

WIND-WALKER



A CALL OF CTHULHU SCENARIO
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Wind-Walker

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Set in the decaying mining town of Grimrock Ridge, hidden deep in the Appalachian Mountains during the last days of autumn, *The Wind-Walker* is a bleak investigative scenario for Call of Cthulhu. Designed for 3 to 5 players and intended to run over 2 to 4 sessions, it is a story not of monsters in the dark, but of the people who make monsters possible. A tale of greed, decay, and moral compromise. In Grimrock Ridge, no one is truly innocent. Supernatural horror waits at the edges, but the real terror lies in what people are willing to justify when power, survival, or vengeance is at stake. *The Wind-Walker* is a slow, suffocating descent into the truth: evil awaits—but it doesn't come uninvited. The Wind-Walker is not about the monsters that hunt us, but the ones we welcome in.

Historical Background - The Coal Wars

Between the late 1800s and the early 1920s, the Appalachian Mountains became the front line of a brutal, slow-burning conflict known as **the Coal Wars**—a series of violent labour struggles between coal miners and the powerful companies that owned their towns, wages, and lives. Miners worked in deadly conditions, lived in company-owned housing, and were paid in worthless scrip that could only be used at company stores. Attempts to unionize (popularized by United Mine Workers of America [UMWA]) were often met with hired gunmen, private militias, and state-sanctioned force.

While the rest of the country moved forward, the hills of Appalachia remained locked in a bitter fight over dignity, survival, and control. It is in the final, desperate years of this conflict that *The Wind-Walker* takes place. Grimrock Ridge, already weathered by poverty and isolation, now stands on the edge of collapse—its people divided, its mine in decline, its future at stake.

The History of Grimrock Ridge

Long before roads or railways reached the hills, the region known as Kitchiwaa was home to native peoples who held it sacred. Its cliffs, forests, and shadowed hollows were steeped in spiritual meaning—tied to ancestors, nature spirits, and ancient taboos. Among the oldest stories was that of the Wendigo: a hunger-born demon that arrived in times of greed, famine, and spiritual corruption.

In the mid-19th century, white settlers came to the region, hoping to farm the land. The place that would become Grimrock Ridge began as a struggling agricultural outpost, battered by poor soil, harsh winters, and frequent failure. Relations with the local Iroquois were tense but mostly peaceful—until the settlers began pushing deeper into the hills.

The town's fate changed at the turn of the 20th century, when a man named Wilbur McLean discovered rich deposits of coal, silver, and metal ore. With investors behind him, McLean transformed the sleepy ridge into a booming mining town. Work was plentiful. Money flowed. The town grew.

But prosperity came at a cost. The richest seams ran beneath sacred native lands. McLean first offered money to the Iroquois elders and when that failed, he took the land by force, citing the greater good of the town. Buildings rose. The mine expanded. And the townspeople, grateful for work and progress, looked the other way.

Everything changed in 1918, when McLean led an expedition deep into Kitchiwaa, searching for new resources. It ended in catastrophe leaving many miners and natives dead. Only three people returned—McLean among them. None spoke openly of what happened.

The incident was quietly buried, with no official reports, only rumours circulated the town. But from that moment on, Grimrock Ridge began to change. The mine declined. Accidents grew more frequent. Equipment failed. Strange stories began to circulate—about wind that moved against the trees, and shadows that whispered.

Now, in the final days of autumn 1924, Grimrock Ridge is a fractured place. McLean's power is waning. The Iroquois resist further expansion, and sabotage is whispered in town. Some believe the land has turned against them. Others sense something older, darker, awakened by that long-forgotten journey into forbidden ground.

McLean's Expedition and the Cannibal's Hollow

In February 1918, during a time of prosperity and ambition, the mine was thriving—but McLean wanted more. He led an expedition into the untouched highlands of Kitchiwaa—a stretch of sacred land long claimed by the local Iroquois. Alongside him were Malcolm Reed, Thomas Donovan, and the indigenous guide Nokome, as well as a small team of miners and local Iroquois hired as support. McLean believed that cooperation would ease cultural tensions and legitimize the expedition's presence on disputed ground.

At first, things went well. Mineral traces were found, and Reed and Donovan saw only profit ahead. Even Nokome, cautious at first, seemed open to tentative collaboration. Then came the dynamite.

Hoping to force open part of the ridge, McLean ordered an explosive charge. The blast triggered a massive avalanche, killing many and cutting the survivors off from food, shelter, and escape. In the days that followed, desperation took root. When the rations ran out, the survivors turned to the only thing left: the bodies of the dead. And when even that was not enough—they kept going.

Only three returned: McLean—silent and changed; Reed—secretive and complicit; and Nokome—furious and grief-stricken. Donovan was lost. His son, Caleb, still seeks the truth behind his father's death.

Officially, the incident was buried as an “accident.” But the survivors have never known peace. On that sacred ground, an ancient taboo was broken—and in the heart of that land, where the wind carries old things, the Wind-Walker woke up.

The Wind-Walker (Wendigo)

The entity haunting Grimrock Ridge is not a beast of flesh and blood, but a presence—a spiritual and psychic force known in local legend as the Wind-Walker or Wendigo. It has never belonged to this world, but it has always been near—watching, whispering, feeding on the worst in humanity: greed, cruelty, selfishness.

The cannibalism - act of absolute selfishness and greed for life - committed during McLean's expedition tore open a wound in the spiritual fabric of Kitchiwaa, allowing the Wind-Walker to enter our world. It has no physical form—not yet—but its influence is growing.

It is the embodiment of moral collapse. It does not strike—it seeps into minds, feeding on acts of desperation, selfishness, and betrayal. It doesn't corrupt by force, but by invitation. Its presence manifests through:

- Disturbed wildlife and erratic animal behaviour
- Nightmares, hallucinations, and intrusive thoughts
- A growing sense of cold and insatiable hunger in the afflicted
- Gradual loss of empathy, increasing obsession, and moral detachment

As its power grows, the Wind-Walker begins to influence dreams, distort perceptions, and incite violence—especially among those already teetering on the edge. Victims may feel watched, or hear voices carried on the wind. They begin to lose track of time, or awaken with no memory of their actions.

The entity remains formless—unless another act of conscious, unforced immense evil (for ex. cannibalism) is committed. If that happens, the Wind-Walker may finally manifest through the transgressor, taking on a monstrous, physical shape bound to their guilt and flesh.

