

the journey



a tremulus playset

reality blurs presents

the journey
a tremulus playset

writing

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The Journey

To explore the world, to seek new horizons, gaze upon vistas both known and unknown appeals to the wanderlust found deep within the heart of humanity. Our investigators go beyond the sleepy town of Ebon Eaves to find what lies beyond...

Using a Playset

Each playset presents a set of questions which the players answer to establish a framework for the story. Some playsets lend themselves better to pick up and play than others depending upon the Keeper's familiarity with the central subject matter in question.

Using the Journey

As Keeper, you should focus on telling your story and not be too obsessive with the reality of any given particular. In other words, come to a group consensus and fudge the facts as necessary to ensure a good experience. If you're comfortable with such a play style, you needn't worry about having the questions answered by your group ahead of time, and can certainly use this playset on the fly. On the other hand, if you are more comfortable with having more details in place, you can have the group answer the questions ahead of time, and do a touch of research to help facilitate things.

Time and Place

This playset cements specific locales throughout the world, as determined by the results of the questionnaire. Needless to say, there are fewer liberties, in general, with the where of the setting. While specific eras are largely avoided, the implied time frame of the 1920s is in play. Though your framework can be placed in different eras with little to no work, the remoteness shall quickly shift from isolation to inconvenience as one nears the modern age, so should be largely avoided in most cases. Contextually, the Keeper should be able to ascertain whether there is any wiggle room for when their group's story takes place, and notify them of what modifications they may need to make if deviating from the given suggestions.

THE JOURNEY

It's not just about reaching where you want to go, but how you get there and what happens along the way.

Details about **YOUR TRIP SO FAR:**

- | | |
|--|---|
| 1. Are you traveling abroad? | A |
| 2. Was the trip planned? | B |
| 3. Was the trip sponsored? | C |
| 4. Are you traveling in luxury? | D |
| 5. Are you fleeing something? | E |
| 6. Is the weather good when you set out? | F |
| 7. Did you have time to pack? | G |

You **MUST ANSWER YES** to three and **ONLY** three.
JOT DOWN or CIRCLE YES ANSWERS.

Details about **YOUR DESTINATION:**

- | | |
|--------------------------------------|---|
| 1. Is it remote? | A |
| 2. Does it seem bizarre? | B |
| 3. Is it believed to be dangerous? | C |
| 4. Are there ruins? | D |
| 5. Is anyone waiting to meet you? | E |
| 6. Is it inhabited? | F |
| 7. Have outsiders been there before? | G |

ou **MUST ANSWER YES** to three and **ONLY** three.
JOT DOWN or CIRCLE YES ANSWERS.

The Journey

FRAMEWORK WORKSHEET

The Trip

The Destination

NAME	
INVESTIGATOR	ALPHA
KEEPER	T

NAME	
INVESTIGATOR	ALPHA
KEEPER	D

Hazards

ELDERS

Hazards

ELDERS

TOWNIES

TOWNIES

LANDSCAPE

LANDSCAPE

DOOM

DOOM

WEIRD

WEIRD

Ways and Means

To determine how the characters are getting from point A to point B, the Keeper need simply factor in the results of the first question respectively of the Journey and Destination sections of the questionnaire and consult below.

Are you traveling abroad? Y

Is it remote? Y

Mode of transport is most likely plane.

Are you traveling abroad? Y

Is it remote? N

Mode of transport is most likely ship.

Are you traveling abroad? N

Is it remote? Y

Mode of transport is most likely rail.

Are you traveling abroad? N

Is it remote? N

Mode of transport is most likely car.

For example, if the players answer “Yes” to “Are you Traveling Abroad?” and “Is It Remote?” then both of those would be a “Y” and the method of transport would be “YY” — a plane.

AT A GLANCE

Y+Y = Plane

Y+N = Ship

N+Y = Rail

N+N = Car

The Devil is in the Details

Expanding on the previous Ways and Means section, the following clarifies which forms of travel are expected for certain Keeper Notes. As always, these are suggestions, and the term craft in Keeper's Notes refers to the appropriate mode of transport. Substitute a more suitable choice, if it better serves the story.

EXAMPLE: Keeper Notes T1-T15 (The Trip), when combined with Keeper Notes D16-D35 (The Destination) imply the use of a Ship for the Journey.

When the weather is not slated as good (e.g. when the results of The Trip, Q6 is N), an environmental hazard can be introduced into play as a move by the Keeper. Bear this in mind, and use it as a catalyst to make the story more interesting or to move the story forward.

[T1] – [T15] + [D1] – [D15] = Plane

[T1] – [T15] + [D16] – [D35] = Ship

[T16] – [T35] + [D1] – [D15] = Rail

[T16] – [T35] + [D16] – [D35] = Car

A Note about Townies

In the context of this playset, TOWNIES signify groups, mobs, and the like either encountered along the trip or at the destination.

The Trip (Investigator Notes)

[ABC] *In Pursuit of Knowledge*

THE ITINERARY: Whether by accident or design, you've been invited to speak in a lecture series at a small private institution in Jerusalem. One Sir William Howell, member of the Golden Order of Horus, has arranged for your travel and accommodations.

KEEPER NOTES: [T1]

[ABD] *A Well Deserved Vacation*

THE ITINERARY: The past few months have been bleak and worrisome, so you're glad you managed to book passage aboard the *Intrepid*, a luxury craft said to set the new standard for comfort and convenience.

KEEPER NOTES: [T2]

[ABE] *The Exit Strategy*

THE ITINERARY: You have made some powerful enemies, dangerous men who want nothing more than to see your world burn around you. But they have moved slowly and carefully against you, giving you enough time to gather up your belongings. With the help of an old friend, you are making your way out of the country in a discreet manner.

KEEPER NOTES: [T3]

[ABF] *Clear Skies*

THE ITINERARY: Leaving Boston in midwinter is sometimes a gamble, and you must be ready at a moment's notice. Unfortunately, you weren't. So when your schedule changed thanks to a sudden break in the weather, you didn't have time to collect all your bags before heading out. Hopefully, you can make do until you arrive at your destination and whatever you left behind was not that important...

KEEPER NOTES: [T4]

[ABG] *Ready to Go*

THE ITINERARY: After experiencing an extremely bitter winter last year, you decided to spend this one in warmer climes, and your voyage begins on a hazy evening at the very end of autumn. Your bags are all packed and you are well rested, with a glad eye towards the horizon.

KEEPER NOTES: [T5]

[ACD] *A King's Ransom*

THE ITINERARY: Kathryn Wilkes is getting married, and you've been invited to the wedding as her guest. Her husband-to-be is a wealthy industrialist by the name of Alexander Prague. He has agreed to foot the bill for meeting her every need, including bringing you over to celebrate in style.

KEEPER NOTES: [T6]

[ACE] *With Great Haste*

THE ITINERARY: No one is certain you were responsible for the fire, not even you. For the past week everything has been a haze until just now, when you find yourself in a cushioned seat and staring out a small window with a punched ticket in your hand. You can still smell the faint scent of smoke upon your clothes.

KEEPER NOTES: [T7]

[ACF] *Sunshine and Daffodils*

ON THE SURFACE: You were among the winners of a raffle for a trip to Spain sponsored by the local Chamber of Commerce. You don't recall actually putting your name in, but the Chamber officials informed you it was collected by information from the census, and everyone was automatically eligible. Though you won't be traveling in the lap of luxury, the trip affords an opportunity to see a part of the world you may never have otherwise glimpsed.

KEEPER NOTES: [T8]

[ACG] *Serious Rainfall*

THE ITINERARY: A trip to Africa is something most only dream of or read about in books. So when you were invited on a hunting expedition by none other than J.G. Wilders, noted anthropologist and big game hunter, you thought he was joking. He was half in his cups after all, but a telegram arrived, and now you're aboard his personal craft heading to points unknown.

KEEPER NOTES: [T9]

[ADE] *Unquiet Comforts*

THE ITINERARY: It's not always easy to escape the past. It has a way of coming back to haunt you. You thought you'd left the misery behind when you moved to Ebon Eaves, but that was not to be. This time you find yourself running in your quest to finally put the dead to rest. You spent the last of the blood money booking passage to anywhere but here. You can hear that distinct, ominous tread at the edge of your mind recede as you see the coastline fade from sight.

KEEPER NOTES: [T10]

[ADF] *Like Royalty*

THE ITINERARY: Matilda Hunt, a longtime family friend, is on her deathbed and has summoned you for one last meeting. The Contessa, as she is widely known, holds no title, but inherited a great deal of wealth from marrying well and often. She currently resides in a castle in the scenic countryside outside of Berlin, a gift from her late husband.

KEEPER NOTES: [T11]

[ADG] *Accommodating*

THE ITINERARY: A group of foreign dignitaries pushed their way past you and took the remaining spaces on your craft, much to the horror of the Royal Tobacco and Transport Company. To make amends, they've offered you chartered transport and have assured you the finest rooms during your trip, all at their expense. Though you're forced to go off-season, you're certain the trip shall be quite memorable nonetheless.

KEEPER NOTES: [T12]

[AEF] *Nothing But Sunshine*

THE ITINERARY: You didn't want to get involved in the heist, but you did. Leverage, after all, is leverage, and they had plenty on you. So you got the book as instructed. Then you heard the library burned just this morning, and the buyer was murdered last night. Now? Now you run, throwing your most prized possessions into your bags and heading out as quickly as you can, the strange tome neatly wrapped and tucked under your arm. Maybe, just maybe, you can find out what you have before it's too late. Meanwhile, for everyone else around you, this seems like a beautiful spring day with nothing but sunshine.

KEEPER NOTES: [T13]

[AEG] *Skippping the Country*

THE ITINERARY: You knew eventually the government would want you. Despite publicly decrying the existence of spiritualism and unearthly phenomena, the evidence continues to mount. The country needs protection against the occult, yet you cannot bear the thought of being studied and analyzed and forced to confront the horrors flooding your dreams, so you were ready when they came sniffing around. The nation can fare as you always have, alone.

KEEPER NOTES: [T14]

[AFG] *Toward Distant Shores*

THE ITINERARY: Blue Sky Travel is opening a new resort in a tropical fishing village and has offered discounted fares to friends and family wishing to take advantage of their Winter Escape package. You couldn't resist and find yourself in cramped quarters as you are about to depart. You hope the sunny rays creeping through the cloudscape are a harbinger of a good break from the daily grind.

KEEPER NOTES: [T15]

[BCD] *In Good Hands*

THE ITINERARY: The promise of a new start sounded nearly too good to be true, but you didn't want to miss out on the chance of a lifetime, so you agreed to visit the small Cuban village. The trip, fully funded by the Cuban Community Developmental Association, hopes to bring in skilled Americans of no small renown to grow its community, solidify international ties, and help make the nation more than a mere tourist destination and reputed den of debauchery.

KEEPER NOTES: [T16]

[BCE] *Best Laid Plans*

THE ITINERARY: Discredited by charges of moral turpitude, which may or may not have been valid, you have elected to become a part of a research team led by Professor Ferdinand Ashley. While the project's goal is to retrace the Trail of Tears, you are using it to regroup and consider your future prospects. As imagined, this dry project attracted little interest, so Ashley wasn't particularly discriminating in his selection process.

KEEPER NOTES: [T17]

[BCF] *Clear Visions*

THE ITINERARY: Hot springs have been all the rage as fine places to rest and relax from the pressures of modern living, so you've decided to go as part of a select group to the grand reopening of Shimmer Glades in Florida, courtesy of Milo Stands, head of public relations.

