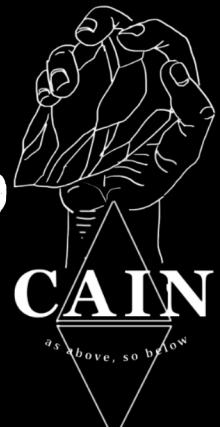


# OPERATION WEEPING MOUNTAIN

A **CAIN** INTRO ADVENTURE  
*By Eld*

INVESTIGATED  
BY



January 13  
2012

Town of Rowbury

A Man is found  
**dead**, limbs  
**scattered** across  
the small town.

The Police **never**  
found the killer.

January 23  
7PM

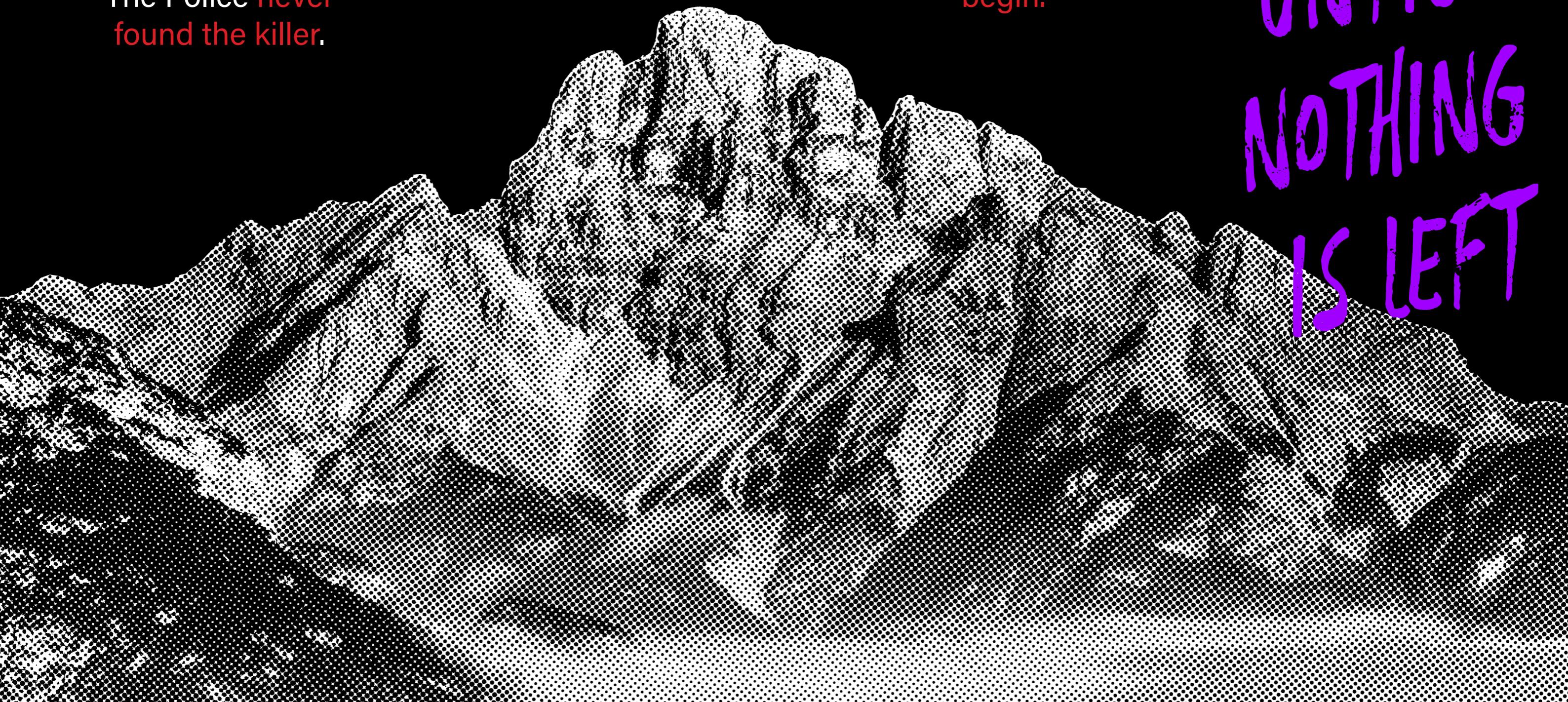
A Woman is found  
**sliced** in half, **top to**  
**bottom**, in the old  
sawmill.