It can be banished, but not through violence. The only known counterforce is a selfless act—a sacrifice made freely, without hope of gain. Something truly selflessly given. Until then, the Wind-Walker waits.

Mechanical Influence of the Wind-Walker

The Wendigo's influence is subtle and escalates with time. The following mechanics represent how its presence affects characters and their surroundings.

Stage I – Exposure and Unease: Those who enter a Wendigo-tainted area or near an influenced person must roll Sanity (0/1). On failure, they feel sudden cold, unnatural hunger, or haunting visions. A third failed SAN roll in one day advances them to Stage II.

Stage II – Mental Distortion: The character begins to feel the Wendigo's presence more directly. Effects may include:

- Auditory hallucinations (hearing names whispered in the wind)
- Behavioural changes (hoarding food, avoiding eye contact, paranoia)
- Disrupted sleep; the investigator must succeed on a CON roll to avoid fatigue penalties

Any act of selfishness, cruelty, or betrayal triggers an INT roll to check if character realises how their action further Wendigo's influence. On failure, the Wind-Walker's influence deepens. From now on Sanity roll for further exposure changes to 0/1D4.

Stage III – Compulsion and Possession Risk: At Stage II, if an investigator loses 10+ Sanity in a day, they become open to psychic intrusion. The Keeper may call POW rolls to resist dark impulses—visions, urging violence, isolation, or cannibalism. Failure may trigger disturbing behaviour or brief loss of control.

- 1st failed roll: Temporary insanity—often themed around hunger, cold, or isolation.
- 2nd failed roll: The investigator may act irrationally or against allies (Keeper's discretion).
- 3rd failed roll: Opposed POW roll—Wendigo attempts full possession.

A voluntary act of great evil—like murder for personal gain—allows the Wind-Walker to manifest, using the perpetrator as its vessel.

Resisting or Banishing the Wind-Walker

The Wind-Walker's influence may be temporarily weakened or reversed through:

- Selfless actions (at Keeper's discretion) restore 1D4 SAN or temporarily halt the progression of Wendigo's influence.
- Ritual intervention, if the correct rites are discovered and completed
- Physical distance from cursed ground, though its influence may persist in dreams

Ultimately, only a genuine act of self-denial and sacrifice can banish the Wendigo

Wind-Walker's Dreams

Shortly after the events of the scenario begin, all investigators begin to experience vivid, unsettling dreams each night—regardless of their level of exposure to the Wind-Walker's influence. These dreams are not private hallucinations, but a shared psychic disturbance rippling outward from the land itself.

The visions are symbolic and surreal, not literal records of events. They blur past, present, and future—revealing twisted fragments of truth, often cloaked in metaphor or dream logic. Real people may appear in distorted forms, and memories may be overlaid with premonitions or ancestral fears.

The dreams are prewritten and structured as eight distinct dream sequences, each composed of five narrative fragments. These are provided as handouts for the Keeper to deliver progressively.

- At the start of each night, each investigator rolls 1d8 to determine which of the eight dreams they will experience.
- The first segment of each dream is always received automatically, without any rolls.
- To progress through additional fragments, the investigator must succeed on a Sanity roll (typically 1/1D2 or 1/1D4, depending on intensity).
- The player may stop at any point. Failing a roll does not prevent progression, but still causes Sanity loss.

If an investigator loses 5 or more Sanity points during a single night, they awaken in panic and exhaustion, suffering the following:

- Fatigue penalties the next day (penalty dice or disadvantage on CON/STR-based rolls).
- The Keeper may treat this event as a psychic breach, escalating the character's exposure to the Wind-Walker's influence.

These dreams are a powerful storytelling tool—meant to unsettle, foreshadow, and reveal without explaining. They offer insight into the scenario's mystery, but only through fragmented, interpretive imagery.

The Keeper is encouraged to lean into ambiguity, discomfort, and thematic echoes—turning these dreams into a slow-burning descent into fear, memory, and spiritual unravelling.

Factions

Faction	Leader	Stance and Description
Miners – Saboteurs / Unionists	Caleb Donovan	Disillusioned and angry. Secretly sabotage the mine to force McLean's downfall. Believe a change in leadership will protect workers' rights.
Miners – Loyalists	Malcolm Reed	Cautious, pragmatic, and loyal to McLean. Prefer order over conflict and fear losing their jobs if the mine collapses.
Iroquois – Hostile / Militant	Nokome	View McLean and the mine as invaders. Willing to use violence to protect sacred lands and ancestral legacy.
Iroquois – Cooperative / Pragmatic	Kenhe'kwe	Willing to negotiate with the town in exchange for resources and influence. Hope to preserve traditions through compromise.
Iroquois – Peaceful / Neutral	Takoda	Reject violence but remain distant from settlers. Seek spiritual balance and ancestral respect above all else.

Player Characters & Starting Scenes

Player characters may come from any background, but the scenario works especially well with outsiders—strangers unfamiliar with the power structures, personal histories, and buried tensions of Grimrock Ridge. These may be travellers, professionals, or investigators passing through the Appalachian region by chance or duty. Arriving with little context, they soon find themselves entangled in something older, deeper, and more fragile than they could have anticipated.

Common entry hooks include:

- A broken-down vehicle forcing a multi-day stay while waiting for parts.
- A professional assignment—such as auditing the mine, reporting on labour conflicts, or studying the local native population.
- A personal errand: searching for someone, passing through, or seeking spiritual retreat.

The only lodging available is the Hollow Tooth Tavern. The inn has been cleared for paying guests, leaving only the Sullivan family as permanent residents. Here, players may first encounter locals from both mining factions, and perhaps even Kenhe'kwe, already half-drunk at the bar. Early conversations should hint at the fractured dynamic of the town.

That first night, all player characters begin experiencing strange, symbolic dreams sent by the Wind-Walker (see the “Wind-Walker’s Dreams” section). Simultaneously, after joining the night shift, Caleb Donovan sabotages one of the mine’s newest shafts, triggering a controlled collapse that wipes out weeks of labour. By morning, tensions rise across Grimrock Ridge.

It is strongly recommended that at least one investigator holds a position of social authority (e.g., priest, police officer, judge, or federal agent). Under pressure from miners fearing wrongful blame, Caleb approaches this individual and asks for help monitoring Sheriff Vernon Gatlin, who seems too eager to assign blame without questioning management. This marks the true beginning of the investigation.

The players’ initial goal is to uncover what really happened that night in the mine—and to decide whether that truth is the end of the mystery... or just the beginning.