KEEPER NOTES: [T18]

[BCG] *A Deluge of Portmanteaus*

THE ITINERARY: You've managed to wrangle an invitation to a private Geographical Society event. You're dressed to the nines and have plenty of changes of clothing packed, ready at a moment's notice. Now all that is between you and this swanky shindig is a dash halfway across the country. Looks like rain; better throw in an umbrella and galoshes just in case.

KEEPER NOTES: [T19]

[BDE] *On the Rails*

THE ITINERARY: You're traveling along an old rail line that's recently come into the possession of Cecelia Fortune, a family friend. All she needs to make it official is to sign some papers in the next few days or her claim is forfeit. However, rival family members seek to stop Cecelia at all costs. She wants you along for company, as well as possible protection, should the need arise.

KEEPER NOTES: [T20]

[BDF] *Clear Skies*

THE ITINERARY: With all preparations made, you set out secure in the knowledge that things will remain much as they are when you return. Despite the recent bad weather, reports indicate the break in the storm shall see safely you to your destination. You only hope your ill friend, Commodore Samuel Sims, shall be on the mend when you arrive. His missives encouraging you to come, while not manic, certainly gave you pause.

KEEPER NOTES: [T21]

[BDG] *All Mapped Out*

THE ITINERARY: You've been invited to compete in a scavenger hunt by Raleigh Winters, an eccentric philanthropist with a flair for the dramatic. Though the details in the telegram were sparse, he told you to bring along camping equipment and anything else you might take on an archaeological dig, and maybe a camera or two. He promises rewards and recognition for all who participate.

KEEPER NOTES: [LC22]

[BEF] *A Sudden Circumstance*

THE ITINERARY: You successfully stopped the ritual and saved the world. Congratulations. Now, you have to deal with enraged cultists and the aftermath of your actions. You barely had time to get out of town. God knows how long before they come after you. After all, their leader, John Valentine, is not the kind of man to just let things go.

KEEPER NOTES: [T23]

[BEG] *Suitcases and Other Places*

THE ITINERARY: You've been on the run so long, you've gotten used to living out of a suitcase. Until you finally felt safe and sound in this little remote hamlet and considered unpacking completely. Luckily, you didn't. Your old friend, Fulsome Phillips, managed to get off a quick call, telling you to get out of town as quickly as you can and meet him. He knows how to get revenge on the Caretaker. He's never lied before, so you throw your stuff into bags and head for your next destination before trouble arrives.

KEEPER NOTES: [T24]

[BFG] *Sunrise, Sunset*

THE ITINERARY: You never thought vampires were real. Honestly, you never gave them any real thought until you received an anonymous package from halfway across the country containing fangs, a hammer and a wooden stake, along with an invitation to come see for yourself. Intrigued, you set off.

KEEPER NOTES: [T25]

[CDE] *Art and Artifice*

THE ITINERARY: Professor Cassius Wheel entrusts you to deliver a small stone box to his old mentor, Peter Matthews. He warns you his rival and disgraced colleague, Byron Mitchell, wants what's within at any cost. He further instructs you not to open the box under any circumstances. He sets you off in style with assurances that Doctor Matthews shall reimburse them for any expenses once he receives the package.

KEEPER NOTES: [T26]

[CDF] *The Elite*

THE ITINERARY: Count Yusupov hosts seasonal galas at one of his many estates scattered across the globe and gathers an eclectic crowd of intellectuals, artists and others for his own personal amusement. You have received a personal invitation. It includes travel arrangements and lodging (if necessary) along the way, and the offer of first class amenities is very appealing. The event typically lasts a week, unless the mercurial Count takes a fancy to you, and then, who knows?

KEEPER NOTES: [T27]

[CDG] *Patronized*

THE ITINERARY: You suffered a complete and utter breakdown. Or at least that's what you've been told. All you really know is you were scooped up two days ago and are presently heading to Lady Winter's Summertime Retreat and Mental Wellness Center, where "summer is a state of mind". You have nothing with you other than the clothes on your back, but Hugh Gordon, a man with a smile too big for his face, assures you a private room set up just as you would like it and all your personal effects are there to make you feel at home.

KEEPER NOTES: [T28]

[CEF] *A Golden Opportunity*

THE ITINERARY: Myths speak largely in riddles of muddled histories blended with fable, yet the local university deduced that local eccentric Kyle Franklin, alleged descendant of Old Ben, was onto something when he broke into its rare books collection and stole several documents from their archives. They have dispatched a team to get him back. They're after you too, as you're with Kyle.

KEEPER NOTES: [T29]

[CEG] *Academic*

THE ITINERARY: You knew Professor Rogers couldn't give her talk about multidimensional theory. Too much of it rang true, and it gave you that sinking feeling in your stomach after you met with her at the hotel bar before the opening ceremonies. Everything happened so fast. She wouldn't hear you out. Not really. Now you have her trussed and gagged and are traveling far away. Soon people will know she was abducted and will tell how you were seen together. Maybe she'll listen to you this time, and everything will end up nice and neat. Maybe.

KEEPER NOTES: [T30]

[CFG] *Away from the World*

THE ITINERARY: You are under consideration for an endowment from Lynch Amalgamated. The company is bringing you, as well as the other candidates, to their corporate retreat to discuss how you would spend their funds. And it's a bright beautiful day as you depart.

KEEPER NOTES: [T31]

[DEF] *Quiet Comforts*

THE ITINERARY: You have been living the life of vagabond hero for so long, it was nothing to sneak out of the hotel, attend to the sordid task of saving the world from another nightmare, and slide away into the sunlight. Or so you thought. Evidently, something survived and is now on your trail. You feel it in your bones. Hopefully, you'll put some distance between you and it before sundown, when the shadows lengthen.

KEEPER NOTES: [T32]

[DEG] *Starry, Starry Night*

THE ITINERARY: You are taking a leisurely cross-country trip and have stopped in an anonymous small town, taking up the top floor of The Lamplight Hotel adjacent to the rail station. After turning in early after a large meal, you fall fast into a dreamless sleep. Hours later, thunder rumbles across the night, waking you from your sound slumber. As your head rests upon the soft down pillows, you can somehow hear the flapping of leathery wings creasing the cold empty spaces of a faraway night sky, and you sit bolt upright and try to wipe the dreams away from your eyes. Too late. Eyes, insect-like and cold as a frozen heart, stare into your own. And in your mind you hear the sickly trickle of buzzing half-formed words that promise madness.

KEEPER NOTES: [T33]

[DFG] *The Dark Brew*

THE ITINERARY: Mueller Brewery, known for its Elder Ale, is celebrating its centennial and has invited people from across the country to come celebrate. In need of a little rest and relaxation, you arrange for some time off and head out just as the sun sets, with only pink-crimson trails left in its wake.

KEEPER NOTES: [T34]

[EFG] *Thresholds Crossed*

THE ITINERARY: You were ready when they came for you. You were calm. You told them you'd be right back. You just had to get your things. They displayed wide, wolfish grins and salivated, as though you were freshly killed game. You got away. There is blood where your knuckles scraped stone or bone beneath flesh as you fought to get away. You can't go back to the asylum. Not yet. Not when the world is counting on you.

KEEPER NOTES: [T35]

The Trip (Keeper Notes)

[T1] *In Pursuit of Knowledge*

DETAILS: Sir William Howell is a benevolent man who once fought against the world's evils before accepting the mantle of Grandmaster of the Golden Order of Horus, an ancient mystic society with its roots in Egypt. Favored to replace the aging Howell soon, Rothfeld is conducting a campaign to undermine his capacity to lead them. Rothfeld, unlike Howell, is not benevolent and sees the Golden Order of Horus as a means to carry the fight to the evils of the world, rather than combatting them subtly from the shadows.

Hazards

ELDERS: Elazar Rothfeld

LANDSCAPE: The Mountains

SEE ALSO: INVESTIGATOR NOTES: [ABC]

[T2] *A Well Deserved Vacation*

DETAILS: The *Intrepid*, while seeming to be a model of perfection, is not without a fatal design flaw. The engineers failed to account for the designers' desires to go overboard on its amenities. The additional weight places the engines under extreme stress. The Captain, one of the principal investors in the Intrepid Group, is under pressure as well to see that he sets a new speed record to secure a lucrative government contract.

Hazards

ELDERS: Captain Teddy Kerouac

LANDSCAPE: The cargo bay

DOOM: Engine explosion

SEE ALSO: INVESTIGATOR NOTES: [ABD]

[T3] *The Exit Strategy*

DETAILS: The Coalition is a nefarious group of blue bloods who dabble in the occult. The vile rituals and rites performed on behalf of nameless gods are responsible for both their wealth and power. The characters have somehow, knowingly or unknowingly, disrupted their most recent schemes, so Hawkins, Mills and Ottoman, known obliquely as The Three, are hellbent on avenging this slight at any cost. The Three trail several days behind the characters, though they have agents scattered across the globe. *Hazards*

ELDERS: Tyler Hawkins, Ulrich Mills, Jeffrey Ottoman

TOWNIES: Coalition agents

DOOM: The Coalition catches up

SEE ALSO: INVESTIGATOR NOTES: [ABE]

[T4] *Clear Skies*

DETAILS: The craft left early at the insistence of Professor Nook, an eccentric antiquarian who constantly checks his watch and mutters to himself in a strange tongue. His accent is vaguely European, but hard to pinpoint. He is carrying some cargo he must deliver with great haste: a curious statue for which a mysterious buyer anxiously awaits.

Hazards

ELDERS: Professor Ebenezer Nook

MYTHOS: The basalt relic

SEE ALSO: INVESTIGATOR NOTES: [ABF]

[T5] *Ready to Go*

DETAILS: The characters set out during a time when the stars align and the sky creatures from beyond frolic in the empty spaces between the lands of man. To wit, the craft encounters some malicious monsters wishing to feast upon the flesh of all aboard, toying with their prey and picking them off, one by one.

Hazards

MYTHOS: The Byakhee

SEE ALSO: INVESTIGATOR NOTES: [ABG]

[T6] *A King's Ransom*

DETAILS: Kathryn is a dilettante who met her fiancé while touring Europe last summer. After a whirlwind romance, a wedding date was set for the following spring, despite his family's protestations at Alexander's proposal to someone as flighty as dear Kathryn, whose impulsiveness is bound to be her undoing. Tobacco Sitwell, an adventurous playboy who happens to be one of Kathryn's old flames, is traveling along as well and would love to reignite his love affair.

Hazards

ELDERS: Kathryn Wilkes, Tobacco Sitwell, Rune Prague

SEE ALSO: INVESTIGATOR NOTES: [ACD]

[T7] *With Great Haste*

DETAILS: The characters just went through a traumatic event and were hurried away by an unknown benefactor, likely a family friend or some other close connection. Their memories are largely fragmented, yet teasing glimpses of a monstrous entity being burned in a house seeps into their dreams and drenches their waking thoughts. The horror they flee is far worse than mere incarceration, and not even geographical distance may spare them from a dreadful fate.

Hazards

MYTHOS: The Horror

SEE ALSO: INVESTIGATOR NOTES: [ACE]

[T8] *Sunshine and Daffodils*

DETAILS: Sometimes good things happen to good people, and other times the fates are manipulated just a touch. The characters did indeed happen to win the trip, but their good fortune ends there. Bella Ward, an escaped mental patient, suffers a psychotic episode about halfway into the trip. She kills another passenger and unleashes an ethereal entity capable of influencing the weak-minded, a dark spectral passenger who feeds off violence.

