



# SUN SPOTS

**Dave Sokolowski**

with Gregory G. Geiger, Chris Huth, Reuben Dodd,  
Jason Eckhardt, Jake Coolidge, and friends.



FOR CALL OF CTHULHU 7TH EDITION

# SUN SPOTS

a Call of Cthulhu Adventure

Dave Sokolowski

In memory of Mark Irons

Written and Developed by Dave Sokolowski

Layout and Design by Gregory G. Geiger

Cover art by Chris Huth

Interior Art by Reuben Dodd, Jason Eckhardt, Caleb Cleveland

Maps by Jake Coolidge

Editing by Cynthia Douglas Chernoff

Editorial Guidance by Keith “Doc” Herber

Additional Proofreading by Tyler Hudak

Playtesting by Candace Carpenter, Alex Graham, Jefferson Watson, Gil Trevizo, Geoff Garyville, Jeff Campbell, Scott Tooker, Charles Kamen-Mohn, Karl Kamen-Mohn, Joshua Ford, Stuart Fullmer, Emily Cox, Curtis Robinson, Jerry Betti, Robert Lionheart, Mike Rizzo, Jerry Chacon, Dennison AM, Robert Glenn, Rachel Harris, Matt Steele, Alice Beckett, Jason Launer, Wade Evans, Rich Kroon, Steve Owens, Stephen Mackintosh, Pól Ó Néil Mór, Dave Smith

Sun Spots

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For more information, contact us at our website [Weird8.com](http://Weird8.com) or email at [David@Weird8.com](mailto:David@Weird8.com) .



SokolowskiDave



davesokolowski.weird8

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# THE BEGINNING



Back in 2007 I read a posting on Yog-Sothoth.com (YSDC) from Keith “Doc” Herber announcing his return to Call of Cthulhu. He was starting up Miskatonic River Press with Tom Lynch and called for submissions for his Old Ones book—a collection of scenarios focusing on the four ancient deities Yog-Sothoth, Nyarlathotep, Shub-Niggurath and Azathoth. It seemed like a long-shot—I was sure I had serious competition—but in a fit of creativity I spent an afternoon brainstorming ideas and then submitted them.

I was utterly surprised when Doc wanted to dig further into my idea for the Azathoth scenario—he already had many ideas lined up for this book, but was searching for something strange and unique for this

particular deity, and my idea had struck a nerve.

We spent the next few months swapping ideas and drilling down into something new. (The whole backstory involving the Hyperboreans is his idea, as was the Observatory, which didn’t make the final cut but was play-tested many times.) Doc had already shared his set of guiding principles for a book he felt would stand above all previous Old Ones scenarios and it was clear he wanted something different from each scenario. I was immediately awed by his knowledge of both the Cthulhu Mythos and the history of Call of Cthulhu. He knew there was a gap that he—and only he—was qualified to fill. He wanted to publish a

scenario book that was bigger and better than all the others, and he knew he could do it.

So I spent the next year writing the damn thing—I have fond memories of sitting on my deck in Oregon in front of my laptop, working in the summer days on a story that was in itself about a summer that never ends. I wrote 20,000 words in the summer of 2008 and handed off the project to Doc and Tom that fall. I can see now that the scenario was bloated, unclear, and needed some tough love to get it where you see it today.

But, again, Doc had the experience to know that the scenario fit what he needed in his pantheon of scenarios. I remember the day he sent an email saying: “I think we have a winner here, and one with a lot of fun possibilities. Nice job.” I was bowled over with admiration and awareness that I had become a member in a small group of people that Doc deemed fit to publish. It was a good day.

It was not a good day, though, when Doc died just months later. It wasn’t about my scenario or the book on that day—it was that our hobby had lost a luminary. Doc was gone, and a lot was gone with him.

Flash forward to 2011 and my life in Silicon Valley—I felt an overwhelming need to finish something. I looked around and remembered all the work I had done on *Sun Spots* and decided to finish the scenario, whatever it took. Tom was gracious enough to give me back the scenario, on the condition that I write an introduction explaining its history and approval from Doc (e.g. this).

At Celesticon 2011, I had the fortune of sharing a few Anchor Steams with Ken Hite, who recommended I use Graham Walmsley’s rules–light Cthulhu Dark and just publish the thing myself—brilliant! With Graham’s permission, I spent the next year re–tooling *Sun Spots* for Cthulhu Dark, playtesting the heck out of it and finding an artist to make it beautiful and scary.

While there are certainly great artists in our industry, having quality RPG art is not guaranteed. But with Doc’s original vision in my head, I wanted the art to special and unique too. That’s when I found Chris Huth. When Chris sent me the cover for the scenario, I knew that *Sun Spots* would finally see the light of day (no pun intended).

Then, for a while there, *Sun Spots* was going to be published as a Call of Cthulhu scenario by another publisher, during which time I went and published *He Who Laughs Last* via Kickstarter. Once that was done and I was looking for my next project, I realized it was time to finally make *Sun Spots* a reality.

I wanted to make the book reflect upon its journey, and I worked hard to find artists and designers that could make that happen. And now you have the book in your hands, the result of a long, arduous adventure that covers nearly ten years. Since I first wrote this, Doc has died, as has my friend Mark Irons, who was an original play–tester back in 2008.

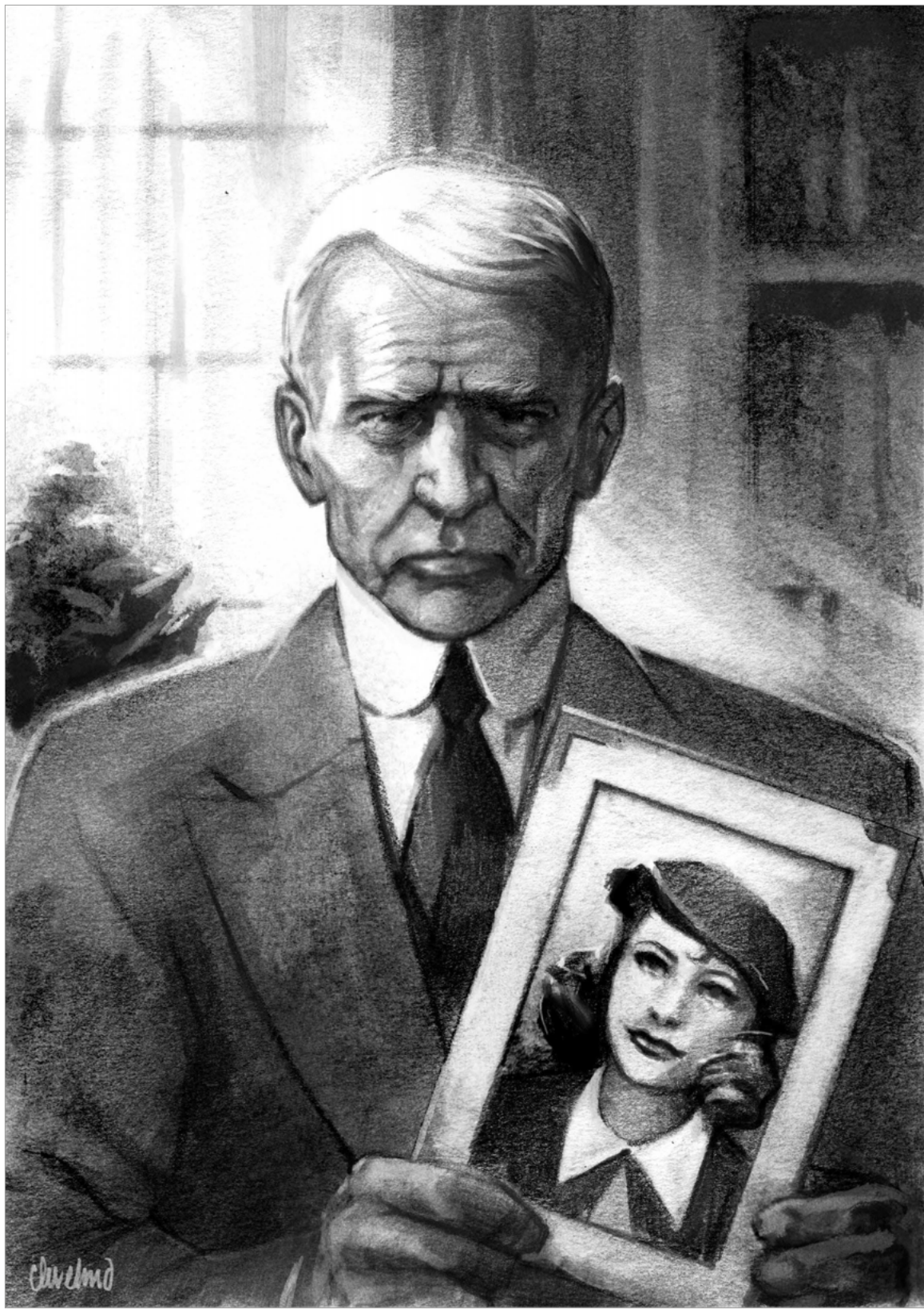
That’s not to suggest this scenario is cursed or anything so glib. Instead, it reflects that sometimes the things we most wish for (in this case, working with and being published

by Doc) take us on amazing journeys that are always measured by our day-to-day lives and the good and bad that go along with them.

In one final twist, just days before I pulled the lever to launch *Sun Spots* on Kickstarter, Michael O'Brien from Chaosium contacted me and asked if I wanted to become a Chaosium licensee and publish *Sun Spots* for the 7th edition of *Call of Cthulhu*. I'd seen what the new team at Chaosium had done in the past year to turn the company around, and thought it fitting, albeit a bit ironic, to retool *Sun Spots* for *Call of Cthulhu* one more time (that's four rules revisions, for anyone counting). So that's what I did, and that's what you have here today.

With that, I am very happy to bring you *Sun Spots*. I want to thank Tom for keeping Doc's vision alive, Ken and Graham for inspiring me to keep working, Michael and Mike at Chaosium for their amazing support, and my Kickstarter publishing team (Gregory, Jake, Cynthia, Jason and Reuben) for carrying it across the finish line. But this is written in memory of Doc and Mark—two great gamers who really wanted to see this scenario published. While I'm sorry they're not able to see it, I think they would be impressed with the final results. I hope you are too.





# CHAPTER 1



## Introductions & Considerations

*“If I had to choose a religion, the sun as the universal giver of life would be my god.”*

*—Napoleon Bonaparte*

Boston, February 1926. In the middle of an icy cold February, Daniel Petersen, a prominent local banker, comes to the investigators in a panic. His daughter, Susan, a student at Evergreen College in western Massachusetts, was scheduled to begin classes again in early January. However, after a handful of letters and phone calls to her were not returned, he visited campus to determine what was wrong—and could not find her. Instead, her roommate said Susan had fallen in with a new church and now spent all of her time with them in a nearby mountain resort town.

Appalled that the daughter of a prominent banker would fall under sway of some fringe Communist or pagan experiment, he visited

the town of Red Valley, determined to set things straight. Instead, not only did his daughter refuse to speak to him, but he noticed a number of suspicious activities by everyone in the town, including co-ed lodging and public bathing.

For a substantial fee, he would like the party to accompany him back to the town, interview other church members, and get him in to talk to his daughter before returning to Boston with both of them. He is very upset about this and would like to leave today, before it gets too cold to drive. But as he turns his head to stifle a sob, his face seems strangely sunburnt...

## Scenario Introduction

This large scenario is organized into five chapters.

### INTRODUCTIONS & CONSIDERATIONS:

The chapter you're reading provides Player Character (PC) and Keeper introductions, as well as outlining the multiple considerations the Keeper must manage during this scenario.

**SCENARIO BACKGROUND:** The forces behind the dangerous events detailed here are eons old and cross millennia to reach us here on Earth, in 1926, where two modern archaeological rivals face their final challenge. In addition to ancient Hyperborean magics, the rivals bring death and madness to a resort town high in the mountains called Red Valley—the scenario's setting.