The Police is called.  
**CAIN** is there first.

January 23  
11PM

Exorcists arrive  
by public transit  
**Operation**  
**Weeping**  
**Mountain** can  
begin.

WIPE OUT  
THE STAIN  
UNTIL  
NOTHING  
IS LEFT



**ADMIN**

## THE FOLLOWING IS FOR YOUR EYES ONLY

### What is this?

This is a CAIN Starting module meant to help introduce you and your players to the system, as well as giving you something to jump off from as an ADMIN.

### What am I allowed to do with this?

Run it, share it with fellow ADMINS, talk about it, remix it, modify it, houserule it.

Hack it

Slash it

Frankenstein it

The only thing I ask is for you to not redistribute this adventure and make people pay for it. This is free and has always meant to be free.

### How do I use this?

First, you need the [CAIN PDF](#) by Tom Bloom. Obviously, you also need a group of players and enough material to play this (d6's and the lot).

When it comes to reading this PDF, we will use some shorthand:

-When a sentence is written like this

[It means this would require effort, a roll of some kind, to uncover.](#)

If it is written like this

**It means it is DANGEROUS and can cause RISK and CONSEQUENCES.**

In this adventures, you will find LOCATIONS, information about them is laid out in order of most obvious to least obvious, with arrows indicating information given to people who look

closer into things.

- >This is the most obvious thing in the location
- >This is the second most obvious thing in the location
- >>If you approach it and inspect it closer, you can find this!

Lets put it all into practice just so you know what to expect:

- >There is a body in the corner of the room, decapitated
- >>Work clothes, little blood, one clean slash, death was probably fast, something is moving in the stump...
- >>**Its a PEST (p150)**

- >There is a locked chest.
- >>[If opened: There's a deed to the house in there.](#)

When the adventure calls for a SECRET Fate roll, roll FATE but keep the result hidden.

### Content Warnings

As CAIN touches on some sensitive topics, it is worth it to make sure people know what's on the table for this adventure.

This adventure features:

- Abuse
- Gore and violence
- Mob Lynching
- Financial Poverty

Move forward by giving your players full knowledge of this.

Stay safe.

### The Briefing

**Location:** Public Bus Requisitioned by CAIN  
**Looks:** This bus has seen better days, like every public bus in the history of mankind.  
**Feels:** Like a cramped and uncomfortable 4 Hour ride, *BECUSE IT WAS.*  
**Smells:** Like burnt plastic.

- >This spot here, after setting the scene, is when you ask players to introduce their exorcists to the group, you may ask the following questions to help them flesh out the scene:
- >>How are you sitting in this bus?
- >>Do you want to be here?
- >>First mission? If yes, you nervous?

Info is given through a burner phone, 20 minutes before the arrival, the phone destroys itself after the briefing.

Admin giving the brief is Carla [She/Her] (Thinks she's better than you because she is, Serious to a fault.)

Critical Info relayed to players:

-Sin type: Matches **HOUND** Class Designation **CAT 1**, TYPE Unknown.

-CAIN is holding off Police investigation until tomorrow, investigating the crime scenes first is advised.

-The Town of Rowbury (Pop Count: About 64 people) was a former logging and mining town, most people there now work in THE BIG CITY next door, the commute takes 4 hours.

-HOUND Class sins tend to operate on anger and vengeance, the following Trauma Questions should guide investigation efforts:

- >> Who wronged you?
- >> How were you wronged?
- >> What are you unwilling to sacrifice?