Hazards

OUTCAST: Bella Ward

WEIRD: The Dark Passenger

SEE ALSO: INVESTIGATOR NOTES: [ACF]

[T9] *Serious Rainfall*

DETAILS: Wilders is in pursuit of the White Lion, thought to be only a dream and said to be smarter than man and older than the mountains. He is being assisted by the former village chieftain, The Eyes-Sewn-Shut Man, a tattoo-covered mystic who lives apart, attended by his three wives, and who foolishly once hunted the beast himself. Wilders has an immense ego, and while pleasant and affable with those who go along with him, he can display swift anger and violence towards any who dare disagree with him.

Hazards

ELDERS: J.G. Wilders

LANDSCAPE: The Plains

WEIRD: White Lion

OUTCAST: The Eyes-Sewn-Shut Man

SEE ALSO: INVESTIGATOR NOTES: [ACG]

[T10] *Unquiet Comforts*

DETAILS: The characters all had a hand in a horrible prank which resulted in a mutual friend's death. Let them decide the details. The uneasy spirit seeks vengeance and made a pact beyond life and death. Now it returns as a revenant, an unholy entity bent on the destruction of all who fatally betrayed him.

Hazards

WEIRD: Revenant

SEE ALSO: INVESTIGATOR NOTES: [ADE]

[T11] *Like Royalty*

DETAILS: The Contessa seeks desperately to cling to life and has tried nearly everything. Most recently, a German spiritualist by the name of Hanz Kaufman moved into her castle with his band of gypsy followers to stave off her demise. He is psychically gifted and is achieving some success. However, his strange energies are awakening the spirits of those who lie buried in the labyrinths beneath Castle Traumen.

Hazards

ELDERS: The Contessa, Hanz Kaufman

TOWNIES: The Gypsy Kin

WEIRD: The Awakened Dead

LANDSCAPE: The Labyrinths

SEE ALSO: INVESTIGATOR NOTES: [ADF]

[T12] *Accommodating*

DETAILS: Hart Chadwick is a loathsome man: a gambler, an addict, and derelict at his duty. Yet, as the only son of the RT&TC founder, Charles Chadwick, his father ardently believes in his son's redemption. To atone for recent misdeeds, Hart has been forced to personally accompany and attend to the characters' needs during their journey. Invariably, he spends money on booze and other diversions and finds the cheapest places to stay, regardless of the apparent dangers. He's fun to be around though, as long as the expense account can take the strain.

Hazards

ELDERS: Hart Chadwick

LANDSCAPE: The Hostel

DOOM: The Storm

SEE ALSO: INVESTIGATOR NOTES: [ADG]

[T13] *Nothing But Sunshine*

DETAILS: Everyone has skeletons in their closet, and something in the characters' past has put them in this awkward position. Now they have no choice but to separate themselves from friends and family, as all local contacts come under the threat of death or worse. The tomes they took were for a faction of The Coven, who was afraid some of the more radical members of the organization might bring all the books together and complete the summoning. Each tome (one per character) contains a portion of the ritual. Silas Parable, leader of The Coven, thinks he can harness the powerful incantations within the books for his own purposes. Marianne Stross, his lover, wants to surrender the world to the Demon Goddess, Lilith. The Coven is divided between the two. All those who could not choose a side have been eliminated and open conflict is brewing.

Hazards

ELDERS: Silas Parable, Marianne Stross

TOWNIES: Coven acolytes

MYTHOS: The Eldritch Tomes

SEE ALSO: INVESTIGATOR NOTES: [AEF]

[T14] *Skippping the Country*

DETAILS: The occult threat has been on the rise since the Great War, although only a handful of government agents have believed the threat to be real. Agent Hansom, a former soldier, saw some of the horrors firsthand and now runs the only field office tasked with dealing with such terrors. Dubbed "The Creep Squad", he is recruiting a new team since his former one all went mad and died in the Innsmouth Raid a few years back. Eyes of America, a loose civilian network of patriot expatriates, keeps an eye on the location of what Hansom terms "fringers". Hansom seeks to get the characters under his thumb, as he knows about some of their past brushes with the occult. At the very least, he hopes being able to analyze them might enable him to better handle strange threats in the future. Hansom would prefer them alive, but if they don't come willingly, he's used to working with what he gets.

Hazards

ELDERS: Agent Hansom

TOWNIES: Eyes of America

MYTHOS: Lady in Red

SEE ALSO: INVESTIGATOR NOTES: [AEG]

[T15] *Toward Distant Shores*

DETAILS: Blue Sky Travel, owned and operated by brothers Bruce and Desmond Brooks, is yet another attempt by the identical twins to expand their inherited fortune. Unfortunately, their past endeavors have resulted with them being on the brink of financial ruin, and if they don't turn a profit soon, they'll lose the creature comforts to which they're accustomed. Desmond, called Sunny by his friends, has learned that the townsfolk of a remote fishing village have struck a deal with an ancient aquatic race living just off the coast. Desmond hopes to exchange the Blue Sky passengers for some of the golden relics akin to the ones he's spied in the Chief's home.

Hazards

ELDERS: Chief Walakea, Bruce Brooks

TOWNIES: The Villagers

LANDSCAPE: The Black Reef, The Chief's Home

WEIRD: Desmond "Sunny" Brooks

SEE ALSO: INVESTIGATOR NOTES: [AFG]

[T16] *The Frozen Gold of South Island*

DETAILS: The Cuban Community Developmental Association wants to increase goodwill between the countries, but the characters were not strictly selected based upon their credentials. Chief Bureau Advisor Raphael Herrera is experiencing some difficulty with his young wife, Heidi, and hopes the characters are able to bring some comfort and clarity to the situation. Heidi, a Norwegian beauty, is being haunted by a soul caught in the Dreamlands that has stumbled into her dreams, beseeching her for help and slowly driving her mad.

Hazards

ELDERS: Raphael Herrera, Heidi Herrera

TOWNIES: CCDA members

LANDSCAPE: The Dreamlands

WEIRD: The Trapped Soul

SEE ALSO: INVESTIGATOR NOTES: [BCD]

[T17] *Best Laid Plans*

DETAILS: To Ashley, the forced migrations are treated with the utmost sensitivity, but are secondary to his ultimate purpose of locating the Four Hills. According to a battered leather-bound war journal penned by Sgt. Caleb Jackson, which Ashley keeps close to his breast, the men encountered a shunned tribe called The Crow Eaters by the Choctaw. They pushed through the territory after losing a dozen men, and upon returning with a larger force later, lost an entire regiment. Ashley, unable to find any further historical records affirming this incident, decided to find out what happened in the vicinity referred to as Four Hills for himself. The Crow Eaters are an inbred tribe of corrupt sub-humans who worship the Blind She-Goat with a Thousand Young.

Hazards

ELDERS: Professor Ashley

LANDSCAPE: The Four Hills

WEIRD: Journal of Caleb Jackson

MYTHOS: The Crow Eaters

SEE ALSO: INVESTIGATOR NOTES: [BCE]

[T18] *Clear Visions*

DETAILS: Shimmer Glades originally opened in 1906, enjoying modest success before shutting its doors two years later after Amanda Cook poisoned the food supply, killing off twenty guests as well as herself. A note left behind accused her husband of being a philanderer, though that was never proven. Ironically, Frank Cook missed the meal, owing to food poisoning he had suffered from the night before. In truth, most folks believed Frank did the poisoning, though that was never proven either. Now Frank works for Lloyd Wilson and Milo Stands, the new joint owners of the property, who hope to turn the retreat into a fine facility. The hot springs are excellent and proving to be quite popular, although they can have a deleterious effect after long term exposure, due to the trace amounts of lead in the water.

Hazards

ELDERS: Lloyd Wilson

OUTCAST: Frank Cook

LANDSCAPE: The Hot Springs

SEE ALSO: INVESTIGATOR NOTES: [BCF]

[T19] *A Deluge of Portmanteaus*

DETAILS: Rain starts shortly after the characters head out. Beginning with light showers, it becomes a torrent a day into the journey and shows few signs of abating. The weather is tied into the hazards present in the Destination, as something wishes to prevent the characters' arrival.

Hazards

LANDSCAPE: The Valley, The Bridge, No Man's Land

DOOM: Flash floods

SEE ALSO: INVESTIGATOR NOTES: [BCG]

[LC20] *On the Rails*

DETAILS: The rail line is in a state of great disrepair, having not been active for several years after larger rail companies took over and rerouted their traffic. Still, Cecelia wants very much to uphold the legacy of her uncle, William Fortune, and reestablish the line. Amanda, Cecelia's younger sister, has already burned through her trust fund and wants the rail line to pay off the debt she's incurred with mobster, Franklin DeWitt. DeWitt sees the potential profit in having a private railroad, and has put a bounty out on Cecelia so that the deed passes to Amanda, and he can claim it from her.

Hazards

ELDERS: Amanda Fortune, Franklin DeWitt

LANDSCAPE: Defective tracks, The Explosive Depot

OUTCASTS: Bounty hunters

SEE ALSO: INVESTIGATOR NOTES: [BDE]

[T21] *Clear Skies*

DETAILS: Commodore Sims is retired and spends his time reliving his glory days. He resides in the ancestral Sims-Murphy manor. His family was heavily involved in the development of rail lines in the push west. Recently, he fell ill after rummaging through some old boxes in the attic, where he discovered a crate that had been slated for delivery to Indonesia, yet had never been sent. Within, he found a strange, crudely carved stone figurine of a primal fertility goddess, with a bloated stomach and the head of a goat. He's been having bizarre dreams wherein something is calling him to the old growth forest bordering the estate.

Hazards

LANDSCAPE: The Dark Woods

WEIRD: Commodore Samuel Sims

MYTHOS: The Stone Idol

SEE ALSO: INVESTIGATOR NOTES: [BDF]

[T22] *All Mapped Out*

DETAILS: Raleigh Winters is dying. He made a pact in his youth for riches and wealth and knows his end of the bargain is coming due. He's gotten out of a lot of scrapes over the years and hopes to wrangle his way out of the contract with Nyarlathotep, believing the Crystal Hourglass can do it. The Crystal Hourglass is capable of altering time, while allowing the user to step physically into the Dreamlands. He is certain it lies somewhere around the destination and has concocted the expedition in the hopes that someone can survive the arduous task of retrieving it. He's read there is a curse upon any who steals it from its resting place, which is why he dare not look himself.

Hazards

ELDERS: Raleigh Winters

TOWNIES: Other Scavenger Teams

MYTHOS: Crystal Hourglass, The Hounds of Tindalos

SEE ALSO: INVESTIGATOR NOTES: [BDG]

[T23] *A Sudden Circumstance*

DETAILS: John Valentine is a wealthy man, always surrounded by a coterie of followers and the press. They're all in his pocket, as he is one of the most powerful men on the Eastern Seaboard. It doesn't hurt that he has mob connections and owns a modest newspaper empire. Hood, Valentine's enforcer and a loyal cultist in his own right, is good at getting things done. He has cast a wide net to capture those responsible for getting in the way of his boss and to "deal with them appropriately".

Hazards

ELDERS: John Valentine, Malcolm Hood

TOWNIES: Hood's men

SEE ALSO: INVESTIGATOR NOTES: [BEF]

[T24] *Suitcases and Other Places*

DETAILS: The characters managed to cross The Caretaker, a mysterious mage who oversees an occult trade operation, by interfering in his affairs in the past. They don't exactly know who is responsible, only that someone or something has killed loved ones and nearly everyone they know. Only the other characters share this dark truth. Fulsome Phillips has only recently fallen into the Caretaker's bad graces and is planning to deliver the characters to him as a peace offering.