**THE SUN, THE STONES AND THE VISIONS:** In some way, these ancient forces aren't so unusual. After all, what is more familiar than our own sun? The town denizens find peace in worshipping magic artifacts called Sun Stones, which bring their users literally closer to the Sun. These dark magics' insidious and destructive powers are difficult to resist, and catastrophe awaits their worshipers. This chapter details the ancient magics at the heart of the scenario.

**RED VALLEY:** As the PCs explore the town to uncover various plots and devices, Red Valley is detailed, providing a setting that is open to free exploration by the PCs. Multiple Non-player characters (NPCs) and their standard locations in Red Valley are described in this chapter, and the Keeper should find ample encounters to drive his players toward madness and death.

**TIMELINE AND EVENTS:** This chapter gives the specific scenario introduction with recent

background to start the game, structuring the story into three acts, which are described briefly here in chapter one. The three acts lead the town toward their (probable) doom under the burning sun, but possibilities exist for PCs to escape mostly unharmed—if at least with red sunburns—back into the cold winter.

## Keeper Introduction

This scenario is built with a deep backstory that drops the PCs directly into a plot to summon Azathoth—represented in this scenario by our sun—and destroy the mountain resort town of Red Valley. While most of the scenario describes this backstory and the people and powers that have brought them here, the three acts described in chapter 5 outline specific events that bring the overall story from early crisis to total destruction of Red Valley.

This scenario is specifically written for the 7th edition of the Call of Cthulhu rules. The two main mechanics that come into play for this ruleset are **Skill checks** (as well as push results for skill checks) and **Luck rolls**. Areas in the scenario where one or both are considered are noted in **bold**.

As was noted in playtesting, this scenario is large with many moving parts, and it requires the Keeper to do a serious amount of study and preparation before playing. The Keeper should read this whole book at least twice to understand how the various characters and places interact, as well as how the stones and their worshippers work and act together.

When first running the scenario (especially during Act I) the Keeper may be challenged to track all the NPCs, locations, and events

taking place (as it requires flipping around in the book as the PCs explore Red Valley). However, with a little organization (tabs in the book, notes on index cards, and printing out the index are just a few ideas) and playthrough, the Keeper will understand the flow of the story enough to run it with less reference. Be confident going into your initial playthrough that, although running the game at first requires a lot of jumping back and forth around the book (especially between Chapters 4 and 5), eventually the Keeper will get the hang of navigating both the book and the story itself. Once the Keeper gets into the flow of the game (particularly once Act I is complete) less flipping through the book and cross-referencing will be needed.

The events outlined in the three acts will help the Keeper build a narrative for the players to catch themselves in the story's momentum and even actively contribute to the madness. Each act ends with a turning point that pitches the town and its inhabitants—including the PCs—one step closer to Azathoth, who burns in the sky above and moves closer and closer to the town until it fully encompasses everything and everyone there.

But before the party gets into the story, we must describe the deep history to this scenario.

The story starts when an early 20th-century archaeologist discovered the remains of a Hyperborean sailing ship carrying ancient artifacts once bound for hidden temples of Yhoundeh (nee Nyarlethotep). Unfortunately, this great discovery extolled a great cost on the scientist's sanity—as the crystal artifacts hold untold powers that allow the user to see the center of the universe. The now-insane

archaeologist has been distributing the crystals across the resort town of Red Valley. Yet as he spreads universal knowledge to the residents and tourists through these artifacts, his own adversary (and former partner) approaches with a much more deadly agenda at hand.

As the two rival archaeologists are set to cross each other one last time, the PCs are drawn into a complex and dangerous game that far surpasses their initial assignment. As described in the Player Introduction above, the PCs are originally hired to find a man's daughter, and Mr. Petersen even accompanies the party to Red Valley to help them. Only once the PCs arrive in Red Valley do their troubles begin, as outlined in chapter 4's three acts.

### **Three Acts**

In an effort to streamline the story and its pacing, the scenario's opening scene—driving through the cold to Red Valley, having investigated Evergreen itself—is presented in a series of flashbacks. These scenes will help the Keeper get the story up and running quickly, and still give the players the opportunity to delve into Mr. Petersen's backstory before getting to Red Valley. During the introductory scenes, give the players nibbles of weirdness, setting them on edge as to what is actually going on. Let these mysterious tidbits dangle, providing more questions than answers.

Once the PCs arrive in Red Valley, Act I begins in earnest. The PCs face unusually warm weather and discover a whole town to explore, uncovering strange events that include sunbathing revelers and even Susan Petersen displaying strange magics. The

town's residents begin taking sides in various sun cults, and the sanity-draining Sun Stones slowly begin influencing the party.

The town itself is not too dangerous—yet. But before the party gets to the second act, give them evidence that something weird is happening in town. The weather and atmosphere are very pleasant, but it should become clear that people aren't able to understand how strange their sun worship is, or that no one seems to know how long they've been in Red Valley. Once the party is drawn further into the town's many mysteries, the dangerous effects of the Sun Stones become all too apparent when the county Sheriff and Deputy face off in the town square, resulting in the ascension of a newly appointed Ramses, leader of a new sun cult.

Act II brings the Sun Stones and their effects on the town into clearer focus. The PCs may even gain possession of one or more Stones, which may or may not be authentic magic items, and various subplots surrounding the Stones and their origins may come to light. Soon the PCs will begin to grasp the back-story between the rival archaeologists, even meeting team members as they investigate and instigate ancient

magics. Alongside this, the various cults in town begin exerting deadly power over the town residents, perhaps even resulting in suicides and murder. Yet the town's residents seem more interested in their upcoming sun festival, where greater powers of the Sun Stones will be revealed.

Slowly, the most dangerous element in this scenario becomes the sun, for as the town's worshippers use the Sun Stones to drain their own power, the combined powers of the Stones are slowly summoning Azathoth in the form of our sun, bringing the heat closer and closer. Every day the sun grows larger and larger overhead, and every day the worshippers pour more power into their Sun Stones. As the scenario progresses, the town becomes hotter and hotter until the sun threatens to consume the mountain resort and its residents, including the PCs.

At this point the players should understand—probably through the discovery of the Parchments of Pnom—that something horrible is going to happen to the town if the PCs don't intervene. The thought that the PCs need to do something soon should be now part of their conversations.

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### **SUNSHINE - THE MOVIE**

A perfect example for this scenario's portrayal of the sun's power is Danny Boyle and Alex Garland's film *Sunshine*, a near-future science fiction movie detailing an Earth starship's journey to restart our dying sun. Any Keeper preparing to run this scenario must really see this movie—no other movie mixes the obsessive and destructive capabilities of our sun so succinctly, and it directly inspired this scenario's overall portrayal of the sun and our worship of it. Heck, see it again if you haven't recently.

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By the time Act III kicks off, the sun burns unnaturally large overhead, getting closer and closer as the days become longer and hotter. Those still in the town, including the party, may lose grip on their sanity or even be drawn into sun worship themselves. As the town's sun worship becomes more decadent and extreme, events coalesce with large, sun-burnt mobs collecting power and people until there is only one cult left, ready to destroy the town and everyone left in a single grand ceremony. All in the name of the sun.

### **Scenario Considerations**

For all of this, *Sun Spots* then requires three or more investigators of at least moderate experience to tackle the wide mysteries and dangers. More importantly, this scenario requires a mature Keeper to plan and keep the pacing and tension in line to deliver an unforgettable climax. The scenario should take from six to eight hours to run, but, because of its fluid nature, requires the Keeper to have flexible expectations.

Even though much of this scenario is plotted to take place behind the scenes, where the PCs may not have direct input or effect, there is still much for the PCs to do,

the least of which is to try and accomplish what they were hired for: rescue a college woman from the grips of the Sun Stones and the growing number of worshippers held in its sway, and later her father, too. Of course, other goals may come to the PCs, and the Keeper must pull it all together in a coherent story.

As mentioned earlier, Keeper preparation before play is absolutely critical. Running the scenario requires thoughtful organization and creativity to balance all of the people and their actions across this large sandbox-like scenario.

The freedom afforded the PCs to pursue their goals at their own pace requires the Keeper to be flexible in both body and mind, jumping around a story and book that both demand a certain level of organization to navigate. This need for story organization cannot be understated, but don't be intimidated. Know that once the Keeper is familiar enough with the story and book to move about them comfortably, confidence and knowledge will take over to give the Keeper everything s/he needs to run an amazing game.

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### **THE MAPS**

Three maps are included for this scenario: two for the Keeper and one for the players. The Keeper maps show Red Valley and the overall town locations, both at a higher level, and the detailed town view. The player map is an in-game prop, displaying the town map on a placemat that can be found at the Bell & Whistle Café (and is described in more detail in Chapter 4). Because this map will help the players navigate the town more easily, give it to them once they arrive in town, without requiring any sort of roll. The scenario will be more fun and engaging once the prop is provided.

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Finally, the Keeper is not required to use all plot points and timelines here. Some NPCs and their own stories need not come into play—while the story does require a core group of NPCs to drive it forward, much flavor has been provided to make Red Valley lively and fun to explore. Enough happens in this scenario to challenge even the heartiest and skilled investigators, and the Keeper needs to be ready with multiple avenues for investigative approach.

### **Mythos Considerations**

This scenario takes a different overall approach to the Outer Gods. As such, the Mythos represented here—specifically the worship of Azathoth—does not represent standard tropes found in other COC scenarios. Here, where the PCs find little “evil” influence, it is the sun and its power to channel light and heat that the PCs must overcome and control to succeed and escape alive and/or sane. Azathoth of the form that most Mythos fans know and recognize will not be found here, nor will hordes of evil worshippers with their nefarious plans to bring around humanity’s downfall.

Instead, the PCs discover in Red Valley an unusual environment occupied by the most usual people, all brought together to worship that fundamental deity: the sun. In Red Valley, the people are slowly and unknowingly bringing the power of the universe (in the form of our sun, Sol) closer and closer to the town, until the sun consumes everyone and everything—all sacrificed to the great glowing god in the sky.

This scenario is written to present the PCs with an unusual and universal adversary. Wherever they go in town, the sun beams down from above, growing stronger and hotter every day, as the town gradually increases Azathoth’s power in this world. As the plot stands when the PCs arrive, the inevitable conclusion is the town’s residents focusing the power of Azathoth to burn the town and everyone there to a crisp, all voluntarily, mostly without malice or evil purpose. The PCs are then challenged to drive a less deadly conclusion, but, as mentioned, many intertwined and mysterious plots may spoil their efforts.

Now you understand the scope of the problem the PCs face in their simple assignment to rescue a banker’s daughter. Go forth and shine the sun upon them.







## CHAPTER 2



### Scenario Background

As all empires must decline, so did the Hyperboreans and their ancient civilization nearly 500,000 years ago. During the fall, the elk-goddess Yhoundeh (an avatar of Nyarlethotep) fell out of favor with the people, and so her priests secured their valuables into a barge and sent it across the waters to find a more open-minded place of worship.

Along with the fetishes and symbols of their goddess, they also brought Sun Stones—magical crystals that enable the viewer to see the beginning of time and understand their place in the universe. But the barge—with its vast and horrid treasures—never made it anywhere, instead becoming lost in the sands of time for a later age to discover.

One artifact from that time that did survive is the Parchments of Phnom, which in their full form describe the Hyperborean worship of various Outer Gods, including a set of instructions for locating and using both the Sun Stones and the Pouch of Zaum (which generates Sun Stones). By controlling these three artifacts (Parchments, Pouch, and Stones), a worshipper has all requisite components for worship and immolation under the power of Azathoth—the vast and burning Outer God at the center of our universe.

The stories of the barges survived, though, as some claimed to have found the barge and the crystals. Fast forward to the early 20<sup>th</sup> century, when an incomplete Greek translation of the Parchments was found,

colliding ancient secrets with modern greed and setting this scenario into motion.

## Recent History

Archaeology can be a trying science—patience is both a virtue and a measure of discipline. Indeed, the payoff for patience can be worldly fame, fortune, and, perhaps most importantly, a unique understanding of man’s place in time. Years ago, world-famous archaeologists Denby Partridge and Arnold “Arnie” Simpson bonded as graduate students, and as they grew as professionals, they also drove each other to become some of the best and the brightest in the field.