Major NPCs

Wilbur McLean

Central Figure – Founder of Grimrock Ridge, Guilt-Ridden Industrialist

- **Age:** 64
- **Profession:** Founder and owner of McLean Mining Company
- **Disposition:** Proud, secretive, increasingly unstable
- **Appearance:** Tall but gaunt; grey-bearded, often wrapped in scarves or heavy coats regardless of temperature; wears expensive but outdated suits

Role in the Scenario: Wilbur McLean is the man who transformed Grimrock Ridge from a dying outpost into a thriving mining town. Revered by some and resented by others. He led the expedition that awakened the Wind-Walker by breaking a sacred taboo. Though he buried the truth, it has eaten at him ever since. He is not a villain by design but by consequence. His denial and pride, make him a dangerous obstacle to all truth-seekers. As scenario progresses, his mental and physical state continues to deteriorate. Whether he becomes a source of key information, a tragic figure, or a threat depends on how the investigators choose to engage him.

Motivations

- Preserve his legacy and his empire, bury the truth about expedition to protect himself
- Resist confronting his guilt or accepting responsibility

Abilities & Resources

- Vast influence over local politics, law enforcement, and the town's economy
- Loyal enforcers and staff, particularly Malcolm Reed and Vernon Gatlin

How to Play Him

- Speak with practiced authority, when pressed on the past become more aggressive
- Never confess directly unless utterly broken

Keeper Tips

- He is a tragic antagonist: shaped by ambition, destroyed by fear
- If approached with empathy, he may begin to open up—slowly and painfully
- If threatened, he responds with panic, bribery, intimidation, sabotage etc.
- He may reveal key lore through fragmented memories
- His death, madness, or redemption should be a pivotal moment

Malcolm Reed

Loyal Lieutenant – McLean's Right Hand, Keeper of Secrets

- **Age:** 48
- **Profession:** Operations Manager of the McLean Mining Company
- **Disposition:** Calm, calculating, outwardly loyal, inwardly conflicted and selfish
- **Appearance:** Well-groomed, lean, with sharp features and a precise manner. Always impeccably dressed but avoids attention. Eyes that watch more than speak.

Role in the Scenario: Malcolm Reed is McLean's most trusted associate and one of only three survivors of the 1918 expedition. Though not its leader, he chose silence in exchange for wealth and influence—silence that now binds him. As the mine's day-to-day manager, Reed handles operations and personnel with quiet authority, favouring loyalists and keeping tensions in check. His loyalty to McLean is practical, not personal—protecting the mine means protecting himself. With unrest growing and the Wind-Walker stirring, Reed begins to feel the weight of his past. He senses something is wrong, but won't name it unless forced.

Motivations

- Protect his status and security at all costs
- Prevent the truth of the expedition from surfacing
- Quietly manage and suppress unrest among workers and Spread anti - native' rumours
- Avoid emotional confrontation with what he allowed to happen

Abilities & Resources

- Extensive knowledge of the mine, local terrain, and internal company affairs
- Knows details of the 1918 expedition (including cannibalism) but won't volunteer them
- No supernatural abilities, but instinctively avoids the Wind-Walker's touch

How to Play Him

- Speak clearly, concisely, and avoid emotional language
- Rarely lies outright—he withholds, redirects, or reframes instead
- If cornered, may try to buy silence or sell information for his own good

Keeper Tips

- Reed is the gatekeeper to the truth: not a villain, but a willing coward
- His silence is what enabled McLean's survival—and the Wind-Walker's presence
- He may eventually snap—especially if forced to choose between McLean and himself
- Useful as a subtle antagonist, reluctant ally, or morally complex informant
- Confronting with him can be a turning point, especially if players appeal to his shame

Caleb Donovan

Double Agent, Vengeful son and brother, Trade Union organizer, Saboteur

- **Age:** 30
- **Profession:** Foreman and senior miner at McLean Mining Company
- **Disposition:** Driven, conflicted, charismatic but guarded
- **Appearance:** Broad-shouldered, sun-worn skin, and sharp eyes. Wears miners' gear.

Role in the Scenario: Caleb stands at the crossroads of justice, revenge, and ambition. Once loyal to McLean, the deaths of his father (in the 1918 expedition) and brother (in a preventable accident) broke that trust. Now, he secretly organizes a miners' union and leads acts of sabotage, disguised as Native attacks to fuel tension. Publicly, he remains McLean's ally. Privately, he's secured support from key investors and positions himself to take over if the mine collapses. Caleb believes he's fighting for the greater good—but with each life traded for the future he envisions, his morality erodes.

Motivations

- Avenge the deaths of his father and brother by ruining McLean and taking over the mine
- Maintain influence among the workers, while eliminating rivals
- Hide his role in the recent sabotage and accidents, blaming McLean or the natives

Abilities & Resources

- Commands a loyal circle of miners involved in underground resistance
- Actively sabotages mining operations under cover of "Native" attacks
- Negotiates with outside investors eager for regime change
- Has access to restricted company documents, schedules, and financial records

How to Play Him

- Speak in measured tones, show flickers of vulnerability when discussing his family
- Present him as pragmatic, not villainous—he truly believes he's saving the town
- If confronted, he may lie, deflect, or even offer to "help" the investigators
- When pushed too far, he can become cold and threatening

Keeper Tips

- Caleb can be ally, enemy, or uneasy collaborator depending on the players' choices
- He knows key truths about McLean: mines decline and financial problems
- Use him to blur the line between right and wrong
- He is not corrupted by the Wendigo, but his ambition makes him spiritually vulnerable
- Confronting him may shift the story—especially if his actions cost lives.

Nokome

Spiritual Defender – Warrior, Survivor, and Keeper of Sacred Grudges

- **Age:** 51
- **Profession:** Traditionalist, community leader, former guide
- **Disposition:** Proud, intense, mistrustful of outsiders
- **Appearance:** Broad-shouldered, with long braided black hair streaked with grey. Wears layered clothes suited for the mountains. Eyes like stone—unblinking and unreadable.

Role in the Scenario: Nokome is one of the surviving witnesses of the 1918 expedition. Once a mediator, he returned changed—marked by grief and betrayal. Now the most militant voice among the Iroquois, he is determined to stop further concessions at any cost. He despise the settler for their greed and broken pacts. He is not evil, but he is unwavering. Depending on how the players act, he may become a fierce ally—or an unrelenting adversary.