Hazards

ELDERS: The Caretaker

WEIRD: Fulsome Phillips

SEE ALSO: INVESTIGATOR NOTES: [BEG]

[T25] *Sunrise, Sunset*

DETAILS: There is no name on the package, nor a return address, just a city and state. It came from Judy Tate, who suspects her boss, Lloyd Bright, is a vampire. He lives in an old castle and never comes out in daylight. He claims to be Austrian, but she believes he's faking his accent. She did manage to kill a vampire, after all, once before. She just can't do it again. She never told anyone, yet she kept the fangs as souvenirs. As an archivist, she's come across strange articles and collects them. She's seen the characters' names come up more than once and has decided they are the ones to possibly help her. Yet, she doesn't want Bright to get suspicious. She's completely delusional about him being a vampire, though he does dabble in the occult.

Hazards

ELDERS: Lloyd Bright

WEIRD: Judy Tate

SEE ALSO: INVESTIGATOR NOTES: [BFG]

[T26] *Art and Artifice*

DETAILS: The stone box is latched with a complex mechanism and decorated with worn gold filigree and an engraved open eye upon the top. Within is a jade sigil, humming with dark energy, integral to a summoning ceremony which Dr. Peter Matthews, a retired expert on archaeology and mythology, hopes to perform. Byron Mitchell, a former professor of the Occult and Ancient Studies who is largely thought a madman, wants to stop Matthews.

Hazards

ELDERS: Peter Matthews, Byron Mitchell

WEIRD: Jade sigil

SEE ALSO: INVESTIGATOR NOTES: [CDE]

[T27] *The Elite*

DETAILS: The Count and his “Court of Chaos” look for lost members of ancient bloodlines in order to gain their knowledge and power through arcane rites and rituals. To date, he has located only one person, two seasons ago, a dissipated debutante androgynously known as D, who remains in a hash-infused haze most of the time. Any characters with Lore become targets of the Count’s attentions.

Hazards

ELDERS: Count Yusupov

TOWNIES: Court of Chaos

WEIRD: D

SEE ALSO: INVESTIGATOR NOTES: [CDF]

[T28] *Patronized*

DETAILS: The characters pursued an eldritch coterie and were entangled by unseen sorceries. Are they trapped in a dream while the ritual continues unabated, or were they found wandering in an abandoned field near a burned out barn? In any case, the secrets lie within Lady Winter’s Retreat, and they must deal with fanciful folk as they seek to escape the gilded prison in which they find themselves. And, yes, their belongings are there. Whether or not they’ve been tampered with remains to be seen.

Hazards

ELDERS: Hugh Gordon, Lady Winter

LANDSCAPE: Lady Winter’s Retreat

SEE ALSO: INVESTIGATOR NOTES: [CDG]

[T29] *A Golden Opportunity*

DETAILS: Kyle Franklin is a persuasive, pot-bellied man with a balding pate and thin spectacles. Yet his eyes are clever and his words belie a gentle wisdom. He believes the golden fleece of myth is real and knows where it is located. While his words may be madness, his money is quite real, and he is able to finance the trip in modest fashion. Amongst the stolen documents are several dangerous incantations written in ancient Aramaic. The robbery hasn't been reported, as the library retains a team dedicated to preserving the world from dark knowledge.

Hazards

ELDERS: Mr. Winston, the Head Librarian

TOWNIES: The Library Retrieval Team

SEE ALSO: INVESTIGATOR NOTES: [CEF]

[T30] *Academic*

DETAILS: Professor Rogers, a bona-fide genius, is on the leading edge of physics research. She speaks ten languages and is an expert in mathematics and astronomy, as well as physics. Recently she turned her attention to proving the existence of mirror matter. Her formulae border on outright sorcery, as she drew upon many occult astrological tomes for inspiration. Chief among those is *The Dark Sky*, written in 1547 by Lumen Wallace, which she keeps always on her person. It influences her behavior, encouraging her to open the heavens for the Rapture.

Hazards

ELDERS: Professor Naomi Rogers

WEIRD: *The Dark Sky*

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[T31] *Away from the World*

DETAILS: Lynch Amalgamated is a large multinational corporation based out of Munich. Theodore DeWitt is the company liaison tasked with assessing the candidates and ultimately selecting the beneficiary. The company's focus is predominately on pharmaceuticals, but is expanding into archeology and ancient history. The general belief held by Jonah Beachum, chief scientist, is that much knowledge has been lost in the past, so breakthroughs aren't as much made as rediscovered. He is presently poring over a Mayan codex he believes could unlock the secret to immortality.

Hazards

ELDERS: Theodore DeWitt

LANDSCAPE: Beachum's Lab

WEIRD: Jonah Beachum

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[T32] *Quiet Comforts*

DETAILS: The characters have worked together for some time. Give them each an additional point of Trust to assign as they see fit. The thing pursuing them feeds upon fear, so it does not wish to harm them directly. Rather, it seeks to push them over the edge and suck their souls out as they slip into madness. It slipped through the cracks in the universe after the characters' last mission and takes the shape of a silhouette, abhorring direct light.

Hazards

MYTHOS: The Silhouette

SEE ALSO: INVESTIGATOR NOTES: [DEF]

[T33] *Starry, Starry Night*

DETAILS: The town is under the control of the Mi-Go, and the characters have been marked as sacrifices. As such, the alien creatures shall pursue them relentlessly along their travels. There is a nearby mountain range wherein the creatures reside. The Mi-Go use their technological wizardry to alter the weather patterns to create a storm to slow down their prey, little knowing their manipulation creates a massive storm beyond their control.

Hazards

MYTHOS: Mi-Go

LANDSCAPE: The Mountain Range

DOOM: The Storm

SEE ALSO: INVESTIGATOR NOTES: [DEG]

[T34] *The Dark Brew*

DETAILS: Wesley Mueller is the last of his line and the last master brewer trained in the old arts brought over from Hapsburg, Germany. The festival was requested by the founder, Henric Mueller, in his will, which hangs framed upon the grimy wall in the vat room. People say the brewery is haunted by the ghost of Henric, and his moans can be heard above the din of the machines on moonless nights.

Hazards

ELDERS: Wesley Mueller

TOWNIES: The brewers

LANDSCAPE: The Vat Room

WEIRD: Ghost of Henric Mueller

SEE ALSO: INVESTIGATOR NOTES: [DFG]

[T35] *Thresholds Crossed*

DETAILS: The characters have all escaped the Bayhaven Asylum for the Criminally Insane. They blew up a church. Within it were a dozen innocents and one cultist. Their raving did them no good, though an excellent defense attorney managed to get them placed in an asylum rather than imprisoned or worse. That was three years ago. Only recently have their minds snapped back into place, as ancient stars align into a configuration allowing for the performance of a certain summoning ritual....

Hazards

ELDERS: Dr. Victor Morningstar

TOWNIES: The Bayhaven Orderlies

SEE ALSO: INVESTIGATOR NOTES: [EFG]

The Destination (Investigator Notes)

[ABC] *Shipwreck Island*

THE PLACE: A small island located twenty miles off the coast, Shipwreck Island can only be reached by air. It is a popular destination for tourists, as well as anthropologists and botanists, due to its cultural isolation and unique flora. It is purported to be quite dangerous, despite its lack of any fauna apart from the black gulls, which dwell inland.

KEEPER NOTES: [D1]

[ABD] *The Middle of Nowhere*

THE PLACE: Located in the center of the Ascuioottov Desert, Hell's Gate formed when a drilling rig collapsed some thirty years ago, igniting an underground oil pocket and killing over twenty workers. Geologists believed it would play out in a matter of days, but the fiery crater is still burning strong and is growing slowly, a quarter inch in diameter each year, though the expansion is purported to be accelerating. Remnants of the mining town are said to still stand.

KEEPER NOTES: [D2]

[ABE] *The Creek of Many Colors*

THE PLACE: Nestled away deep within old growth forest, Hidden Creek is normally quite mundane, yet twice a year it runs the colors of the rainbow and is a sight to behold. Justin Miller, a fellow you met in a tavern last year, invited you to meet him at the forest's edge so you can explore the phenomenon for yourself.

KEEPER NOTES: [D3]

[ABF] *The Cave of Wonders*

THE PLACE: The Cave of Wonders is one of the most massive cave systems in the entire world, though many parts of it are not open to the general public. Believed to stretch over a hundred miles, only a fraction has been explored. Limestone is mined in part of it, and there is a nearby small community where a hundred or so folks live. People claim to have found strange artifacts and heard weird chirping sounds echoing off in the distance, but the odd acoustics make it impossible to precisely pinpoint the source.

KEEPER NOTES: [D4]

[ABG] *The Crypts*

THE PLACE: Located beneath the small town of Il Voce, The Crypts is a tourist attraction. The locals, mostly of Sicilian heritage, have mummified their dead for centuries in catacombs, much as was done in Palermo. Il Voce is nestled away in the hillsides, and besides The Crypts, is also known for its freshly baked rye and barley breads.

KEEPER NOTES: [D5]

[ACD] *The Dream Palace*

THE PLACE: Located off a desolate stretch of road in the middle of nowhere, Kronberg Castle earned its nickname from the many who lost their fortunes trying to make the dream of Luther Kronberg come true. The famed architect hoped to recreate a slice of Bavarian life in the mountains he called home, yet lost his life in a freak construction accident while overseeing the work. His new bride, Amanda, sunk every bit of wealth they had earned into the place before her untimely death a year to the day later, leaving the family penniless. Emily Rasper recently inherited the estate and hopes to salvage what she can before selling it off.

KEEPER NOTES: [D6]

[ACE] *The Unfinished Lighthouse*

THE PLACE: Jutting up from a fog-shrouded inlet stands Gebrochen, an edifice known widely as “the lighthouse that never was”. Franklin Crawl, a local historian, has contacted you to explore the rumors that it is haunted and wants your help in finding out why the work was never completed.

The nearest population center is over twenty miles away.

KEEPER NOTES: [D7]

[ACF] *Saint Hood*

THE PLACE: Five years ago, the small farming community of Saint Hood went belly-up. Private investors purportedly came in and revitalized the area, working out some sort of deal with the locals. Now there are black silos located where fields once stood and a large research facility where the old Havers Asylum used to stand. Well, technically it still stands; there is now just a large, geodesic dome over it, so it’s anybody’s guess. Word has it outsiders aren’t welcome — at least not those without the proper clearance.

KEEPER NOTES: [D8]

[ACG] *Twice Broken Valley*

THE PLACE: The Calcutta Mining Company closed the pass twenty-two years ago, after the second explosion in as many years rained hell down on the small community below, killing it for good. The town’s name is largely forgotten by most, and the area is now called Twice Broken Valley. You’ve heard tell it had a pretty extensive library, and a few rare books have surfaced of late, the claim being they originated from digs people have been making in the ruins.

KEEPER NOTES: [D9]

[ADE] *The Blood Splashed Stones*

THE PLACE: Noted archaeologist, Dr. Mitchell Crane, has reached out to you for some assistance. His headstrong children, Franklin and Melanie, have decided to abandon university and set out for adventure. They wrote they're going in search of the Mayan ruins alluded to in a codex in Crane's possession, and he fears for their safety. While unable to travel due to ill health, he assures you his man, Nathan Farber, is awaiting your arrival.

KEEPER NOTES: [D10]

[ADF] *The Temple of Ascension*

THE PLACE: Tucked high away in the mountains is Adhirohan, the shattered remnants of an ancient monastic temple said to date back to pre-Christian times. The Chokha who live in the area are said to be descendants of the fallen order. There is believed to be little there of archeological import, though no outsiders have been there in decades.

KEEPER NOTES: [D11]

[ADG] *The Burned Out Farmstead*

THE PLACE: The Bernard Manor, once the jewel of the valley, caught fire late one summer during a severe drought. Wildfire raged over hundreds of acres, and the screams of horses trapped in the stables echoed across the land. The fire burned for five days before dying out, after which no trace could be found of any of the Bernards. The stone skeleton of the house still stands, a morbid reminder of better days.

