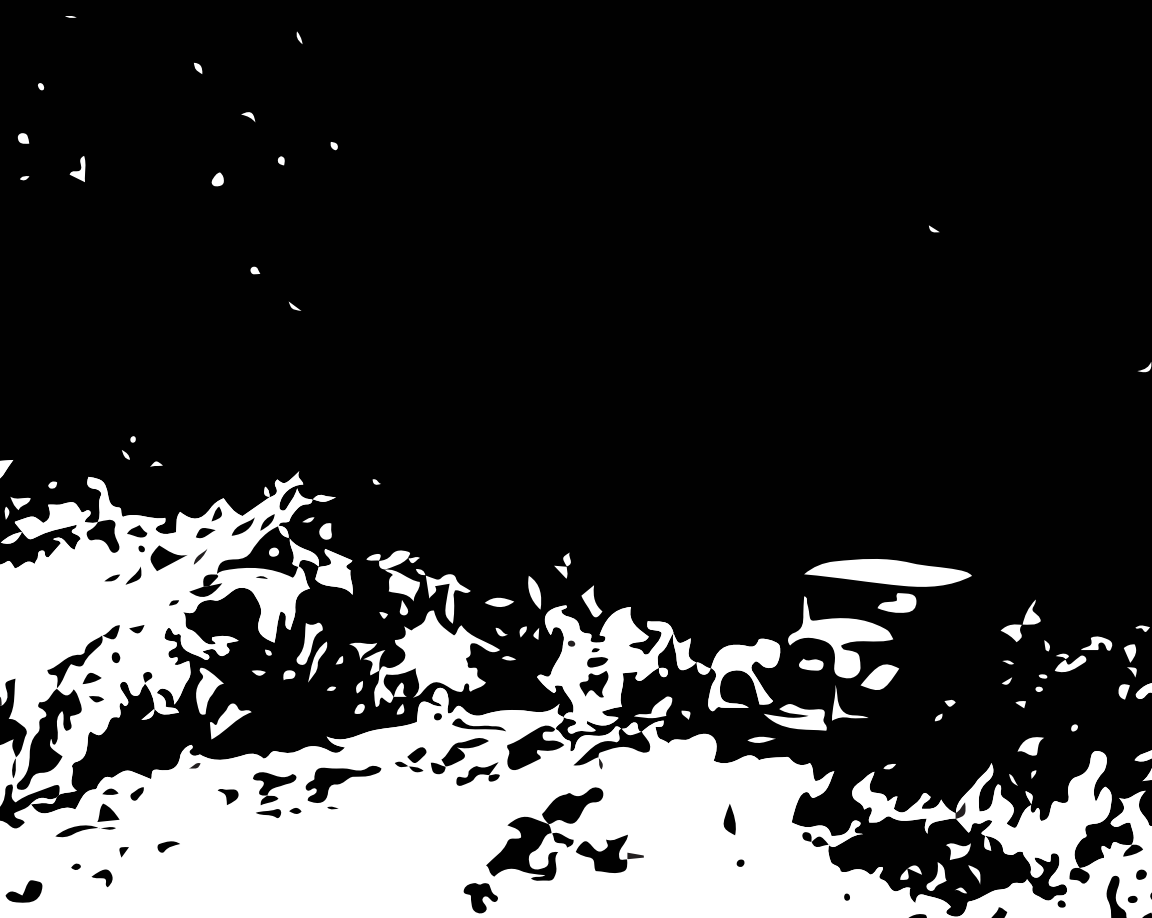


tremulus

the

museum

a playset expansion for *Ebon Eaves*



reality blurs presents

The Museum

(Ebon Eaves playset expansion II)

writing, layout, and graphics

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The Museum (Ebon Eaves Expansion II)

As odd as it may sound, some small towns have museums, and those museums are frequently not the stuffy affairs you'd expect to find in the big city. They often feature a hodgepodge of random relics and unusual bits of bric-a-brac accumulated by one local with a penchant for collection. Sometimes, it's the effort of the town to stretch its legs and grow into a cultural center, either for economic reasons or the more ego-driven motivations of one or more council member. Following a few simple steps, you can easily integrate a museum 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, in 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 prevents revealing too much to your players and spending time with more questions, while ensuring the expansion ties into key elements already present in the established playset. As with the core playset, there is information that 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 Museum

Following these design principles, the Keeper need look no farther 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 arc 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 Age of Ravens*

ON THE SURFACE: Odin House is a squat, unassuming building just off the main thoroughfare, partially hidden away beneath old, thick oaks behind rusting, iron covered, ornamentation. A sign wedged into the gate half-heartedly announces the stone edifice as Odin House: A Nordic Experience, Free Admission.

KEEPER NOTES: [M1]

[ABD] *The Ben Lowenstein Museum of Natural History*

ON THE SURFACE: On the town square, just as one pulls into town, catty corner to the bank and city hall, is the towering four story Ben Lowenstein Museum of Natural History. Painters are putting on the finishing coats of paint while an older man gazes on approvingly, and a shorter, angrier looking man, grits his teeth, and grimaces.

KEEPER NOTES: [M2]

[ABE] *Blackburn's Museum of Screams*

ON THE SURFACE: There is a rundown, black building on the outskirts of town that has become something of a tourist trap. The ragged awning has the faded words "Museum of Screams" in block lettering above it. Some people swear they hear screams coming from it on moonless nights.

KEEPER NOTES: [M3]

[ABF] *Broken Chains: Lost Links to the Past*

ON THE SURFACE: Turner Heights Museum of the Remarkable is on the bypass into town atop a hill. There is a sign boasting of its 199 exhibits as visitors enter, reminding them to see the remarkable relic room, and see what wonders have been discovered by Hamilton Hawk.

KEEPER NOTES: [M4]

[ABG] *The C.A. Smith Museum of Psychiatry*

ON THE SURFACE: Located in downtown Ebon Eaves, near a garment warehouse, this dusky museum reveals the mysteries of the mind, and how madness has been treated through the ages. Or at least that's what the neatly printed sign on the corner claims.

KEEPER NOTES: [M5]

[ACD] *Small Gods*

ON THE SURFACE: The Crater Rock Museum rests on the edge of the crater, overlooking the abyss. Painted in pastel pinks and blues, it looks more like a large tourist trap than anything else. On any given day, a small queue runs out the door where a burly man sells tickets to stand on the Black Balcony.