With this all said and done, the bus ride ends, its dark out, there's little in the way of lighting outside of homes, the whole town is uphill and at the top, the old sawmill.

You're alone now, the bus has left, your shoes don't fit and you are grossly under-equipped for this.

**GOOD HUNT  
GOOD LUCK  
MORE**

### The Truth

To run an investigation scenario at its best, you need to know what truly happened, to throw in crumbs.

So lets start from the beginning:

On January 13, Brandon Hill, the town's Lumberjack, was killed by Mayor Sarah Moore, by accident, during an argument about property rights.

>Brandon Hill's house is in the path of a planned highway extension, and his refusal to vacate the premises means that for the near future the only access the town will have to The Big City is a 4 hour long commute through various winding road.

The accident took place in the old sawmill in the middle of the night, a push in self defense from Sarah lead to Brandon stumbling and severing his head on a piece of rusty and sharp machinery.

In a state of panic, Sarah severed all of his limbs and scattered them around town in the dead of night, hoping to pin the blame on an illusive killer, to avoid blame falling on her and putting the highway extension plan into jeopardy.

Unknown to her and most people around the village (Brandon was a loner), the victim has a son.

Samuel Hill, the son of Brandon Hill, got injured in a lumberjack incident and has been in a wheelchair since.

Thanks to his dad's remote lifestyle, he's had enough food to last after his dad's death.

On the night of the 13<sup>th</sup>, he was surveying the old sawmill with binoculars, and saw it all, his anger and desire for revenge while helpless grew until, on the 22, a Type I HOUND Sin formed.

On the 23<sup>rd</sup>, it claimed its first victim, Lana Moore, Sarah's daughter, at the same place Brandon died.

**AND IT'S  
LOOKING FOR  
MORE**

# PEOPLE OF INTEREST

## Sarah Moore

### Mayor [She/Her]

**Looks:** Like she hasn't slept for 3 days straight  
**Smells:** Like hot printing paper

She's barely holding it together but tries to anyway, needs a few moments to compose herself. She killed Brandon Hill and is trying to make it have any sense and not make it go to waste.

If confronted on it, will deny unless hard evidence is provided, if exorcists keep pushing, she becomes a **complication and will call her bodyguards**

## Samuel Hill

### Mourning Son [He/Him]

**Looks:** Like innocence lost, calm but hateful eyes  
**Smells:** Like a wooden cabin, canned beans

He houses deep resentment within himself, he is unaware of the Sin he created, and so freely admits to hating Sarah, even if she dies. Most people don't know about him even existing because Brandon shares custody of him. He is currently in a wheelchair after accidentally slashing his leg helping his dad.

### If messed with:

Execution Talisman 2  
-General Human abilities  
-Has a damn powerful shotgun.

### Reactions:

**Inflict stress.** With his dad's shotgun, messy but effective. (1) 3 Stress, (2/3) 2 Stress, (4+) 1 Stress.

**Or: Threat (1-2):** Tug at the strings of grace inadvertently: **The Saw Hound** approaches to defend its host, no matter what.

## Jeb Irvin

### The Mayor's Muscle [He/Him]

**Looks:** Fucking massive, lots of muscles  
**Smells:** Surprisingly flowery, good on him

He's big, he's straightforward, he barely needs to sleep. This is Jeb Irvin, the assistant and bodyguard to the mayor, who does all of the actual important jobs, he used to work as plumber. He notably has a **very short fuse**, don't piss him off.

### If messed with:

Treat like a solo Security (p147).

## Beatrice Moore

### The Mayor's Niece Also her Bodyguard [She/Her]

**Looks:** Like a very muscular goth girl.  
**Smells:** Like strawberry flavored cigarettes.

She's her Aunt's bodyguard, she never wanted to do this, she thinks The Big City is where she's meant to make it as a professional wrestler, in the meantime she makes ends meet by means of nepotism.

**If in front of a crowd, she's quick to make a show of things.**

### If messed with:

Treat like a solo Mercenary (p147), she owns a hunting rifle.