KEEPER NOTES: [D12]

[AEF] *The Dark Grey Steppes*

THE PLACE: You have heard of the Strannik, a clannish, nomadic folk who call the broad, ash-colored plains their home. Rumor has it they were once a proud seafaring people, who abandoned the oceans when they learned of the weird dangers contained in its depths. Ashley Waterford knows where they set up camp for the winter, and her letter invites you to join her study of these reclusive people.

KEEPER NOTES: [D13]

[AEG] *A Taste of Entropy*

THE PLACE: The anonymous hamlet resting near the bogs has no name. That's what your friend, Jeremy Blankenship, told you over a glass of bitters. No one goes there anymore. He is certain there's an intriguing story behind it all, and he wants you to meet him there in a week's time to help him find out what it is.

KEEPER NOTES: [D14]

[AFG] *Seahorse Station*

THE PLACE: Established slightly over two years ago, The Institute to Research Oceanographic Anomalies, nicknamed Seahorse Station, has quite recently gone quiet. The last transmission of Dr. Michael Houser indicated a find that would rock the foundations of modern science. While a team is supposed to be dispatched posthaste, your sources thought you might find this of interest.

KEEPER NOTES: [D15]

[BCD] *Way Down Deep*

THE PLACE: Adjacent to the town hall stands an abandoned building no one has visited in years. The façade is crumbling, bricks overgrown with moss lie broken and untouched on the sidewalk, and the small bronze plaque is worn away to the point there is only the faintest hint of it ever bearing letters, let alone entire words. The old doors of rich oak stand firm at the top of the three steps, as though bent on keeping the world within apart from the world without.

KEEPER NOTES: [RL16]

[BCE] *The Alabaster Abbey*

THE PLACE: In the shadow of the city looms Three Maries Abbey, alone, overgrown and abandoned. It is known for its neoclassical design coupled with baroque overtones that placed it firmly ahead of its time, though it is over three hundred years old. Established originally by a now-defunct sect of Franciscan monks, it was later taken over by the locals and eventually avoided altogether. The marble statuary still stands in the courtyard, and the massive stained glass windows are unblemished and unbroken.

KEEPER NOTES: [D17]

[BCF] *Red Dark Theatre*

THE PLACE: Located in a pastoral setting deep in the woods, The Starlight Theater was constructed to the exacting specifications set forth by the reclusive and eccentric playwright, Archibald Leonard. The one performance ever staged there took place twenty-seven years ago, and the sanguine tale is shrouded largely in mystery. The sole survivor was a young actress, Ada Mae Sheffield, who now resides alone in the cottage near what has come to be called the Red Dark Theatre. She makes her living regaling visitors with the story of what happened on that cold midsummer's night so many years ago.

KEEPER NOTES: [D18]

[BCG] *The Cliffside Monastery*

THE PLACE: Beyond the last signs of civilization along the dusty highway, where the steep foothills begin and jagged mountains jut ever skyward, the Church of the Lost Divinity precariously perches on a precipitous overhang. A ragged trail supposedly runs up the mountainside. The place is said to be the home of Stewart Collins, an aging man who once raged against the darkness and somehow managed to survive his battles.

KEEPER NOTES: [D19]

[BDE] *The Shore Lake Homestead*

THE PLACE: Franklin Brim, a vagrant of sorts, told you of a strange place he came across several months ago. An old homestead near a lake, empty and isolated, yet well-stocked with food. He thought it a paradise until something nearly took his head off. He managed to hide out until daybreak, and escaped with his life, but now has a scar across his neck that is puckered and pink, as though he was strangled by an octopus. He couldn't remember its exact location, but has just sent a postcard telling you he ran across it recently. He promises to hang around in the area long enough to show you, giving you directions to the farmhouse he'll be working on until you arrive.

KEEPER NOTES: [D20]

[BDF] *Sigil Lake*

THE PLACE: In the center of the saltwater lake are the ruins of an old Spanish fort, taken over in the past several years by a number of homeless people. They have constructed lean-tos, and now cultivate gardens, fish, and have even developed a self-sufficient trade system among the forty-odd residents who dwell here.

KEEPER NOTES: [D21]

[BDG] *Mountain of Bones*

THE PLACE: Said to once be a regal palace built to honor some princess or other, the Mountain of Bones is little more than a shambles after being used as a garrison during World War I. The place was gutted and left to fade from memory. Until recently. Rumor has it an archaeological dig sponsored by Harold Waite is about to get underway. What could possibly interest the occultist enough for him to part with his hard-earned fortune?

KEEPER NOTES: [D22]

[BEF] *Rookwood*

THE PLACE: The forest of Rookwood looks much like any other and could be easily overlooked by many in their travels, despite the garish roadside signs proclaiming it to be “a place of mighty wonder”. The café wherein people can buy souvenirs and keepsakes of their visit to the old growth forest looks like any other tourist trap. The story goes that a carnival train crashed in the valley, and all the animals escaped and now live in the forest. People claim seeing snakes as big around as tree trunks, panthers lurking through the shadows, and a family of silver-backed gorillas has been reported on more than one occasion.

KEEPER NOTES: [D23]

[BEG] *The Horror Chamber*

THE PLACE: An unnatural crispness persists year-round in the air about the Chadwick Hotel, former home of the notorious serial killer, Archibald Chadwick. It has been closed for fifty years, though it was recently purchased by Janice Grommet for an undisclosed sum. Well situated, rumor has it she is planning to remodel and reopen the old place within the year.

KEEPER NOTES: [D24]

[BFG] *The Stoneground Coast*

THE PLACE: Situated by the sea is the remote town of Nicely, with a population hovering around 674 since its founding in the late 18th century, after limestone deposits were discovered in the nearby cliffs. The town is well known for its eccentric residents, Popular Tom, Jeremy Woodhorse and Tory the Seer.

KEEPER NOTES: [D25]

[CDE] *Citrine*

THE PLACE: A jagged temple of cracked crystal was built by the indigenous dwellers of the plateau, whose culture is long lost in the annals of history. All that remains of them is this one temple. University contacts have sent along an advance scout team to get the base camp set up for your visit. out how she managed to stay so youthful.

KEEPER NOTES: [D26]

[CDF] *The Grotesquery*

THE PLACE: Rife with decay, the old stables of Marley Manor stand as a reminder to the Marley's opulence. Surrounded by broken stone buildings and a still-functioning marble fountain, misfits and outcasts have made the place their home. Situated at the city's edge, most people give the area a wide berth and call the residents Marley's children.

KEEPER NOTES: [D27]

[CDG] *The Lost Library*

THE PLACE: Charleston was threatened more than once during the Civil War, and one individual, Alexander Matthews, was uncomfortable with the Literary Society's rare book collection falling into the hands of the North, for fear an unscrupulous Northern occultist would use the dark powers contained within to end the war. He piled the books up into his wagon, so the story goes, yet was never seen again. Some say he drowned crossing the river. Others say the darkness up and swallowed him whole. You've heard rumor he took shelter in a small stone cabin in the woods and was killed there. You shudder to think what those books could do in the wrong hands.

KEEPER NOTES: [D28]

[CEF] *The Dead Place*

THE PLACE: A once abandoned morgue may be a peculiar place to find an ally, but you are going to the home of Dr. Mortimer Radcliffe, who promises to share some of his secrets for a particularly long life, as well as discuss his latest research in spiritualism. The latter being what forced him to retire from his active practice and find a more isolated place to continue his work. He is outspoken, unstable, and prone to violent fits, but is undeniably brilliant.

KEEPER NOTES: [D29]

[CEG] *The Early Long*

THE PLACE: The Long Family Funeral Home partially collapsed in the earthquake of 1886, killing all but Edward Long Jr., who was twelve at the time. Now the place is closed, never falling down but also never being rebuilt. Sheila Long, Edward's long-suffering wife, has reached out to see if you can remedy some of his trauma by taking him back to the place where the tragedy happened, and let him know his nightmares aren't real. He'll be in town waiting for you.

KEEPER NOTES: [D30]

[CFG] *The Solitary House*

THE PLACE: Atop a hill surrounded by junk and barbed wire sits the house of Stewart Mills, head of the Mills clan. He is a man responsible for great death and destruction in his sixty years on this earth, but he worked on the right side of the law as a U.S. Marshal, and he knows people who know people. Some of those folks have reached out to you to find out what's gotten him where he can't sleep at night and dares not set foot outside of his home.

KEEPER NOTES: [D31]

[DEF] *Ripples in the Water*

THE PLACE: Just outside the town of Stone Chapel, near Willow Lake, is the tumble-down stone church for which the town is named. Locals call the place Devil's Hollow, and Stewart Greer calls it home. He doesn't own it, but no one cares. What he does out there depends on who you ask. You do know one thing for certain. Whenever someone lives there, bad things are sure to follow.

KEEPER NOTES: [D32]

[DEG] *Edge of the Unknown*

THE PLACE: Bliss Island is said to be a romantic getaway, and its scenic appeal often overshadows its archeological importance. On the remote northern part of the island, near the jungle's edge, is a ruined temple believed to be of Aztec origin. Some people doubt this to be the case, because if true, it would indicate the Aztecs had ranged much farther than previously indicated. Walter Sims, who works for Bliss Island Resorts, has been compensated by a mutual associate to aid you in exploring these ruins upon your arrival. This associate wants you to locate any archeological artifacts, and is naturally willing to pay a most generous fee for their return.

KEEPER NOTES: [D33]

[DFG] *No Way Home*

THE PLACE: The telegram said to meet your longtime friend, Amanda Cage, at Red Manor. She said to hurry. When you arrive, the people at the cozy little hotel have never heard of her. As you turn to leave, a bellhop follows you out and tells you she had been here three days ago, but couldn't stay any longer. He says she asked him to keep an eye out for you, and if you showed up, to tell you to meet her off in Dunham's Woods and to bring guns.

KEEPER NOTES: [D34]

[EFG] *Headlong Hall*

THE PLACE: A palatial estate owned by shipping magnate, Franklin Deems, Headlong Hall is named for his company and business approach. Headlong is based in New York, with global offices in London, Tokyo, and San Francisco. He bought the place from the widow of a former business associate who committed suicide last spring. Since moving in, he's been broody and melancholy, and the staff has noticed he's been acting out of sorts. The groundskeeper, a concerned individual whom you've met once or twice is reaching out to you at Mrs. Deems' behest to investigate the matter.

KEEPER NOTES: [D35]

The Destination (Keeper Notes)

[D1] *Shipwreck Island*

DETAILS: Roughly sixteen miles square, Shipwreck Island is surrounded by perpetual fog and jagged rocks, making arrival by ship impossible. Surprisingly, the island is also in a state of near ceaseless drought, its unique environment spawning strangely grown plants not seen elsewhere on earth. Nearly 1,700 people call it home, yet there are no paved roads or cars, only bicycles. There is a small airport offering bi-weekly shuttle service via fixed-wing cargo plane for both passengers and supplies. Underground caves feed into sea caverns where aquatic humanoids dwell in a separate peace from the citizens above. In the island's center is a large, cracked plateau known as The Rise. Every year about half the visitors die, either from contracting the rare Black Mold disease or encountering the territorial, xenophobic sea folk.

Hazards

LANDSCAPE: The Island Caves, The Rise

WEIRD: The Fungal Trees

MYTHOS: Sea Folk

SEE ALSO: INVESTIGATOR NOTES: [ABC]

[D2] *The Middle of Nowhere*

DETAILS: Hell's Gate is a curiosity. Businessmen see its untapped potential and scientists want to understand why it's still burning, but the difficulty in traversing the desert makes proper research a rarity. The drilling rig cracked an ancient stone seal keeping a portal between dimensions closed. Should the seal give way, fire shall engulf all. Malcolm Murray is the only survivor of the original explosion, and he monitors the pit's activity closely.