KEEPER NOTES: [M6]

[ACE] *Slantzwood Museum of the Occult*

ON THE SURFACE: The two-story brownstone looks old, but well maintained. It sits apart from the town, adjacent to the sprawling Sterling estate. Obviously a residence and business combined, the sign on the door says SLANTWOOD and the hours listed as "WHEN THE SPIRIT MOVES ME". A large pit bull rests nearby. Whether its chain could reach the porch or the beast has the will to move are questionable.

KEEPER NOTES: [M7]

[ACF] *Maxwell's Museum of the Miscellaneous*

ON THE SURFACE: Nestled between Jacobson Barbers and Lewis' Hardware, this museum sees a lot of foot traffic. In the window display is a mixture of handguns, bibles, bric-a-brac, animal skulls, and a crucifix detailed with intricate gold leaf. The placard next to this odd assortment reads "Come into our Living Museum, Make me an offer, Walk out with a Piece of History".

KEEPER NOTES: [M8]

[ACG] *The OK Learning Annex*

ON THE SURFACE: The three-story Olivia King Learning Annex overshadows the recently refurbished Frederick King Allen Library. The community is pleased the children have a place to spend their afternoons, and it is always bustling with activity.

KEEPER NOTES: [M9]

[ADE] *The Whitcombe Memorial Book Archive*

ON THE SURFACE: People claim the WMB is a great place, though it's only open on the 1st and 15th of each month, as the curator, who resides there, Oliver Hart, is a sick, reclusive man. The price for admission is steep, but the collection includes some rare works on display, and a guided tour.

KEEPER NOTES: [M10]

[ADF] *Faultless Frank's Rock Museum*

ON THE SURFACE: Located just out of town along the highway, Faultless Frank's Rock Museum regularly attracts tourists and travelers as it also features a gas station and small diner. Despite the rundown façade, the place is immaculately kept, and Faultless Frank is quick to greet any visitor like an old friend, with a firm handshake and a broad, beaming smile.

KEEPER NOTES: [M11]

[ADG] *The Pauper's Museum*

ON THE SURFACE: A rundown warehouse across the tracks from polite society houses The Pauper's Museum, one of the greatest museums in this part of the country thanks to the "Restore America" project. Construction is underway to clear some of the nearby low income housing to make room for renovations including additional parking, a new high school, and several fancy restaurants.

KEEPER NOTES: [M12]

[AEF] *The Ebon Eaves Oceanography Museum*

ON THE SURFACE: A marvel of modern construction, The Ebon Eaves Oceanography Museum, looks completely out of place. It belongs in a much larger city where it can be properly maintained. As it is, the grounds are overgrown, and it is only open on Tuesdays, Thursdays, and alternating Sundays. Most people walk by as though it doesn't even exist.

KEEPER NOTES: [M13]

[AEG] *Blue and Grey*

ON THE SURFACE: The C. H. Grant Memorial Museum stands near a small manicured park on the west end of town. The cracked façade and dirty windows only heighten the sense of age and history swirling around the building. In the park is an immense verdigris-covered bronze statue of a war veteran.

KEEPER NOTES: [M14]

[AFG] *The Glass Menagerie*

ON THE SURFACE: The Four Winds Animal Glass Factory is a tourist spot with its gaily colored, decorative animals, featuring a working furnace with an old glassblowing tradition, dating back to the town's founding. It is on the historical registry.

KEEPER NOTES: [M15]

[BCD] *The Modern Art Annex*

ON THE SURFACE: Standing beside the Barkley Museum of Natural History is the more recently constructed Modern Art Annex. It officially opened last year, according to the marble cornerstone listing its primary founder and backer as Emily Keyes-Barkley.

KEEPER NOTES: [M16]

[BCE] *The Museum of Broken Toys*

ON THE SURFACE: The Broken Palace once belonged to Old Matthew Oberon back when it was known as The Silver Palace of Amazing Amusements. It's been given a second life as The Broken Palace, a rundown museum that stays busier than it likely should.

KEEPER NOTES: [M17]

[BCF] *The Boomtown Historical Society*

ON THE SURFACE: Despite it's high-sounding name, the old museum in the center of town is an eyesore, and most folks say it's not worth visiting. Yet, it offers up air-conditioning, and a respite from the summer heat and warmth and warm soup on a cold day, for any willing to listen to the disjointed ramblings of Old Man Breckinridge.

KEEPER NOTES: [M18]

[BCG] *The Ebon Eaves Ancient Wars Museum*

ON THE SURFACE: Set behind the courthouse, this granite building is a loving monument to battle with detailed scrollwork of a sprawling Romanesque conflict above the columned entryway. The massive marble floor lends it a stately grace. Its hours shifts with the seasons—short in summer and extended in the winter.

KEEPER NOTES: [M19]

[BDE] *The Marsh House*

ON THE SURFACE: The pale yellow four story mansion is perched precariously on the marshes edge, and has been for years. The fine brick wall around the manor is half-submerged on the swamp-ward side. A reminder to all that, though the house was there first, the swamp will one day win. The home belongs to Thomas Turnbull, a retired antiquarian and the last of his line.

KEEPER NOTES: [M20]

[BDF] *The Austrian Martial Arts Museum*

ON THE SURFACE: Beyond the courtyard of the Carol Young statue, behind iron gates of exquisite workmanship even years of rust can't hide, stands the stately Austrian Martial Arts Museum. Open Tuesday through Thursday, it offers visitors a distinctly European perspective on hand-to-hand combat, both armed and unarmed, though most folks come to gawk at the massive suits of baroque era arms and armor found within.

KEEPER NOTES: [M21]

[BDG] *The Red Rock Museum and Restaurant*

ON THE SURFACE: Decorating billboards and buildings for miles around is signs showing the Red Rock Museum, located "on the jut to the Mountains, come get a taste of majestic living". Folks say it's a tourist trap, and serious hikers should pack their own trail mix, get their gear in town, and not bother wasting any time or money there.