Through the years, their stories intertwined then fell apart. Success and money found them, but worldwide public fame never came. The further they drove toward greater success, the further they drove away from each other, until they pursued the same goals and their friendship grew bitter and resentful. By the beginning of the 1920s, they were better known for this rivalry than for their scientific discoveries. The discovery of the Parchments of Pnom, describing both the final, fantastical Sun Stones and, more importantly, where they could be found, finally broke the partnership.

Finally separate from Simpson, Partridge was challenged to track down the first Stone. The Hyperborean barge seemed lost to time, but he found one of the Stones by digging deep into the pits and crevices of humanity. He discovered that today, the Stones are linked in time and spirit to ancient gods worshipped only by esoteric, hidden cults, and their degenerate cultists do not part with their ancient knowledge easily. Furthermore, everywhere Partridge turned, his slower

counterpart Simpson trailed him, always picking through his evidence to ensure nothing was missed. But Partridge persisted and, in the spring of 1921, he found a Sun Stone in the Persian desert. It cost him his humanity, but his discovery showed him the beginning and end of the universe, and now he knew what power he—and truly all of us—served: Azathoth.

Yet Simpson was close behind him, and though delirious from his own pursuit and travels, Simpson continued checking and double checking Partridge’s efforts. Sure, Partridge was smart and willful, but he was also impatient, and Simpson was sure that would be his undoing. And so when Partridge eventually missed a detail—it took only one—that was enough to turn Simpson away from Partridge’s trail and onto his own path. For once in their careers they did not chase the same shadow, and Simpson went his own way, disappearing into the American west sometime in late 1922.

With his rival suddenly and inexplicably gone, Partridge finally had the field to himself, and he took advantage of his newfound knowledge quickly. He combined his new underworld contacts with his fresh understanding of the universe into an archeological powerhouse. By 1923, Partridge led a small crew of spelunkers, explorers, and ruffians as they overturned any hint or clue of historic value across the globe. In only two years, Partridge had become a world-renowned pillager and pursuer of all things ancient and archaic—no cost was too great. He finally stood at the edge of all that he sought: fame, fortune, and the forbidden knowledge of unearthly secrets. Then Simpson returned.



Limping out of the American desert, health and sanity hanging by a thread, uncertain of where he'd been and what he'd done, Simpson carried only a sack of the same Sun Stones Partridge had discovered years before. Instead of just one stone, though, Simpson had dozens—they poured from the bag—more than enough to go around.

Washed in his new, universal perspective, Simpson set up shop in a quaint resort town, content to finally turn away from all his earthly pursuits and just help people see what has always been hidden, to understand

and know that which sits at the center of the universe. His shop is hard to find, and yet people are brought to it, drawn to buying the Sun Stones that now appear all over this resort town. Everyone has one, or knows someone who does, and just spending some time staring into them—especially if you catch the sun at the right time—is enough to change a person's life. Now Simpson hides out in the small town, peddling his simple Sun Stones, unaware that Partridge has caught wind of his ancient prize and is on the way to take it for his own...

## Denby Partridge

As the son of an Ohio farmer, Denby always felt destined for greater things. While working on a farm as a child gave him a great appreciation of what makes America run, he was always a small boy, never quite matching the achievements of his classmates or siblings. When, at age 12, he overheard his father refer to him as the “runt of the family,” he promised himself he would never let anyone put him down again.

So he left his Midwest upbringing at age 17 to head to Harvard, shunning his family and friends for the “real world,” where intelligence and hard work are rewarded. Yet after only two years of undergraduate work, Denby again found himself an outcast, picked upon by his fellow students, unliked and unable to make the impact upon the world he felt was his destiny. Then he met both archaeology and Arnie Simpson.

Although the two men took their first archaeology class on a whim, their intellectual kinship and bonding as outsiders soon found them succeeding where their fellow students failed. Their friendship quickly blossomed into a professional relationship that was buttressed by their analysis and subsequent findings of a hidden Native American village in the New Hampshire White Mountains. Soon, both academic and professional archaeological leaders sought the “wonder twins” to help in their discoveries and reports. But the bitter and brilliant Partridge had other ideas.

Local successes behind him, Partridge wanted larger and more spectacular

discoveries. So he pushed Simpson into supporting a trip to South America, where, despite Simpson’s hesitation, the team uncovered a massive underground city of critical historical importance, cementing both their reputation as archaeologists and Partridge’s dominance in the relationship.

In the partnership, no matter how hard Partridge pushed the pair, Simpson always wanted more time. For every map or parchment that Simpson would want to analyze, Partridge would take the information he deemed necessary and act quickly and decisively, letting the consequences lay as they may. And so, when Simpson failed to translate the Parchments of Pnom as quickly as Partridge wanted, Partridge finally had enough and kicked Simpson to the curb, done with him for good.

When he did this, Partridge thought he could leave Simpson behind, especially once he gave the translation job over to Rebecca, who, as Partridge’s ex-wife, was much easier to boss around than Simpson. Recently, while using the Sun Stone, Partridge saw a vision that he would encounter Simpson high in the mountains, where Partridge would kill Simpson and inherit powerful magics.

Since then Partridge has driven his crew forward, careless of consequences, which has brought them and their Parchments to Red Valley in search of Simpson and the Stones. Partridge wants to take care of his “Simpson problem” once and for all, and is prepared to push himself and his crew to their deaths if need be. Now that Partridge has seen his destiny and Simpson’s death via the Sun Stone, he will stop at nothing to make sure it all comes true. No one will get in his way.

## ARNIE SIMPSON

Tall and aloof, Arnold Simpson was always smarter and shyer than people expected, and he soon learned that it was easier to keep his mouth shut and have people think him a fool because of his size than prove them wrong. Growing up as the privileged son of a wealthy Chicago factory owner, Simpson only struggled to avoid all the socializing and athletics people expected of him so he could just go to the library and read.

For no matter how much wealth or social standing Simpson gained, he never really cared about the people around him. Sure, he could fake interest in football, and his full ride scholarship to Yale was marked by his success both with the football team and its cheerleaders, but eventually he broke down and gave into his first true love: history.

By the time Simpson had given up the football field for the library, his teammates and family had given up on him and he was on his own. Of course, he still maintained his high grades, and his patience and willingness to do what few undergraduates would—invest long stretches of time actually studying and learning—set him apart from his peers and caught the eye of many prominent graduate programs across the country, including his home team's key rival, Harvard. Only a man truly bound by academic pursuit would turn his back on his alma mater for its rival, but Simpson was quickly able to leave his past behind and become a brilliant student of history at Harvard. At just 25, he was already well respected by his peers and professors (those not fans of football) and he was given freedom to choose his path and follow his muse, which led him to archaeology and, more important, Denby Partridge.

At first, Simpson couldn't stand his new lab partner, a small, impulsive boy from Ohio whose brilliance rivaled only Simpson's. But their rivalry soon grew into friendship, which led into a professional team that dared to challenge all conventions of the old archaeological academic class.

The 20<sup>th</sup> century was finally turning a science into something grand and exciting—no longer would students like Simpson and Partridge be left to toil in obscurity. Archaeology was bringing the past alive, and with it came fame and fortune. Partridge and Simpson soon became the go-to team for a new form of science—Partridge blazed a trail of exciting digs and explorations, while Simpson had the patience required to fulfill a scientist's obligation of study and hypothesis. Together, they travelled the world (along with Partridge's growing posse), uncovering ancient secrets and hidden treasures, though never quite meeting Partridge's expectations. Howard Carter's discoveries in 1922 drove Partridge to raging jealousy, and it was this misplaced anger at Simpson that finally separated the men.

Left on his own to study without so much travel and excitement, Simpson was finally able to go back through many of the various tomes and artifacts that he and Partridge found and spend the time he wanted studying. It was here, in the Parchments of Pnom, that Simpson found the clues to the ancient and hidden secret that would change his destiny. It was in the Parchments that Simpson discovered the Sun Stones, and those gave him the key to the entire universe.

Now in Red Valley, Simpson spends most of his time generating Sun Stones and selling them to anyone who wants one. He

is in perfect peace with the universe, calm and focused from months of worship. He treats everyone with grace and kindness as they inquire and buy a Sun Stone—and even though he has seen a vision of his own death that will soon come at the hands of his bitter rival, he is perfectly adapted to his fate in this world.

### **February 1926—Partridge’s Plan**

Currently, Partridge has two team members in Red Valley preparing for his arrival. Jason Taft has been in town for three months, and is tasked with keeping track of Simpson so Partridge knows where to find him. Rebecca Newman has been in town for a month, holed up in the Golden Nest Hotel and Spa where she translates the Parchments (detailed in Chapter 3).

Partridge will arrive two days after the PCs do and will begin driving the town over the brink and into the arms of Azathoth. Although only he has been regularly worshipping his Stone, the entire team has experienced it and understands its powers. He will arrive with the fourth team member, Markus, and will quickly track down Taft (detailed in Chapter 5), who will then point the team toward Simpson.

When the PCs arrive in town, Simpson is generating new Sun Stones with the Pouch of Zaum, out in a forest at the edge of Red Valley. When Partridge finds him here, he kills Simpson and destroys the pouch, not understanding its true value (as he has not read the third Parchment). Although he originally comes to town to find Simpson and the final Parchment, once Partridge arrives he fully converts to worshipping the sun.

His team will then begin using the stones to kill cult leaders and take their Sun Stones, so they can begin properly channeling the energy using the Sun Lens (described in Chapter 5). If the PCs don’t interrupt these plans, Partridge will begin the ceremony and summon Azathoth three days after the PCs arrive.

All of these events are described in greater detail in Chapter 5; they are mentioned here to give context on Partridge and Simpson and their current relationship.







## CHAPTER 3



### The Sun, the Stones & the Visions

High in the sky above burns the sun. Forever across the universe, the sun is the one constant that marks everything else: each galaxy has one or more suns that mark our place in the universe, and with their energy that gives and takes life everywhere, all that is and will ever be in our universe depends on our suns.

#### The Sun Above

Even we as humans are here because of our sun, Sol. It heats our world, and we are nothing without it. No days, no growth, no life. Sol centers our understanding of everything beyond it—a marking point for all of our legends and stories and references. It is the singular guiding point for our shared culture. In our time, we call it just

that—Sol—and we have worshipped it time immortal. We are ultimately weak and simple as humans—all we can do is set up churches, priests, and gods in the name of our sun.

Sol is just one of many names, though. The Egyptians called it Ra, the Greeks Helios and Titan, the Lakota Indians Wi. In the ancient, lost language of the Hyperboreans, it was known as Taal. And finally, for those with the forbidden knowledge of the Outer Gods, our sun can also be called Azathoth.

For the Outer Gods do in fact reign from the center of the universe—a space so vast that its size can never be comprehended by human physiology or psychology. So while Azathoth does reside at the center of the universe, that universe contains our solar system,

and our sun is just one part of Azathoth's swirling, circling mass. To see Azathoth is to see a glowing hot entity at the center of everything, much like our sun, Sol, is to us. For us humans, they might as well be one.

And so, to the residents of Red Valley, they are one. Here in the town the sun will grow—as the worshippers and their ceremonies grow in number and power—until it consumes everything. During the course of this scenario, Azathoth is represented by the sun that grows and grows in the sky until there is nothing but the sun. The power of the Sun Stones summons the nearest form of the Outer God, which appears larger and larger in the sky, eventually giving its worshippers what they truly desire: contact.

## The Sun Stones

**HISTORY:** The Sun Stones are ancient Hyperborean artifacts that have survived through thousands of years to finally arrive where they can be found and used by people sympathetic to their powers. The Stones are described in the ancient Parchments of

Pnom, of which Partridge and Simpson found a Greek translation while digging in Persia in 1921.

The partners found five Greek Parchments (the whole set is reported to be at least 25), and Simpson began translating them into English, finding the ancient and mixed dialect confusing and unnerving. He spent months translating just the first two Parchments before Partridge, angry with impatience, finally severed their relationship and took back the Parchments.

