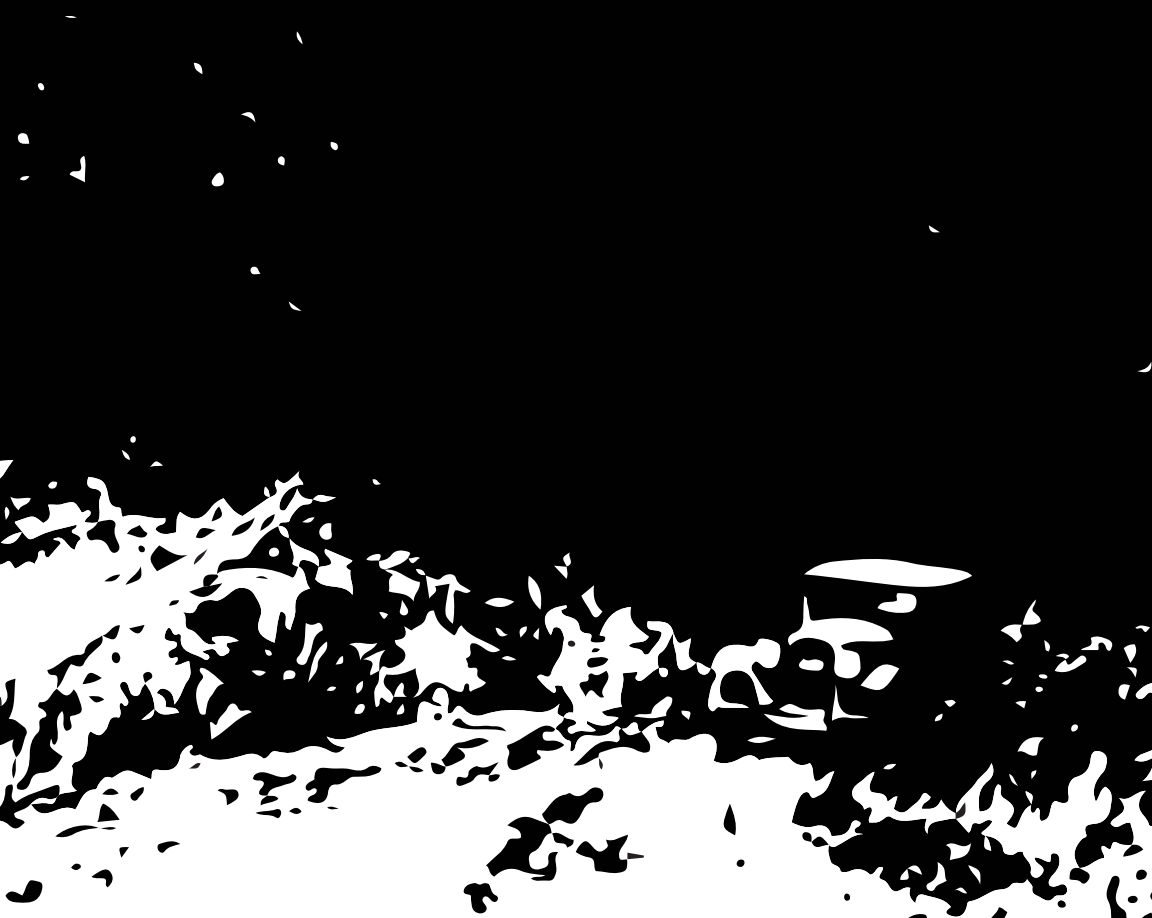


tremulus

the
cemetery

a playset expansion for *Ebon Eaves*



reality blurs presents

The Cemetery

(Ebon Eaves playset expansion I)

writing, layout, and graphics

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The Cemetery (Ebon Eaves Expansion I)

Remote towns are more than likely to have a cemetery or some sort of place to bury their dead. Ebon Eaves is no different. Following a few simple steps, you can easily integrate a cemetery into your new or ongoing storyline with the players being none the wiser.

Using an Expansion

Any playset expansion is designed to give additional options to you, the Keeper, and assist you when creating the framework(s) for your group's story. Rather than crafting an entirely new set of questions and telegraphing to your players "this is important", a playset is something you can introduce at any time by already examining a particular key list of questions. This solves revealing too much to your players and spending time with more questions, and makes certain the expansion ties into key elements already present in the established playset. As with the core playset, there is information which is player facing and a separate section of information for the Keeper's eyes only. *The player facing information should be revealed over the course of play and not immediately presented, as is done with the basic playset information.*

Using the Cemetery

Following these design principles, the Keeper need look no further than the answers to the TOWN LORE questions provided in the EBON EAVES playset. The alphanumeric codes match up seamlessly and build upon the existing town structure. If you want to get more into the storytelling aspects of things, this introduces a third line into your existing game, and is suggested for creating a more complex, extended period of play (such as a small story arc of 3-5 sessions or a campaign of even greater duration).

Investigator Notes

[ABC] *The Cemetery in the Woods*

ON THE SURFACE: The Ashton-Finch cemetery lies just within the fringes of the forest. It is overgrown and in disarray, with nothing to show that it has been regularly maintained for a long time. The most recent headstone is from twenty years ago. It is inscribed with the name, Alexander Finch, and reads he died in a fire.

KEEPER NOTES: [C1]

[ABD] *The Stonemount Crypts*

ON THE SURFACE: Stonemount Crypts, with its peculiar above ground tombs and mausoleums, is a prominent tourist attraction. The crypts are actually erected precisely seven feet above the water at high tide, or so the brass placard claims. Access can be granted by traversing a simple swinging bridge, which is withdrawn shorewardly at night. It appears to be surprisingly well maintained, and is no longer in general use. All but the oldest residents prefer interment at Pershing Cross.

KEEPER NOTES: [C2]

[ABE] *Washburn Memorial*

ON THE SURFACE: Located just on the edge of town, the Washburn Memorial Cemetery is clean and well-kept. The grounds sport picnic tables and large rolling meadows in the adjacent park. It has clear ties to the Washburn Society, named for its founder Isabella Washburn.

KEEPER NOTES: [C3]

[ABF] *Shaft 17*

ON THE SURFACE: Known as Shaft 17, the Ebon Eaves Municipal Cemetery is old, muddy, and poorly maintained. Many headstones have been obliterated, and some of the more valuable statuary has long since been vandalized or fragments of them been stolen altogether. There is a large mass grave area with a memorial stone dedicated to the victims of the tragic northwest tunnel collapse in Shaft 17 twenty years ago.

KEEPER NOTES: [C4]

[ABG] *Hallowed Hills*

ON THE SURFACE: Just west of the hot springs lies a broad expanse of land where the town folk are buried. It's a nice, well-tended area, but there is a larger, older spot where the folks used to be buried when the town was far younger.

KEEPER NOTES: [C5]

[ACD] *Buried and Forgotten*

ON THE SURFACE: Highgate Cemetery rests behind the town's oldest church, Saint Clement Parish, located in the poorer district on the north side of town. It is a simple affair that doesn't look more than twenty years old from the age of the trees and masonry, though the headstones date back to the town's founding.

KEEPER NOTES: [C6]

[ACE] *Overgrown*

ON THE SURFACE: Nestled back in a massive grove of trees sprawls the old Pinehearth Cemetery. It's something of a landmark, as the fallen heroes of the area have been put to rest there, and it is scattered throughout the dense forest for what seems like miles. Nobody disturbs it much these days as The Darkling Sky keeps a close watch on it, and are said to patrol it with great enthusiasm.