KEEPER NOTES: [M22]

[BEF] *The Local National Initiative*

ON THE SURFACE: Until six months ago, no one bothered to visit the museum, and it, like Carter Malone, was becoming a laughing stock. All that changed when the Etruscan exhibit rolled into town with great fanfare, bringing with it an uptick in the economy, and a perceptual shift of this now revered point of local pride and the popularity of its favored son, Mr. Malone.

KEEPER NOTES: [M23]

[BEG] *Optimus Princeps*

ON THE SURFACE: Five Columns Museum has been a part of the town, like the library, from the very beginning, and its gone through its ups and downs, as any civic center is wont to do. Presently, it's featuring farm tools from Colonial America, though it has some long-running popular displays like the shrunken head, the monkey's paw, and relics from Rome.

KEEPER NOTES: [M24]

[BFG] *The National Scrimshaw Museum*

ON THE SURFACE: The privately owned collection of scrimshaw not only made national news when it was donated to the town, it also earned the honor of becoming the only museum dedicated to this art form. As such, federal officials soon turned the Ebon Eaves Scrimshaw Museum to the National Scrimshaw Museum, and ensured its upkeep and maintenance for years to come. It has become a popular tourist destination and is open seven days a week from sunrise to sunset.

KEEPER NOTES: [M25]

[CDE] *The Taylor Fine Arts Museum*

ON THE SURFACE: The town is excited about getting a new exhibit and no one knows what it is yet. It's supposed to be announced at a special charity event in a few days, though a few folks have seen trucks rolling in, and reports are items are being moved into it in the midnight hours.

KEEPER NOTES: [M26]

[CDF] *Bones of the Dead*

ON THE SURFACE: Known nationally as "the Murder Museum", The Foster Forensic Museum displays some of the most sensationalistic murders to have been committed throughout the nation's bloody history. The real centerpiece known to all is the Outlaw Laws Spree which is not to be seen by the elderly or weakhearted.

KEEPER NOTES: [M27]

[CDG] *The Abandoned Wax Museum*

ON THE SURFACE: There used to be a museum in town, before things turned upside down. It is in the warehouse district, and it's been abandoned until a few years ago when someone bought up the property lock, stock, and barrel. Curiously, though, it hasn't reopened, though people see lights in there from time to time. The word is someone is living there, and is covering their tracks very thoroughly.

KEEPER NOTES: [M28]

[CEF] *The Miniatures Museum*

ON THE SURFACE: Located in the residential district, the Miniatures Museum is in the basement of the Leslie Hurt Bed & Breakfast. People renting rooms may tour the museum for free, while it is otherwise by appointment only.

KEEPER NOTES: [M29]

[CEG] *Fit for a King*

ON THE SURFACE: The town of Ebon Eaves has long held a fascination with fashion which grew more pronounced after the Yellow Fever epidemic subsided. The Memorial Tailor's Museum was opened in 1904, and is supported strictly by donations of money, clothing, and volunteers. It is open Sunday through Tuesday, and is a popular spot for folks to visit after church where most folks give "the second tithing".

KEEPER NOTES: [M30]

[CFG] *Industrial Arts Museum*

ON THE SURFACE: Few folks have much interest in museums and less in art, but the Industrial Arts Museum should give the economy a much needed boost, so there is a bit of excitement attached to the project. Andrew Pinkham, a hometown hero, has been using locals as he can to renovate the factory, even hiring the old plant manager Thomas Crowell.

KEEPER NOTES: [M31]

[DEF] *The Lost Exhibit*

ON THE SURFACE: The Ebon Eaves Majestic is reopening , promising an exciting new exhibit by the end of the month. The city is a flurry of activity as people prepare for "Castles Made of Sand: Eyes Turned Eastward".

KEEPER NOTES: [M32]

[DEG] *Lancaster Historic Medical*

ON THE SURFACE: Largely boring and mundane, the LHM provides a basic overview of medical practices and procedures from the past century. Most locals have gone there a number of times during high school, and with the nearby medical university, the museum does a steady business. Two months ago, a city permit granted an expansion, and a tower has been grafted on to the central building. Though the work was completed in record time, the tower is not yet open to the public, leaving its true purpose open to conjecture.

KEEPER NOTES: [M33]

[DFG] The Underground Movement

ON THE SURFACE: Next to the clock tower is a narrow wedge of a storefront with a small sign indicating it is the Ebon Eaves Underground Art Museum. The door, never locked, leads to a small studio in disarray. Arrows painted on the wall lead to a back room, and stairs down to the museum proper.

KEEPER NOTES: [M34]

[EFG] *The Palmer Funeral Funerary Museum*

ON THE SURFACE: Ebon Eaves is largely status quo, so it was surprising when the Natural Museum changed hands last fall, and became the surprisingly popular “Death Museum”. As word spreads, more and more people visit the town, causing some concern amongst the more conservative of the townsfolk.

KEEPER NOTES: [M35]

Keeper Notes

[M1] *The Age of Ravens*

BENEATH THE SURFACE: The museum occupies the whole of the bottom floor of the two story building, and is the accumulated detritus of Bret “Bing” Erisman, a Bavarian immigrant who died of a sudden heart attack ten years ago. Felicity Chase, his only surviving relative and recovering alcoholic, moved into the house a few years back, and squeaks out a living through donations visitors give her after the conclusion of her tours. Her looks, though fading, ensure her a steady business of repeat visitors. Of particular interest is an authentic viking helmet, a wickedly sharp sword from the 5th Century inscribed with runes reading “Beowulf”. There is a basement containing several crates of items Erisman brought with him from the old country.

Hazards

ELDERS: Felicity Chase

WEIRD: Viking Sword

SEE ALSO: INVESTIGATOR NOTES: [ABC]

[M2] *The Ben Lowenstein Museum of Natural History*

BENEATH THE SURFACE: As a patron of the arts, a former mayor, and current councilman, Ben Lowenstein has accomplished much in his life already. He wanted to be remembered, and pushed through a bill getting the small informal museum named after him, when he promised to arrange for regular exhibits through his contacts in the east coast. Most recently, a stele arrived from South America with no return address. Thomas Brown, a portly man, who bullies those he can, considered it an anonymous donation, and is presently setting it up for it’s debut in a themed exhibition called “The Secrets of South America” he already had in the works.