## Deputy Evans

### Local Sheriff [He/Him]

**Looks:** Big sheriff hat, serious at all time.  
**Smells:** Like cold coffee and tobacco

Deputy Evans wants you to respect him, he got this job from his dad, and his dad got it from his. That doesn't mean he isn't good at it, but he constantly feels like he has to prove it. Once he gets his hands on the crime scene, it will be under heavy surveillance for the next day, and no one will be allowed to leave the town until he's done investigating. If knows the Exorcists are in town, he will interrogate them for a long while, as new people rarely show up in town.

He has around 13 people under his command on this investigation.

**He has a Hand Cannon and will only use it if obviously threatened.**

### If messed with:

Treat like a security group (p147)

## Avery Harris

### Convenience Store Owner [They/Them]

**Looks:** Overalls, calloused hands from manual labor, overworked.  
**Smells:** Like the earth, winter fruits and vegetables.

Avery owns the small and only convenience store in Rowbury, it closes at midnight. They also own a garden, they get their fruits and vegetables from it, they are very proud of it but are clearly burning the candle at both ends.

The store doubles as their house.

**Downplaying their work is a sure way to get on their bad side.**

## Dr.Quinn Sharp

### Doctor/Veterinarian [She/Her]

**Looks:** Glasses, Immaculate Gown, Sardonic Smile  
**Smells:** Like a pharmacy, antiseptic and pills.

Quinn is the town's dedicated doctor and vet, she legally lives in Rowbury but has been spending less and less time there recently, as she is legally attached to the hospital in the Big City, she's been working over there more and more. She is very judgmental and rough around the edges, but still does her job when it comes to it.

She examined the first body but hasn't had the opportunity to examine the second, and will do so in her clinic in Rowbury once Evans shows up to oversee it.

She knows about Samuel (gave him his wheelchair) but doesn't know he's still in Rowbury.

She has information that the dismemberment on the 13<sup>th</sup> was done post mortem.

She might also be willing to part with info about the autopsy after it is done (body was shot in each limb before being sliced in half).

## Minor Characters

-**Seb (He/Him)** and **Aubrey Page (She/Her)**, twin fishers, a bit creepy, have seen movement in Brandon's house.

-**Fred (He/Him)**, Carver, works for rich people, thinks this makes him better than the town, has keys to the old sawmill.

-**Attorney Casey (They/Them)**, Lawyer from the Big City here to look into the highway extension, knows nothing can go ahead without the deeds to Brandon's house.

-**Max (He/Him)**, Hunter, bit a douche, is drunk by the middle of the day, swears he's seen things move in the mountains.

-**Madeleine (She/Her)**, owner of "The Lodge", a restaurant and bar (mostly the later) that sees a lot of passage, she rents rooms upstairs, loves a good gossip.

# SIN: THE SAW HOUND

Traumas

## Domains (p.126)

### ▪ Who wronged you?

Mayor Sarah Moore.

### ▪ How were you wronged?

She killed Brandon Hill, robbing Samuel of his dad, potentially dooming him to starvation.

### ▪ What are you unwilling to sacrifice?

Samuel must have his justice, at any cost.

## Description

### Appearance

Tall lanky humanoid, sharp bony hands, massive spinning blade on the torso.  
Looks metallic, will make screeching noises while moving.  
Shark-like head, hunting rifle instead of a nose.  
Back has angel wings made of rusted metal and guns.  
Cold to the touch at first, but will heat up during physical activity.

### Behavior

Clever for a HOUND, will lie in wait until the opportunity strikes, stalker predator, messy kills, always spends a moment basking in the dripping blood and viscera before moving on to the next victim.

Once the hunt is on, runs on all four at uncannily high speed, will use this to lure Exorcists in the forest, where it has the advantage.

Attacks by spinning his saw blade and charging, can grapple people and hug them to split them in half (the preferred killing method), shoots targets at range in the legs to prevent escape.

### Myrmidons

Fleshy smaller versions of the Saw Hound, use pack tactics and suicidal charges.  
They pulsate a lot and give off incredible heat.