KEEPER NOTES: [C7]

[ACF] *Mason Hill*

ON THE SURFACE: The cemetery atop Mason Hill is a crumbling affair, and the mausoleums are overrun with thick brush. It shows signs of obvious neglect, though there is a ramshackle hut adjacent to it belonging to the town drunk and sometimes caretaker, Randall Leaf. Few folks visit the place, unless necessity or loss requires them to do so.

KEEPER NOTES: [C8]

[ACG] *Two Trees*

On the surface: There are two spots where bodies are buried in Ebon Eaves: One Tree, where the poor and sinners are laid to rest, and Two Trees, where the blue-blooded founders and their friends are interred. Both are behind the courthouse, separated by a wrought iron fence, but they may as well be a hundred miles apart. One Tree is spare and poorly kept, and most of those buried there are cremated, while Two Trees is graced with marble slabs and fine statuary.

KEEPER NOTES: [C9]

[ADE] *Willow Pines*

ON THE SURFACE: Near the recently renovated Wayne Memorial Hospital (formerly W.K. Ketchum Veteran's Hospital) stands Willow Pines Cemetery, running along the tree line. It is an old affair, constructed in baroque fashion, with heavy ornamentation on its rusting gates and decorative hunks of metal at uneven intervals atop the cracked brickwork columns. Nothing green grows within—no weeds, not even a blade of grass—save for a massive, withered black willow tree in the center that casts its deep hoary shadow upon the headstones beneath.

KEEPER NOTES: [C10]

[ADF] *The Field*

On the surface: Proper Cemetery is a nice little spot, but space is limited and it is now too expensive for most folks to be buried there. The Mayor, in his wisdom, had some forest cleared away so people could get a proper burial in the countryside and be at one with nature. The town takes care of all funeral expenses and sees to it that The Field is properly maintained, as it's important for the living to honor the dead.

KEEPER NOTES: [C11]

[ADG] *The Bone Yard*

ON THE SURFACE: Some other places may have nice names for their cemeteries. Clean, antiseptic names that make death seem like a vacation that everyone should be looking forward to. Not around here. The people know death well. It's hard. It's cruel. And their outlook on it is the same. The cemetery is simply called The Bone Yard. It's near the ruins of a crumbling old church no one can remember the name of. God left town long ago. There aren't any proper church services, but there are shovels, and Billy Waxwood is a capable enough carpenter to hammer together a wooden box, should the need arise. The folks who hang around do so because they've got nothing better to do, and figure God will check in on them on His next pass through.

KEEPER NOTES: [C12]

[AEF] *Ashes to Ashes*

ON THE SURFACE: There is one tiny graveyard in Ebon Eaves, and it's at the Monarch Retirement Home. The old folks who don't want to be burned at the Crematorium, which is now written into the bylaws, could only get it to pass as a concession to the elderly. The older cemetery was dug up, and all the bodies were shipped off and burned in the city at the expense of Anderson Crematorium, which now has a bright, shining facility located where Scenic Heights once sat.

KEEPER NOTES: [C13]

[AEG] *Stillwater Crypt*

ON THE SURFACE: There's never been a proper cemetery in Ebon Eaves, as there were so many natural caves in the hillsides that folks took to dropping off the bodies into the cracks in the earth. It was quick and cheap, other than buying a few folks a drink for helping you out. The preacher even said last rites over the hole. Then when society got civilized, the state sent some folks down who gave the town elders a talking to, and Stillwater Crypt was put in place. It's a massive, majestic place that thrived, if such places can, for over fifty years. Now, with the town getting run down, the old ways are coming back, and bodies are being tossed into the darkness once more.

KEEPER NOTES: [C14]

[AFG] *Manifest Destiny*

On the surface: The Last Resurrection is a cozy corner graveyard near the town square. The monuments are all quite lavish, made of fine imported marble and heavily ornamented. Great attention and care is obviously paid to the surrounding grounds. There is a small caretaker's cottage onsite, where Merely Pershing lives and keeps his one good eye on things. He always has three things with him: a friendly smile, a shovel, and a shotgun slung over his left shoulder.

KEEPER NOTES: [C15]

[BCD] *State of Decay*

ON THE SURFACE: Hopewell Cemetery sits on the west side of the town, adjacent to the funeral home and across from the boarding house run by Miss Peterson. It is an old cemetery, well maintained by the Trinity Charity Board under the direction of Teddy Crestwood and Quince Rain.

KEEPER NOTES: [C16]

[BCE] *Sunset Hills*

ON THE SURFACE: Harmony Cemetery rests adjacent to a cedar grove on the north road coming into town. It is near the sheriff's office, across from an old gallows that looks remarkably well maintained. There is a squat community church close by that appears to have recently closed down.

KEEPER NOTES: [C17]

[BCF] *Death is not the End*

ON THE SURFACE: Wormwood Estates is the nickname given to Cross Creek Cemetery by the locals. There are no churches in town, and there is a distinct absence of any sentimentality in the graveyard. Everything is very orderly and utilitarian. There is a large statue in the center of the cemetery commemorating "the brave men and women who had the power to see beyond the future and into the very essence of being..."

KEEPER NOTES: [C18]

[BCG] *Disturbed Earth*

On the surface: Windham Cemetery sits largely disused and untended. There are a scant number of headstones scattered across the countryside and into the woods. People claim it's easier to just give everything over to the sea and generally perform ceremonies off shore, where they drop the bodies into the waters to be swept away. The markers are largely decorative reminders of friends and family who have found the ocean's embrace.

KEEPER NOTES: [C19]

[BDE] *Unstill Hearts*

On the surface: The Sacred Hearts Cemetery has always been the burial location of the townsfolk since shortly after the town's founding. It is presently under the care and direction of the Silver Saints, with services performed as needed by the good pastor. The cemetery is fit to swelling with the amount of violent deaths of late, and negotiations to expand are being made with Millicent Withers for a portion of her unused farmland, which abuts Sacred Hearts. Fertile Heath and his son, Radford, manage Heath Funeral Homes, which had been on the verge of bankruptcy, but is doing much better of late.

KEEPER NOTES: [C20]

[BDF] *Redemption*

On the surface: The Church of Merciful Redemption maintains the Harmony Cemetery, which has several acres of land adjacent to the ruins of the Open Arms Orphanage. There are rows of small gravestones that have been overrun with brambles and vines, as no one wishes to remember the horrid tragedy of previous generations. Crows tend to congregate in the massive dogwood tree located in that portion of the cemetery. It is called Miracle Tree, as it blooms year-round.

KEEPER NOTES: [C21]

[BDG] *In Memoriam*

On the surface: No one is rightly sure where the bodies are buried, and no one cares. When someone dies, the County Coroner picks up the body, and a service is held at One Mark Point, a small symbolic gravesite situated in Memorial Park. People are free to put up commemorative plaques on the death wall in the town hall, though most folks don't.

KEEPER NOTES: [C22]

[BEF] *The Empty Nest*

On the surface: Ebon Eaves has always burned their dead and placed them in a columbarium wall constructed of granite, which has expanded outwardly over the decades. There are plaques, urns, and flowers adorning all of it, and it was well maintained until the Fenwicks moved in. They are pushing for traditional reforms and interment into the ground. Some folks say it's at the behest of Fenwick's silent partner, Ross Johnston, who heads up Johnston Mortuaries in the nearby city and wants to expand into the area.