Hazards

ELDERS: Thomas Brown (The Curator)

WEIRD: An oddly carved stele

SEE ALSO: INVESTIGATOR NOTES: [ABD]

[M3] *Blackburn's Museum of Screams*

BENEATH THE SURFACE: Paul Blackburn, born and raised in Ebon Eaves, is something of an eccentric. Fascinated as he is with pain, death, and suffering, it is no surprise he took his mother's death hard, and turned his interest into an obsession. The museum's popularity spiked when a visitor suffered a heart attack in the room housing the Iron Maiden. Blackburn took this opportunity to claim the man had been frightened to death, and people came from miles around to see "Metal Millie" (as they named the Maiden). Blackburn took this sudden windfall and invested in billboards and advertising. Something awakened in Metal Millie that night, and has already begun to corrupt the already weak-willed Blackburn.

Hazards

ELDERS: Paul Blackburn

WEIRD: Metal Millie

SEE ALSO: INVESTIGATOR NOTES: [ABE]

[M4] *Broken Chains: Lost Links to the Past*

BENEATH THE SURFACE: The townsfolk have long been fascinated with science and history, so it was only natural that when the museum was built a dozen or so years ago, they'd begin filling it up with all sorts of strange items they've collected over the years. The museum is largely full of mundanities—an old tractor, an early ice box, yet things get interesting in the relic room where there is always a peculiar item on display, whether it be an allegedly alien ray gun dug up in Marvin Hills or the functional time piece purported to be from the 5th century. Hamilton Hawk, the curator, watches visitors closely, constantly reminding them to not touch anything or else.

Hazards

ELDERS: Hamilton Hawk

LANDSCAPE: Relic Room

SEE ALSO: INVESTIGATOR NOTES: [ABF]

[M5] *The C.A. Smith of Psychiatry*

BENEATH THE SURFACE: Professor Smith studied Travesty Wells in her youth, and rather than reshaping her mind, she reshaped his. He survived the fire, and bears scars on both body and soul. Smith, a failure in the community, and tacitly held responsible for the tragedy (as everyone sought a scapegoat), opened up a small museum where he took his academic knowledge and attempted to make it slightly entertaining. However, many of the artifacts are things he dug up from the burned down asylum before it was rebuilt.

Hazards

LANDSCAPE: The Museum

WEIRD: C.A. Smith

SEE ALSO: INVESTIGATOR NOTES: [ABG]

[M6] *Small Gods*

BENEATH THE SURFACE: Despite being poorly run and curated, the CRM makes a tidy profit. It is owned by Judge Thresher who ensures there is nothing connecting his family to the tragedy within. His cousin, Franklin “Frankie” Manning, a functional alcoholic, manages the day to day operations. He collects trinkets, and just recently purchased a strange, bronze figurine of a Minoan household goddess that he’s placed just inside the entryway of the two story shop.

Hazards

ELDERS: Frankie Manning

WEIRD: Minoan Bronze Figurine

SEE ALSO: INVESTIGATOR NOTES: [ACD]

[M7] *Slantwood Museum of the Occult*

BENEATH THE SURFACE: Most folks don't approve of Slantwood and his museum, instead choosing to give his place a wide berth. He managed to blackmail the mayor into selling him a parcel of city land for him to place his museum. Sure, it's on the outskirts of town, but Slantwood got it cheap. Herman Slantwood, a firm believer in mysteries, has been having fitful dreams since he found the opal pendant, dreams which drove him to pull up stakes from the big city, and reopen his museum here. People suspect he's up to no good, and they're right. His dreams, though more restful, are worlds darker as evil crawls out of the ether and into the pendant he wears about his neck.

Hazards

LANDSCAPE: The Front Porch

WEIRD: Opal Pendant, The Unbound Books

SEE ALSO: INVESTIGATOR NOTES: [ACE]

[M8] *Maxwell's Museum of the Miscellaneous*

BENEATH THE SURFACE: Maxwell Weaver is a retired florist from abroad with a criminal background as a fence, and has rather expensive tastes, so still dabbles a bit in moving items of questionable ownership. He is a smallish, mousy fellow with tufts of greying blond hair at his temples. Weaver can get nearly anything, given enough time and enough money, with no questions asked.

Hazards

ELDERS: Maxwell Weaver

TOWNIES: Thugs

WEIRD: Ancient crucifix

SEE ALSO: INVESTIGATOR NOTES: [ACF]

[M9] *Maxwell's Museum of the Miscellaneous*

BENEATH THE SURFACE: Maxwell Weaver is a retired florist from abroad with a criminal background as a fence, and has rather expensive tastes, so still dabbles a bit in moving items of questionable ownership. He is a smallish, mousy fellow with tufts of greying blond hair at his temples. Weaver can get nearly anything, given enough time and enough money, with no questions asked.

Hazards

ELDERS: Olivia Kin

TOWNIES: The children

SEE ALSO: INVESTIGATOR NOTES: [ACG]

[M10] *The Whitcombe Memorial Book Archive*

BENEATH THE SURFACE: Oliver Hart, once Whitcombe's lab assistant, abandoned any hope of bringing the government's abuses to light some years ago (chiefly at the behest of Laura Whitcombe). He is a frail man who contracted a skin disease he's managed to keep in check through certain arcane alchemical elixirs requiring rare exotic ingredients he picks up at Grant's Pharmaceuticals.

Hazards

LANDSCAPE: Grant's Pharmaceuticals

WEIRD: Oliver Hart

DOOM: The Plague

SEE ALSO: INVESTIGATOR NOTES: [ADE]

[M11] *Faultless Frank's Rock Museum*

BENEATH THE SURFACE: Frank's museum was about to go belly up when he decided to start charging for his cooking. Hikers and rockhounds stopped by his place to eat, and the generous sod would fix a meal for any down-on-their-luck panhandler to wander in. People didn't mind paying, so Frank invested in putting in a proper gas station. The Museum itself became almost an afterthought, a collection of rocks and stones gathered from the area, mostly worthless, with the exception of the bone fide chunk of meteor sitting in the front window, near the cash register. The meteor is slightly radioactive, causing madness after long term exposure. To date, that'd be Frank himself and his devoted following of rockhounds.