Motivations

- Protect the sacred land of Kitchiwaa at all costs
- Avenge the desecration of ancestral ground and the deaths of his kin
- Keep outsiders out, even by force if necessary

Abilities & Resources

- Commands the loyalty of militant young warriors from his community
- Deep knowledge of the land, spirits, rituals, and legends
- Carries traditional weapons and uses guerrilla tactics if provoked
- May perform rituals (not Mythos-based) to sense spiritual imbalance

How to Play Him

- Speak with gravity—few words, no wasted breath
- Show respect for tradition, land, and spiritual law; contempt for exploitation
- Never smile. Nokome does not pretend for anyone's comfort.
- Let him challenge the players morally—he is not here to be liked, only heard
- When angered, he is cold—not explosive, but dangerous

Keeper Tips

- Nokome is a powerful presence—shaped by trauma, duty, and loss
- He is not a villain, nor hero; his methods are harsh, his trust hard-won
- He may share spiritual knowledge or guidance, but will always test players' sincerity
- If threatened or ignored, he may act decisively—regardless of consequences
- Use him to reflect a deeper truth: even just causes can breed dangerous convictions

Kenhe'kwe

Pragmatic Diplomat – Cultural Negotiator, Protector of the Future

- **Age:** 49
- **Profession:** Tribal council member, negotiator
- **Disposition:** Diplomatic, cautious, calculating, has alcohol issues
- **Appearance:** Lean and well-spoken. Wears clean, modern clothing posing as a white-man

Role in the Scenario: Kenhe'kwe is a strategist, not a warrior. Representing the Iroquois faction favouring compromise, he believes survival depends on adaptation—not resistance or isolation. He sees coexistence as painful but necessary. He has initiated secret negotiations with McLean—offering land access and labour in exchange for resources and peace. To some, he's a traitor; to others, a vital buffer against war. His bitter fallout with Nokome reflects their opposing visions for their people's future. Kenhe'kwe is willing to sacrifice tradition to ensure survival—an uneasy stance made more complex by the growing presence of the Wind-Walker.

Motivations

- Ensure the physical survival of his people, even at the cost of tradition
- Secure economic footholds in the new order before it swallows them completely
- Undermine Nokome's influence without open confrontation
- Use diplomacy to delay or redirect escalating conflict

Abilities & Resources

- Maintains channels with town officials and McLean and partially lives in town
- Knows many of the Iroquois' spiritual rites, but considers them outdated
- Has detailed knowledge of current political tensions and fault lines among all factions
- Well-informed on mining operations and has contacts among laborers and interpreters

How to Play Him

- Speak clearly and confidently, rarely showing anger
- Let players sense the depth of compromise beneath his calm
- Show subtle frustration with spiritual rhetoric, even when respectful

Keeper Tips

- Kenhe'kwe isn't weak—he is a man making hard choices in a no-win world
- He may assist investigators if it helps secure peace, but it always comes at a cost
- Use him to illustrate that survival and integrity do not always align
- Players actions may cause him to double down on pragmatism, or doubt his actions
- If ignored or betrayed, he may choose to cooperate more directly with McLean

Takoda

Spiritual Custodian – Keeper of the Old Ways, Silent Observer

- **Age:** 77
- **Profession:** Elder, storyteller, spiritual guide
- **Disposition:** Peaceful, reserved, solemn
- **Appearance:** Weathered face with deep lines, long grey hair, wears traditional clothing.

Role in the Scenario: Takoda is the eldest spiritual leader among the Iroquois—respected, reclusive, and rooted in tradition. He avoids local politics, offering quiet counsel from the edges of the village. In secret, he has studied the strange, frost-laced dreams haunting his people. Unlike others, he listened and in doing so, uncovered the buried truth of the 1918 expedition. He alone suspects what was truly unleashed. Takoda is not corrupted, but spiritually strained—torn between his role as guardian and his thirst for forbidden knowledge. He warns of the Wind-Walker, even as its voice grows louder in his own mind.

Motivations

- Preserve the spiritual truth and identity of his people
- Warn those willing to listen, but never force revelation
- Prevent further desecration of sacred ground and ancestral memory

Abilities & Resources

- Keeper of traditions, legends, and forbidden knowledge, lore master, dreams interpreter
- One of the few who has pieced together the true story of the McLean expedition
- His prolonged exposure to the Wendigo through dreams has left him fragile

How to Play Him

- Speak slowly, quietly and try using metaphors
- Let his presence feel both sacred and uncanny—part seer, part relic

Keeper Tips

- Takoda is a vessel for knowledge, but also a cautionary tale: wisdom has a cost
- He may share crucial truths, but players must earn his trust through humility and time
- He represents what happens when one looks too far into the void
- Use him to foreshadow the end, the curse, and the cost of trespassing the unknowable
- If dismissed, he retreats—taking away the chance to understand what haunts the land.

Minor NPCs

Luth Sullivan

The Quiet Bartender – Keeper of Secrets, Community Anchor

- **Age:** 42
- **Profession:** Bartender and owner of the local tavern ("The Hollow Tooth")
- **Disposition:** Reserved, observant, quietly loyal
- **Appearance:** Wears rolled-up shirtsleeves and an old apron, wiping down the bar more than needed. Speaks in a low, calm voice. Always seems to know more than he says.

Role in the Scenario: Luth Sullivan is the quiet owner of *The Hollow Tooth*, the town's only bar and a hub for gossip, tension, and tired workers. He doesn't speak much—but everyone talks near him. Son of the reclusive Tim Sullivan, Luth quietly cares for his father while keeping the bar running. Though not openly political, he secretly supports the miners' union, allowing Caleb to hold meetings in his cellar. He distrusts McLean, but avoids confrontation. Luth isn't a radical but he listens, remembers, and helps those who help each other.

Motivations

- Keep his tavern running and protect his family
- Provide support to UMWA without becoming a target, avoid open conflict
- Serve as the town's emotional pulse—watch, listen, and wait

Abilities & Resources

- Knows everyone in town and has heard most of their secrets
- Discreet contact point for UMWA organizers, including Caleb
- Can offer rumours, overheard plans, and character insights to investigators

How to Play Him

- If asked about others, respond with "Why do you ask?" before giving anything
- Never takes sides publicly, but it's clear where his heart lies

Keeper Tips

- Luth is a low-key ally, capable of offering leads, context, and atmosphere
- He can reveal undercurrents in town politics without ever naming names
- Use him to ground players in the setting—he's someone they'll keep returning to
- If the union is threatened, Luth may step up quietly to protect those around him
- If harmed, silenced, or pushed too far, it should feel like the town itself is bleeding

Tim Sullivan

Shattered mind, living wound of the Town

- **Age:** 64
- **Profession:** Former mining safety inspector (retired, now mentally unfit)
- **Disposition:** Unreachable, incoherent, tormented, in a “coma”
- **Appearance:** Pale, emaciated, with unkempt grey hair and wide, unfocused eyes. His arms are bandaged; he rocks slowly and murmurs to himself, teeth visibly worn.

