast this spell, select past or future. If you select past, for the spell's duration you may use skills that belong to your Nez Perce counterpart. If you select future, you may use skills that belong to your Coleopteran counterpart.

DOMINATE COUATL

Components: V, S, F

Cost: 4 Wis damage and 2 Sanity points

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One Couatl

Duration: 2 hours/level

Saving Throw: Will negates

[see “dominate animal” in *Call of Cthulhu D20*, page 139]

Focus: An eagle feather.

DOMINATE MEN

Components: V

Cost: 1d2 Sanity

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

Filled with a sense of great confidence, you feel your ability to sway the thoughts and opinions of men swell. While under the effects of this spell, you gain a +5 circumstance bonus to all Bluff, Diplomacy and Intimidate checks made against male humanoids.

ENUMERATE

Components: V

Cost: 1 Sanity

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Reciting ancient words, one creature’s capabilities are enumerated to you. Select one creature and choose two of the following to be revealed: ability scores, armor class, feats, hit points, saving throws or skills.

INDUCE GUILT**Components:** V**Cost:** 1 Int damage and 1 Sanity**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One humanoid**Duration:** 1 minute/level**Saving Throw:** Will negates

You are capable of inducing immense guilt in a subject by forcing them to concentrate on their current and past misdeeds. A look of consternation flashes across their face as they are consumed by abject shame. For the duration of the spell, whenever the target attempts an aggressive action they must make a Will save [DC: 12] or the action is lost.

RECONSTRUCT FATE**Components:** S**Cost:** 3 Wis damage and 1d6 Sanity**Casting Time:** 1 minute**Range:** Personal**Target:** You**Duration:** 10 minutes/level

You are able to transform and supplement the whims of fate, inserting fortuitous events alongside misfortune. For the duration of the spell, any time you would lose Sanity points, you gain an equal number of temporary hit points; any time you would lose hit points, you gain a number of dollars equal to twice the amount of hit points lost; any time you would suffer ability damage, you gain a profane bonus equal to half the amount lost to any other ability score of your choice.

SOFTENING OF THE FOLDS**Components:** V**Cost:** 2 Int damage and 1d4 Sanity**Casting Time:** 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level

Saving Throw: Fort negates

Your words can cause a person's prefrontal cortex to soften and reshape. Their thoughts become momentarily confused as they speak and gesture uncontrollably. After a few seconds wrestling to regain their composure, their face registers relief but the spell's unseen effects linger. For the duration of the spell, whenever the target attempts a Will save they must roll twice and take the lower result.

SUNSCALD AND WINTERKILL

Components: V, S

Cost: 2 Int damage and 1d4 Sanity

Casting Time: 1 action

Range: Touch

Target: One plant

Duration: Instantaneous

Saving Throw: Fort negates

Through your fingertips you channel a harmful burst of sunlight followed a violent winter chill. Any plant affected by this spell must make a Fort save [DC: 16] or suffer 1d6 damage per caster level. If a creature loses more than half of its hit points due to this spell — even if through multiple castings — that creature is killed instantly.

TARGETED EVOLUTION

Components: S, V

Cost: 1d8 Sanity

Casting Time: 1 action

Range: Close (25 ft + 5 ft./2 levels)

Target: One creature

Duration: 30 minutes/level

Saving Throw: Will prevents damage

Gesturing grandly in your target's direction, you engender a chain of fundamental changes to their biological design. They suffer an immediate 1d4 damage as their body rejects the transformation. As the pain subsides, they are gifted with new and potent capabilities. For the duration of the spell, the target gains your choice of: +2 profane bonus to any ability score, +2 profane bonus to any saving throw, +2 profane bonus to attack rolls or +3 profane bonus to armor class.

X) PROPS

X.1) SEASON 0 PROPS

0.1	Temporary ID Badges
0.2	Map of White Bluffs
0.3	Unfamiliar Business Card(s)
0.4	Cryptic Cover Sheet Fax
0.5	Top Secret Document Fax
0.6	G. Ross Photo Fax
0.7	Dot Matrix Scrap
0.8	He Comes To Kill VHS Box
0.9	Zoo Escape Article
0.10*	Mayor Bob's Expenses
0.11*	P. Collins' Receipt

0.10: a spreadsheet of "expenses" that includes the payments to the Olestra family, which are highlighted! — they're labeled as "BATHROOM REMODEL": http://1.bp.blogspot.com/_IIntQdVoQA/UnKy6qOuiI/AAAAAAAAA1Y/a_vYEtRpo64/s1600/z4+rev+2011+exp.jpg

X.2) SEASON 1 PROPS

1.1	Bizarre Diner Bill
1.2	Old Prom Photo
1.3	Crazy, Rambling NDA Page
1.4	NDA Explanation Fax
1.5	Boyd Fontaine Polaroid
1.6	Have You Seen This Man Poster

1.7	Twilit Forest Photograph
1.8	American Cinema Page
1.9	Fact Coranto's Article
1.10*	Primitive Accumulation Flyer
1.11*	SPA Flyer Explanation Fax
1.12	Top Secret Grayle Snippet

X.2) SEASON 2 PROPS**Print:**

Fact Coranto's Article

Primitive Accumulation Flyer

Zoo Article

Laminate:**Type:**

* Madeleine Grayle Explanation Page + add photo

* Fact Coranto story

* Cross River gorilla/Lioness escape story (Turtle Park Zoo) 1986 [from the Ollokot County Register] [* Handout: A family of chimps escaped in 1986, see: <http://www.telegraph.co.uk/news/newstopics/howaboutthat/10216091/Zoo-in-lockdown-after-group-of-chimpanzees-escape.html> [CONTINUED ON C12]]

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