Hazards

LANDSCAPE: Ascuiottov Desert, The Burning Crater

WEIRD: Malcolm Murray

DOOM: The seal gives way

SEE ALSO: INVESTIGATOR NOTES: [ABD]

[D3] *The Creek of Many Colors*

DETAILS: Hidden Creek is on a ley line and is charged with great mystical power. Ages ago, an incorporeal space alien was drawn to the energy and trapped in the algae within. Only twice a year, around the summer and winter equinox when the energy flows most strongly, can the creature manifest itself in the beautiful, enchanting colors. It has put Miller under its spell enough to bring others to see its splendor, where it hopes to open communication with a psychically sensitive individual and possibly escape its imprisonment.

Hazards

LANDSCAPE: Hidden Creek, The Rocky Falls

WEIRD: Justin Miller

SEE ALSO: INVESTIGATOR NOTES: [ABE]

[D4] *The Cave of Wonders*

DETAILS: Though there is a large facility where people can seek ingress to the caverns complete with tour guide aboard a lift elevator, there is also a secret opening in the thick forest floor, where adventurous sorts can descend unencumbered by prying eyes into the labyrinthine depths. Beyond the community, there is an ancient city where an eons-old race of humanoids dwells and continues its never-ending battle with the lizard folk.

Hazards

TOWNIES: The tour guides

MYTHOS: The Under Dwellers, The Lizard Folk

SEE ALSO: INVESTIGATOR NOTES: [ABF]

[D5] *The Crypts*

DETAILS: Il Voce is a town with a tragic past, steeped in superstition and zealously religious. The citizens fervently believe the dead can walk and fear that dark spirits roam the lands. They have utmost faith in their priest, Father Abato and follow him unwaveringly. Most are reserved and superficially friendly to outsiders, save for Alice Allegretti, a local herbalist and practicing occultist.

Hazards

ELDERS: Father Abato

LANDSCAPE: The Crypts

WEIRD: Alice Allegretti, The Dark Spirits

SEE ALSO: INVESTIGATOR NOTES: [ABG]

[D6] *The Dream Palace*

DETAILS: Luther Kronberg was a serious architect and philanthropist who brought his ancestral family castle over from Bavaria stone by stone and located it near an old quarry with the hopes of recreating the village in the castle's shadow. When the castle stood once more, Kronberg awoke an ancestral curse placed upon his family line. The bones of the Kronberg enemies are embedded in the castle's keystone, from whence the curse emanates.

Hazards

ELDERS: Emily Rasper

LANDSCAPE: Castle, The Keystone, The Stone Quarry

MYTHOS: The Bone Man

SEE ALSO: INVESTIGATOR NOTES: [ACD]

[D7] *The Unfinished Lighthouse*

DETAILS: Many years ago stood a lighthouse known as First Light. A ship wrecked against the shores, its ammunition stores exploded, and the lighthouse was set aflame, killing the drunken keeper and his young wife. Their dog, Hazard, a brute of a mastiff, drowned trying to find its masters in the choppy waters. Years later, Konrad Kappel, a God-fearing man of German ancestry and the sole survivor of the ill-fated Barracuda, was determined to rebuild the lighthouse. He never could finish it and drank himself into a stupor. He now lives in a small shack and does not speak of his failures to this day, only of the demon dog that foiled him at every turn.

Hazards

LANDSCAPE: The Inlet, The Craggs

WEIRD: Konrad Kappel, The Mastiff

SEE ALSO: INVESTIGATOR NOTES: [ACE]

[D8] *Saint Hood*

DETAILS: The locals of Saint Hood suffered from radiation experimentation performed by the government for decades. The enrichment programs in the soil eventually bled out. Now, Saint Hood isn't good for much – except it is the most active area of paranormal vibrations in the country. And the guys in the white lab coats want to find out why. Something within the old Havers Asylum wants out. The men in black are fighting for containment. It's only a matter of time before someone or something gets their way.

Hazards

TOWNIES: The Lab Rats, The Dark Suits

LANDSCAPE: The Dome, The Black Silos

SEE ALSO: INVESTIGATOR NOTES: [ACF]

[D9] *Twice Broken Valley*

DETAILS: The only way to the ghost town and Twice Broken Valley is through Threadbare Pass, with its rickety, half-rotted bridge held together by rust and twine, and through Rattlesnake Plains. The weather is harsh and hot year-round. The wildlife is anything but friendly. And the cacti provide no shade and their juices are tainted and poisonous. The Pandemonium is the half-buried library where Nero's Fiddle rests, lost among rare books and dried-out bodies.

Hazards

LANDSCAPE: The Threadbare Pass, The Pandemonium

WEIRD: Nero's Fiddle

SEE ALSO: INVESTIGATOR NOTES: [ACG]

[D10] *The Blood Splashed Stones*

DETAILS: Dr. Crane fears the codex and the truths it contains. While unable to decipher most of it, the Black Codex makes him uneasy. Nathan Farber is an expert guide and survivalist, who shall do everything in his power to help the characters find Franklin and Melanie. The Mayan temple was a shrine to a mad serpent god that battled with the Jaguar King and was considered by the Mayans to be evil, so they did their utmost to destroy it and bury every trace. Within the catacombs of the temple, the Serpent Folk await their freedom.

Hazards

ELDERS: Nathan Farber

WEIRD: The Codex

MYTHOS: Serpent Folk

SEE ALSO: INVESTIGATOR NOTES: [ADE]

[D11] *The Temple of Ascension*

DETAILS: The Chokha sought oneness with their dark divinity, yet outsiders viewed them as a threat, destroying their temple ages ago, but not their spirit. They have a matriarchal society, with the High Priestess attended by handmaidens trained to protect her unwaveringly, as well as fight and hunt. The Temple of Ascension is overrun with small, scaly lemurs the color of smoke. Their slitted eyes and careful stares attest to a predatory, nearly human intelligence – and they have a taste for human flesh. The Chokha worship them as the Servants of Sin, and conduct regular overnight rituals in the temple to achieve recognition by the Beast Queen.

Hazards

ELDERS: The High Priestess

TOWNIES: The Handmaidens

MYTHOS: Twisted Lemurs

SEE ALSO: INVESTIGATOR NOTES: [ADF]

[D12] *The Burned Out Farmstead*

DETAILS: Jason Mills, the stepson of Frank and Patrice Bernard, is an unstable pyrokinetic. The boy's abilities first manifested when Frank disciplined him for not doing his chores, causing the catastrophe that destroyed the place and every living thing on it. Save for Jason. Now in his mid-twenties, he still lives, but is horribly disfigured from the burns he suffered. He dwells in the wreckage of the old house and is especially fond of the massive wine cellar beneath it, as well as the slaughterhouse located near the winding river.

Hazards

LANDSCAPE: Wine cellar, Slaughterhouse

WEIRD: Jason Mills

SEE ALSO: INVESTIGATOR NOTES: [ADG]

[D13] *The Dark Grey Steppes*

DETAILS: The Strannik encountered Cthulhu upon the open waters ages ago and bargained to be spared. Cthulhu agreed, but only if the Strannik would make a ritual sacrifice to it each winter by the sea. Over the centuries, the people have forgotten the reasons behind the rites, and they have grown increasingly stylized, though no less savage. They sacrifice The Twelve, a dozen tribesfolk chosen by the drawing of stones. Considered a great honor, The Twelve are denied nothing in the week leading up to their doom. Those selected by the lottery see no reason why outsiders cannot be substituted.

Hazards

TOWNIES: The Twelve (Lottery winners)

WEIRD: The Snows

MYTHOS: The Ritual

SEE ALSO: INVESTIGATOR NOTES: [AEF]

[D14] *A Taste of Entropy*

DETAILS: Since the Purging, the Hamlet has been as it has always been, a quiet, peaceful little place where bloodlines are carefully watched and cultivated. The people are strong, smart, resourceful, and self-reliant. They are aware they must stay apart from the world and are both xenophobic and technophobic, viewing anything more mechanical than a buggy as a sign of the devil. Their Christianity is blended with animistic rites and rituals, as well as symbolic blood sacrifice and cannibalism. Under the direction of portly Mayor Chumley Greers, the town runs smooth as clockwork.

Hazards

ELDERS: Chumley Greers, Sheriff Koehler

SEE ALSO: INVESTIGATOR NOTES: [AEG]

[D15] *Seahorse Station*

DETAILS: Over one hundred miles from civilization, Seahorse Station boasts the latest in modern technologies. Of the twenty people living there, all but five have been infected, and the remaining survivors don't want the virus to get back to population centers. The infected have been taken over by an alien intelligence and have set up their base in the massive greenhouse the survivors are calling Bloody Bay, as that's where the Lotus Stone, a crystalline piece of alien technology, was initially examined.

Hazards

ELDERS: Byron Burke, Kevin Lee, Michelle Hope

DOOM: The Infected Escape

LANDSCAPE: Bloody Bay

MYTHOS: The Infected

WEIRD: The Lotus Stone

SEE ALSO: INVESTIGATOR NOTES: [AFG]

[D16] *Way Down Deep*

DETAILS: McLaren's Bathhouse had its heyday nearly a hundred years ago, and passed through many hands in subsequent years. Beneath the main building housing baths and a bar is a labyrinth of rooms and corridors overgrown with moss, age and slime—a dance hall, restraint rooms for prisoners, and even a gun range can be found in the gloomy hollows. An emergency generator is in the boiler room. Activating it does get the lighting going, and awakens things that were happily slumbering in the shadows.

Hazards

LANDSCAPE: Boiler Room

WEIRD: Shadow People

SEE ALSO: INVESTIGATOR NOTES: [BCD]

[D17] *The Alabaster Abbey*

DETAILS: Three Maries Abbey is largely finished out with gypsum on the interior, belying its rugged granite exterior. Few have seen within, for the groundskeeper, Harris Hale, discourages visitors with his gruffness and unblinking stare. He believes he alone is all that stands between the outside world and the evil trapped within The Concordance, which is buried beneath the altar stone. He immediately takes a liking to the character with the most Lore, proving to be a most steadfast ally.

Hazards

WEIRD: Harris Hale

MYTHOS: The Concordance

SEE ALSO: INVESTIGATOR NOTES: [BCE]

[D18] *Red Dark Theatre*

DETAILS: The Red Dark was the name of the infamous play, cribbed by Leonard from an old folio he acquired from an antiquarian acquaintance, Gerard Ripley, who lives in the town down the road. The original play was based upon Langston Manners' encounters in the Dreamlands and is maddening and dangerous to perform, as it allows ghouls and nightgaunts to bleed between the worlds and feast. The sole copy of the Red Dark manuscript lies moldering backstage in the deserted theater. The Lost Folio was discovered by Ada Mae, and she keeps it on her bedside table, not knowing of its evil portents, or the dangers of the manuscript in the theatre next door.

Hazards

ELDERS: Ada Mae Sheffield

WEIRD: Gerard Ripley

MYTHOS: The Lost Folio

SEE ALSO: INVESTIGATOR NOTES: [BCF]

[D19] *The Cliffside Monastery*

DETAILS: Stewart Collins does make his home in the old church, but he is now Father Collins, leader of the Church of the Lost Divinity. He shepherds those cursed to fight the abundant evils in the world, imparting what wisdom he has learned along the way. Whenever there are new arrivals, such as the characters' appearance, an abiding evil awakens to crush Collins' new recruits before they learn how to fight the terrors.