Role in the Scenario: Tim Sullivan was once a respected mine safety inspector—until he uncovered dangerous violations in McLean’s operation. Rather than expose them, he chose blackmail. Soon after, the Wind-Walker found him. Visions of frost and hunger haunted his dreams, and guilt made him vulnerable. One night, he tried to eat his own hand—and never recovered.

Now, he lives in a locked room above *The Hollow Tooth*, cared for by his son, Luth. The air in and near his room is unnaturally cold. Inside, Tim mutters fragments of prophecy and pain—echoes of the Wind-Walker’s touch. He is not fully possessed, but his soul is fraying. His presence may be the investigators’ first glimpse of what the Wendigo leaves behind.

Motivations

- He has no coherent will left
- Part of him still tries to warn others, though the meaning is lost in the madness
- Somewhere deep down, he fears what he invited and what may return for him

Abilities & Resources

- Speaks in dream-fragments that may match other visions players experience
- His presence marks a physical breach of reality: frost, stillness, dread
- Contains subconscious knowledge of McLean’s corruption—but no longer intelligible
- Room shows signs of damage, bite marks, and scratchings in unknown patterns

Keeper Tips

- Tim represents what happens when guilt meets the Wind-Walker
- His madness isn’t random—use it to foreshadow or mirror the players’ own choices
- Luth hides his father’s state out of shame and love—revealing it puts their bond at risk
- If players linger, the room may begin to affect them
- Tim can become a vessel for Wendigo

Megan Sullivan

Wounded Optimist – Barmaid, Bright Spark, First to Fade

- **Age:** 17
- **Profession:** Assistant bartender at *The Hollow Tooth*
- **Disposition:** Friendly, energetic, warm (at first)
- **Appearance:** Auburn curls, wide smile and kind eyes. Wears rolled-up sleeves and a stained apron.

Role in the Scenario: Megan Sullivan arrived from Chicago to help her uncle Luth run *The Hollow Tooth* after her grandfather fell ill. Cheerful and kind, she brings light to Grimrock Ridge—but that light begins to dim. Fatigue sets in, her hands tremble with cold, and she shows early signs of supernatural hypothermia. She isn't corrupted, but is vulnerable—too close to what lingers above. Megan is both a quiet presence and an early warning.

Motivations

- Help her uncle, care for her family, and adapt to the strange town
- Stay cheerful despite the tension, form bonds with curious outsiders

Abilities & Resources

- Charisma, excellent listener, always remembers names
- Knows most current gossip in town (can serve as an intel source)
- Can be convinced to share knowledge about Tim, but only through empathy or trust
- May develop early signs of Wendigo influence: cold skin, distant eyes etc.
- If not protected or helped, may become the first passive victim of full possession

How to Play Her

- Start warm and lively: jokes, questions, friendly teasing
- As the scenario darkens, she slowly closes off—quieter voice, slower movements etc.
- React visibly to temperature, even in warm rooms
- Let players notice the change if they care to look—make it personal

Keeper Tips

- Megan is a barometer of the town's spiritual health—as she fades, so does the town
- She can become an emotional anchor for the players, or a subtle horror
- If the players take steps to protect her, show small signs of recovery
- If she is lost to the Wind-Walker, make it feel like a failure that echoes

Vernon Gatlin

Corrupt Lawman – Sheriff of Grimrock Ridge, Watchdog on McLean’s Leash

- **Age:** 48
- **Profession:** Town Sheriff
- **Disposition:** dismissive, prejudiced, weak-minded
- **Appearance:** Keeps his uniform clean but rarely wears the badge properly. Always chewing tobacco. Keeps a revolver on his hip, and a shotgun in his truck.

Role in the Scenario: Sheriff Vernon Gatlin is supposed to protect Grimrock Ridge—but in reality, he protects McLean. Bought with money and favours, Gatlin buries anything that threatens the mine: union talk, Indigenous protests, or accident reports. Openly hostile toward unionists and Native residents, he blames miners for accidents caused by faulty equipment and routinely silences dissent. If investigators disrupt the status quo, Gatlin becomes a problem—ready to intimidate, detain, or obstruct anyone who digs too deep.

Motivations

- Maintain control over the town and his position of power
- Protect McLean and ensure the mine continues running without “outside interference”
- Avoid exposure of past cover-ups tied to workplace fatalities and Indigenous complaints

Abilities & Resources

- Access to town records, and arrest files etc.—many of which have been tampered with
- May carry falsified documents or keep critical reports locked away at the station
- Knows of past mining incidents—but pins the blame on “worker carelessness”
- Admits reports of natives near the mine, but scoffs: “Never caught one. Shame.”

How to Play Him

- Speak with lazy confidence—he believes no one can touch him
- Dismiss questions with a laugh or veiled threat
- Shift blame, deny responsibility, and condescend toward outsiders
- If cornered, claim legal authority or accuse players of disruption (never back down)

Keeper Tips

- Gatlin is the institutional barrier in this scenario—law twisted into silence
- He may stonewall players early, forcing them to seek other paths
- His fall can be a turning point—if discredited or exposed, it may empower the miners
- Alternatively, if players go too far, he can arrest or detain them, delaying investigation
- Use him to show how systems of power protect each other—even in the face of horror

Blair

The Reluctant Mechanic – Engineer, Realist, Daughter of the Ridge

- **Age:** 29
- **Profession:** Mechanical engineer and workshop owner
- **Disposition:** Blunt, practical, guarded but fair
- **Appearance:** Wears oil-stained coveralls and heavy boots. Hair always tied back. Sharp eyes, sharper tongue. Keeps tools in a worn leather satchel even when not at work.

Role in the Scenario: Blair is a trained mechanical engineer and one of the few educated residents of Grimrock Ridge. After her father's death, she took over his workshop, now essential to both townsfolk and the mine. She avoids politics, but her livelihood depends on McLean, and she's seen the mine's dangerous neglect first hand. So far, she's kept quiet to protect her income. Investigators may find in Blair a skilled and practical ally—but earning her trust requires effort, or an appeal to the memory of her father's integrity.