Unbeknownst to Partridge, Simpson kept one Parchment for himself and created a forged Parchment as a precautionary measure (realizing that his relationship with Partridge had deteriorated). Simpson's forgery seemed to fit into the set but actually just repeated information from the other Parchments, and is therefore completely useless. Because the Parchment he kept—the third in the set of five—gave directions on where to find the Stones, Simpson was able to find the Pouch of Zaum (and therefore the Sun Stones) without Partridge.

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### PARCHMENTS OF PNOM (FULL TEXT)

*Ancient Greek, author/translation unknown, 2nd century BCE*

Five large parchments of ancient origin, these documents portend the coming of the great sun in the sky following a fiery cleansing ceremony that heralds the arrival of Azathoth on our world, if only briefly.

**Sanity Loss:** 1d6

**Cthulhu Mythos:** +2/+6 percentiles

**Mythos Rating:** 23

**Study:** 15 weeks

**Suggested Spells:** Cloud Memory, Contact Azathoth (see right), Death Spell, Dread Curse of Azathoth, Mental Suggestion

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Yet Partridge still has the other four true Parchments and knows how to use the Stones and what powers they hold for those who worship Azathoth. Using the Stone's precognitive powers, Partridge has seen his own ascension as a priest of Azathoth, his murder of Simpson, and the final death and destruction of an entire town ... and so has come to Red Valley to claim his destiny.

**PARCHMENTS OF PNOM:** This set of five Parchments is an incomplete Greek translation of the word of Pnom—a well-known Hyperborean sage who recorded and clarified the scope of the Hyperborean worship of the Outer Gods. Although the actual date of his existence is impossible to determine, it is safe to assume that this ancient creature lived nearly 1 million years ago, and it is only because he documented a history of the Hyperboreans and their worship of the Outer Gods that we even have

a modicum of knowledge of their civilization. All of this information would be known by someone who makes an **Occult check**.

This specific translation can be estimated (with a successful **Archaeology** or **Ancient Greek Language roll**) to date back to 2000 BCE, and is written in the general style of Ancient Greek artifacts. However, it uses context and a strange regional phrasing that is more Ancient Assyrian in nature. Regardless, it takes someone with very specific ancient history knowledge to successfully navigate these lost languages.

The Parchments themselves are composed of a vellum-like material that seems like thin mammal skin, of a material far more modern than the translation would relate to. The white parchment is written upon by a dark, but not black, ink that seems thick enough to be seen easily through on the opposite side but cannot be. Passing another

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### **PARCHMENTS OF PNOM (ABRIDGED TRANSLATION)**

*English, translated by Arnie Simpson and Rebecca Newman, 20th century*

One large sheaf of documents translating all parts of the original Parchments pertinent to summoning Azathoth by using the energy of the Sun Stones. Fortunately explains how to reverse the spell.

**Sanity Loss:** 1d4

**Cthulhu Mythos:** +1/+3 percentiles

**Mythos Rating:** 12

**Study:** 1 week

**Suggested Spells:** Contact Azathoth (see below), Death Spell

### **NEW SPELL : CONTACT DEITY: AZATHOTH**

Opens contact with the Blind Idiot God at the center of ultimate Chaos, over a period of weeks and months, that slowly brings the God's being into this dimension in the form of our sun. Requires **10d20** expenditure of MPs via the Sun Stones to complete.

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**Archaeology roll** allows a PC to evaluate that the Parchments are physically only 600-700 years old, but the language and form on them are far older, which is confusing and inconsistent with our current understanding of human history.

Simpson keeps his one Parchment rolled up and stored in a clay tube, which is capped and wrapped in stretched tendon from an indeterminate animal. Rebecca Newman keeps her Parchments spread across her room, along with her translations.

The text itself is dense and fills the vs, mixing styles from multiple civilizations (Ancient Greek, Assyrian, and even Babylonian), which is a confusing read for anyone with the required skills. Normally, the set of five Parchments outlined below would take three to four months to read through in their native language. Fortunately, there are English translations provided by both Simpson and Newman that can be skimmed in just an eight-to-ten-hour reading session and provide all the necessary clues needed in game. However, this skimming still requires a **Sanity check** and only provides the spell necessary to reverse the Sun Stones' effects on the town (outlined in Chapter 5).

There are five Parchments in this particular set of translations, each of which describes a different aspect of worship using the Sun Stones. Each Parchment also gives an overview of the other Parchments, which will give the PCs an understanding of the other Parchments and allow the story to move forward should they find just one of the documents:

**SPEAKING OF THE ONE SUN** details the worship of Azathoth as sun, recognizing that while Azathoth is universal, our perception of

him can only be realized through our one sun, as the other suns of the universe are too far for us to see with our eyes alone.

**SEEK SO YOU WILL FIND** shows a list of geographical landmarks that can be used to locate the lost Hyperborean ship, including a travel to the Dead Island, where you can find the Pouch of Zaum and its Sun Stones.

**SUCKLING THE POUCH** describes the specific hand gestures and ceremony for generating Sun Stones with the Pouch of Zaum. It also describes that using Stones for long time stores energy and allows the user to communicate with Azathoth. This is the Parchment that Simpson possesses.

**SEEING THE ONE** gives a long chant used with the Sun Stones to see visions. The Parchments described the Stones as tools of the ancient Hyperborean culture, used to both communicate directly with their deity, as represented by the sun, and also to use the power of the sun to view both forward and backward in time and to use the power of the universe to see that which has been and what will be.

**FINAL FIRE** details the various methods for using Sun Stones to summon Azathoth in form as the nearest manifestation of the god, in our Earthly form as Taal/Sol/Azathoth. This ceremony just hastens a process that gets under way once worship has begun.

As Simpson and Partridge completed their final project together, the rifts between them were already drawn. While Simpson translated the Parchments from Greek to English, Partridge was once again unhappy with the pace of Simpson's work. Partridge worried that someone else, somewhere, was already on the trail, and the extra days

spent translating and cross indexing were wasted. When Simpson could not deliver the translation—with its requisite description of powers and location—quickly, Partridge took back the Parchments and gave them to his then-wife to translate without delay. So by undermining Simpson’s efforts and giving the assignment to a lesser team member—Simpson and Partridge were still ostensibly partners—Partridge cast the final stone. Simpson took the translations he had already completed (about half), plus the third actual Parchment (giving Partridge an incomplete and partly forged copy) and left for good.

When the scenario starts, Partridge’s researcher and now ex-wife, Rebecca, has set up in the Golden Nest Hotel and Spa, where she continues study and translation of the Parchments. While she has given most of her originally robust Sanity to the continued study of ancient artifacts, she has not actually used a Sun Stone (Partridge has kept her away from them) and so is teetering on the brink of insanity due to her ongoing study, rather than her worship of the sun.

In her room she has Parchments I, II, IV and V and has just started a translation of Parchment V. Simpson has Parchment III (Simpson’s forgery) in the upstairs bedroom of his shop.

### **Pouch of Zaum**

This artifact stores and generates Sun Stones using an ancient ceremony as described in the Parchments of Pnom to bring forth the Stones from another dimension. While Stones can exist in this plane without fear of destruction, destroying the Pouch destroys the ability to generate more Stones. The Pouch is never available to the PCs, but is

described here for reference and to illustrate its impact on the story.

The Pouch is a cloth sack with no discernible age or dating attributes, save perhaps the drawstring made from worn cartilage. Even the cloth is unusual, feeling more like fine fur than textile, but there is clearly threading at the base of the spotted brown, black, and white sack. Whether actually constructed of cloth or pelt, it feels soft and worn and slightly sticky in some stained spots, giving more weight to its uncertain origins. When lifted and shifted about, the Pouch seems to contain five or six Stones, but unless someone is performing the ceremony at the same time, the pouch actually holds nothing. A person may turn the pouch upside down or inside out or stick something inside to free the perceived stones, to no avail.

In the past, and certainly in Simpson’s case, the Pouch is located with the Parchments of Pnom. As described above, Parchment III details how to generate the Stones from another dimension to this one. This simple ceremony requires chanting a memorized incantation for six hours (sacrificing **1 Magic Points per hour**) to finally conjure one Sun Stone, which gently rolls from the sack at the end of that period. Depending on the **Power (and MP)** of the caster, the Pouch could be used indefinitely, generating up to four Sun Stones in 24 hours, if the ceremony could be performed continuously. Regardless of this ceremony and its requirements, the Pouch can produce endless numbers of Stones, and, unless destroyed, can generate Stones indefinitely.

A Sun Stone generated by the Pouch of Zaum is egg shaped, oval in width, and

flat across the middle (about 3.5 inches by 2 inches by 1 inch), so that it sits nicely in the palm of the hand. Fundamentally indestructible, the Stones seem to be composed of burnt amber—a dark and deep yellow artifact, slightly cracked and inconsistent inside, feeling warm to hold.

Weighing just a few ounces, a person can fit up to two in each palm (a person with large hands might be able to fit three). Furthermore, they are very balanced and streamlined when thrown, seeming to find the object of direction easily and striking hard, though preferring to bounce off instead of sticking in. When used as a weapon they hit accurately and hurt. They have neither scent nor flavor and cannot be damaged by any terrestrial means.

**POWERS:** The Stones have a number of powers over those who hold and focus on them that are described below (and detailed in the sidebar). These effects increase the more still and focused someone becomes while holding the Stone, especially when two or more people hold a Stone (or Stones) together and concentrate as a group on the same effect. This worship of a Stone, holding and concentrating both vision and mind, is

how the town will work together to summon Azathoth to this world.

The ceremony of worship is described in the Parchments of Pnom, but is actually very intuitive and becomes easier every time it is performed. The only restriction on this activity is that it requires **checking Insanity per day** of worship per person, so that every worshipper will eventually pass out. People get tired and will either take breaks or pass out, depending on their **Insanity** and how well they know the ceremony (which takes a person usually around 5 sessions to memorize).

The Stones have the following powers:

**HOLDING:** While holding a Stone (or touching someone who is holding a Stone, or touching someone who is touching someone, etc.), a person feels warm and comforted, at peace with the universe, and that other people nearby are also warm and interconnected under the same sun. Worshipping these Stones under direct sunlight draws a person inward to become introspective and thoughtful, where time simultaneously slows and lengthens. The worshipper sees sun streaks in the Stones, whether eyes are closed or open, with vision

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### **POUCH OF ZAUM**

Used by: Priests of Azathoth

A cloth sack with no visible aging or type of manufactory, it feels soft and slightly tacky to the touch. Using the Pouch in the ceremony outlined in the Parchments of Pnom requires chanting a memorized incantation for six hours (sacrificing **1 MP** and **1 SAN per hour**). This ceremony concludes with the sack conjuring one Sun Stone, which gently rolls out at the conclusion of the ceremony.

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becoming unfocused and distant. This warmth grows with continued use, so that once a person has worshipped a Stone once, they become addicted to continued use of the stones, feeling cold and remote when taken away from a Stone. Anyone who contributes **more than 1 MP** in a day will have a growing need to find a Stone to repeat the experience.

**FOCUS:** Sustained use and focus allows more specific results for those who can focus on these effects and are using a Stone that has **MP** stored inside. Focusing on both a Stone and nearby combustible materials will set those materials afire, and could even lead to spontaneous combustion if someone focuses on setting themselves or another person on

fire. Repeatedly worshipping Stones also immunizes one to many of the overall effects of the increased heat, including dehydration, sun tanning, and even sun stroke.

**WORSHIP:** When worshipping the Stones and rubbing more than one together (up to four could be held in two hands), the ceremony charges the person with a perceived positive energy, relieving stress and invigorating them. This positive effect can lead to obsessive-compulsive behavior, as people who have experienced this form of worship wish to return to it again and again. Furthermore, users do not become thirsty, hungry, or pained. Remember that those with fake stones (see next section) still suffer the

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## SUN STONES

Used by: Worshippers of Azathoth

Small, egg-shaped artifacts that look as though they are made of amber. The Stones are dangerous to throw: (**+15% to Throw**) and hurt when they hit (**2 HP + DB damage**).