Hazards

TOWNIES: Rockhounds

WEIRD: Faultless Frank, The Meteor

SEE ALSO: INVESTIGATOR NOTES: [ADF]

[M12] *The Pauper's Museum*

BENEATH THE SURFACE: The mayor thought the town could use some culture, and began sending invitations out to various universities and research centers to invite them to contribute books, used lab equipment, and the like to help them build a museum. The outcry garnered few contributors until Plum Reed, a former model and Ebon Eaves native, took up the banner at the advice of her publicist to help the public forget about some of her recent indiscretions. Surprisingly good at public relations herself, Ms. Reed has become the face of the "Restore America" project with The Pauper's Museum as its crowning jewel.

Hazards

ELDERS: Patricia "Plum" Reed

SEE ALSO: INVESTIGATOR NOTES: [ADG]

[M13] *The Ebon Eaves Oceanography Museum*

BENEATH THE SURFACE: The pride and glory of the community, the Fish Tank, as the locals call it, has a most interesting story. The mayor got some cultural funding a few years back, and his childhood fascination with oceans led him to invest it in this “sure fire tourist attraction” rather than into the schools or the library. Unsurprisingly, the enterprise went belly up, and now it is little more than a glorified aquarium, hemorrhaging money. Wally, the prize attraction, a two hundred year old catfish, grows more twisted and strange-looking each day. Only the night janitor, Mortimer Wiles has noticed this, and no one believes his growing concerns for what Wally might become.

Hazards

ELDERS: Phillip Gardner

WEIRD: Wally (ancient catfish), Mortimer Wiles

SEE ALSO: INVESTIGATOR NOTES: [AEF]

[M14] *Blue and Grey*

BENEATH THE SURFACE: The museum closed down a dozen years ago after the murder-suicide of Jason and Delilah Daniels in the main exhibition hall. The town sold the building and all its contents to Zachary Miller, a real estate developer. Presently, his team is cataloguing the inventory while he deals with a surprising amount of resistance from the local reenactment society led by Alex London.

Hazards

ELDERS: Zachary Miller

TOWNIES: Reinactors

LANDSCAPE: The Defaced Statue

SEE ALSO: INVESTIGATOR NOTES: [AEG]

[M15] *The Glass Menagerie*

BENEATH THE SURFACE: The glassblowing furnace is sentient, and requires human blood to continue to operate. Tabitha Laws, the museum curator, knows this and willingly feeds it unruly children from out-of-town visitors, especially the ones who talk too much during her tours.

Hazards

ELDERS: Tabitha Laws

LANDSCAPE: The Furnace

SEE ALSO: INVESTIGATOR NOTES: [AFG]

[M16] *The Modern Art Annex*

BENEATH THE SURFACE: The aloof cousin of J.K. Barkley, Emily Keyes-Barkley recently settled into Ebon Eaves two years ago, citing ailing health. Inspired by her fond memories of some of the finest galleries throughout Europe, she made a sizable investment in building an art gallery of her own. Already, she is drawing attention of some of the finest painters, and The Modern Art Annex has been featured in numerous newspapers and periodicals.

Hazards

ELDERS: Emily Keyes-Barkley

SEE ALSO: INVESTIGATOR NOTES: [BCD]

[M17] *Sunrise Estate*

BENEATH THE SURFACE: The Broken Palace once was a proper toy store and repair shop until Mathew Oberon passed away forty years ago. Since then, it passed through a number of hands until purchased by Christophe Clarke, the last descendant of a dark line. Clarke gave it a paint job, set up his residence in the basement, and spends his days working and fixing some of the junk he finds in the basement, while letting people explore the fascinating workshop of the enigmatic Mathew Oberon.

Hazards

ELDERS: Christophe Clarke

SEE ALSO: INVESTIGATOR NOTES: [BCE]

[M18] *The Boomtown Historical Society*

BENEATH THE SURFACE: The mayor wants to condemn the old museum, so they can free up the valuable corner for real estate development. Blaine Breckinridge, the only known survivor of the gold fever, refuses to sell, and makes a meager living showing the few relics he claimed to have dug up on his quest for gold. His lawyer, local legend, Miranda Washburn who got the Johnstone boy off from a murder charge last summer, is blocking the city's progress. People pay Blaine large sums when struck by the gold fever, and the old man has accumulated quite a tidy sum he keeps in an iron chest in the attic.

Hazards

ELDERS: The Mayor, Miranda Washburn

LANDSCAPE: The Attic

OUTCAST: Blaine Breckinridge, Tom Johnstone

WEIRD: The Chaplin's Relic

SEE ALSO: INVESTIGATOR NOTES: [BCF]

[M19] *The Ebon Eaves Ancient Wars Museum*

BENEATH THE SURFACE: The EEAWM is a world class museum little known beyond the corners of the community save to academics and aficionados of dusty battles. It focuses mostly on historical conflicts throughout Europe and the Middle East, with exceedingly violent dioramas and exacting replica weapons. Tom Gerrard, the curator, is a middle-aged veteran with a slight limp from an injury suffered on the battlefield.

Hazards

ELDERS: Tom Gerrard

SEE ALSO: INVESTIGATOR NOTES: [BCG]

[M20] *The Marsh House*

BENEATH THE SURFACE: Thomas Turnbull is home to repay a long overdue blood debt. His family, founders of the town, made a pact for peace and prosperity as long as a Turnbull resided in Yellow Hall. Thomas dismissed the story as superstition until his childhood love drowned in the swamp the week after his brother, Aidan, died. He learned his brother's debts were immense. In an effort to repay the creditors anxious to buy up the property, Turnbull has recently opened up the home and placed his private collection on display.

Hazards

ELDERS: Thomas Turnbull

MYTHOS: Deep Ones

DOOM: The Fall of Marsh House

SEE ALSO: INVESTIGATOR NOTES: [BDE]

[M21] *The Austrian Martial Arts Museum*

BENEATH THE SURFACE: Carol Young believed in ringen (grappling), and was a student of Leopold Linser. His last name, originally spelled Jung, was misspelled when he immigrated to America in his youth. When Young became mayor, he saw to it his old mentor had a comfortable home, surrounded by a lifetime of things, thus, the museum was open and Linser became its only resident as well as curator. With the disappearance of Young, Linser seeks a new student to carry on his work as the dark arts that have prolonged his life no longer work.