Motivations

- Keep the workshop running, preserve her father's legacy and maintain her independence
- Avoid getting pulled into town politics—especially the union-mining conflict

Abilities & Resources

- Can analyse damaged or sabotaged equipment and identify causes
- Knows the full extent of unsafe conditions in the mine—but hasn't spoken up
- Not easily manipulated
- Will speak if convinced emotionally—especially through reference to her father

How to Play Her

- Speak directly, don't sugar-coat anything, roll your eyes at small talk
- Let warmth emerge slowly
- Show pride in competence, but also hints of fatigue and frustration

Keeper Tips

- Blair can serve as a practical tool (repairs, forensic analysis etc.) or a moral checkpoint
- Use her to reinforce themes of moral compromise, survival, and inherited duty
- If pushed too hard, she may shut down—but if respected, she becomes a quiet ally
- Let players earn her trust

Theodor Blackwood

Loyal Quartermaster – Warehouse Clerk, Record Keeper, Company Man to the Core

- **Age:** 55
- **Profession:** Mine quartermaster and supply officer
- **Disposition:** Dutiful, formal, polite but inflexible
- **Appearance:** Clean-cut and meticulous. Always wears a buttoned-up shirt, vest, and tie.

Role in the Scenario: Theodor has run the mine's warehouse since day one. As quartermaster, he tracks every tool and cable with near-religious devotion—ledgers are law, and procedure is sacred. He's a firm believer in McLean's legacy and sees the mine as the town's lifeline. If something goes wrong, he blames the user, not the equipment. He only releases documents with direct approval from McLean or Sheriff Gatlin. Loyal to the system, not the man, Theodor isn't cruel—just blind to the cracks. He respects Caleb, but thinks the boy's seen too much for his age.

Motivations

- Keep order and structure in the warehouse
- Uphold the authority of McLean and the mine's administrative hierarchy
- Avoid scandal or questions—just “do the job”
- Protect his son, Monty, from getting too involved in “union nonsense”

Abilities & Resources

- Access to historical equipment records, requisition orders, safety complaints etc
- Does not volunteer information unless officially compelled
- Loyal to McLean, but not beyond doubt—can be reasoned with.
- Keeps meticulous records, but some may have been altered under pressure

How to Play Him

- Speak with official detachment—“I just handle the numbers.”
- Always stand behind protocol and chain of command
- Be courteous but immovable: “Without written approval, I can't help you.”
- Drop subtle signs of fatigue—he's tired of pretending things are fine

Keeper Tips

- Theodor represents institutional complicity—not out of evil, but out of habit
- His warehouse holds incriminating documents about faulty equipment
- If treated with respect, he may eventually help
- If pressured or threatened, he becomes defensive and calls in Sheriff Gatlin

Monty Blackwood

Conflicted Idealist – Junior Clerk, Secret Revolutionary

- **Age:** 20
- **Profession:** Warehouse assistant at the Grimrock Ridge mine
- **Disposition:** Earnest, guarded, politically charged
- **Appearance:** Wiry build, round glasses. Speaks with passion when he lets his guard down, but usually keeps his head down near authority.

Role in the Scenario: Monty is Theodor's son and assistant at the mine's warehouse. Outwardly quiet and dutiful, he's being groomed to take over one day. But secretly, Monty is a committed communist and ally of Caleb. He's already falsified records, hidden gear, and supplied TNT for sabotage—all without his father's knowledge. He sees Caleb as the only hope for real change in town. Monty can be a valuable informant or a volatile risk. He responds well to shared ideals, but may break under pressure—offering truths in exchange for protection.

Motivations

- Undermine McLean's authority and expose the mine's corruption
- Support Caleb's movement and vision for a just future
- Keep his father out of trouble—he doesn't want Theodor to suffer for his choices
- Prove his ideals through action, not just talk

Abilities & Resources

- Knows the layout of the warehouse and the documents inside out
- Can access or leak equipment manifests, explosives inventory, and repair logs
- Will talk under pressure or if shown sympathy or political solidarity
- May admit to discrepancies in stock, including three missing TNT sticks he gave to Caleb
- Believes in ideals over safety—his sabotage may put others in danger unintentionally

How to Play Him

- Start cautious and deferential; open up if players share anti-corporate views
- Use political language: "The bosses feed us lies while they eat steak."
- Reveal pride in helping Caleb and fear if threatened—he's brave, but not hardened

Keeper Tips

- Monty offers a human face to revolutionary ideals
- He may provide key access to documents the players can't get through official means
- If exposed, he may be fired, beaten etc —players decide whether to use or shield him
- Challenge his idealism—especially if sabotage leads to unintended harm.

Ricky Day

Working-Class Loyalist – UMWA Member, Frustrated Miner

- **Age:** 31
- **Profession:** Coal miner (second shift), union member
- **Disposition:** Worn down, irritable, quietly loyal
- **Appearance:** Broad-shouldered, perpetually dust-covered, deep bags under his eyes.

Role in the Scenario: Ricky has worked the mine for five years and seen it all—cave-ins, silence, and missing pay. A respected second-shift coordinator and UMWA member, he quietly supports Caleb's efforts. Worn down by poor conditions, he's ready to talk—but only to those he trusts. If players show solidarity, he can share details on UMWA operations, mine rosters, and Caleb's recent actions.

Motivations

- Ensure his fellow miners are protected and paid, support the union's efforts
- Avoid direct confrontation with McLean or the sheriff unless necessary
- Help if he believes players are on the side of the workers

Abilities & Resources

- Knows the shift schedule and who was on duty before and after any incident
- Aware of UMWA's meeting in The Hollow Tooth, but will only admit it under pressure
- Knows McLean has missed last month's payroll
- Can provide names of watchmen (guards, observers) if convinced it's safe

Keeper Tips

- Ricky is useful for gathering insight into worker sentiment, timelines, and movement
- He can give access to personnel records indirectly by listing names and roles
- His loyalty to UMWA is strong, but he won't risk himself unless he trusts the players
- Use him to show that even minor figures are feeling the town's decay

Tommy Hall

Loyal Foreman – McLean Supporter, First Watch Leader

- **Age:** 39
- **Profession:** Senior miner, first shift foreman
- **Disposition:** Proud, practical, sceptical of outsiders
- **Appearance:** Weathered face, short-cropped hair, always in a clean but faded work shirt.