KEEPER NOTES: [C23]

[BEG] *Many Openings Available*

ON THE SURFACE: Despite all the grandeur and majesty given to death in the community, the cemeteries have the simple names of Plot A, Plot B, and Plot C. The locals, however, offer up the more colorful names of Swampy, Crooked Hill, and Robin's Roost. And then there is the Hemsworth Living Cemetery, where the dead are actually on display in a twisted, macabre form of taxidermy.

KEEPER NOTES: [C24]

[BFG] *The Tradition*

ON THE SURFACE: Near Coffin Mills is a circle of stone markers representing the seven major families of the town. Each of these families has their dead buried in group fashion. People outside of the circle are buried in the Whitestone Catacombs, which run beneath the earth in claustrophobic, rudimentary tunnels that seem to go in all directions. Nicknamed the Maze, most strangers are advised to stay out of them, because it would be easy to become forever lost. Some folks may even go on at length about how Cannibal Coffin was lost down there for five days (in his youth) before finally being discovered.

KEEPER NOTES: [C25]

[CDE] *Lakewood Drive*

ON THE SURFACE: Just a bit west of Ebon Eaves and north of the mental facility stands Lakewood, the oldest operating cemetery in the area. It is chiefly monumental. There are fine shrines and detailed craftsmanship on about two thirds of the area, save for Plotters' Bluff, where the poor and unknowns are laid to rest. The cemetery surrounds a small lake where a tiny island, thick with evergreens, rests.

KEEPER NOTES: [C26]

[CDF] *The Viking Way*

ON THE SURFACE: The folks used to send their dead to the mainland for burial, but a new tradition of burning the bodies on a makeshift funeral pyre was started when they fell on hard times. Someone or other knew a touch of history or read a book once upon a time, and the tradition stuck. Though some folks use boats, it's far more common for a sheet of cheap lumber to be used, the body wrapped in a sheet and doused with kerosene, and then a prayer of some sort to be offered up after the body is sent in the direction of Huntsman's Reef. Visitors find it largely engrossing, and a goodly number of folks turn out to give the traditional island send-off. The ceremony is usually followed by drunken revelries under the direction of Mayor White, who comes down for the occasion.

KEEPER NOTES: [C27]

[CDG] *Desecration*

ON THE SURFACE: Prospect Ridge is where all the bodies used to be buried until Ansel Richmond had her big-city lawyer come in and clear them away. They are all in Prospect Valley now. More than a few monuments were broken along the way. Some folks are raising Cain, but Ms. Richmond has promised to do right by everyone once the mines are up and running again.

KEEPER NOTES: [C28]

[CEF] *Reclamation*

ON THE SURFACE: The local cemetery is full and largely ceremonial these days. It's well-kept and cozy and comfortable, not at all like the more antiseptic Moss Hall Mausoleum. Folks can still get a body planted in the ground, but it isn't cheap, and most folks work for a factory that'll pay for a place in Moss Hall for themselves or their loved ones.

KEEPER NOTES: [C29]

[CEG] *Reap What You Sow*

ON THE SURFACE: The Gates of Heaven Cemetery stands atop Green's Hill, next to the church it was named after. It is crowded and has become rundown with the recent run of bad luck. This is contrasted with the fresh turned earth, indicative of recent activity. There is little ornamentation in the brickwork, the metal is rusty and warped from age, and the bars show signs of where more than one vagrant or heckled farmhand has slipped through to catch some sleep beneath the shadow of the broad oak's leaves.

KEEPER NOTES: [C30]

[CFG] *Death and Taxes*

On the surface: While folks argue over the expenditure of funds to help out Bedford Estates, the cemetery falls into greater disrepair. The Shale family, old and rich, argues the town should pay for the upkeep, while the Wrights counter that no one bailed them out, and tax dollars should be spent on the living. This debate looks to rage over the course of the next election cycle, and could well determine who the mayor will be.

KEEPER NOTES: [C31]

[DEF] *The Point*

ON THE SURFACE: There used to be a clear caste system in Ebon Eaves. Nowadays, things are a bit muddled, and there is almost a palpable layer of sand and grit covering everything, even the once lush and pristine Eternal Springs. It's not that Eternal Springs isn't well taken care of, it is. It is the nicest place in town, which is fine if you're dead, but most folks don't get buried there anymore. The burial ground is out of most people's price range. Instead, they go to The Point. Promoted as "the home of the frugal funeral", The Point has managed to dominate the market in the six months it's been open. Oswald Keating, the funeral director, is a soft man with hard eyes and a weak smile who is regularly attended by his loving wife, Ophelia.

KEEPER NOTES: [C32]

[DEG] *Renewal*

ON THE SURFACE: There is a mass grave on the edge of town, with a large marker recounting the mass suicide of nearly a third of the townsfolk twenty-seven years ago. The town elders want to give the town a fresh start and have been promoting an urban renewal program, part of which involves digging up the old bodies and relocating them to a more appropriate area. This has divided the town along age-lines, as the older residents consider it foul and offensive to disturb the dead.

KEEPER NOTES: [C33]

[DFG] *Purification*

ON THE SURFACE: The Union Hall of Purity is a nondenominational charitable organization focusing its efforts on tending to those within Tranquil Manor and the Evergreen Memorial Cemetery located on its grounds. In fact, Union Hall was built by the late funeral director, Kevin Phillips, and is now under the direction of his business partner, Kim Shepard.

KEEPER NOTES: [C34]

[EFG] *Unrefined*

ON THE SURFACE: Tourists aren't big on cemeteries when they go on vacation. They want to celebrate living, not dwell on death. Ebon Eaves appreciated that, at first, and buried the dead in catacombs. That's how oil was first found in the area when the catacombs were expanded outward. Some folks drowned in the oil. And the bodies are still stuck down there, fresh dead with old dead. A new cemetery was put in place near Slake's Point, but it suffered closure shortly after the refinery did. There was no one to take care of it—no one wanted to get on the toxic grounds where nothing grows. Rose Hill Cemetery is slated to open up soon and help put the dark chapter of the town's history in the past.

KEEPER NOTES: [C35]

Keeper Notes

[C1] *The Cemetery in the Woods*

BENEATH THE SURFACE: Close examination of the headstones reveals that the good Reverend Crosby Ashton died nearly seventy-five years ago, along with a number of his congregation. There is a cordoned-off section of the cemetery with smaller graves where some of the abominations were buried. The headstones largely depict twisted angels and are overgrown with black moss. Reverend Ashton fought against the corruption in his town, and his grave alone is considered sacred ground. Beverly Ashton is the granddaughter of Reverend Ashton and lives on the outskirts of town, shunned by the townsfolk at large. While there is a relic buried with Ashton, there is also a darkness which will awaken to lead the Creatures in the Woods if the cemetery is disturbed.