Hazards

LANDSCAPE: The Trail

MYTHOS: The Dark Heralds

SEE ALSO: INVESTIGATOR NOTES: [BCG]

[D20] *The Shore Lake Homestead*

DETAILS: Franklin Brim is found on the Ballentine property doing general labor. The Ballentines know little of the Shore Lake Homestead, save it was once owned by a French sculptor of little renown by the name of Gabriel Charbonneau. The Frenchman kept largely to himself, and his art, while quite good, was too dark and horrid in nature for him to enjoy any sort of commercial success. As far as they know, he lives there still. In truth, Charbonneau drowned himself after carving his masterpiece, The Lady of the Lake. He was inspired by the siren-like creature living in the water. She can manifest on the shoreline at night as a beautiful redheaded woman or in her natural form of an octopoidal creature.

Hazards

ELDERS: Teddy Ballentine

WEIRD: The Statue, Franklin Brim

MYTHOS: The Lady of the Lake

SEE ALSO: INVESTIGATOR NOTES: [BDE]

[D21] *Sigil Lake*

DETAILS: Sigil Lake gets its name from the odd symbol, now largely overgrown, used as a motif throughout the Spanish fort. Most people are unaware of it, but the two cleaners of the hobo town, Jed and Nancy, have recently uncovered it. It appears to depict a man slaying a dragon with an oddly shaped sword (which is, in fact, a Mythos beast being driven through with an Elder Sign). The fort was once home to demon hunters, and there are a few relics of that era scattered, including the chained box, a copper-bound chest within which a mighty demon is trapped, and the scrying basin wherein visions of the past can be seen.

Hazards

ELDERS: Simple Bill (the “Mayor”)

WEIRD: Jed and Nancy

DOOM: Opening the box

SEE ALSO: INVESTIGATOR NOTES: [BDF]

[D22] *Mountain of Bones*

DETAILS: Harold Waite has collected two of the three relics required to perform the ritual of immortality. He’s spent over thirty years and the better part of his inheritance searching the world for these items. With the two in his possession, he intends to meet his team personally. He’s hired rivals of the characters to look for the remaining relic. Once he arrives, the regal palace shall reform and trap those in and around it in a slice of the Dreamlands, for the palace was originally built for the Lady in Red, one of the many manifestations of Nyarlathotep.

Hazards

ELDERS: Simple Bill (the “Mayor”)

TOWNIES: The Archeological Team

LANDSCAPE: The Palace reformed

DOOM: The arrival of the Lady in Red

SEE ALSO: INVESTIGATOR NOTES: [BDG]

[D23] *Rookwood*

DETAILS: A train did crash. People did die. And some of the animals did live. They have made the forest floor their home. They typically leave each other to their own devices. Within the forest depths is the home of an old hermit who despises outsiders and knows a few tricks to get the animals to do his bidding.

Hazards

LANDSCAPE: The misty valley

WEIRD: The Hermit, The Snake

SEE ALSO: INVESTIGATOR NOTES: [BEF]

[D24] *A Place for Everything*

DETAILS: Troy Salzburg is both jealous man and accomplished sorcerer. He orchestrated the red rains to destroy Sky's suspected lover and those who helped conceal the truth from him. Sky deeply loves Troy and is too blinded by emotion to see his faults. He's an abusive man who lost his good looks and right leg in the last war when an explosion burned and scarred him badly. He spends most days brooding and drinking while his mood grows darker. He suspects she has found another lover in the town below and already plans on drowning it in the red rains' curse.

Hazards

ELDERS: Janice Grommet

TOWNIES: The construction crew

LANDSCAPE: The Labyrinth

WEIRD: Ghosts of Chadwick and Victims

SEE ALSO: INVESTIGATOR NOTES: [BEG]

[D25] *The Stoneground Coast*

DETAILS: Nicely is a town where shadows linger longer than they should and some of the dead don't stay properly lifeless. In fact, certain residents reincarnated with enough regularity that the old newspapers used to record details matter-of-factly about love triangles and the like. Now, only three people remember their pasts—Popular Tom, Jeremy Woodhorse, and Tory the Seer. Popular Tom is aware of his past lives as an entertainer and can go back hundreds of years. Jeremy Woodhorse recalls being a Roman foot soldier, but things get fuzzy in between then and now. And sweet Tory recalls being Cassandra, an ancient prophet, and sees a darkness coming to the town, something she vaguely refers to as The Convergence. She doubts anyone will truly believe her, even now, and openly entertains dark thoughts of doom with a wry grin.

Hazards

LANDSCAPE: Cliff

WEIRD: Popular Tom, Jeremy Woodhorse, Tory the Seer

DOOM: The Convergence

SEE ALSO: INVESTIGATOR NOTES: [BFG]

[D26] *Citrine*

DETAILS: The path up to the plateau is well demarcated and cleared of any debris. The camp is abandoned, yet untouched, as though the team had been swallowed in the maw of the magnificently ominous sun-yellow temple awaiting the characters. Faded footprints can still be seen going up to the massive set of doors waiting at the end of sixteen uneven steps. The doors are snugly closed. There are rations, a radio and even several rifles with ammunition locked away in the stores, along with lanterns, torches, archaeological dig tools and a small supply of explosives. Oliver Hern is trapped within the temple and is the sole survivor. His mind refused to process his horrifying experience—he cannot recall what happened to the other six members of his team. The team members have been subverted by the temple's energy to prepare for the arrival of the King in Yellow. They need the powerful energies of the characters to bring him through.

Hazards

ELDERS: Oliver Hern, Winslow Word (cult leader)

WEIRD: The Cultists

DOOM: Summoning the King in Yellow

SEE ALSO: INVESTIGATOR NOTES: [CDE]

[D27] *The Grotesquery*

DETAILS: The old stables are the seat of the darkness. It's where Luke and Emmanuel Marley sacrificed their firstborn son, Jacob, to the dark god, Chaugnar Faugn, in exchange for a lifetime of wealth. When they refused to give over their second child as well, Chaugnar, outraged, unleashed the torn soul of their first son to ravage them. Jacob fought the urges for a time, yet eventually twisted, changed, and slaughtered his family and then, in his remorse, himself. Chaugnar felt he had not suffered enough, and brings him back over and over again for its own amusement. There are broken idols to the elephant-headed god found throughout the estate. Jacob leads the misfits and outcasts and plans to soon slaughter as many innocents as he can in a vain attempt to free himself of Chaugnar's curse.

Hazards

TOWNIES: Marley's children

LANDSCAPE: The Stables

WEIRD: Jacob Marley

DOOM: The Slaughter of Innocents

SEE ALSO: INVESTIGATOR NOTES: [CDF]

[D28] *The Lost Library*

DETAILS: A mighty storm forced Alexander Matthews to seek shelter. Hannibal Latch, an old recluse, saw him struggling in the weather, and something about the man caused him to invite him in. He thought Matthews a fool to be lugging so many books around, but helped the man bring them into his cramped quarters. Exhausted, Matthews quickly fell asleep. Hannibal, not much for reading, was drawn to the glittering sheen of one book, the firelight reflecting off its gilded edges. The evil within grabbed ahold of him, and Matthews awoke to his heavy footsteps too late. The axe blow was swift and final. Latch threw the body off into The Deep Holler, where the wild boars roam, and has grown swarthy and unnaturally wise, learning many secrets from the books he covets above all else.

LANDSCAPE: The Stone Cabin, The Deep Holler

MYTHOS: The Dark Library

WEIRD: Hannibal Latch

SEE ALSO: INVESTIGATOR NOTES: [CDG]

[D29] *The Dead Place*

DETAILS: Located adjacent to the old hospital, Dr. Radcliffe's home is as peculiar as the man himself. Poorly lit, its wallpaper peeling, and the clean stench of ammonia with a touch of mold lingers throughout, making the place less than welcoming. Yet, his lab is a thing of beauty. Set up in the Crematorium, there are elaborate machines, a generator, and row after row of lights and scientific equipment designed to monitor the 3500 dead people lining the shelves in glass jars, the bodies little more than dust. He is attempting to siphon off the residual life force contained within the ashes, and has actually met with a small degree of success, reverting the age of Malcolm, his ten-year-old pit bull, back to a lively two. There are unfortunate side effects, however, that have yet to come to light.

Hazards

LANDSCAPE: The Crematorium

WEIRD: Dr. Mortimer Radcliffe, The Canisters, Malcolm

SEE ALSO: INVESTIGATOR NOTES: [CEF]

[D30] *The Early Long*

DETAILS: Dr. Raymond Pleasance has long been in love with the wife of his patient, Edward Long, and wants to push him over the edge. Sheila wants nothing but the best for her husband, and trusts the doctor completely. Pleasance is certain visiting the home will cause a complete mental breakdown. And it might. Yet, there is a remote chance it could mend and make him whole again. Long's latent psychic energy as a child animated the spirits of the dead trapped in the house enough to cause a massive earthquake that shook the seaboard. How much damage could he cause now?

Hazards

ELDERS: Dr. Raymond Pleasance, Sheila Long

LANDSCAPE: The Long Funeral Home

WEIRD: Edward Long Jr., The Restless Dead

DOOM: Long's psychic break

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[D31] *The Solitary House*

DETAILS: Stewart Mills suspects all the people in his life are being replaced with impostors. And he's right. Frankie Durham, a big city mob boss, got a line on some right powerful voodoo, and it's being turned against Mills. Frankie doesn't want him dead, not yet. He wants him disgraced. Mills suspects something weird is going on, having brushed up against a bit of darkness in his younger days, and is wise enough to recognize when he's out of his depth. He only trusts Hobo Bob, who lives in his yard and runs errands for Mills, who's beginning to be called "Mad Bird".

Hazards

ELDERS: Dr. Raymond Pleasance, Sheila Long

LANDSCAPE: The yard

MYTHOS: Impostors

WEIRD: Hobo Bob

SEE ALSO: INVESTIGATOR NOTES: [CFG]

[D32] *Ripples in the Water*

DETAILS: The Chapel was situated in Devil's Hollow because that's where darkness gathered. Long a place of bad mojo, Brother White sanctified the land and built the church there two hundred years ago. Yet, a stone can only hold back a rushing tide for so long, and the evil burst through, destroying the church in the process. The holy ruins managed to bury the evil beneath its weight. When people stay there for more than a day or so, the evil awakens and draws them into the waters, where they transform into servants to do its bidding. It needs blood sacrifice to cast off its spiritual shackles and finally be free once more.

Hazards

LANDSCAPE: The Woods, The Water's Edge, The Chapel

WEIRD: Stewart Greer

DOOM: The Evil Unbound

SEE ALSO: INVESTIGATOR NOTES: [DEF]

[D33] *Edge of the Unknown*

DETAILS: Percival Rogers is a private, quiet man with great wealth and an interest in bettering mankind. Walter Sims came to his attention as a man with flexible morality, who in simpler terms, could be bought. Rogers has used the anonymous Mr. Sims to insinuate himself into many places and situations to find out things the world needs. When Sims ran across the purported find, Rogers was delighted. He wants to collect the relics, catalog the information, and share it with the world. This splinter group of Aztecs was primal and violent, darker than anything previously thought about the culture. And their technology was more advanced. Several of them survive in stasis within the ruins, awakening if any of the three subterranean vault rooms are disturbed.

Hazards

LANDSCAPE: The Vault Rooms

WEIRD: Aztec Guardians, The Jaguar Staff, The Onyx Dagger,
The Blooded Eye

SEE ALSO: INVESTIGATOR NOTES: [DEG]

[D34] *No Way Home*

DETAILS: Amanda Cage is being hunted by something. And she's very knowledgeable in the occult. She's sought safety in the stone circle located near Dunham's Woods, yet knows it's a temporary solution. She's trying to buy time until the characters show up to aid her. She is confident the secret to her salvation is somewhere in the stone ruins of Bellhaven Academy, a sort of boarding school for witches.