Role in the Scenario: Tommy Hall has worked the mines for over a decade and now leads the first watch under Malcolm Reed. Trusted by management, he receives timely pay and better equipment—a reward for loyalty. He blames unrest on outside agitators, especially UMWA and Native groups, and sees Caleb as a good man gone astray (though he doesn't know of his UMWA involvement). While not corrupt, Tommy is deeply embedded in the system and defends it unless confronted with undeniable evidence. To investigators, he may be a stubborn obstacle—or an unwitting witness to the mine's deeper faults.

Motivations

- Keep his crew safe and the mine running, uphold loyalty to McLean
- Dismiss outsider claims unless backed by evidence
- Protect what little order is left in Grimrock Ridge

Abilities & Resources

- Knows the full personnel list for the first shift and can provide it
- Aware that Caleb requested to join the watch, though he found it odd
- He has better gear than others—observant players may notice this
- Will defend McLean's reputation unless confronted carefully

How to Play Him

- Speak firmly, defend McLean, but show subtle doubt if players raise thoughtful points
- Only open up when treated with respect or confronted with logic

Keeper Tips

- He may unknowingly offer proof of favouritism—gear quality, payroll records, etc.
- Use him to emphasize that not all allies of the system are villains
- If players expose corruption he didn't know about, let him react with shock, not denial
- His shift records can help nail down timelines or contradict false statements

Primary locations

The Hollow Tooth: The Hollow Tooth is a worn, smoke-stained tavern at the heart of town. Inside, flickering lamps light warped floors, a dusty piano, and the scent of beer and boiled meat. Locals come not just to drink, but to whisper and watch.

Keeper Information: The Hollow Tooth is run by Luth Sullivan, a quiet mediator and rumour hub. His niece Megan tends bar—cheerful at first, but slowly fading. Upstairs, Tim Sullivan lives in secret, screaming through the night. Unbeknownst to most, UMWA meets in the cellar with Luth's support. The tavern offers investigators a place to stay and allows:

- Access to miners from both factions
- Early leads on sabotage, missing wages, or strange dreams

Clues & Interactions:

Clue	How to Find It	Details / Relevance
Rumours about missing pay	Gossip / Listen / Charm	Several workers haven't been paid; some blame sabotage, others McLean's bankruptcy
Location of UMWA meetings	Persuade / Fast Talk	Meetings take place in the cellar with Luth's tacit approval
Megan's change	Psychology / Repeated visits	Becomes more withdrawn, pale, and erratic—first visible sign of Wendigo's influence
Tim's fate	Listen / Night encounter	Discovering what's hidden behind the cold exuding door
Better equipment rumours	Gossip with miners	Some speak quietly of a few getting new gear—Tommy Hall is mentioned
Megan's hidden drawings	Spot Hidden (her room)	Sketches of a figure in the woods, eyes in the dark, the same tree repeated dozens of times
Old article	Breakfast	Old article written just before 1918s expedition set off

Grimrock Ridge Mine: At first glance, the mine seems functional—worn, but running. To outsiders, it's just a tired workplace. But upon closer look the mine is fraying at the edges. Machinery is overused, repairs half-done, and it's all one bad day away from disaster.

Keeper Information: The mine is where the scenario begins—and the first blow is struck. On the first night, Caleb collapses a newly-dug shaft using explosives from Monty. It appears accidental, but close inspection reveals a murkier truth:

- Sabotage: scorch marks, scattered debris
- False Iroquois symbols: meant to mislead
- Neglect: weak timber, ignored warnings

Testimonies conflict. Caleb’s allies blame mismanagement; McLean’s men cry sabotage. Both are partly right. This is also where the Wendigo’s presence stirs—strange cold, faint whispers, and a creeping sense of déjà vu. The mine is where mystery and dread begin.

Clues & Interactions:

Clue / Feature	How to Find It	Details / Relevance
Sabotaged support beams	Mechanical Repair / Spot Hidden	One shaft was structurally compromised deliberately
Explosion evidence	Spot hidden/ Explosives	Char marks and debris suggest improper use of TNT
Equipment reports	Theodor/ Monty / Persuade / Stealth	Certain gear (including TNT) is off the books
Poor-quality tools	Appraise	Cracked picks, fraying cables—death was a matter of time
Worker testimonies	Charm / Listen	Many mention strange noises deeper in the mine: wind that shouldn’t blow, and whispers
Iroquois marks	Spot Hidden	One beam bears a false Iroquois sign—left by Caleb to frame the tribe.

Caleb’s House: A modest, weatherworn house tucked behind a row of miner cottages on the town’s edge. The foundation is cracked, paint peeling, a rusted lantern swaying by the door. Inside, it’s sparse but orderly—walls lined with mining gear, maps, and cold, practical furnishings. Above the fireplace sits a single photo: Caleb with his late father and brother, a quiet memorial to all he’s lost.

Keeper Information: This house serves as a hidden UMWA command post, offering insight into Caleb’s dual life—loyal worker and secret saboteur. While not overtly incriminating, sharp investigators may uncover signs of unrest, sabotage plans, and investor ties. It’s a key location if players grow suspicious of Caleb’s outward loyalty. How they access the house—invited or not—will shape his trust or resentment going forward.

Clues & Interactions:

Clue	How to Find It	Details / Relevance
Draft letters to mine investors	Spot Hidden / Library Use	Reveal promises to expose McLean’s finances if support is guaranteed
Hidden satchel with TNT	Spot Hidden (crawlspace)	Contains two sticks of dynamite missing from official records
Union meeting notes	Spot hidden	Plans for further walkouts, mentions names of loyalists and potential saboteurs
Crude map of mine tunnel	Spot hidden	Marks weak shaft walls and possible sabotage routes—Caleb may deny its intent
Photo of Caleb and Elias	Automatic	Reminds players of his losses; may be used to appeal to his emotions
Signs of recent visitors	Track / Spot Hidden	Muddy footprints, second cup on the table, used matches—someone was here recently
Cold	description	House seems to be colder than it naturally should be

McLean's Villa: A grand, crumbling villa atop a wooded hill—once a symbol of power, now quietly decaying. Ivy creeps up cracked stone walls, and dim windows overlook the town below. Inside, the air is cold and still. Dust-covered furniture, faded oil paintings, and the lingering scent of pipe smoke fill the space. Only the study's fireplace offers warmth. This is no longer a home—it's a monument to a dying legacy.