Hazards

WEIRD: Beverly Ashton, The Lurker

LANDSCAPE: The Children's Graves

SEE ALSO: INVESTIGATOR NOTES: [ABC]

[C2] *The Stonemount Crypts*

BENEATH THE SURFACE: Ebon Eaves maintains a relationship with the aquatic evils off the coastline, having been driven to seek their aid in the early 1800s after supply lines were cut off and they nearly starved. Any attempts to cease contact have only resulted in nighttime raids. As a compromise, the townsfolk, under the watchful eye of Wendell Wilkins, make sacrifices with great regularity via the use of their craftily constructed cemetery. Wilkins makes certain the evils stay sated. While the creatures eat the local dead, Wilkins sometimes offers up a special treat in the form of a live tourist. Pershing Cross is the newer cemetery built a few years ago by Tommy Magellan as he lays the groundwork for his housing plans.

Hazards

ELDERS: Wendell Wilkins

WEIRD: Deep Ones

SEE ALSO: INVESTIGATOR NOTES: [ABD]

[C3] *Washburn Memorial*

BENEATH THE SURFACE: Isabella Washburn is interred in the grounds in an unmarked grave. In her mausoleum, a large and rather ornate affair (she died a hundred years ago) is caged an unspeakable horror that preyed upon the lust found within the hearts of men, thus The Washburn Society was formed. Richmond Swell, a tourist from abroad, is an occultist and amateur author wishing to pry into the mausoleum and see her remains.

Hazards

ELDERS: Richard Swell

WEIRD: The Unspeakable Horror

SEE ALSO: INVESTIGATOR NOTES: [ABE]

[C4] *Shaft 17*

BENEATH THE SURFACE: The cemetery is normal enough, except for the massive baroque headstone that squats undisturbed. Carved into its surface are angels being buried alive. Beneath the moonlight, their faces and wings seem to writhe in anguish. In the design around the list of the thirty men who died are ornate wards of protection in an ancient language. Squarely in the center of the stone is one word: Breathe. Mitchell Hauser is the old eccentric stonemason who did the work. His assistant, Radcliffe, is a fence who buys stolen goods from The Lurkers (kids between twelve and seventeen) who rob travelers and steal from the local miners. Shaft 17 of Granville Mines is no longer operating and is where the kids have set up their base. They do not know of the awakening horror in the depths. Brady, their auburn-haired leader, is the oldest of them, and has grown brooding, controlling his unruly lot with untethered brutality.

Hazards

ELDERS: Radcliffe, Brady

LANDSCAPE: Shaft 17

TOWNIES: The Lurkers

DOOM: Mythos

SEE ALSO: INVESTIGATOR NOTES: [ABF]

[C5] *Hallowed Hills*

BENEATH THE SURFACE: The Starry Twilight Church traded the land where the new cemetery is located to the town in exchange for the land where the old cemetery stands, with a promise to maintain it. The cult has been using the Malcolm Mausoleum as a storehouse for its small library of occult tomes and a place of more esoteric reflection. Daisy McGee sweetened the deal by making certain promises to the mayor she has yet to fulfill. Shiftless Joe, an old drifter, is used as a conduit by the thing in the hills. He keeps one watchful eye on the townsfolk and a wary one out for strangers. He lives in the alley behind Daisy's diner and is considered a friendly nuisance.

Hazards

LANDSCAPE: The Old Cemetery, Malcolm Mausoleum

WEIRD: Shiftless Joe

SEE ALSO: INVESTIGATOR NOTES: [ABG]

[C6] *Buried and Forgotten*

BENEATH THE SURFACE: There was another, older cemetery that few folks remember these days, as it was bulldozed, built over, and locked away in the past. It was Manning Cemetery and was located on the grounds where Amanda Hermann now resides. The headstones were relocated to the Highgate Cemetery, but the bodies were left to rest, as a result of a sizeable donation to former Mayor Caldwell's reelection fund. Father Dunham, weak, infirm and not of generally sound mind, remembers when Highgate Cemetery was erected fifteen years ago as a cold, strange day. Folks have recalled seeing what they call The Smoke Ghost wandering through Highgate Cemetery. It is the angry spirit of Archibald King, a victim of the factory fire, who seeks his resting place, but can only find the headstone marking an empty grave. His seething rage has turned the cemetery into a spooky place few visit, even during daylight hours.

Hazards

WEIRD: The Smoke Ghost

LANDSCAPE: Highgate Cemetery

SEE ALSO: INVESTIGATOR NOTES: [ACD]

[C7] *Overgrown*

BENEATH THE SURFACE: The Fraternal Order of Life and Liberty think they merely have ideological differences with The Darkling Sky, but the truth of the matter is Wallace Whit and his organization couldn't give a tinker's damn about the town or its people. He has part of his sect causing trouble, while he and his closest lieutenants hunt for a relic called "the Maelstrom" purported to be buried there. It's supposed to have curative powers, and with it Wallace hopes to save his wife, Felicity, and young child, Warren, from consumption. The ancient device is buried in a coffin that's fallen into an underground cave system. It can heal, but at a terrible cost.

Hazards

ELDERS: Wallace Whit

WEIRD: The Maelstrom relic

SEE ALSO: INVESTIGATOR NOTES: [ACE]

[C8] *Mason Hill*

BENEATH THE SURFACE: Randall Leaf has been touched with a psychic gift to see and speak with spirits, at least when he's sober. Otherwise, he is constantly waving his hand (not the one wrapped around a bottle) in the air, asking to be left alone. He keeps this as his most private secret, though The Winslett Family has begun to suspect he knows what they're really up to. To this end, he's taken a few old books from the library about the occult, and has attempted to kill a few small animals to fuel his protection rituals, but to no avail. He uses The Croft Mausoleum to perform these rites, and has inadvertently awakened the spirit of Winona Croft, the last of a line of witches. Leaf is at a breaking point, and is trying to steel himself to kill someone in the hopes of finding peace. Winona whispers quiet words of encouragement all the while.

Hazards

LANDSCAPE: The Croft Mausoleum

WEIRD: Randall Leaf

DOOM: The Return of Winona Croft

SEE ALSO: INVESTIGATOR NOTES: [ACF]

[C9] *Two Trees*

BENEATH THE SURFACE: The cemeteries reflect the distinct social structure of the town quite accurately. The haves and have-nots intermingle, certainly, but everyone knows their place, from the Mayor on down to the freshest farmhand. The blue collars have their secrets, however. Amongst their number is Idle Edward, a rakish drifter from bayou country, who knows a touch or two of Voodoo, and digs up bones, and sells minor curses to the malcontents who can scrape their pennies together. A number of them are hoping to get together enough money to purchase a death curse (likely against Buddy Juniper) that Edward has promised, but is beyond his abilities to control. So far, no one's noticed that Two Trees has been disturbed, but more than a few folks have begun to call the well-off "The Unfortunate Fortunes".

Hazards

WEIRD: Idle Edward

DOOM: A Curse Too Far (Death Curse)

SEE ALSO: INVESTIGATOR NOTES: [ACG]

[C10] *Willow Pines*

BENEATH THE SURFACE: The dead don't stay buried long in the cemetery, at least not most of them. They are dug up by the enterprising Sorghum Brothers (owners of the hardware store of the same name) and sold to Dr. Standish, a hospital researcher who has become obsessed with a serum he's secretly been developing for the past three years. The serum was originally being developed to awaken coma victims, yet when they told him of their visions, he had to try it on himself, and has become addicted to metaphysical journeys. On his last out-of-body experience, something followed him back, and now it prowls about the hospital, causing a rise in people falling into comatose states. The serum requires fluid from the pineal gland, the fresher, the better. Standish has smothered two patients recently in an effort to up his dosage. People are beginning to say if you plan to go to Wayne Memorial Hospital, make your arrangements for Willow Pines.