Worshipping Azathoth with a Stone costs **1 MP per hour** of worship per person. Losing consistent MP this way means that every worshipper will eventually either take a break or pass out, depending on their MPs and how well they know the ceremony (which takes a person usually around 5 sessions to memorize).

Focusing on the Stones, when in the visible sunlight and able to use **1 MP** of their own for every MP used from the Stone, allows someone to:

- Heal: **1 HP** for every 1 MP spent by the user
  - Generate Flare: Cause **1 HP** damage with "Solar Flare" for every 1 MP spent by the user; using the *Sun Lens* causes an additional **1 STR & CON** damage.
  - Immolate Infidel: Those who have memorized the ceremony and spent days worshipping the Stones can see how to use a charged Stone to focus the power of the sun to destroy someone. Using MP charges from the Stones that must match the victim's HP in full (like the Deputy will do to the Sheriff in Chapter 5), a worshipper unleashes the power of the Sun Stones in a blinding fury that utterly destroys a person and all they hold and wear, turning them instantly into carbon ash. It is quite a spectacle to view and causes **1/1d3 SAN loss** upon viewing.
-



usual effects from heat: dehydration, hunger, and sun strokes, while those around them worship free from negative disruptions.

**GATHER:** Gathering multiple Stones and worshippers together can result in the final conflagration, as concentrated focus pulls the specific power of Azathoth closer to this world. When these efforts are directed and sustained per the ceremonies described in the Parchments of Pnom, the Stones will bring the Outer God's solar form right to the worshippers, scorching everything and everyone nearby in its unholy fire. As it stands, massive power can bring massive sacrifice by all involved.

Those who have memorized the ceremony and spent days worshipping the Stones can see how to use a charged Stone to focus the power of the sun to destroy someone. Using **MP** charges from the Stones that must match the victim **MP** in full (as the Deputy will do to the Sheriff in Chapter 5), a worshipper unleashes the power of the Sun Stones in a blinding fury that utterly destroys a person and all they hold and wear, turning them instantly into carbon ash. It is quite a spectacle to view and requires a **Sanity check** upon viewing (**1/1d6 loss**).

Finally, one of the key side effects of Stone use is that users (and even those around those using stones) lose track of time. While this effect has no game mechanic to drive it, Keepers can use this to play with the narrative or just mess with the players' heads. Its impact on this specific story is detailed in Chapter 5.

## Sun Stones and Imposters

One of the red herrings thrown at the players is tracking down all the various stones available once people recognize their value and supply and demand sets in. Around the town, a multitude of "sun stones" are available from various shops, although there is only one source of true Sun Stones in town at the beginning of the scenario.

Various "Sun Stones" in Red Valley:

**ORIGINAL HYPERBOREAN SUN STONES:** amber colored, half-egg sized, available only from Simpson/Partridge

**AMETHYST GOD BEAMS (IMPOSTER 1):** purple crystals, large and small, sold by Eyes Galore Gallery

**AMBER EYES OF SUN (IMPOSTER 2):** yellow amber, small, sold by Eyes Galore Gallery

**JET STONES OF THE SUN (IMPOSTER 3):** black carved stones, small, sold by Street Vendor Bob

**CRYSTAL VISIONS (IMPOSTER 4):** clear crystals, small, medium, large, sold by Linda's Knick Knack Shack

There are about 15 true Stones in town by the time the Pouch is destroyed in Chapter 5. These are spread among the ten or so churches around town (with some churches having two Stones), but become consolidated later in the scenario along with all the churches. When Partridge destroys the Pouch, he also destroys the ability to create new Stones; those Stones in town are all that there will be.

As more and more people arrive in town and are drawn to the power of the real Stones, demand for these powerful artifacts grows quickly. During the Act III, various other

crystals and worship stones appear through town (detailed above). These ersatz stones will first soothe the growing demand, but soon will be revealed as imposters.

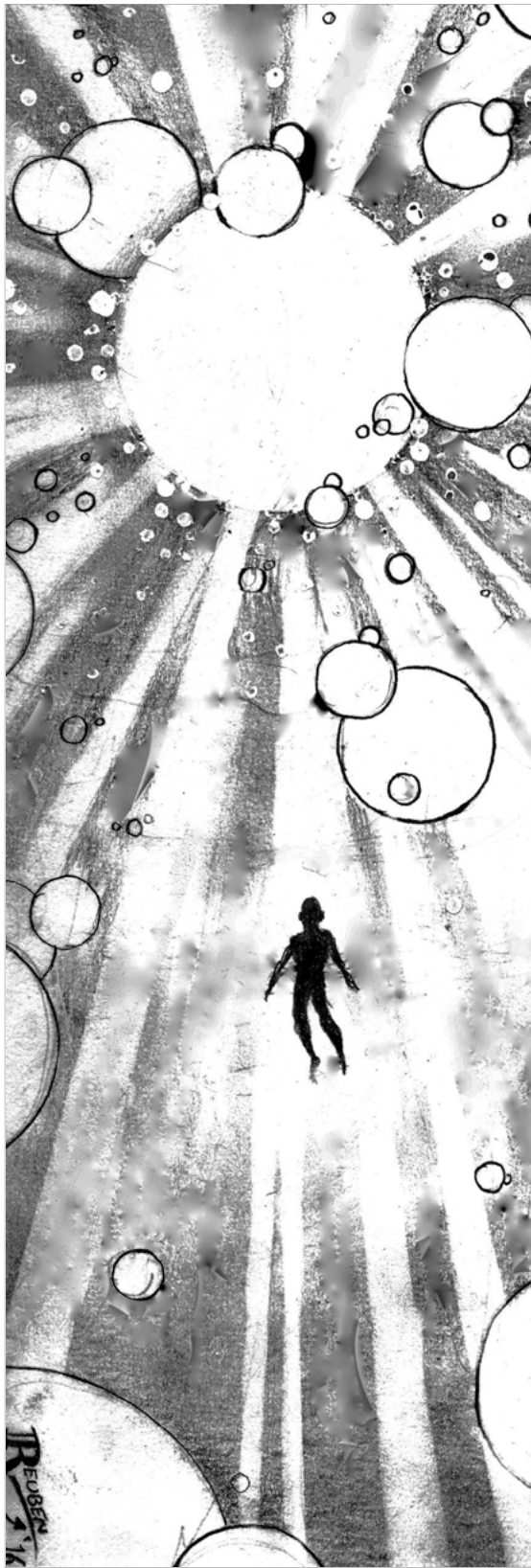
In short order, more and more people want actual Sun Stones, which will first drive up the price of all “sun crystals” up, but soon, when the town begins to realize that fake stones are in circulation, people become more and more protective and driven to get their hands on “real” ancient powers. The frustrated worshippers very quickly will turn against sellers of fake stones, smashing both storefronts and stones that don’t work, and doing whatever they can to hold on to those Stones that work.

### **Visions from Beyond**

Despite their mundane appearance, the Sun Stones are actually ancient communication tools used by the priests of Yhoundeh to view the birth of the universe (Azathoth) and learn where the energies of the past affect the future. In fact, anyone who understands what they are seeing in the Stones may very well see their own future, or even the future of the Earth and its universe. But most people just get lost in the beauty and horror of seeing the birth of everything.

For those who use the Stones, the sanity loss is initially gradual, ticking away those boundaries of time we take for granted. But successfully viewing the origins of everything instills a yearning for earlier times, and most people will do whatever they can to use the Stone again, and again, and again, repeatedly degrading their sanity and understanding of the universe until they finally snap.





As mentioned, there are multiple ways to use the Stones, but ultimately the end result is the same. Those who successfully use the Stones but do not possess one of their own will begin displaying addictive, envious behavior toward those with Stones. Even those with Stones will become obsessed with recreating their experiences, a response that deepens with continued use. This is buttressed by a remote, cold feeling that overtakes someone the longer and further they are from the Stones. Ultimately, those who successfully use the Stones once will obsess with using them again and again, which will continue their need for the external experience of the Sun's influence, which then leads to them becoming vulnerable and prone to suggestion by others, especially those with Stones of their own.

Continually using the Stones provides one of three possible visions, with very specific results (These three visions each cause **1d3/1d10 SAN** loss):

**THE BEGINNING OF THE UNIVERSE:** This vision of Azathoth shows his beginning that could be understood as a “big bang” where a ball of energy births the rest of the universe. Floating in and out of this episode, the viewer knows and understands they are but one single speck of dust in the universe... and they are satisfied with this.

**THE END OF TIME:** This vision shows the “death” and final destruction of Azathoth at the end of time. Whether this happens 1 or 100 million years from now, the viewer understands that the power of the sun is finite and that existence is futile.

**DESTINY IN THE UNIVERSE:** This more personal vision shows someone their own destiny, displaying their birth, life, and

final death in the vast nothingness of the universe. This perspective and the relative understanding are truly enough to drive someone past the edge, especially if the visions show them dying soon...

With this knowledge, there are four general outcomes for those who become temporarily or permanently insane:

**LOST TO THE SUN:** This greater understanding of the sun's existence as a living god of ancient origins results in either an obsessive worship of the sun (where joining a church would be a natural response), or an attempt to destroy the sun at any costs (an option that has no practical outlet, but the voicing of said goal could be undoing enough in the sun-drenched town).

**LOST TO THE VOID:** Staring into the Sun Stone, this victim becomes comatose for as long as they are held by the insanity, whether for an hour or a day.

**LOST TO HUMANITY:** This bright, horrible perspective brings a yearning to end to either one's self or everyone else. Suicide and immolation can be an easy way out, especially if the Sun Lens is available at the Sun Temple, but there are many other methods for suicide and death for people that involve fire and heat.

**DESTROY ALL!:** Someone faced with this horrible knowledge may just act out, attempting to damage or destroy the Stones. Fortunately for the Stones, they are both indestructible and very easy to throw accurately, and they deal quite a blow when they hit (see above for details). Of course, having a Stone thrown at you might be one way of getting a hold of one.

This isn't a comprehensive list of how Sun Stone insanity treats its victims, but the results of viewing the universe via the stones should generally hold to the themes and possibilities above. As more and more of the town's residents use the Stones and lose more and more sanity, the themes and possibilities here will build and grow stronger, until there are only a couple avenues of escape from the sun.

As more and more people use the Stones, the town slowly descends into an abyss from which it may never return. Unless someone with a greater understanding of the universe can figure out a way to turn back the clock and return the power of the Stones to its source, the town is doomed to summon the pure power of the sun (Azathoth) and bring it down upon the entire town. Surely no happy ending will come of that.

## Religions and Sun Gods

At the scenario's start, multiple groups around town have been drawn into their Sun Stones and are now worshipping various sun gods. Each church, however small, has its own version of the sun god (Azathoth) as well as avatars that can be played up in many forms, helping and hindering the PCs while they try to track down Susan Petersen and her father. As the story progresses, these churches eventually coalesce into three major groups, which, by the beginning of Act III, are brought together under the single guidance of Partridge. The major groups are described here to give more detail for the Keeper to use in scheduled encounters. The minor groups can add whatever color necessary as the party moves through town. Each entry details the

god, its respective civilization and idol, and its leader.

## Major Churches

**RA – ANCIENT EGYPTIAN – RUSTY ANKH:** Deputy Tony Marks was an early possessor of a Sun Stone, and he quickly understood their power to drive worship. However, he and his followers take a passive role in overall Sun worship until Marks kills the Sheriff using a Stone, whereby Marks becomes Ramses IX, the ancient Egyptian pharaoh and leader of the Church of Ra. Until Partridge destroys him with the Sun Lens, Marks/Ramses is one of the prominent leaders in town.

**APOLLO – ANCIENT GREEK – BOW AND ARROW:** Priestess Celia is originally Celia Frothingham, a Red Valley painter and potter who is exposed to a Stone and slowly builds a church worshipping Apollo over the course of the scenario. She and her few worshippers are initially satisfied with their one Stone, but by the end of Act I, they are collecting as many Sun Stones as possible. Celia is one of the first people to understand how to destroy humans with the Stone's powers. She quickly builds a large group of followers that she

maintains until Ramses destroys her at the end of Act II.