Hazards

WEIRD: Blade of the Blooded

OUTCAST: Leopold Linser

SEE ALSO: INVESTIGATOR NOTES: [BDF]

[M22] *The Red Rock Museum and Restaurant*

BENEATH THE SURFACE: Near the hiking trail leading to Apocalypse Caverns stands a squat, ugly building that looks more like a bunker than a museum, but the sign says otherwise. Built to look natural and blend in, most locals agree it is all kinds of ugly, and the diner, little more than a root beer stand does nothing to improve its image. Still, there are useful maps to be had, and usually one or two old hands offering up their service as guides to any willing to hire them for the day.

Hazards

ELDERS: Patrick Brown

TOWNIERS: The Guides

LANDSCAPE: The Musuem

SEE ALSO: INVESTIGATOR NOTES: [BDG]

[M23] *The Local National Initiative*

BENEATH THE SURFACE: Despite the town's initial resistance, the city council got the necessary funding from the federal government to open up what they hoped would become a microcosm of a big city museum. They have been able to bring in exhibits and the most recent "Of the Etruscans" exploring an enigmatic people and its civilization has really drawn national attention as such items, as the Rose Amphoras, have never been displayed outside of Italy before. Carter Malone servers as interpreter and intermediary to Rosa Pierangelo, an Italian diplomat sent to ensure the safety of these valuable treasures.

Hazards

ELDERS: Carter Malone, Rosa Pierangelo

TOWNIES: The Exhibition Staff

WEIRD: The Rose Amphoras

SEE ALSO: INVESTIGATOR NOTES: [BEF]

[M24] *Optimus Princeps*

BENEATH THE SURFACE: Amidst all the dusty relics of Greek and Rome, there is one chamber well maintained. It is upstairs beneath a skylight, and seems almost holy in its way. There rests a bust of Trajan, while the walls display some of this Roman ruler's relics. Though not immediately obvious, Manley and Trajan are one and the same. In fact, Manley funded construction of the museum as a tribute to himself. Trajan once was a good, pure man. He craved immortality, and it came at a steep, steep price.

Hazards

WEIRD: Shrunk head

SEE ALSO: INVESTIGATOR NOTES: [BEG]

[M25] *The National Scrimshaw Museum*

BENEATH THE SURFACE: Yet another testament to the rare combination of madness and wealth that gets things done, the National Scrimshaw Museum began out of the desire for Franklin Ashford to make his ailing son, Peter happy. The boy developed a fascination with carved bits of bone his father had collected from his year aboard a merchant marine, and his father took it to its illogical extreme, buying all manners of scrimshaw even, as it were, to fill up a museum. A museum the son established in his father's memory upon inheriting the family fortune.

Hazards

ELDERS: Peter Ashford

TOWNIES: The Whaling Knife

SEE ALSO: INVESTIGATOR NOTES: [BFG]

[M26] *The Taylor Fine Arts Museum*

BENEATH THE SURFACE: Located on the town square, this museum is rarely visited by the locals except when the exhibitions change (every three to six months). The latest exhibit features The Art of Egypt, including blocks of pyramid, a stuffed camel, several mummies, and an assortment of statuary and scrolls. Professor Thomas Lane from New York, a well-known Egyptologist, is accompanying the exhibit. Nathan Frank, the curator, is at odds with him, about how best to display the items on loan from the Alexandrian National Museum.

Hazards

ELDERS: Professor Thomas Lane, Nathan Frank

WEIRD: Egyptian relic

SEE ALSO: INVESTIGATOR NOTES: [CDE]

[M27] *Bones of the Dead*

BENEATH THE SURFACE: Trip Peterson, Skip's younger brother, opened the museum after getting special dispensation from the city council. As a former detective, he has a lot of dirt on most everyone in town. He personally oversees every detail of any new exhibit, and rotates them regularly. He named the museum after his mentor, Norbert Foster. Skip is none too happy with this museum, and routinely pushes to get it shut down or, at the very least, the Outlaw Laws Spree display removed.

Hazards

ELDERS: Trip Peterson

SEE ALSO: INVESTIGATOR NOTES: [CDF]

[M28] *The Abandoned Wax Museum*

BENEATH THE SURFACE: The Shadewell Wax Museum went under around the same time Porter Labs did. That's when they stopped getting their supply of cadavers and the community came under close scrutiny from the rest of the world. No one knows what horrors happened here, as all eyes were on Porter Labs, but Frankie Shadewell wants to find out. Just a young boy at the time, he presently works at the local barber shop where he goes by the name of Frank Winter. Under the alias of Tom Rogers, he purchased the old museum from the township. Like some, his intelligence was heightened by the experiments, and he displays some psychokinetic abilities. He wants to understand what drove his father, John Shadewell, to madness, and, in so doing, learn more about himself.

Hazards

LANDSCAPE: Wax Musuem

WEIRD: Frankie Shadewell (John Winter)

SEE ALSO: INVESTIGATOR NOTES: [CDG]

[M29] *The Miniatures Museum*

BENEATH THE SURFACE: Leslie Hurt is Lorraine Raslo's sister. She doesn't advertise the fact. Never has. Most folks aren't even aware of it. While her sister was actually quite sane, Leslie is anything but. She is obsessive in her cleaning habits, and in her collection which now numbers 1281 unique items, include some texts and treatises. After the tiny doll's head she was given began speaking to her, Leslie began fashioning bodies for it, and building other miniatures of her own, some of them quite disturbing, like a torture rack, tiny thumbscrews, and the like.*Hazards*

ELDERS: Leslie Hurt

WEIRD: The Porcelain Doll's Head

SEE ALSO: INVESTIGATOR NOTES: [CEF]

[M30] *Fit for a King*

BENEATH THE SURFACE: The museum is owned and operated by Hazel Montgomery, the last known relative of Ezekiel Stubbs. She is a pious woman who prays every night and morning and dresses in conservative garb and is never seen without a hat in public. Lately, however, she's been having lascivious urges, a fascination brought on by an anonymously donated pendant.

Hazards

ELDERS: Hazel Montgomery

WEIRD: Curious pendant

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[M31] *Industrial Arts Musuem*

BENEATH THE SURFACE: When Jansen Chemicals closed up their factory, it only added to the desolation, situated as it was by the defunct railyard. Bought for a song, Andrew Pinkham is renovating the factory and it should begin its new life as the Industrial Arts Museum of Ebon Eaves before year's end. Due to the lingering effects of the chemicals, the area has been nicknamed "The Blood Factory" for the high number of suicide victims found in and about the construction site.