- The Catching of the Doe
- The Annihilation of the Wicked
- The Fattening of Rage

## The Grudge

The Grudge is held towards Sarah Moore, and will progress in this order:

- 1) Mayor Sarah Moore, *FOR WHAT SHE DID TO BRANDON*
- 2) Beatrice Moore, *FOR NOT REALIZING SARAH'S TRUE NATURE*
- 3) Deputy Evans, *FOR FAILING TO BRING SARAH TO JUSTICE*

Something notable about people who are next to die by the Saw Hound's hands: They all add "like rusty iron" to their Smells, meaning that at the start of the module, Sarah Moore smells like rusty iron, but Beatrice won't until Sarah dies and so on and so forth.

### Murder Locations:

- Sarah Moore will be killed in her office, her mangled eviscerated body thrown out of the window into the main street down below
- Beatrice Moore will be dragged to the Dam, 30 minutes from there, and will be brutally dismembered
- Deputy Evans will die a slow and painful death, crawling up the street of Rowbury after being shot multiple times, before bleeding to death after reaching the old sawmill.

## The Palace

It is located in a closed well, in the middle of the town, where Brandon's head was found, entering it requires a leap of faith into it.

Exorcist come out of the well in a version of Rowbury that is wrong, cold and covered in metal with pulsating meat underneath, rotten under the surface.

# Pressure Timeline

To help with the narrative framing, this module gives you a timeline you can use for when pressure increases, to figure out where people are and what time of the day it is:

### Pressure 0 11 PM to 6 AM

Most people are asleep, only Jeb is guarding the Old Sawmill.  
Avery's store is still open, as well as Madeleine's bar, most of the people who are still awake are at these locations.  
Sarah Moore is also going to stay awake, as she has trouble sleeping, the window to the mayor's office is lit up.

### Pressure 1 6 AM to 10 AM

The cops arrive, unless the players prevented it, it will likely be right after the Mayor's death.  
The cops will move in to secure the crime scenes.  
At this point, most people are awake because of the commotion.  
Cops will move to interrogate people in the town.  
Beatrice is missing.

### Pressure 2 10 AM to 1 PM

If the players aren't with Beatrice at the Dam, a worker will call the cops saying she's been found dead.  
If both deaths haven't been prevented, the cops will move to confine everyone to their homes while they look for the killer, making it so moving outside is quite difficult.

### Pressure 3 1 PM to 4 PM

The Deputy dies if the players aren't with him, the town is panicking, people might start getting their firearms at the ready, and they are unlikely to trust anyone but themselves.  
The rest of the cops, if there are any left, will call for backup.

### Pressure 4 4 PM to 6 PM

Past this point, it is absolute chaos, and most of these timeline guidelines will be left up to you as an Admin, but consider the following to up the stakes:

-The Communication Tower is destroyed by the HOUND, only CAIN has knowledge of what will happen from now on.

-The police has deployed a search helicopter.

### Pressure 5 6 PM to 10 PM

-The helicopter is shot down by the Saw Hound  
-Most people in Rowbury start truly panicking, mixed in with the infectious lust for violence of the hound, there will be public executions in an attempt to find the killer.

### Pressure 6 10 PM to MIDNIGHT

At this point most if not all people in Rowbury are dead, only Samuel is left, the streets are covered in blood and viscera, the only people left for the Saw Hound's grudge are the players.

If the Exorcists do not take care of the HOUND, it will eventually add The Big City to its list of grudges, CAIN won't let it get to that point, and Rowbury will be wiped off the map alongside any survivor.

# LOCATIONS

## Brandon's Shack Cramped/Messy/Sad

The shack is a single room wooden house, lots of empty cans.

Samuel is always in this shack, he can't leave without help.