**JESUS CHRIST – MODERN CHRISTIANITY – SCORCHED CROSS:** This church is led by Pastor Thomson from Evergreen (Susan Petersen's original church), who still worships his church's original savior, Jesus Christ. As time passes, the rebirth of Jesus becomes identified with the rising and setting sun. Thomson's flock grows from 20 to 50 people as he leads his them to worship "the sun of righteousness. Thomson will be the first one purged by Marks/Ramses later in the scenario.

**PHOENIX – PERSIAN – GOLDEN HEADSET AND PLUMAGE:** This church starts as Partridge's crew and, as the story evolves, slowly gains followers until the group is ready for its own church, whereby Partridge uses the Sun Lens to destroy his competition and collect all the other churches into his.

**AMATERASU – JAPANESE SHINTO – STUDED CROWN:** These Evergreen college students are led by Susan Petersen, who wears handmade crown and robes. Susan claims to be Amaterasu, the Japanese sun

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## PCS AS CULT LEADERS

It is possible for a PC to become a Sun Stone priest or priestess through proficient use of a Sun Stone (succeeding **Sanity challenges**) and some bold role-playing. This is a great opportunity for creative gaming and lots of fun interactions with NPCs, but you must hold your PC to the fire for them to pull it off. Ask for regular successes in **Sanity** and **MP** because the Stone grows stronger as it saps the PC's life-forces. Ask for regular **MP** and **Sanity challenges** for PCs wielding the power of the Sun Stones. Failure in those challenges should leave the PC weaker (the **1/1d3 SAN** and **1 MP loss** for each failure should add up quickly once they become addicted to the Stone's powers and are more willing to sacrifice their essence for another round at the stone).

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deity, and has considerable power using her Sun Stone. However, she is not dangerous as the other leaders are, and will be taken by Marks/Ramses when he ascends at the end of Act II.

### **Secondary Churches**

Use these secondary religions and objects of worship to add color and detail to the growing number of sun worshippers in town. As conflict grows between the churches initially, roll the secondary churches into the major churches, but give the smaller ones a chance to shine early in the story. Some don't even know what they're doing—not all cult leaders are created equal—so each will have varying levels of organization and focus. Have fun with them.

#### **SUNNA - NORSE – BURNING TORCH:**

This splinter group from the Roman Sol worshippers dress up as Norse Vikings and begin recruiting young women for sacrifice on the funeral pyre. They are led by Hans, who carries a burning torch with him and wears only an animal fur loincloth.

#### **HELOIS/TITAN/HYPERION – ANCIENT**

**GREEK – DRIVE A CHARIOT:** This group is disorganized and calls their God by three different names. Their leader, Tom Allen, dies at Priestess Celia's hands when she takes his Stone by force. They try to put together a chariot to worship, but are unable to get the horse hooked up and never get it moving.

#### **WI – LAKOTA NATIVE AMERICAN – BISON**

**SKIN:** The group of five people is led by a Native American (called "Indians" in the 1920s) named John Yellowbird, and their idol is a bison skin carried with a skull that dangles a dream catcher representing the sun. Yellowbird is older and his views too far from mainstream for him to gain mass recognition. They eventually join the Church of Ra. When Susan Petersen first left the Presbyterian Church, she and another student joined Yellowbird under the big birch tree next to the lake. After her father first confronted her, she and Greta Kohl left Yellowbird to start the church of Amaterasu, described above.

#### **INTI - INCAN – CORNUCOPIA OF CORN:**

These worshippers are led by Maynard Grant, a well published student of Incan history from Evergreen. They believe the sun god Inti ordered Manco Capac and Mama Ocllo to emerge from the depths of Lake Titicaca (which they now call Red Valley Lake). Here they have established Hurin Cusco, or the first dynasty of the Kingdom of Cusco. Maynard now says that Red Valley is the new Cusco, but he will join Ramses after the Sheriff is killed.



# CHAPTER 4



## Red Valley

This scenario starts wherever the PCs find themselves available for hire and where they meet Mr. Petersen, then drops them in media res in a car with him as they head into the nearby snow-covered mountains to find Red Valley. Although the scenario is written to take place in and around Boston, it can be relocated just about anywhere, so long as there are remote mountains nearby and the winter weather can be snowy and bitterly cold.

The town of Evergreen, where Evergreen College resides, is not described here. The relevant details required for investigation are covered in the next chapter (Timeline and Events), and those elements are more critical than any specific description of the town and its denizens. This chapter, then, is about Red

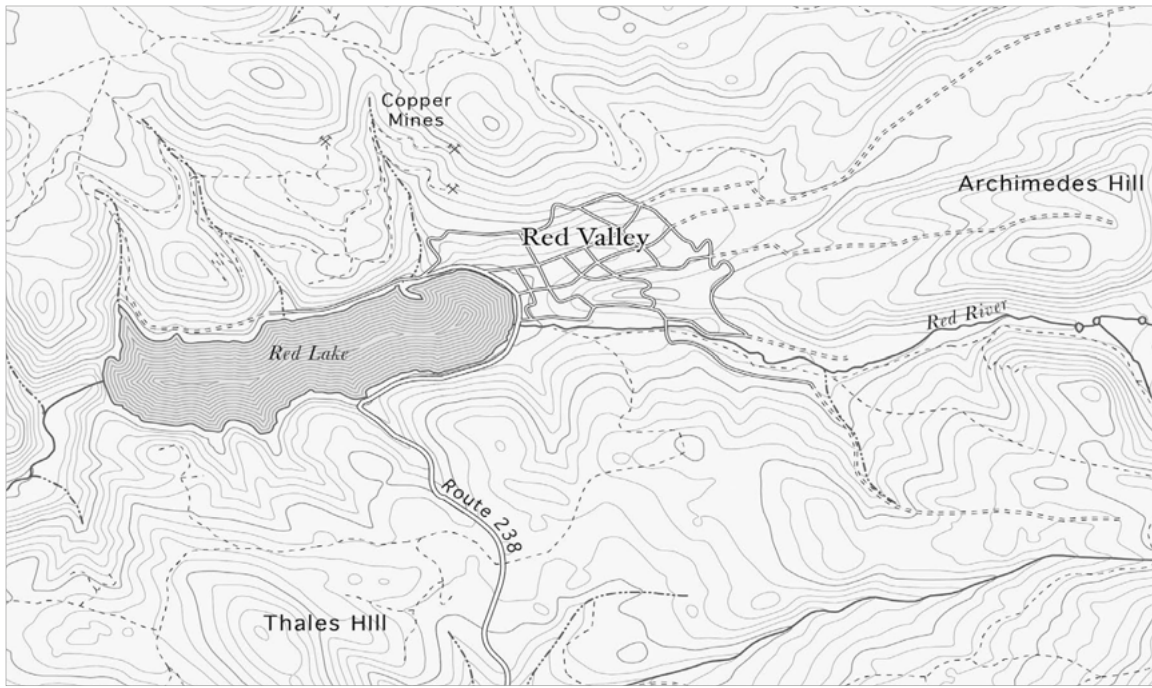
Valley, its residents, and where they spend their time.

### **Town Geography**

Red Valley is a small resort town nestled in the mountains about 55 miles west of Boston, although just ten miles from Evergreen (ostensibly Worcester). Leaving Evergreen north by RR67, the paved road soon becomes the gravel road RR238, which leads directly up the hill and through the woods to Red Valley.

The town itself is at 2,112 feet elevation, up nearly six miles up through the woods. The road to the town is a single gravel road maintained monthly, which can be a difficult drive in inclement weather. Furthermore, while the drive up the old mining road is at





only a slight incline for the first two miles, the the final four miles of road covers nearly 1,600 vertical feet and has a number of difficult twists and switchbacks. The trip takes approximately three hours in the snow. The last mile enters deep woods, closed by all sides by evergreens, and the road climbs one final incline before crossing up over a lip into the town.

RR238 is the main road into town, although other old logging/mining roads provide other exits via treacherous, overgrown roads. The main feature of the town is Red Lake, which is about a quarter mile across at its widest point and one mile long, running north to south parallel to the mountain ridge above.

The mountain ridge along the lake protects the town from inclement weather that usually originates from the east. Falls feed the lake from the mountains, which surround the town as it sits in a valley that shines with red

when the sun sets—thus the town’s name.

About 450 people live in the town during the warmer times of year, from March to November. Right now there are nearly 500 people in town, and this number will reach 800 by the end of Act III.

### Town History

Find here a chronology of Red Valley’s history, most of which directly affects game play in resident’s attitudes toward the town’s sudden success. This can also help advance any research PCs do in investigating the town after arriving there.

**MARCH 1877:** Copper is discovered in two mining operations outside of town; Red Valley’s first boom begins.

**JUNE 1881:** A third mine is opened after copper is discovered again in the mountains above town.

**OCTOBER 1897:** The first mine collapses and is sealed shortly thereafter.

**DECEMBER 1899:** The second mine collapses and is sealed up top, but is still accessible.

**SEPTEMBER 1902:** The third and final mine is shut down for good after four years of producing nearly nothing.

**APRIL 1910:** The spa opens with little fanfare, and Red Valley's second boom begins.

**JULY 1919:** The spa is shut down due to Spanish flu epidemic.

**APRIL 1925:** Arnie Simpson arrives in town and begins generating Sun Stones.

**JUNE 1925:** Simpson opens shop and begins selling Sun Stones.

**SEPTEMBER 1925:** Summer continues on and the seasons do not change. Red Valley's third boom begins.

**NOVEMBER 1925:** Jason Taft, a member of Partridge's crew, arrives in Red Valley to begin watching Simpson.

**JANUARY 1926:** Rebecca Newman, another member of Partridge's crew, arrives in Red Valley to continue translation of the Parchments.

**FEBRUARY 1926:** Red Valley becomes the center of a newfound sun worship, and the scenario begins.

## The Who and the Where

The people living in Red Valley are the life-blood of this scenario. Without them and their growing, fatal obsession with the Sun Stones, it would be just another lake on a hillside. This scenario is specifically designed to allow the players explore the town at will, and, along the way, meet the myriad small town residents that walk the warming streets, unaware of their impending doom.

Below are the various locations around town, listed with the NPCs that are usually found there during the day. While they may originally have homes they return to nightly, this list displays where the NPCs stay during the longer and longer days. When the PCs explore the town, refer to the location first, while keeping in mind any events that are described in Chapter 5.