Hazards

ELDERS: Dr. Standish

WEIRD: Sorghum Brothers

DOOM: "Sleeping Sickness"

SEE ALSO: INVESTIGATOR NOTES: [ADE]

[C11] *The Field*

BENEATH THE SURFACE: Proper Cemetery used to be public and technically still is. It rests behind the dwindling Parish House, a small Episcopalian chapel that dates back to the town's founding. Father Justin Washburn administers to the poor and mostly organizes small charity events since being marginalized by the Mayor. Proper Cemetery rests on hallowed ground, and the mayor doesn't want folks buried there. There is plenty of space, but he's imposed a stiff interment tax to get people to use The Field, a broad swathe of former forestland he had cleared for burials as one of his first acts in office. Renegade Swift, one of the Mayor's lackeys, lovingly cares for it. The plots are scattered about in various copses, and there is an extensive natural cave network beneath, where the death cult holds rites and delves into the deeper secrets of necromancy. The Rotters, animated corpses of the fresh dead, shamble through the tunnels, their limited intelligence making them little more than terrifying watchdogs. The evil has tainted The Fields, and the shadows are just a touch darker, the heat a touch hotter, and the cold, so very cold.

Hazards

LANDSCAPE: The Fields

WEIRD: Renegade Swift, The Rotters

SEE ALSO: INVESTIGATOR NOTES: [ADF]

[C12] *The Bone Yard*

BENEATH THE SURFACE: The graveyard is more full than it has any right to be. While there are grave markers scattered about, as one would expect, they only hint at the numbers of dead buried here. There are two large monuments, each with over a hundred names graven into the stone: one is dated 1891 and the other 1916. Stephen Craft, the town stonemason, knows the real story, having been a young apprentice when the curse first struck. He took over the family business, Craft Stonework, after his father fell to the curse in 1916. He keeps the secrets to himself. He took an exotic outsider as his bride, and she has taught him dark rituals to protect himself and his own. Stephen does not realize she is a descendant of the wronged travelers, and is only hastening the town's doom.

Hazards

ELDER: Cecelia Craft

WEIRD: Stephen Craft

DOOM: The Curse

SEE ALSO: INVESTIGATOR NOTES: [ADG]

[C13] *Ashes to Ashes*

BENEATH THE SURFACE: Frank Anderson is Tabitha O’Flaherty’s rich first cousin and close friend. He made his fortune in pharmaceuticals before taking an interest in cremation. He is a visionary who sees how the eventual crowding of urban areas is going to require making room and views cemeteries as archaic wastes of space. Frank agreed to set up shop in Ebon Eaves if Tabitha lent him a hand, and she got the motion pushed through. Even he doesn’t realize she’s nervous about other dead rising as a result of her experiments, and wants to siphon off some of Frank’s wealth to help her buy a certain rare text she has heard will make Old McKenzie Baker the man he once was. On the other hand, Tabitha doesn’t know Frank is a serial killer who collects photos of his victims before burning them to death, or that Anderson Crematorium, besides being his home, has more than a few secret rooms.

Hazards

ELDERS: Frank Anderson

LANDSCAPE: Anderson Crematorium

DOOM: Power Untold (Tabitha gets the rare text.)

SEE ALSO: INVESTIGATOR NOTES: [AEF]

[C14] *Stillwater Crypt*

BENEATH THE SURFACE: The first bodies were thrown into the pits out of necessity. The townsfolk had fallen victim to small pox, and the doctor said it was the easiest way to deal with them. Then they began receiving gifts. Raw chunks of rare ore, strange tools, and other niceties found their way into people’s hands. Prosperity had come to the town, and all it took was a continuous stream of bodies thrown into the chasm. The government’s meddling changed all that with Stillwater Crypt. The Deep Ones who had enjoyed the fresh meat wandered away. Then the bodies began returning, and the Deep Ones have begun to again grow fat, so it is only a matter of time before they reestablish contact with the folks of Ebon Eaves.

Hazards

LANDSCAPE: The Chasm

WEIRD: The Deep Ones

SEE ALSO: INVESTIGATOR NOTES: [AEG]

[C15] *Manifest Destiny*

BENEATH THE SURFACE: Pershing's son, Jesse, came back from the war a changed man. Already in great shock, a bit of The Otherness slid into him and filled up his hollowed spaces. He is a ruthless and dangerous man, subject to fits of outrageous, bone-chilling violence with little provocation. When frenzied, he possesses an unnatural strength, and witnesses claim they've seen him stabbed a dozen times with little effect. Jesse is being swallowed up, and soon any remnants of his humanity will be gone for good. The law is afraid of him. His father tries to protect the town from him, yet Jesse has been making friends, as unclean spirits have begun to rise and fan his legendary wrath.

Hazards

ELDERS: Merely Pershing

LANDSCAPE: The Last Resurrection

WEIRD: Jesse H. Pershing

DOOM: Jesse's Wrath

SEE ALSO: INVESTIGATOR NOTES: [AFG]

[C16] *State of Decay*

BENEATH THE SURFACE: Informally, there are three parts to the cemetery, but no one would ever really admit it. There are the burial plots for the riches (those with money), the poor, and the unclean (where the sinners and government test subjects are buried). None of the test subjects decayed. Their bodies look as fresh as the day they were buried. Three of the unclean are trapped in a waking half-life, and a recent thunderstorm caused a tree to fall on the cemetery, freeing them from their resting places. They cannot be killed by conventional means, as destroying the vessel they are in will simply move them to another test subject vessel. Their fates are inextricably tied to the schemes of all three of the Rains.

Hazards

ELDERS: Teddy Crestwood

WEIRD: The Lingering Test Subjects

SEE ALSO: INVESTIGATOR NOTES: [BCD]

[C17] *Sunset Hills*

BENEATH THE SURFACE: Pastor Blair committed suicide two weeks ago, and no one has stepped up to take his place. He discovered that the sheriff is in cahoots with The Order, and that the gallows are not the tourist attraction the town elders claim it to be. He hung himself at The Gallows. The darkness refused to let the Pastor go, and now he is doomed to haunt the cemetery. Since not properly laid to rest (there was no one present to do it), the cemetery grows more malevolent by the day.

Hazards

LANDSCAPE: The Gallows

WEIRD: Pastor Blair's Spirit

DOOM: Harmony Cemetery

SEE ALSO: INVESTIGATOR NOTES: [BCE]

[C18] *Death is not the End*

BENEATH THE SURFACE: Three presidents ago, The Brain Trust did some dark things for the government, and one program, named "Oroboros" dealt with life-extension. They got into some radical research, but did not discover the results being sought and so were eventually shut down. One of them, Professor Thorpe, a tall, balding man with thick spectacles and a heavy beard, did learn a process to rejuvenate the recently dead. In what he calls "juicing", he can send a quick electrical current through the body, reawakening the spark and giving the person a second-life without degradation. He is in cahoots with Cutty, a rapsallion with a strong back, who digs up the bodies at his behest. Thorpe has an obsessive fear of death, yet is paranoid to share his secrets with anyone else, saying he can reverse them if they tell his secret. So far, he's treating it more like an experiment than actual people's lives, but the reality of it is beginning to set in. To date, he's brought three people back, and they've suffered no ill effects.

