

## Setting

Inhabited primarily by Chitin, anthropomorphic insect folk of all shapes and sizes. A bustling capital buried deep underground, Carapascire is the hallmark of engineering. Stone, dirt, and steel wrought into a tightly nestled towering cityscape. Recently plagued by a series of violent murders.

As outsiders the PCs will likely be often regarded with caution and subtle pessimistic antagonism.

## People (All Chitin)

**Sven:** Cool as a cucumber, temporarily deputized by Reeve Jorvin. Knows the city like the back of his hand. Exceptionally skilled swordsman, assists with the investigation.

**Jorvin:** Old Reeve on the edge of retirement. He's seen stuff like this before, a long time ago. Goes way back with Sven, who owes him a favor. Will help with info. Likes to play chess.

**Dr. Gorm:** Practices psychology, is the killer, exceptionally smart, squeaky clean, gotta find some dirt on him. Sus as hell but you have no proof. Likes to smile tauntingly and adjust his glasses.

**Phillipe:** Good kid, missing since start of killings. Mom has been asking Jorvin to get someone to check it out. Works at the docks.

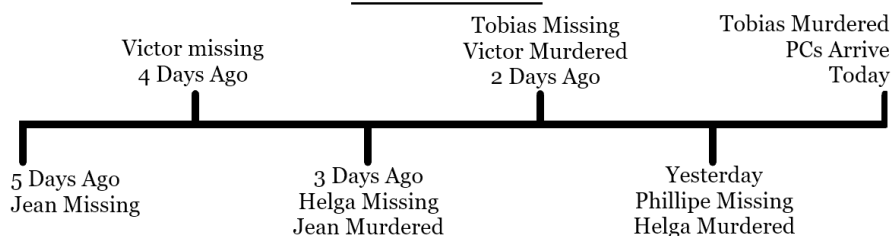
**Jean (Victim 1):** Young, she was on the road to recovery from addiction and starting to get her life back together. Left behind her aged grandmother. Parents died when she was young.

**Victor (Victim 2):** Regular at The Pick. Had issues walking. Widowed and a drunk, but had just found a nice lady a bit ago and finally seemed happy. No one knows what happened to her or has seen her.

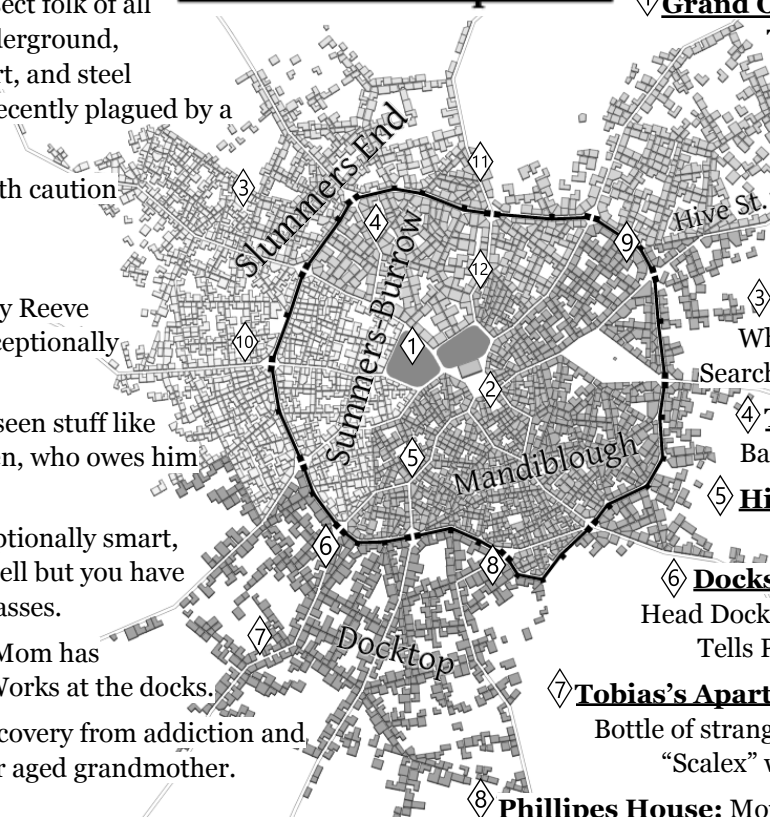
**Helga (Victim 3):** Maid at Hidden Fiddle. Nice girl, everyone deeply misses her and has trouble talking about what happened. A bit touched, was prone to wandering off and forgetting what she was doing.

**Tobias (Victim 4):** Worked at the docks, old and feeble and not terribly liked by fellow workers.

## Timeline



## Crime at Carapascire



## Places/Events

① **Grand Oak:** Hook point, Tobias murdered in center of the Town under the great oak tree. Active crime scene. Sven on duty, interacts with PCs, asks them if They want to lend a hand and investigate.

② **Reeves Office:** PCs deputized and given Info. These killings happened before, Tobias is the Fourth. PCs sent to investigate last known Whereabouts of all four victims and given badges.

③ **Jeans Apartment:** Lived with her grandmother Who seems to still think Jean is alive. If apartment is Searched, PCs will find a pill bottle fulfilled by Dr. Gorm

④ **The Pick:** Dive bar frequented by Victor. Only the Bartender knows much. Victor kept to himself really.

⑤ **Hidden Fiddle:** Nice establishment. Head barmaid Will choke up tearfully and tell PCs about Helga.

⑥ **Docks:** Large Airship docks, Carapascire's primary trade. Head Dockman will give players access to Tobias's apartment Tells PCs Phillipe was a part-timer to stay out of trouble.

⑦ **Tobias's Apartment:** Pics of him with Dr. Gorm smiling on wall. Bottle of strange red elixir on table. Trade Manifests for company "Scalex" which is the same company on Jean's prescription.

⑧ **Phillipes House:** Mother is worried sick. Searching his room can reveal Hidden cache of wealth. Phillipe has been taking odd jobs at the Old Bridge

⑨ **Dr. Gorms Office:** Sanitary. Cold Receptionist. Dr. Gorm welcomes the PCs with a smile and seems to be very warm and friendly. Studies psychology. Saddened about Jean's death. Was friends with Tobias, just got the news about his passing. Extremely strong, resists many mental spells. Mind like a tight box.

⑩ **Old Bridge:** Literal old bridge, spooky and misty. PCs spot a young chitin receiving a package from an older one. Pursue the child across the slums to...

⑪ **Sewers:** Underground network, infested with CR2~4 Thug Chitin who work for "The Boss" and discuss movement of drugs. Final trapdoor up into...

⑫ **Dr. Gorms House:** Phillipe strapped to a table in the basement, weak, needs help. Upstairs Dr Gorm is prepping supper. Front door locked from inside. Numerous traps activated to slow PCs from pursuing him. Final confrontation upstairs. Gorm commits suicide, leaping out window to his death. Diary implies Gorm was cleaning up loose ends from experiments he ran regarding organized crime dispatching Gank networks, a new drug he helped distribute.