**TOWN ENTRANCE:** The lip of the valley delineates the town and the outside world. As the scenario progresses, leaving the town and valley becomes a study in contrast, with the valley becoming increasingly hotter and the outside world freezing over. A sign at the entry to town reads:

*Welcome to Red Valley  
Pop. 450, Elevation 2,112*

**RED LAKE AND BEACH:** The small lake is not much more than a large fishing and

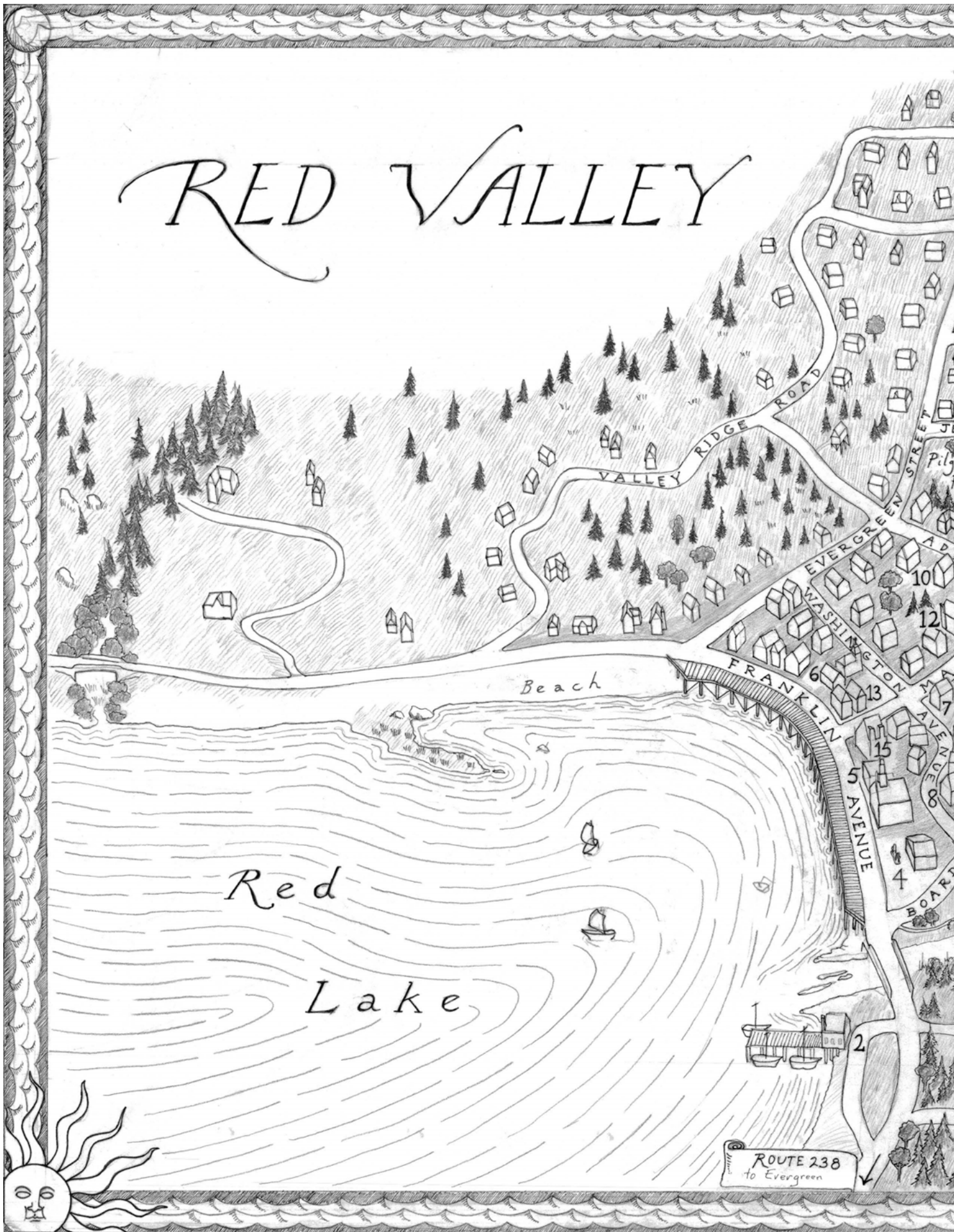
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## THE MAPS

The Keeper map shows the overall geography and street names of the town. The player map is an in-game prop that will be found at Bell & Whistle Café. This map lists locations from 1-15, and has Simpson's shop Shining Sol listed as Sweet Home Bakery, since Simpson has only been in town for a few months.

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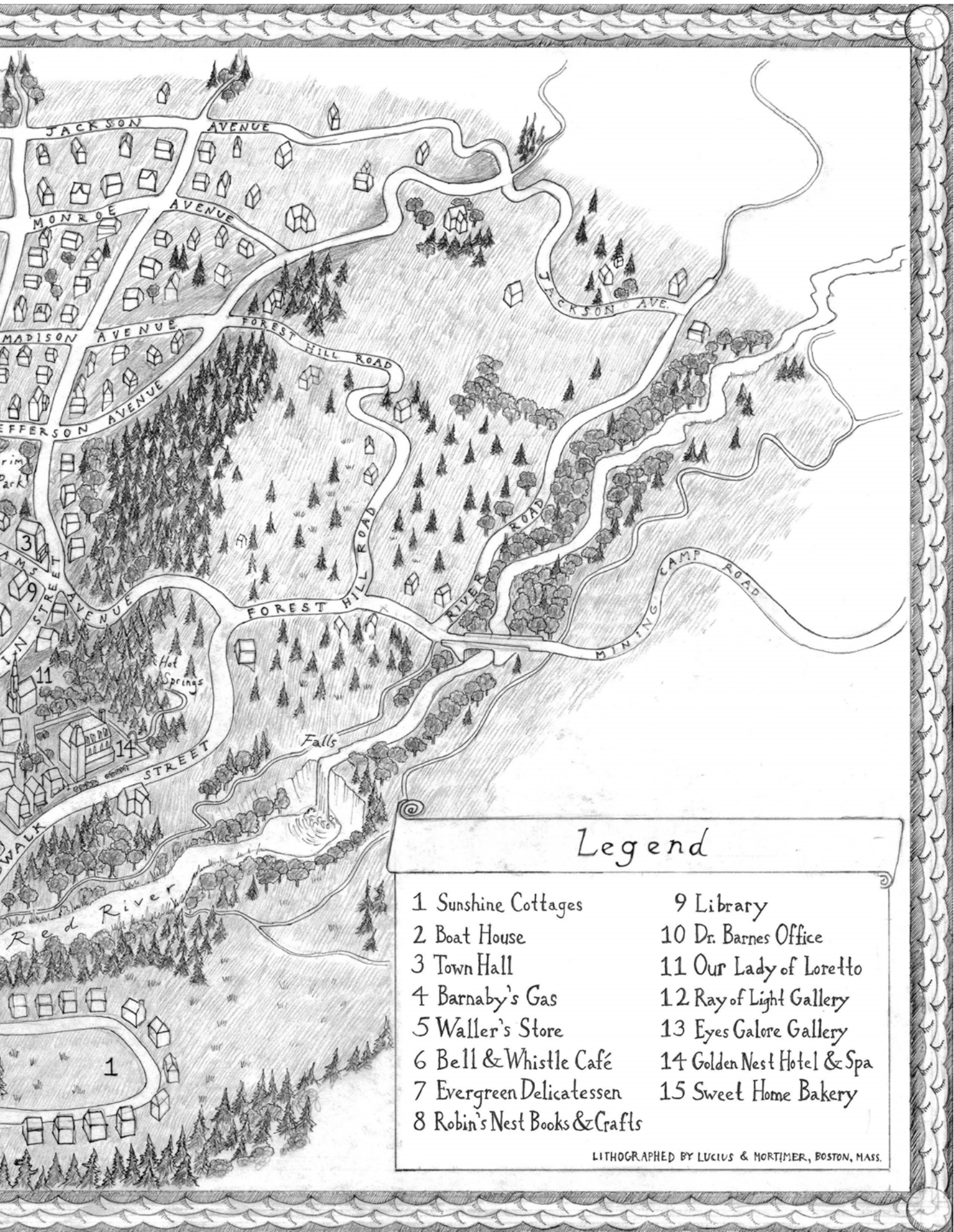
# RED VALLEY



Red  
Lake

Beach

ROUTE 238  
to Evergreen



## Legend

- |                               |                            |
|-------------------------------|----------------------------|
| 1 Sunshine Cottages           | 9 Library                  |
| 2 Boat House                  | 10 Dr. Barnes Office       |
| 3 Town Hall                   | 11 Our Lady of Loretto     |
| 4 Barnaby's Gas               | 12 Ray of Light Gallery    |
| 5 Waller's Store              | 13 Eyes Galore Gallery     |
| 6 Bell & Whistle Café         | 14 Golden Nest Hotel & Spa |
| 7 Evergreen Delicatessen      | 15 Sweet Home Bakery       |
| 8 Robin's Nest Books & Crafts |                            |

LITHOGRAPHED BY LUCIUS & MORTIMER, BOSTON, MASS.

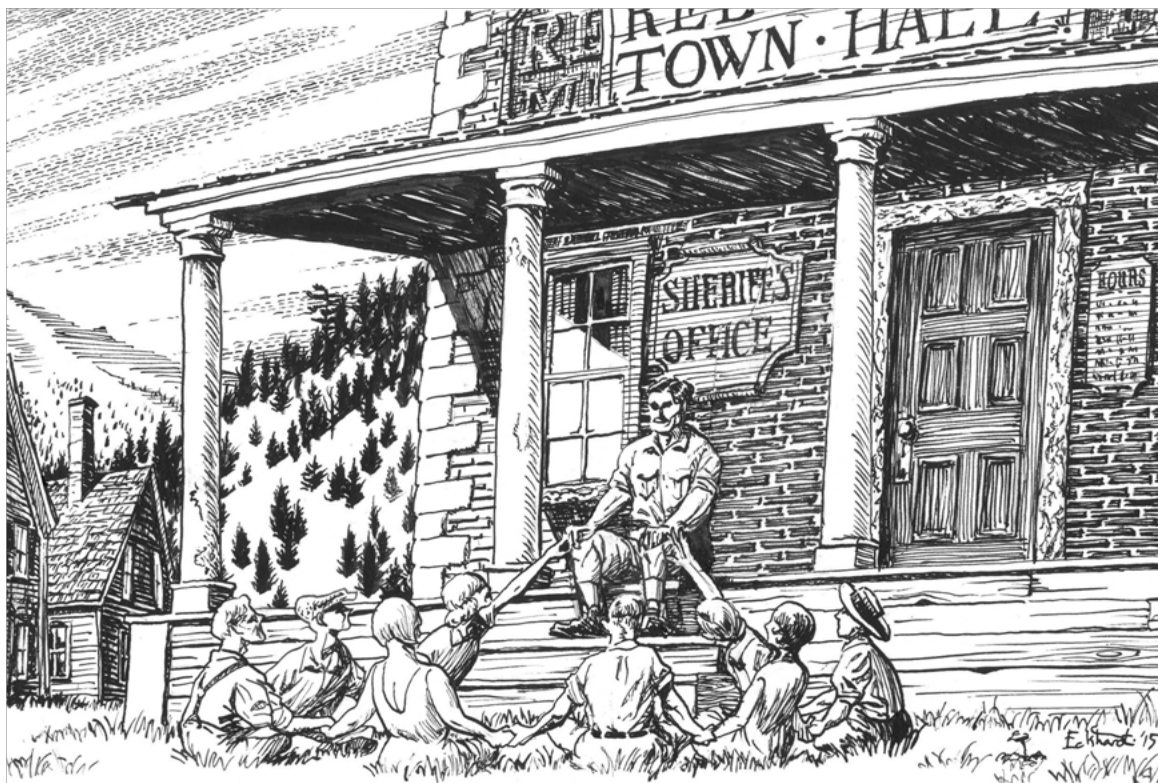


swimming pond, one mile long by quarter mile wide. Still, it has a small gravel beach and is cool and fresh for summertime swimming. The fishing is usually best in the spring and fall. A recent batch of fish has found the weather to their liking, but they will not be able to live in the extreme heat of the late part of the scenario. As the sun burns hotter and brighter above, the lake recedes to show red clay and dead fish. Street lights are positioned just at the end of the lake and form a nice boardwalk that leads into town, where the streetlights continue for a few blocks in each direction.

- *Jason Taft* now spends his days hanging out at the beach, watching girls and getting a good tan. Partridge's scout in the town, Taft rented a room soon after Simpson arrived

and was supposed to be working on finding Simpson, but just stays at the beach all day. Partridge will become furious with Taft's behavior once Partridge and the rest of the crew show up at the end of Act I. Soon after Partridge's arrival, Taft locates Simpson and they kill him shortly thereafter. Taft himself is a coward and a fake, but will never betray Partridge, eventually dying for him if need be. His actions in the town are described in Chapter 5.

**SUNSHINE COTTAGES:** Toward the front of town sit a dozen cabins that are available for rent for \$8 a day. They are small 10x10 shacks with a screen door and windows, a full-sized bed, dresser, and wash basin. When the investigators arrive, all the cabins are full and a hand-painted "No Vacancy" sign hangs



out front. The outhouses behind the office overflow by Act II and nothing can be done about the smell.

- Gary Evans runs the place and is surprised to have guests this late in the season—they rarely have this many guests in January. It’s a lucky break, so enjoy it while you can. *Did I ever tell you about the Nor’Easter of oh-twelve?*

- Sheila and Bob Brown are visiting from New York and found some wonderful art here.