- >A bed that has been slept in recently
- >Few windows around the place
- >>One of them has binoculars and direct sight to Rowbury
- >Desk with a lot paperwork on it
- >>There's a file on the highway extension.
- >>A map shows a line crossing over the shack.
- >Locked Chest
- >>If opened, there's a deed to the house

## BRANDON'S SHACK

## Forest Dense/Cold/Creepily Quiet

Play on the ambiguity of these result! Build up the reveal of it.

The following results cause a scene to play out:  
>1: **The Saw Hound is stalking** these woods.  
>2-3: **Myrmidons are stalking** these woods.

The following results DO NOT cause a scene to play out (do not increase tension):  
>4-5: The wind pushes dead leaves around.  
>6: The serene woods help you recenter yourself, clear 1 Stress or 1 Sin.

## Construction Site Empty/Exposed/Unfeeling

The construction site of a highway extension, there's currently no one there as the construction has been put on hold.

Getting into the actual construction site is difficult, there's **barbed wires**.

- >There's a locked site cabin for the foreman office.
- >>Inside, there's notes about Mayor Sarah meeting with the "problem citizen" on January 13<sup>th</sup>
- >>This highway extension is meant to connect Rowbury to The Big City, cutting transit time to just one hour, this was approved a year ago.

## Rowbury Tight Streets/Uphill/ Melancholic

## FOREST

No matter the results of this operation, Rowbury will a ghost town in about 5 years.  
>Most of the houses are made of wood, with some built more recently out of concrete.  
>>They have all seen better days.

>The main street leads to a few points of interests.  
>>The old sawmill, lording over the town.  
>>The mayor's office, right next to it.  
>>Avery's convenience store.  
>>Tucked away, The Lodge, always active.

>A bit to the side, the public square.  
>>The Town's well.  
>>>Feels endlessly deep.  
>>Quinn's Clinic, taller than wide.  
>>Some stone paths lead outside of town, with signs  
>>>"Construction Site".  
>>>"Lumberjack Shack" (leads to Brandon's Shack)  
>>>"Rowbury Dam"

Locals will gladly give directions, and usually are fine talking about most of anything, no one around town really believes the killer is from around here.  
If Brandon is mentioned, some may clam up.  
>The townfolks haven't been nice to him, he used to have a house in Rowbury itself, but was pushed out after he kept being found drunk in the middle of the town square, that was 3 years ago.  
>Dr Quinn was checking in with him to make sure he was recovering.

## ROWBURY

## The Old Sawmill Dusty/Rusted/Creepy

The entrance is guarded by Jeb at first, then guarded by cops the next day.  
The main floor has a lot of rusted saws and various machinery.  
>In the middle of the room, Lana's Body, covered by bloody cloth.  
>>She was sliced in half, perfectly, top to bottom.  
>>She's wearing a leather jacket and black pants  
>>Despite the broken perfume bottle on her, she only smells of rusty iron.  
>>Examining the scenes reveals:  
-There's traces of week old blood, it isn't hers  
-Her eyes betray terror, she was sliced from bottom to top.  
-Her notepad reads "I need peace of mind, I hope mom didn't do it."

## FOREST

>Looking at the state of the scene itself, its clear Lana was here when she was killed.  
>One of the sawing machine is missing a saw.

Once players have investigated the scene, they will hear noises from upstairs, its a **Myrmidon** spawned from Lana's murder, it hasn't spotted the Exorcists yet.

## The Mayor's Office Well kept/Pompous/ Pretentious

When she isn't in, the door is locked, after her murder, **cops guard the entrance**.  
>In her locked desk, various notes about different citizens, information that wasn't willingly given.  
If this is done while she's alive, **its risky**.  
>>"Avery is struggling financially"  
>>"Quinn is getting poached by the city, need to put her in her place."

## CONSTRUCTION SITE

>>"Where did Brandon hide his deed?"  
>>"Why did he buy so much food?"  
>>"Max complained about shapes in the mountains again, I'll tell the deputy to do a drug test on him"

She has a file about the highway extension, it details:

- The fact it cannot go through without approval of the property owner.
- That, in the event of the property owner dying, approval of the next of kin is required, if there is no next of kin, the deed to the property is needed, which would require a lengthy process.
- Attorney Casey is responsible for this case, and will stay onsite until it is cleared up.