Hazards

ELDERS: Mike Turner (owner of Red Manor)

LANDSCAPE: Stone Circle

MYTHOS: The Hunter in the Dark, Amanda Cage

SEE ALSO: INVESTIGATOR NOTES: [DFG]

[D35] *Headlong Hall*

DETAILS: Originally, Headlong Hall was known as Crescent Manor, a residence owned by Patricia Parish on paper, though occupied by Aleister Crowley and frequented by his fellow occultists. The former owner, Stephen Van Essen, was sensitive to the overpowering psychic energies which eventually drove him to take his own life. Franklin Deems is falling under the growing power of the energies with the help of the head butler, James, who was one of Crowley's protégés. The rest of the staff participates, either willingly or unwillingly, in James' rituals to cultivate favor. These nightly rituals take place in the east wing of the house, which is kept closed off by orders of Franklin Deems.

Hazards

ELDERS: Franklin Deems

TOWNIES: The staff

LANDSCAPE: The East Wing

WEIRD: James Parish (butler)

SEE ALSO: INVESTIGATOR NOTES: [EFG]

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

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

On a 10+, you do it.

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

CONVINCE (ROLL+AFFINITY)

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

FOR NPCs:

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

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

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

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

On a 7–9:

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

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

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

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

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

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

POKE AROUND (ROLL+LUCK)

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

On a 10+, select 1 of the following:

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

On a 7–9, you may:

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

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

PUZZLE THINGS OUT (ROLL+REASON)

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

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

On a 7–9, Ask 1:

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

READ A PERSON (ROLL+PASSION)

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

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

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

RESORT TO VIOLENCE (ROLL+MIGHT)

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

On a 10+, choose 3.

On a 7–9, choose 2:

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

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

THREATEN (ROLL+MIGHT)

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

On a 10+, they have to choose 1:

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

On a 7–9, they can instead choose 1:

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



The Captain

A TREMULUS PLAYBOOK

Who Are You?

You are a master of the seas, a leader of man. You know the winds, the water, and have spent more time aboard ship than you have land. Saltwater is in your veins. The siren call of the endless blue has forever fascinated you. You often wonder what lies below the surface of the sea, as well as your fellow man, and ever long to learn its secrets.

Name

Captain Crestwell, Patrick St. Vincent, Jake Winston, Captain Jenny Jakes, Patricia Pierce, or Evelyn Winston

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Relaxed informal, finely pressed professional, crumpled casual, or crisp casual.

FACE: Weathered, full, chiseled, furrowed, narrow, or scarred.

EYES: Smiling, wide, sparkling, narrow, or jaded.

BUILD: Wiry, lean, muscular, full, athletic, or graceful.

Who Do You Trust?

Attributes

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

CHOOSE ONE SET

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

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

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

Health

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

Sanity

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

Moves

You begin with all the basic moves.

You begin with the following move.

SALTY DOG: You can handle any watercraft with ease. Normally, you control said craft type flawlessly. Whenever facing rough waters or bad storms, you gain a +2 to **ACT UNDER PRESSURE**.

IN ADDITION, CHOOSE TWO OF THE FOLLOWING:

BY NECESSITY: Over the years, you've become rather adept at dealing with scrapes and bruises. You can deal with minor injuries, and set bones. **ROLL+REASON** to do so. You begin with a first aid kit with d6 stock.

SCRAPPER: You've been in a few scrapes, and can give as good as you get, maybe even better. Add +2 when you **RESORT TO VIOLENCE**. You innately possess Armor +1.

STEADFAST: You are a calming influence on those around you. You get a +1 to **ACT UNDER PRESSURE**. Whenever you suffer shock, you take 1 less.

On a 10+, when confronting a horror, other characters present reduce any shock they suffer by 1 and increase their Trust in you by 1. If they would've suffered no shock on their own, their Trust stays the same.

WORLDLY: You like to see new things, and meet new people. You gain a +1 to **REASON**, and speak many languages. Should the need arise, you can declare you know a language. This is permanent. (You may know a maximum of **REASON +4** languages).

YOUR LORE MOVE IS

UNFLINCHING: You are used to stressful situations, carrying on where others collapse. When you **ACT UNDER PRESSURE**, you may spend a point of Lore to turn a partial success into a full success or a failure into a partial success.

Gear

YOU START WITH:

- » **D6 WEALTH.**
- » Personal sidearm (medium).
- » Trawler (slow, sturdy)
(costs 1d6/month to store/maintain)
- » Wool overcoat (warm, heavy 1 armor)
- » **D6-1 LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » Steady business (you define what)
(2D6 WEALTH/MONTH).
- » d6 crew (loyal and weird) or (greedy)
- » Free dock space (from an old friend).
- » First aid kit (1d6) or personal sidearm (any).

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

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

On a 10+, you do it.

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

CONVINCE (ROLL+AFFINITY)

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

FOR NPCs:

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

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

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

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

On a 7–9:

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

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

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

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

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

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

POKE AROUND (ROLL+LUCK)

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

On a 10+, select 1 of the following:

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

On a 7–9, you may:

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

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

PUZZLE THINGS OUT (ROLL+REASON)

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

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

On a 7–9, Ask 1:

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

READ A PERSON (ROLL+PASSION)

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

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

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

RESORT TO VIOLENCE (ROLL+MIGHT)

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

On a 10+, choose 3.

On a 7–9, choose 2:

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

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

THREATEN (ROLL+MIGHT)

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

On a 10+, they have to choose 1:

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

On a 7–9, they can instead choose 1:

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



The Cook

A TREMULUS PLAYBOOK

Who Are You?

No one, no matter how rough and tumble or wise and humble can survive without food in their bellies. It's a proven fact. You maintain the supply line. You look after the larder. You prepare the food. And, yet, you still get yelled at if you overcook the meatloaf or the canned rations taste canned. You work with what you've got and, after all, you're rarely surrounded by gourmands, anyhow.

Name

Chesney "Chowder" Smith, Richard Rook, Todd Wayne, Lester Burke, Sally Crabapple, Judy Clemens, Robin Heart, or Daphne McAllister

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

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

FACE: Open, round, gloomy, angular, or scarred.

EYES: Friendly, tired, sleepy, distrusting, or lively.

BUILD: Energetic, full, wiry, corpulent, or skeletal.

Who Do You Trust?

Attributes

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

CHOOSE ONE SET

- » Reason +1 Passion +1
Might 0 Luck 0 Affinity -1
- » Reason +2 Passion +2
Might 0 Luck 0 Affinity +1
- » Reason 0 Passion +2
Might -1 Luck +1 Affinity +1
- » Reason +1 Passion +3
Might -2 Luck -1 Affinity +2

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

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

Health

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

- ☐ **1 STARTLED**
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- ☐ **6 DERANGED**
- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

ALL THE COMFORTS OF HOME: Wherever you set up a campsite and stove is considered safe and warm, after you've cooked one good meal there. (This uses 1 stock.)

ATTENTIVE: You see things others may miss. When you're examining things up close, you gain a +2 to **POKE AROUND**. On a partial success, you gain one additional choice.

DEXTEROUS: You are good with your hands. Gain a +1 to rolls when their use is dominant.

NOURISH THE BODY: You may prepare an especially good meal, eliminating all light harm. You roll+ (hours spent - mouths to feed). (You decide how long you're going to take and how many people you plan on feeding.) You use a d6 stock (minimum of hours spent). On a 10+, you can feed twice as many people. Leftovers can be stored, but are perishable. A person may gain the benefits of one such meal per day. On a failure, everyone eating the meal (including you) gets sick and is -1ongoing the next day.

NOURISH THE SOUL: You may prepare an especially good meal, eliminating all light shock. You roll+ (hours spent - mouths to feed). (You decide how long you're going to take and how many people you plan on feeding.) You use a d6 stock (minimum of hours spent). On a 10+, you can feed twice as many people. Leftovers can be stored, but are perishable. A person may gain the benefits of one such meal per day. On a failure, everyone eating the meal (including you) gets sick and is -1ongoing the next day.

YOUR LORE MOVE IS THROW SOMETHING TOGETHER: You gain a +1 to **POKE AROUND**. In civilized surroundings, on a 7+, you may spend a point of Lore to gain 1d6 food stores in lieu of other choices.

Gear

YOU START WITH:

- » **D6 WEALTH.**
- » Aprons, cooking utensils
- » Gloves (thick, padded).
- » Wool overcoat (warm, heavy 1 armor)
- » Foodstuffs (d6)

AND CHOOSE TWO OF THE FOLLOWING:

- » Additional food stores (3d6 stock).
- » Portable gas stove (2d6 stock).
- » Assortment of knives.
- » First aid kit (1d6) or personal sidearm (any).

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

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

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- » What does your character intend to do?
- » What does your character wish I'd do?
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On a 7–9, choose 2:

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- » You inflict terrible harm (+1 harm)
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On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out,
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On a 7–9, they can instead choose 1:

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



The Traveler

A TREMULUS PLAYBOOK

Who Are You?

You've kicked about all over. As far as you're concerned, anyplace you can throw your suitcase is home. You are filled with wanderlust. You can never stay anywhere for too long, and frequently move from place to place. The world is a big place. Time is finite. You have much to see. And the clock is ticking.

Name

Matthew Moriarty, Snow Williams, Daniel Venture, Jimmie London, Sylvia Burnside, Camille Dupont, Elaine Cross, or Vanessa Allen

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Crumpled casual, crisp casual, business formal, crumpled formal, or pretentious.

FACE: Friendly, round, pinched, aloof, or lean.

EYES: Slender, dreamy, clever, narrow, or wide.

BUILD: Athletic, muscular, slender, thin, round, or angular.

Who Do You Trust?

Attributes

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

CHOOSE ONE SET

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

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

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

Health

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

Sanity

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

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

ADAPTIVE: You easily fit into new social settings and surroundings. You gain a **+1** **LONGING** with new people after talking with them for a short time, providing you offered up no offense. You gain a **+2** to **PUZZLE THINGS OUT** when trying to figure out social norms of a culture different from your own.

FACE YOUR FEARS: You like thrills and new experiences. You gain a **+1** to **ACT UNDER PRESSURE**. You reduce any shock you suffer by 1.

VIGOROUS: The trials of travel have toughened you up. Increase your Might by +1 or opt to have Thick Skin (+1 Armor). You also gain a +1 to all rolls dealing with environmental hazards.

WELL-TRAVELED: You are ready to pick up and go at a moment's notice. You always have your belongings close at hand (e.g. anything you start with or purchase during the course of your story).

WORLDLY: You learn a lot from your time in the world. Increase your Passion by 1. Each restful night spent in a new location grants you a point of Lore or a clue (your choice). s -1ongoing the next day.

YOUR LORE MOVE IS

ETERNAL OPTIMIST: You are used to making the most of what you have on hand, regardless of the situation. You may spend a point of Lore to gain a **+2** on your next roll or a **+1** for you and your friends (anyone you have mutual Trust with) for an entire scene.

Gear

YOU START WITH:

- » **D6 WEALTH.**
- » Aprons, cooking utensils
- » Traveling clothes.
- » Portmanteau.
- » **1 LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » Small trust fund (d6/Month).
- » Small sidearm or sword cane.
- » Travel journal (Adds +1 to Puzzle Things Out, when consulted)
- » Pet dog (you choose the breed) (loyal)
- » Attendant (choose 2 tags: strong, loyal, clever, cultured, attractive)
- » Glasses (+1 Reason when worn, -1 Reason when not)