Hazards

ELDERS: Professor Thorpe

WEIRD: The Resurrected

SEE ALSO: INVESTIGATOR NOTES: [BCF]

[C19] *Disturbed Earth*

BENEATH THE SURFACE: The Alderman is in cahoots with the Deep Ones and lets Darlene Crawford handle the details. Though petite, Darlene has a knack for dealing with unsavory types with a sharp word, and is generally in the company of Captain Malcolm Howell, who makes certain there are enough accidental deaths to keep up their end of the deal with the creatures off the coast he refers to as the Sea Demons. All that being said, Windham Cemetery is not without its own malevolence. Calvin Creed, drawn to the area by its rich, dark energies, has been methodically digging up the dead to see what secrets he can uncover, and has just broken into the mausoleum of Gibbering Jane, the mad-woman responsible for bringing the madness to the town. She has infected Calvin, who now serves as her unknowing thrall. She has taken to her old hut in the forest and waits for the madness to take over the townsfolk, so she can be restored to her former glory.

Hazards

ELDERS: Calvin Creed, Darlene Crawford

WEIRD: Gibbering Jane Crawford

DOOM: The Madness

SEE ALSO: INVESTIGATOR NOTES: [BCG]

[C20] *Unstill Hearts*

BENEATH THE SURFACE: Fertile Heath is a greedy old man, to be sure, but has no direct knowledge of the conspiracy cooked up between his son, Radford, and Mrs. Withers (who has been struggling since her husband passed away three months back at the hands of the Silver Saints). Together, they tortured, killed and ate the man Mrs. Withers believed responsible, Terry O'Sullivan, the Pastor's twenty-seven year old son, who handed over his father's diary detailing the members of the Silver Saints, as well as his plans for a final purging of the town. Radford and Mrs. Withers are putting the Silver Saints at odds with each other, feeling they can not only remove O'Sullivan's power and prestige, but turn a tidy profit as well. The sleeping Beast has given them some subtle dark gifts to help them accomplish their ends, which they have interpreted as divine intervention, only reinforcing their fervor.

Hazards

ELDERS: Fertile Heath

WEIRD: Radford Heath, Millicent Withers

SEE ALSO: INVESTIGATOR NOTES: [BDE]

[C21] *Redemption*

BENEATH THE SURFACE: There are a hundred and twenty-two gravestones donated by Harper McElroy, Eloise's husband. He went broke as he finished them, refusing to take a penny from the town, and promptly hanged himself from a branch of what came to be called Miracle Tree in later years. His weeping spirit is sometimes seen on misty nights, walking through the graveyard sobbing softly. The crows are soul eaters who hunger to feast upon the delicacies tucked away in the Orphanage, but they dare not challenge the brain burrower, and so patiently await its defeat. They possess an unnatural intelligence, and attempt to aid any who wish to rid the cemetery of Harper's spirit or seek to penetrate the Orphanage's mysteries in ways at first subtle, and then increasingly overt.

Hazards

WEIRD: The Miracle Tree, Ghost of Harper McElroy, The Soul Eaters

SEE ALSO: INVESTIGATOR NOTES: [BDF]

[C22] *In Memoriam*

BENEATH THE SURFACE: The bodies are never buried. They are taken to Ridgeland Crematorium just outside of town, but are not burned. They are processed. The bodies are bled out, the flesh is boiled, and the bones used in the cult's rituals. Dr. Strong is the town coroner, and one of many cult disciples who largely remain anonymous for their own protection. People who poke their heads into cult business often wind up in the vat, so most folks, the Mayor included, turn a blind eye and carry on as if all is well. One Mark Point has been the concentrated locus of so much grief and guilt over the years that it has cast an especially dark pall over the park, especially on cloudy days and dark nights, as people report seeing a figure out of the corner of their eye.

Hazards

ELDERS: Dr. Strong

LANDSCAPE: One Mark Point, Ridgeland Crematorium

SEE ALSO: INVESTIGATOR NOTES: [BDG]

[C23] *The Empty Nest*

BENEATH THE SURFACE: Ross Johnston is a jolly, vibrant soul who also happened to introduce Madeline Fenwick to the occult. He belongs to several mystery cults, but doesn't have the talent she possesses, though he'd like to. He sees expansion into Ebon Eaves as a way to keep an eye on his investment with Jack Fenwick, and wants to get his hands on the relic at all costs. He is secretly in love with Madeline and resents Jack, so if something were to happen to his partner, he wouldn't lose any sleep. The town elders don't want people buried in the town, because an old legend says that any buried in Ebon Eaves will rise. Old texts found in the town library insist this is true, but the legend has yet to be challenged.

Hazards

ELDERS: Ross Johnston

WEIRD: The town library

SEE ALSO: INVESTIGATOR NOTES: [BEF]

[C24] *Many Openings Available*

BENEATH THE SURFACE: The cemeteries are tied into the local lore, with the exception of Hemsworth Living Cemetery, which holds secrets of its own. While the general public is told the corpses are real, all the records indicate, as does the small certificate in the lobby, that they are merely wax facsimiles. Despite information to the contrary, the corpses are real, lightly coated in a waxy, protective film after their organs are removed for use in divination rites and other rituals performed by Amanda Hemsworth. A couple of displays scattered throughout do have animal taxidermy and other wax figurines throughout the dioramas. Professor Andrew Pascale, the curator and self-styled “waxologist” oversees the production of the lifelike wax figurines. His young assistant, Gilbert Garrard, attends to the general pouring and shaping of the figures, while Pascale looks after the detail work, and the special jobs given to him by Miss Hemsworth.

Hazards

ELDERS: Professor Andrew Pascale

LANDSCAPE: Hemsworth Living Cemetery

WEIRD: Gilbert Garrard

SEE ALSO: INVESTIGATOR NOTES: [BEG]

[C25] *The Tradition*

BENEATH THE SURFACE: Of the seven families of the Circle, only two remain: the Franklins and the Coffins. The Franklins claim direct relationship to Benjamin Franklin, and their community leadership and innovations would lend credence to this. Two of the Franklins sitting on the town council have invested heavily in the hospital, but are unaware of its illicit activities, spending most of their time in relative leisure. Madeline Coffin, Malcolm's estranged wife, has her hands full with their twenty-year-old son, Chester, who has never been right since becoming lost in the catacombs. She and her husband burned down the bridge after fighting off a ravenous horde of ghouls, picking them off one by one and watching them drown in Cavanaugh Wash. Some survived and have nested in the Maze, eating dead flesh and stealing livestock on occasion, or the foolish traveler who ventures into the depths alone.

Hazards

ELDERS: Madeline Coffin, Stuart and Barnaby Franklin (town council)

LANDSCAPE: Whitestone Catacombs

WEIRD: The ghouls

SEE ALSO: INVESTIGATOR NOTES: [BFG]

[C26] *Lakewood Drive*

BENEATH THE SURFACE: Joshua Tree wants nothing to do with his older brother, Dexter, and lives out his years in relative isolation and quiet piety. He works as the caretaker, though few would mistake him as more than a drifter or hunter or other rough type the town gets. Joshua thinks his grandfather is quite mad, his brother a sinner, and fears an evil is haunting the town. New to arrive in town from the big city is Marilyn Bennett. Or so she claims. She is an otherworldly seductress who was drawn to town by one of Theodore Tree's ill-performed rituals, and sees that it is ripe for the taking.