Hazards

ELDERS: Andrew Pinkham, Thomas Crowell

TOWNIES: Construction workers

LANDSCAPE: The Construction Site

SEE ALSO: INVESTIGATOR NOTES: [CFG]

[M32] *The Lost Exhibit*

BENEATH THE SURFACE: The museum, closed for the past year and a half due to budget cuts, recently received a curious assortment of crates. At the town council's urging, the mayor has diverted funds earmarked for a new irrigation project to reopening the museum. This has caused friction between his office and Burt Landon, owner of Landon Farms who has overextended his farming empire and needs it to go through. The exhibit contains an assortment of artifacts from an Assyrian dig with an anonymous journal written in cramped, formal Latin.

Hazards

ELDERS: Burt Landon

LANDSCAPE: Landon Farms, The Exhibit Hall

WEIRD: The Journal

SEE ALSO: INVESTIGATOR NOTES: [DEF]

[M33] *Lancaster Historic Medical*

BENEATH THE SURFACE: Lancaster Hospital, under its director, Walter Pierce, uses the museum to give back to the community in some small way,. From external pressure by Franklin Wills, the Museum recently added a central tower with a massive lightning rod connected to its exterior. Heavily insulated electrical cables run throughout the tower's interior, and not even Pierce knows their true purpose.

Hazards

ELDERS: Walter Pierce

SEE ALSO: INVESTIGATOR NOTES: [DEG]

[M34] *The Underground Movement*

BENEATH THE SURFACE: Alicia Belle, the younger sister of Maria “Spinster” Belle, was a promising artist who had shows across the globe. She returned to town after her sister lost her fiancée, and has not left. She opened up a small art studio, and, after being struck with crippling arthritis, turned her studio into a museum. The town is riddled with limestone caves beneath, and she creatively expanded her museum into the bowels of the earth. The Museum consists of some abstract paintings by the artist and some local talent. Ms. Belle keeps it well stocked with liquor and dry goods and impromptu parties suddenly spring up at the drop of a hat which, incidentally is the last name of the two burly brothers inexplicably found in her company.

Hazards

ELDERS: Alicia Belle

TOWNIES: The Hat Brothers

LANDSCAPE: The Limestone Caves

SEE ALSO: INVESTIGATOR NOTES: [DFG]

[M35] *The Palmer Funeral Funerary Museum*

BENEATH THE SURFACE: The Natural History Museum of Ebon Eaves became the Funerary Museum when Old Man Rogers bequeathed the property to the funeral home. The city, unwilling to pay what Palmer Funeral was asking, instead turned the museum keys over to him. Palmer accepted them, and has transformed the mundane museum into a riveting museum exploring as the placard within the foyer says “The Life of Death”, and moves through all the different ways the dead are put to rest (both historically and culturally) and how they are grieved. Attendance is heaviest on the weekend, and there is free admission for those who have the Rest Easy Funeral Arrangement Plan.

Hazards

OUTCAST: Franklin Palmer

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 Archaeologist

A TREMULUS PLAYBOOK

Who Are You?

You have scoured the globe in your quest for hidden secrets about civilizations long since dead. You have climbed mountain peaks, gone into hidden valleys, and wended your way through lost ruins in places where daylight feared to go. You have learned too much knowledge can be a terrible thing, and man must fight for his survival, lest the wonders of the modern world become rusted relics and rubble for future generations to pick clean.

Name

Dr. Henry Washington, Professor Robert Gregory the III, James Hunter,

Dr. Alicia Montgomery, Professor Periwinkle Brown, and Nancy Graham.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: SRumpled travel, fine travel, exotic casual, and formal fine.

FACE: Weathered, tanned, chiseled, round, refined, or angular.

EYES: Analytical, distant, piercing, serious, and clever.

BUILD: Energetic, athletic, rotund, lithe, and 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 +1 Passion +1
Might +1 Luck +2 Affinity -2
- » Reason +1 Passion 0
Might 0 Luck +1 Affinity +1
- » Reason +1 Passion +2
Might 0 Luck +1 Affinity -1
- » 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.

EAGLE EYED: When you Poke Around, on a 7+, you find a clue in addition to anything else you uncover.

RESIDENT EXPERT: You have a position in the local museum or university. You gain a **+1D6 WEALTH**/month and may set your own hours. Additionally, each day you spend at work, you may **ROLL+REASON**.

ON A 7+, you gain a clue.
ON A 10+, you gain a Lore.
ON A MISS, you've upset someone on staff, and the Keeper holds one to use as a hard move against you.

SCHOLARLY: Any clue you find gives you **+2** to **PUZZLE THINGS OUT**. You also gain a **+1** when you try to **PUZZLE OUT** the clues of others.

SHARED INSIGHT: You may **ROLL+REASON** to **HELP** others (instead of Trust), you are not exposed to danger on a partial success if you do so. On a miss however, instead of losing Trust, the character you're helping suffers -2 to his roll or the Keeper holds one to use as a hard move against you later, *your choice*.

WISDOM OF THE AGES: You are well read. Increase your **REASON** by **+1**. You may make a **ROLL+REASON** when encountering an unfamiliar language.

ON A 7+, you are able to read it for the duration of the story.
ON A 10+, you are able to read, speak, and understand it, and add it permanently to your playbook.

YOUR LORE MOVE IS
PUTTING TOGETHER THE PIECES:
You may spend a point of Lore to ask the Keeper three questions about any clue you have personally discovered or one question about something uncovered by another.

Gear

YOU START WITH:

- » **1D6 WEALTH.**
- » A sedan (slow, reliable).
- » Personal sidearm (medium).
- » Dig gear (heavy, specialized), +1 to Poke Around.
- » **NO LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » An able-bodied assistant (Cliff or Vivian).
- » Government researcher: You gain a d6/Wealth a month for each point of Lore expended (as you send in reports to your liason).
- » Artifact from your last dig (weird): You may study it for a d6 hours per day. Roll+luck. On a 10+, it reveals one hazard, on 7+, you gain a clue. On a miss, the Keeper gains 2 hold to use against you (and any you Trust).
- » Cottage in the countryside (small).