## Avery's Convenience Store Clean/Familiar/Welcoming

Avery's store is a standard convenience store, the it should be noted it has cameras inside and outside.

>The computer for the cameras is behind the desk, Avery won't allow access.  
>>On the cameras, three things are found:

- The inside cameras show Brandon sending a message to Samuel, saying he'll be back soon.
- The cameras outside show a figure coming out of the Old Sawmill on the 13<sup>th</sup>
- >>Examining it reveals it is Sarah Moore.  
-Beatrice is seen being dragged off to the dam by an invisible force.

## The Lodge Always busy/ Hot/Buzzing

Madeleine's Bar, its the most successful business in Rowbury. You can rent rooms there as well, but it is out of the Exorcist's budget.

>Madeleine is always Happy to gossip  
>>She knows there was bad blood between Brandon and Sarah, but you didn't hear it from her.  
>>Brandon's severed head was found in the well in the center of the town, everyone is still shaken by that  
>>The Twins say they saw a dog near the dam, a big one

## THE DAM

## The Well

### Deep/Deep/DEEP

The well is where Brandon's head was found, it isn't used much anymore, there's a water tower, but the townsfolk often check and see if an animal hasn't fallen in, a common occurrence. Animals don't come out of the well anymore.

>There's a deep rotten stench coming from inside. >>Nothing inside that could feasibly be responsible for it.

>A low hum can be heard from within.

>>The hum of machinery

>The only way in is to jump, leading to the Palace.

## The Palace

*ITS TOO MUCH/THE SMELLS/THE SIGHTS/ALL ROTTEN  
HATEFUL HATEFUL HATEFUL*

A twisted landscape of the town, consumed by rage, anger and ever screeching metal.

>The mayor's office is burning

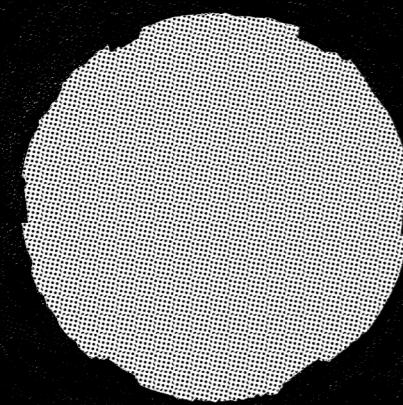
>The Old Sawmill is endlessly chewing up people

>Body parts are strewn about

>The sun is blood red, the soil is ash and the air is **meat**

>It is the perfect hunting ground for the Saw Dog, it will use the tight streets to split people up and will use the rooftops to fire from a distance.

You are in its turf.



## Quinn's Clinic

### Clean/Medical/Unfeeling

Quinn's Clinic is rarely open, thankfully for the townsfolk it is now, unfortunately for the exorcists, she lives in her clinic.

Any roll that would breach patient confidentiality with her around are **Risky**.

>There's a reception room, with a book detailing who she met with and when.

>>There's record of her meeting with Brandon and Samuel Hill on January 10<sup>th</sup> for a broken leg.

>The Morgue is locked up

>Inside is only one full bag, labeled Brandon Hill.

>>Opening it up reveals severed body parts, all accounted for

>>There's an autopsy report on the side, done by Quinn with oversight from Deputy Evans.

>>>Cause of death, decapitation, other injuries post-mortem, no drug found in his system. Cuts are distinctive, rusted metal teeth found embedded in some limbs, the tool wasn't found but it is clearly from the Old Sawmill.

>The clinic itself is spacious, and with an access to Quinn's room, the room itself has very little in it since she doesn't spend a lot of time there.

>>There's a set of files, including prescriptions given to patients.

>>>Samuel Hill was given painkillers and a wheelchair.

**Like last time, I encourage you to keep the results ambiguous as much as possible, just describe a vague feeling of unease**

## The Dam

### Massive/Cavernous/Cold

The source of the electricity for Rowbury as well as a few nearby towns, it is also the location of the communication tower that covers Rowbury.