Hazards

LANDSCAPE: The Piney Island

WEIRD: Marilyn Bennett, Joshua Tree

SEE ALSO: INVESTIGATOR NOTES: [CDE]

[C27] *The Viking Way*

BENEATH THE SURFACE: There is something on the island that likes dead flesh. The locals call it the Creeper and say it has always been there. Others say it came there when Miss Bernadette moved to town. Others say the Mayor is a sorcerer, and the Creeper is his familiar. The truth is Vikings crashed here ages ago, and all were killed by the ancient evil. One managed to lure it into his body and killed himself, trapping the spirit in its dead flesh, where it lay dormant until the islanders came, disturbing its rest. Since then, it can hop from one dead corpse to the next, be it a beetle or a dog or a man. It cannot survive in any form long. The few island locals have long handed down the maxim of burning the dead. The reason has been forgotten, and now it is simply tradition.

Hazards

LANDSCAPE: The Forest

WEIRD: Creeper, The Viking Wreckage

SEE ALSO: INVESTIGATOR NOTES: [CDF]

[C28] *Desecration*

BENEATH THE SURFACE: Frank Jacobs was hardly a good man in life, and died a troubled soul. Despite stories to the contrary he actually took his own life by eating a bullet for breakfast after escaping the mines. He left a suicide note, but everyone thought it was mad ramblings. His body had been given extra protections, as the town priest had seen and heard some strange things in his life, but Prospect Valley is not on hallowed ground, and the markings on Jacob's tombstone were cracked in the move. He has been possessed by one of the Lurkers Beneath, which managed to sink its venom into him before he escaped. Now Jacobs looks barely human in daylight, but is passable from a distance. He reeks of death, but is being used as a puppet to free the Lurkers from their prison and sabotage the equipment, so no one can disturb them.

Hazards

LANDSCAPE: Prospect Ridge

WEIRD: Frank Jacobs (possessed corpse)

DOOM: The Lurkers freed

SEE ALSO: INVESTIGATOR NOTES: [CDG]

[C29] *Reclamation*

BENEATH THE SURFACE: The Moss Hall Mausoleum is owned and operated by Haskell Whittaker, one of the many slaves of the machine, but he has an important role. The brains are scooped out and fed to the toxic goo, which enables it to grow stronger and smarter. With another dozen or so bodies, it should have enough to suit its purposes. The brains, however, must be untainted, so it cannot simply devour its followers (which it has already tried on two occasions) or any it has touched mentally. With each new brain it gets, the smarter it becomes, and the greater its telepathic reach.

Hazards

ELDERS: Haskell Whittaker

DOOM: Evolution of the Toxic Pool

SEE ALSO: INVESTIGATOR NOTES: [CEF]

[C30] *Reap What You Sow*

BENEATH THE SURFACE: The cemetery is a safe place. Though not hallowed ground, Reverend Green worked runes carefully into the statuary and turned the grave markers just so to provide a safe place from the Darkness. Even he could only postpone death for so long, and he saw to it that his darkest rituals were buried with him in what folks said he called his Reaper bag. Within, were his most precious possessions—relics and loose, ancient manuscript pages written in long dead languages, obviously torn from different books—and the skull of a warlock dipped in baby's blood sealed in wax. Disturbing him will cause him to rise as the Darkness seeps into him. This will push the townsfolk completely over the brink with no hope of return.

Hazards

DOOM: The Rise of Reverend Green

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[C31] *Death and Taxes*

BENEATH THE SURFACE: For the families, it's not about the dead. They've been fighting an age-old battle for control of the town that has gone back and forth, with fortune favoring one side, then the other. Presently, the Shales have the upper hand, which has caused the Wrights to reach out in desperation to Professor Edwards, who has provided them with a few of his former faculty contacts who have proper specialties in addition to a working knowledge of the occult, in return for future considerations. Already, Professor Weygant and Dr. Hooper have stirred the dead to a restless, half-life, which they remarked was far easier than it likely should have been.

Hazards

ELDERS: Howard Shale, Jennifer Wright

LANDSCAPE: Bedford Estates

WEIRD: Professor Matilda Weygant (anthropology), Dr. Hooper (antiquities), The Restless Dead

SEE ALSO: INVESTIGATOR NOTES: [CFG]

[C32] **THE POINT**

BENEATH THE SURFACE: Ophelia used to work at The Silk Rope and learned a few of its darker secrets. She wound up with Oswald because he was a nice guy, enough of a patsy to front her scheme, and she was powerful enough to keep him in line. While they make a bit of money off the funerals, the real money comes when they sell the bodies again to the Boatman, an anonymous contact who prepares the fresh meat as an outré experience for the Silk Rope's more jaded clientele.

Hazards

ELDERS: Oswald Keating

LANDSCAPE: The Point

WEIRD: Ophelia Keating, the Boatman

SEE ALSO: INVESTIGATOR NOTES: [DEF]

[C33] *Renewal*

BENEATH THE SURFACE: The older townsfolk know there are really no bodies buried in the ground, only bones picked clean, bones with teeth marks where someone got a little too overzealous with their appetite. When the Bloated manifested, it could not feed, so gorged itself on the twisted energies of its followers devouring one another, but it grew sated, fell asleep, and some of them were spared the feast. They buried the victims in a mass grave, and the Bloated used enough of its energies to pull a veil over their eyes, so they'd forget their horrible, cannibalistic act. Once it is discovered the mass grave is little more than a bone pit, questions will be asked, and the hunger shall take over the town again.

Hazards

TOWNIES: The Older Generation

DOOM: The Hunger

SEE ALSO: INVESTIGATOR NOTES: [DEG]

[C34] *Purification*

BENEATH THE SURFACE: Kim Shepard killed Kevin Phillips and married the man's wife, Sheila. He had long been jealous, but something pushed him into it. Something evil stirs beneath Union Hall. Something bad happened there long before the town has built. Blood was spilled. Promises were broken. And the spirits of the dead are beginning to impose their wretched wills upon the living, namely Kim and Sheila, and their Union Hall missionary folk who spread the word of peace, harmony, and purity.

Hazards

ELDERS: Sheila Shepard

TOWNIES: Charity workers

WEIRD: Kim Shepard

LANDSCAPE: Union Hall of Purity (and its environs)

SEE ALSO: INVESTIGATOR NOTES: [DFG]

[C35] *Unrefined*

BENEATH THE SURFACE: Alan Seemly has been waiting and watching for an opportunity to complete his ritual, but knew purity still survived, so he could not. His patience has paid off. The roses bloomed. And he had aggregated enough wealth where he could buy the land. Wallace Pierce does not want to sell, however, and Alan needs all the land to be able to get the area zoned for him to put in the cemetery, so he can corrupt the land well and good. Alan has been sending his boys to threaten Pierce, which is just causing Wallace to grow more steadfast. As his father lay dying, he told Wallace if he ever sold the land, it would be the town's undoing.

Hazards

TOWNIES: Seemly's goons

LANDSCAPE: Slake's Point, The Flooded Catacombs

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 Bereaved

A TREMULUS PLAYBOOK

Who Are You?

You have lost a loved one, perhaps a spouse or close relative, and you feel alone in the world. The world has become a starker place and the emptiness in your heart cannot be filled. Now you hear voices calling to you from beyond, not in greeting, but in torment. You simply wish to make the screaming stop, and find a place of happiness again.