Keeper Information: McLean's Villa stands as both a symbol of his ambition and a refuge from the decay he created. While mostly abandoned, he still uses the study and library to meet with investors and issue orders. The house hides remnants of the 1918 expedition—maps, journals, and items from Kitchiwaa—reflecting McLean's fraying psyche. Players may visit voluntarily or sneak in, uncovering backstory, confronting McLean's emotional weight, or witnessing his slow collapse. Key clues are hidden in a wall safe behind a painting in his office. Hard Spot Hidden or declaration is needed to notice it, and lockpicking or the code 1018 to open it.

Clues & Interactions:

Clue	How to Find It	Details / Relevance
Journal entries from 1918	Hidden safe	Conflicted entries from the days before and after the avalanche; guilt, denial, paranoia
Map of the expedition route	Hidden safe	It shows that the expeditions route is not the same as their believed route
Letter from Tim Sullivan	Hidden safe	A letter signed by Tim Sullivan, wrote to blackmail McLean
article about mine's opening from 1910	Automatic	contains first 2 numbers of the code in the date (last 2 come from tragic expedition)
letters from investors	Bureau drawer	Threats from the investors

The Cannibal’s Hollow: A narrow, ice-bitten gorge hidden deep in the Kitchiwaa Highlands. Reaching it means braving wind, cliffs, and unnatural silence. . No birds. No animals. Just wind that circles low and whispers.

Keeper Information: This is the true site of the 1918 expedition’s end—where the taboo was broken and the Wendigo first crossed into the material world. The Hollow is the spiritual and narrative heart of the scenario. Players may reach it through Takoda’s guidance, McLean’s hidden maps or recurring dreams, especially if they embrace the Wendigo’s visions. The Hollow holds key clues, emotional turning points, and may serve as the site of the final confrontation.

Clues & Interactions:

Clue / Element	How to Find It	Details / Relevance
The Stone Watcher	Automatic	A boulder at the gorge’s entrance resembles a human. Red moss streaks down like bloody tears. For dreamers, this landmark may confirm the Hollow’s identity.
Network of Caves	Spot Hidden Dream Recognition	Multiple caves dot the cliffside. Investigators who’ve dreamt of them may recognize the site instantly.
Bone Chamber (inside one cave)	Medicine, Anthropology Natural World	Details depend on rolls’ success level: <ul style="list-style-type: none">• Regular: Human remains, shattered skulls.• Hard: Signs of tearing, slicing marks.• Extreme: Clear signs of cannibalism. One of the skeletons wears a dog tag “T. Donovan”
Ancient Cave Paintings	Spot Hidden / Occult / Archaeology	One cave wall bears faded pictographs: antlered spirits, skeletal beasts, and starving humans—a depiction of the Wendigo myth.
Topography of the Hollow	Natural World / Survival	The gorge is encircled by steep cliffs, with only one pass leading in or out. Avalanche would easily seal it—explaining how the 1918 expedition became trapped.

Secondary locations

Iroquois Village: Nestled in a wind-sheltered clearing beyond the ridge, the Iroquois village is quiet. Longhouses ring a central fire pit, smoke rising into the air. Children play under wary eyes. Once united, now divided between tradition, survival, and resistance.

Keeper Information: The Iroquois village reflects fractured responses to colonization. Nokome, Kenhe’kwe, and Takoda each embody a different path. The community is divided, wrestling with survival, identity, and the cost of the past. Here, investigators can:

- Learn about the Wendigo through oral stories or dream interpretations
- Gain insight into the cultural cost of the mine’s expansion and broken pacts
- Navigate tense tribal politics and decide where their sympathies lie
- Earn the trust (or wrath) of Nokome, which is difficult to achieve outside this space

Approached with respect and sincerity, the village can become a rare source of truth. Approached with arrogance or suspicion, it may close off entirely—or worse, turn hostile.

Clues & Interactions:

Clue / Insight	How to Obtain It	Details / Relevance
Wendigo myth as spoken legend	Talk with Takoda	A version of the myth emphasizing spiritual invitation and human greed
Real location of the expedition’s end	Talk with Takoda	Takoda has deduced the truth by interpreting his dreams and will share it if respected
Hostility toward McLean	Automatic in conversation	Most villagers resent McLean—reasons vary by faction
Signs of Wendigo influence	Psychology / Medicine	Some villagers suffer nightmares, illness, or emotional decline—especially among children
Tensions between factions	Listen / Fast Talk	Arguments or cold silences between leaders—especially Nokome and Kenhe’kwe
Requests for aid	Earned via roleplay	Players may be asked to carry a message, deliver medicine, or mediate a conflict

Valley of the Monument: Nestled in a quiet, wooded depression at the edge of the mining territory, this tranquil valley is often pointed to by townsfolk as the final resting place of the 1918 expedition. A weathered stone monument stands in the centre: a squat obelisk inscribed with the names of the fallen and a plaque honouring “the brave men who gave their lives for progress.” The grass here grows taller than elsewhere. Birds still sing. There’s no sign of struggle, no scars in the stone, no ghosts in the wind. The path to the valley is well-trodden, and the monument is occasionally visited by grieving families, but none of them realize that this is not the place where it happened.

Keeper Information: The Valley of the Monument is a lie. After the tragedy of the McLean expedition, this site was selected and deliberately marked as the place of disaster by McLean and Reed to avoid scrutiny of the real location: Cannibal’s Hollow, buried deep within Kitchiwaa Highlands. This false site plays an important narrative role:

- It reflects the rewriting of history for convenience and public comfort.
- It reinforces the players’ sense that someone is hiding something.
- It contrasts with Cannibal’s Hollow in every way—peaceful, shallow, clean, hollow.

If players visit this site early on, they may feel that something is off. If they return after uncovering more about the expedition, they will likely see it as a cruel facade. The site may also serve as a place for NPC encounters, symbolic moments, or foreshadowing.

Clues & Interactions

Clue / Element	How to Find It	Details / Relevance
Monument Inscription	Automatic	Lists the names of the “dead” from the 1918 expedition, including Donovan.
Well-maintained path	Track / Navigate	Indicates regular visits—but not by locals seeking truth, only tradition.
Floral offerings	Automatic	Suggests town still mourns what it does not understand. Could connect to Caleb or Takoda.
Topographical mismatch	Natural World / Dream recognition	This valley doesn’t match the landscape described in Takoda’s story or Wendigo dreams and it is too flat for an avalanches