Basic Moves

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

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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.

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

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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.

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- » Who's in control here?
- » Which enemy before me is the most dangerous?
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- » How does X fit into Y?

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- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
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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:

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- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

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- » 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 Curator

A TREMULUS PLAYBOOK

Who Are You?

You have a passion for things, not so much for what they may be, but for what they represent in the overall picture of the world. As such, you spend your time gathering and maintaining collections, whether in private homes or public places like museums or art galleries. You've come to learn there are themes running through history like dark currents and whispered warnings of dangers that wait for men to close their eyes and forget.

Name

Emerson Tweed, Alexander Steele, Franklin Wick, Dr. Locke, Beverly Hall, Lillian Moore, or Michelle Wheelwright.

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: Lethargic, 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 +1 Passion +1
Might -1 Luck 0 Affinity +2
- » Reason +1 Passion +1
Might -2 Luck +2 Affinity +1
- » Reason +2 Passion +1
Might -1 Luck -1 Affinity +2
- » Reason +2 Passion +2
Might -2 Luck 0 Affinity +1

- ☐ **LORE**
- ☐ **WEALTH**

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
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- ☐ **5 HYSTERIC**
- ☐ **6 DERANGED**
- ☐ **+ INSANE**

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

A RATIONAL MIND: You look at things through a logical lens. Gain **+1 REASON** and reduce shock suffered by 1. In the event you suffer 1 or more shock (after the reduction), add **+2** to your damage roll, as the darkness can cause your worldview (and sanity) to crumble.

ARCHIVIST: Whenever you **PUZZLE OUT** a clue from public records, letters, or books and the like, you gain a point of Lore on any modified roll of **7+**.

THE MUSEUM: You oversee the museum and have helpers (Amanda and Steve) to see that things operate smoothly and aid you in research (**+2** to **PUZZLE THINGS OUT** or have been left to manage things on your own (if the latter, gain **+1 Reason**). You gain **+1d6 Wealth/month**. You may **POKE AROUND** once per day (d6 hours uninterrupted) to uncover something of interest hidden in the stacks or otherwise stored away.

RESEARCHER: By explaining your background, you can gain access to otherwise restricted documents, objects, or exhibits with a successful **CONVINCE** roll on a **7+** (and you do not need to have anything the other party wants). Whenever you **POKE AROUND** in any academic building or knowledge repository, you gain a clue on any roll of **7+** or greater.

SPECIALIST: You are expert in one field of study (your choice) and gain a **+1** to all rolls relating to it. You also gain a point of Lore whenever you roll a **7+** when you **PUZZLE THINGS OUT** in this field or on a **10+** in a related field.

YOUR LORE MOVE IS

THE DEVIL IS IN THE DETAILS: Your knowledge of items often reveals things others may miss. Spend a point of Lore and **ROLL+LUCK** to imbue an item you have handled with a tag.

ON A 10+, the tag may be esoteric (weird, mystical, blessed, cursed, etc.) or mundane.

ON A 7+, the tag must be mundane.

ON A FAILURE, you may add a mundane tag, but the Keeper gets one hold, or an esoteric tag and the Keeper gets two hold.

Gear

YOU START WITH:

- » **1d6 WEALTH.**
- » A small home near the museum.
- » **d6 LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » A private collection of items (books, art, etc.) worth **3d6 WEALTH.**
- » Oversee a private collection on a wealthy estate. **+1d6 WEALTH/MONTH.**
- » A sword cane or pistol.
- » Glasses (**+1 Reason** when worn, **-1** when not worn).

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

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- » 1 clue (+1 forward when acted upon)
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- » 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 Guard

A TREMULUS PLAYBOOK

Who Are You?

You have been trained to be on the lookout for trouble so much that it's become second nature. You make it your business to head off any problems before they start, and have an uneasy feeling there are some things out there that may not be so easily dissuaded by a snarling voice and a heavy hand.

Name

Jeremy Thompson, Berkley Hartford, Ozzy Jones, Mitch Richmond, Scarlet Brook, Josephine Mueller, Florence Franklin, or Bonnie Blake.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Professional rustic, crumpled professional, crisp professional, or fine rustic.

FACE: Stern, focused, bemused, arrogant, or round.

EYES: Distrusting, calm, narrow, watery, sleepy, or wide.

BUILD: Stocky, powerful, lean, angular, or athletic.

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

CHOOSE TWO SPECIAL MOVES.

ARMED AND DANGEROUS: You are +1 **MIGHT** when you **RESORT TO VIOLENCE** and do +1 damage with any weapon (ranged or melee) you use. You cannot lose any weapon in your hand as the result of a damage roll.

PERCEPTIVE: You gain +2 when you **POKE AROUND**. Whenever you **POKE AROUND**, you may ask whether there is one physical hazard present for free on a 10+.

STEELY EYED GLARE: You have the ability to get people to back down with just a look. You gain a +2 to **THREATEN** when people can see your eyes. If you get a modified roll of 12+, you gain a point of Lore or may **READ THE PERSON** (3 Questions) automatically.

TAKE THE HIT: You may **ROLL+TRUST** (or **ROLL+LUCK**) to take harm intended for someone near you.

ON A 10+, you take all the damage and the protected person gains +1 Trust or you gain +1ongoing with an NPC.

ON A 7+, you and the other person split the damage.

ON A NATURAL 12, neither you nor the original target takes any damage.

VETERAN: You used to be a cop or a soldier, and your experience has toughened you. You take 1 less damage when you're hit. If you take any damage, you gain a point of Lore.

YOUR LORE MOVE IS

SECOND WIND: You may spend a point of Lore to shrug off d6 harm immediately after taking it. If you roll a 6, you eliminate all the damage and don't lose any Lore.

Gear

YOU START WITH:

- » 1D6 WEALTH.
- » Room in a boarding house.
- » A sidearm.

AND CHOOSE TWO OF THE FOLLOWING:

- » A job as a watchman (d6 wealth/month), a lantern, and a nightstick.
- » A rifle or shotgun (reliable, large).
- » A guard dog (well trained, loyal).
- » Truck (slow, reliable or fast, unreliable).