Name

Clancy Collins, Justin Mourning, Ferris Shackelford, Susanna Leach, Patricia Periwinkle, or Vespera Gray

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Fine rustic, tailored fine, fine casual, or fine formal.

FACE: Sad, melancholy, beatific, hopeful, round, plain, or closed.

EYES: Woeful, sorrowful, downcast, sparkling, distrusting, or piercing.

BUILD: Slender, full, angular, or frail.

Who Do You Trust?

Attributes

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

CHOOSE ONE SET

- » Reason 0 Passion +2
Might 0 Luck 0 Affinity +1
- » Reason 0 Passion +2
Might -1 Luck +1 Affinity +1
- » Reason +1 Passion +2
Might -2 Luck 0 Affinity +2
- » Reason 0 Passion +2
Might 0 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**
- ☐ **+ 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.

DEATH SURROUNDS ME: Whenever you take damage, **ROLL+LUCK**. On a 10+, shift all damage to another character present, on a 7-9, shift damage equal to your **TRUST** with that character. You may not use this ability when you are alone.

DISTRAUGHT: Whenever you suffer damage, you may make a **CONVINCE** roll to elicit sympathy from one character present. On a 10+, their **TRUST** in you increases by 1. On a 6 or less, they see you as pathetic and their **TRUST** in you decreases by 1.

GRIEF-STRICKEN: You are so melancholy that you often ignore the strange horrors of the world around you. Reduce any shock suffered by 1.

IN MOURNING: Whenever you suffer shock, choose one character present. Their **TRUST** in you increases by one as you break down and cry.

NEEDY: You gain a **+1** bonus from anyone who helps you, even if they fail their roll. If you fail your roll, even with their help you gain a point of shock and are dismayed.

YOUR LORE MOVE IS

SPIRITUAL CONNECTION: You may spend a point of Lore to increase your **TRUST** with another by 1. You may also spend a point of Lore to use the Lore power of anyone present with whom you have **TRUST+2** or greater.

Gear

YOU START WITH:

- » **2D6 WEALTH**
- » A small car (unreliable).
- » Accommodations in a local home
- » Appropriate mourning clothes
- » No **LORE**

AND CHOOSE TWO OF THE FOLLOWING:

- » A small child (yours or your deceased loved one's) to raise, which gives you hope. Increase **LUCK** by +1 while the child is in your care.
- » **5D6** inheritance
- » **2D6**/monthly trust fund
- » A relative (friendly, helpful)
- » A small sidearm
- » **D6** **LORE**

Attributes

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

CHOOSE ONE SET

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

CHOOSE TWO SPECIAL MOVES.

AMATEUR APPRAISER: You can guess about the history of an item by looking it over. **ROLL+REASON**, on a 7+ you are able to tell to whom it belonged.

BUSINESS IS GOOD: You've been hard at work lately, and your body has gotten stronger as a result. You earn **+D6** wealth a month and increase your **MIGHT** by **+1**.

GRAVE ROBBER: You consider the cemetery your private bank and loot corpses with great regularity. After spending a few hours in the cemetery you can **ROLL+PASSION** to **POKE AROUND** and see what you dig up. On a failed roll, the Keeper holds two instead of the normal one.

RESURRECTIONIST: You are a body snatcher on the side, digging up bodies for a doctor at the local hospital, a solitary artist, or that strange inventor on the hill. Choose for whom you do your dirty work; they are a reliable, weird contact for you. You earn **+D6** wealth a month.

SMARTER THAN I LOOK: Increase your **REASON** by **1**. Whenever you **PUZZLE THINGS OUT**, you may ask an additional question on a **7+**.

YOUR LORE MOVE IS

HEARD TELL: You may spend a point of **LORE** to **ROLL+LUCK** to see if you've heard a story about any given thing at any time.

ON A 10+, you may ask three questions
ON A 7-9, you may ask two questions

On a miss, you may still ask 1 question, but the Keeper holds one for a hard move if you do.

Gear

YOU START WITH:

- » **1D6 WEALTH.**
- » An assortment of shovels and spades.
- » Work gloves and duffel bag.
- » Flashlight (reliable) or bull's-eye lantern (sturdy).
- » No **LORE**.

AND CHOOSE TWO OF THE FOLLOWING:

- » A rugged camper (cramped, weatherproof).
- » Trinkets of the dead (**2D6 WEALTH**, weird)
- » Connection to the local fence.
- » **+1 LORE**

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 Mortician

A TREMULUS PLAYBOOK

Who Are You?

You have trained to prepare the dead for their final resting place, as well as help the living let go of their loved ones. It is a hard, thankless job, and often leaves you with a sense of emptiness. You've seen the horrible ways some people die and the tragedies left in their wake. You know something unnatural is afoot, and you seek to save the world from the horrors of men and madness.

Name

Mr. Richardson, Mr. Stapleton, Mr. Anderson, Miss Gordon, Mrs. Hatchet, or Miss Graham

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Tailored rustic, dirty fine, worn fine, or worn formal.

FACE: Calm, open, friendly, plain, unassuming, or kind.

EYES: Gentle, understanding, sad, bright, or forgiving.

BUILD: Skeletal, thin, full, angular, or wiry.

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

CALMING INFLUENCE: By talking with someone for a short while (about an hour or so), you may **ROLL+PASSION** to reduce their shock. (If their Sanity track is beyond three, they need to seek out someone better trained than you.)

ON A 10+, you reduce their shock by 1 and their **TRUST** with you increases by 1.

ON A 7-9, they reduce their shock by 1.

ON A MISS, you've said the wrong thing. Their **TRUST** in you drops by 1 and they take an additional point of shock.

You may only attempt this once per person per day.

EMPATHIC: You have a gentle demeanor and an understanding of the human condition. You may use roll+passion when attempting to **CONVINCE** instead of **ROLL+AFFINITY**.

FUNERAL HOME: You have inherited the family business. It is in an old stately manor just off the town square and is large and weird. You make **1d6/WEALTH** per month and have two assistants (perhaps Helga and Donald?). One is an apprentice and the other manages the business when you are otherwise occupied. You may spend a **d6** hours each day getting your hands dirty to attempt to **PUZZLE THINGS OUT** through piecing together rumors with your staff or the grieving clients, and by examining bodies.

INSCRUTABLE: You are difficult to read or understand, so people have a hard time getting you to do anything you don't want to do. You gain a **+1** to **ACT**

UNDER PRESSURE. Characters do not add their **AFFINITY** when attempting to **CONVINCE** you.

RELIGIOUS: You aren't a preacher or pastor, but you are a person of faith. You conduct local funeral rites when others are not available. You gain a **+1 AFFINITY** in the community. Whenever you suffer shock, you may **ROLL+REASON**.

ON A 10+, you gain a point of **LORE** and reduce shock by one.

ON A 7-9, you reduce the shock by one.

ON A MISS, you increase shock by one as your belief system is challenged.

YOUR LORE MOVE IS

DISPASSIONATE: You may spend a point of Lore to eliminate d6 shock you have suffered at any time. However, you cannot get rid of any mental disorders you may have suffered in the past.

Gear

YOU START WITH:

» 2d6 WEALTH.

» A walking stick or cane.

» A formal suit.

» A hearse.

» 1 LORE.

AND CHOOSE TWO OF THE FOLLOWING:

» A sidearm or sword cane.

» +d6 LORE.

» County coroner position (+d6 WEALTH/MONTH)

» Connection at the local hospital or doctor's office.