The Twins love to go and fish there, and a lot of the townsfolk work at the dam.

Places of note in The Dam are:

## The Turbine Room

### Humming/Electric/Utilitarian

>The turbine room, this will be the place where Beatrice will be tied after having been dragged, and where she will be found dead if the Exorcists don't save her.

>>If they find her corpse, make a SECRET FATE roll (1: **The Saw Hound** is ambushing, 2-3: **Three Myrmidons** are ambushing, coming out of her corpse. 4-5: The Humming of the Turbines is Ominous. 6: She is dying instead, and will still die, but she has enough time to say she regrets never going against Sarah, and that she went too far this time.)

>>>Her corpse is held up by the torso, in such a way where the mangled arms and legs would eventually be ripped off by gravity's pull, on her person is little of value other than a double of Sarah's Keys, for her desk and her car.

## The Communication Tower

### Tall/Buzzing/Rusty

>This tower handles coverage of Rowbury, if anything were to happen to it, it would take a few days to get it up and running again.

>>Exorcists enterprising enough to do this on their own at Tension 3 or above might be given one additional Script by CAIN, for making their job easier.

>There's cameras on there, with shockingly wide view of the area.

>>Accessing their recording will show trees move nearby to Brandon Hill's house.



## Remember these when running

- If you are ever stuck on how a scene should start out for exorcists, roll fate!
- Remember that this is a living town, people move around, look at the time indicated in your current pressure to figure out who would be where.
- Emphasize that the exorcists are an unknown quantity to this small town, they showed up dressed weird and out of nowhere, they are looked at with suspicion.
- Involve the locations' keywords in your descriptions of action and mood of a scene, in a conflict don't let things feel static.
- Remember that direct conflict is dangerous, when you roll an encounter with the hound or its traces, don't be afraid to encourage players to run away.

## Wrapping it up

Here are generally true statements to help you wrap up this scenario.

- If handed over to CAIN, Samuel will be shown potential as a living weapon, experiments will be made on him to turn his desire for justice and his anger into a powerful CAT 4 Bind Exorcist.
- If she lives, Sarah Moore will retire from politics, if she died, no one wants to take her place in Rowbury.
- No matter what, Rowbury begins its spiral into a ghost town.
- CAIN will spin the events that happened in Rowbury as "classic rural town justice" in the memories of folks.
- Many of the surviving townsfolk will move to The Big City, wanting to put this all behind, for many this was the last push they needed.
- Rowbury will catch the attention of UNDER/HEAVEN as a good forward operating base for their plans for The Big City.

## Expanding on this module

Here are some ideas on how you can expand on this module for your own table:

-Flesh out The Big City, this is a hook and a name that comes up in this module often specifically to give people a hook to set their next investigation there, the proximity and the consequences of Operation Weeping Mountain make it easy to bring back characters.

-If he has been given to CAIN, you can involve Samuel in some missions, and maybe even as an eventual target after he defects to UNDER/HEAVEN, it immediately raises the stakes of a climax and brings in personal connections, if you do make sure to give him new Trauma Questions.

-Make note of what worked for your group after asking at the end of the module what they preferred:  
>If they liked the claustrophobic town feel, put them in a quarantined building/city block with a Centipede next!  
>If the tragic events resonated with them, make them face a Lord born out of the grief of an orphanage director.  
>If they liked the gruesome murders and procedural feel, make them face an Ogre sin that operates in the Sewers of the city.

## Changing the module itself:

There are a few ways you can change the module:

-Remove Samuel and instead have the Hound be a Type II Sin on Brandon's body for a more straightforward investigation, change its palace location to the shack.

-To make this module more complex, you can involve UNDER/HEAVEN as a third party who will try and recruit Samuel.

-Change the Hound sin to a Centipede sin for a more chaotic and bloody module experience.



Module and layout by  
Eld (Dunya Kat)



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