- Herbert Paulson is a traveling salesman who came through town to sell soap and is now at the beach, watching girls and enjoying the sun.

-The Presbyterian Church of Red Valley (formerly of Evergreen) is set up on the front lawn here, and worship is being held by Pastor Barnaby Thomson. (See Chapter 5.)

**BOAT HOUSE:** Across from the Sunshine Cottages is the boathouse where people can rent one of the three row boats and two sail boats for \$1 an hour. The boats and boathouse are owned by Gary Evans, who runs Sunshine Cottages.

**TOWN HALL:** This building used to serve as the administration building for the mining company, and as the largest building in town now serves as the Town Hall. Downstairs is a small county sheriff’s office, where the Sheriff and Deputy would visit when working. The middle floor is administration, the top floor is the mayor’s office, and all the old mining files are still up in the attic.

- Tom Reynolds has been mayor of Red Valley for more than five years, finding haven in the town when he was running from the law. No one seemed to care about his past,

and he was welcomed to the town when it was still fading after the health-spa craze. He now worships with Deputy Marks out front of the Town Hall, which seems to bother no one.

- *Deputy Tony Marks* (Ramses IX) is at 27 years old the youngest (and most handsome) county deputy around these parts. A while ago, he was talking to some college kids and they talked about how the weather here was so nice... Now he and his dozen worshippers spend their time on the front porch outside Town Hall, where Marks wears cut-off shorts and sits at the top step while his worshippers sit holding hands below him—his altercation with the Sheriff is detailed in Chapter 5.

**BARNABY'S GAS STATION:** The town's gas station is located in the center of town, across from the Waller's Store. They don't usually see so much traffic this time of year, but fortunately the tank was filled back in November, so there is still plenty of gasoline to go around. It will, however, run out later in the story and there will be no way to get more. There are two spare tires in the garage if needed. Jones also has five bicycles that also rent each for 25 cents a day, but they have all been rented and can be found in various locales around town.

- *Barnaby Jones* knows a little about automobiles and has fixed a couple flats, but only owns the gas station because he makes more money with it than with renting out bikes. He's not sure what all the hubbub is about around town, but as long as people are paying, it's fine by him.

**WALLER'S STORE:** The general store is a traditional small town center, with a post office and store (and even a hitching post) that is also used as the town's social center. With so many new people in town, the store

has been overwhelmed with all the use and is beginning to show wear. It is hard to keep the shelves stocked, and they are nearly empty by the time Act III begins, though no one seems to mind.

- *Wes Waller* came to town to cash in on the copper craze 30 years ago and hasn't left. Instead, he won the store in a card game and has run it ever since. He is a very friendly man who is specifically interested in providing the best possible service for his customers. He doesn't like dawdlers and loiterers, but is very friendly to paying customers. He, too, has not had time to view a Sun Stone and is not interested. He eventually dies in the back of the store, hands on his shotgun, succumbing to dehydration in the heat but too afraid to leave town.

**BELL & WHISTLE CAFÉ:** This is the town's main restaurant, which is usually only open Tuesday to Saturday, 7 a.m. to 5 p.m. These days it stays open later just to address the crowds, but by the middle of Act II, most people aren't eating and the owner doesn't even come in. They serve short-order breakfasts and sandwiches and pies for the late lunch, as well as coffee and tea. It's here that the PCs find the placemat/map that can help them navigate town.

- *Bob Crenshaw* is the owner of the Bell & Whistle who has lived in Red Valley all his life, and is glad for all the improved business. He will join Deputy Marks in worship, and eventually only Manny, his short-order cook, is left to run the restaurant. Soon, though, no one needs to eat anyway.

**EVERGREEN DELICATESSEN:** The deli prepares and sells salads and sandwiches for lunch and has well-populated tables on the downtown street corner. It is only open

for lunch Monday through Friday and soon closes, never to reopen.

- *Tom Powledge* is the deli owner and he makes a damn good club sandwich and tuna salad when he can get the tuna, which he can't now. Sorry. He originally joins Hans in worshipping the Norse Stone, but is soon converted to worshipping Apollo.

**ROBIN'S NEST BOOKS AND CRAFTS:** The book/craft store is the only specific retail store in the town and serves the tourists that come into town with nothing to do but sit in the sun and spend money. The walls are packed with hundreds of books, mostly used, and the stacks are piled in the aisles and on every corner. The front of the store also serves as a small area for local craftspeople to sell their wares: knitted clothes, sculptures, and silver and crystal crafts that cost far too much.

- *Sheila Robinson* is the owner of the book/craft store, and has always loved books more than people. She loves to read and to talk about reading, and her few friends are those artists in town that also share her love of reading. Sheila was one of the first people to get a Sun Stone, and lost her mind weeks ago. She left the bookstore open and now the store is open 24 hours a day, with no one at the cash register. Sheila has not left her house in almost two weeks. She is in her backyard, nearly starved and living on only a few ounces of water a day... She is caught viewing the void of eternity that is the beginning of time. She can be brought into the first church that wants her.

**"LIBRARY":** What functions as the town's library is a small lending library shed with a latched door and windows that are opened in the summer. As the scenario progresses,

many books will be gone, but they will soon return. People have also left issues of the *Saturday Morning Post*, *Boston Herald*, and *New York Times*—none is newer than October. The sign above the door is hand-painted with Art Nouveau designs of flowers and books. If the investigators want look into Red Valley's history, they can find the town's history as outlined at the top of this chapter in the library's collection.

**DOCTOR'S OFFICE:** The stenciled sign reads "Doctor's Office, Anthony Barnes, Phd, DDS" and the "DDS" is hand-painted on. Barnes sold his dental practice in Boston, bought a bunch of surgical equipment, and moved everything up here back in June. He wanted to make a quick buck but then bought a Stone from Simpson and became an early worshipper. His office is covered in dust and hasn't been used in months, but those looking (with a successful **First Aid** or **Medicine skill check**) could dig out reasonable medical equipment to help ailing PCs. Barnes himself now worships Marks/Ramses, who recently took Barnes' Stone and converted him, and stays down by the lake.

**CATHOLIC CHURCH:** Here Father Henry Pollack is very engaged with his own worship of his Sun Stone with his small remaining flock—just a handful of worshippers remain in the church. Most strange is the large hole that has been torn in the roof to allow sun to stream into the church.

**RAY OF LIGHT GALLERY:** This gallery sells paintings and sculptures (by Julius Rogers) as well as "found art." It's a small shop that soon has its own Sun Stone for sale. The owner, Maggie Thompson, is asking \$300 for her Stone, which is far too expensive. Actually, she is unwilling to part with it





and will raise the price to anyone who asks, eventually kicking customers out and closing shop when pressed to sell.

- *Maggie Thompson* is a middle-aged woman who owns and runs the gallery in the summer and teaches high school outside the town in the winters. She has not returned to her job this year and does not want to ever leave Red Valley again. She worships out back with a Stone, but will join Priestess Celia shortly.

**EYES GALORE GALLERY:** This gallery sells cigarettes, beads, books and magazines, tacky-touristy painted boards, postcards, crystals, and rocks. The owner is selling faux stones but has no real idea what is happening around town.

- *Paul Barbour* sells cheap tourist items and just wants to make a dime. He has no idea

about the sun worshippers and will be killed by rioting churches in Act III when they purge the town of all faux stones.

**GOLDEN NEST HOTEL AND SPA:** The Golden Nest Hotel and Spa has been open for more than 30 years, originally built with the first mining rush and open ever since. Twelve years ago the hot springs were integrated into the hotel's property, which helped Frank and Shirley Smeage, the business's owners since 1908. They purchased the hotel format low cost from an investment banker, and have poured their souls and money into it. They fixed up the hotel, purchased the land with the hot springs, built the spas, and upgraded the entire hotel, reinvesting all of their profits into the hotel and making it a landmark of the town.

Unfortunately, when the Spanish Flu hit

in 1919 and killed the tourism trade, they found it hard to cope. But their marriage never faltered, though they didn't eat as well, and they struggled on. Needless to say, the newfound success of the recent spiritual awakening has them in better spirits—and now they have a Sun Stone, which they spend most of their time out back worshipping. The desk calendar shows December 12, 1925, highlighting the Sun Stone's influence over them.

The eight-room hotel is nearly full, with only one room currently available. An extra bed can be put in the attic if needed, to avoid any impropriety with mixed sexes sharing the one room.

- *Frank and Shirley Smeage* are a loving couple in their 60s, first given a Stone by Simpson when he came into town, and the couple shared their Stone with any guest that came through the hotel. They are gentle and caring folk who once served their guests breakfast and lunch but now spend their time worshipping out back with Priestess Celia. That's where they will be until Ramses/Marks claims the church in Act II. The hotel's larder is full, though no one uses the kitchen.

- *Priestess Celia Frothingham* was a local artist who visited the Smeages, who shared their stone with her. She now holds church on the lawn behind the hotel where the Roman god Sol speaks to her. When the PCs arrive, her dozen worshippers sit in a circle holding hands under the sun (though Celia has her Stone clasped to her chest). They're pleasant people to talk to when not worshipping (which isn't often). Ramses/Marks will come for Celia's Stone in Act II. Celia will refuse to yield it and be destroyed, and Ramses/Marks will take the worshippers as his own.

- *Robert and Claire Turner* are newlyweds from Providence, in town just for a few weeks on their honeymoon. They have actually been in town since they got married in September, but have no idea of the time lost. They just spend every day worshipping with Priestess Celia.

- *Margaret Haas* is a nurse from Boston in town for her vacation when she met Celia. Margaret now worships the Stone full time.

- *Jason Taft* has a room here, as indicated on the register, but spends all his time at the beach (he is described in more detail in the beach's section). His room has some clothes and personal items, but the bag has not been unpacked and is covered with a light coat of dust.

- *Rebecca Newman* is just about finished translating Parchment V, and can be found here every day, only leaving at night. Her room is a total mess—the walls, desk, and floor covered with papers, notes and occult tomes. It's clear to any investigator seeing the room that research of some kind is taking place, and, as such, she will keep the door closed to strangers. Rebecca is a nice person and may help the party understand what is happening in town (an encounter detailed in Chapter 5), but she is still loyal to Partridge and his work, which she will defend with her life. To that point, she keeps a .38 revolver in her desk, and is quite adept at using it.

**HOT SPRINGS:** A stone path leads from the rear lawn of the hotel back into the woods, where the springs bubble out of the ground. The sulfur springs are warm and relaxing to lie in but don't really match up to the power of the Stones, so they are rarely used these days.

**SHINING SOL GIFTS:** (Listed as Sweet Home Bakery on map) Last summer Arnie Simpson stepped into town to inquire about renting a store, saying that he would be selling unique crafts and antiques. He rented the old bakery, with its 30-year-old ovens and glass display cases, which had been unoccupied for five years. Now the building hides the source of the town's collective madness. The storefront has no sign and is hidden by a white curtain covering the door and front window. When entering the store, one finds empty displays in the baker's shelves—just white handkerchiefs to mark what could be there. The store is now closed and the front and back doors locked (successful **Locksmith** or **Mechanical Repair roll**, or willingness to break glass and risk alerting others, will allow a PC to gain entry). If PCs do gain entrance, they will find it warm inside, still smelling of fresh-baked bread. Arnie keeps the money he makes in a cigar box in the desk in the small office at the back of the building, but isn't too worried about the \$736.67 there. He charged \$20 each for these Sun Stones, which is expensive, but those drawn in by them always paid if they could.

Arnie lives above the bakery shop in a sparsely decorated, one-room apartment, with his single Parchment and its translations sitting across a large desk, the ceramic carrying tube sitting next to the desk. His documents also include notes on all the Parchments, which can give context on the overall situation in town. He's not in his store when the players come knocking, nor should he appear to the PCs in the course of the game (except maybe as a hallucination in Act III). But his presence is felt whenever someone worships the sun...

– *Arnold "Arnie" Simpson* was once a world-renowned archaeologist who has been out of the spotlight for a few years. By most accounts he disappeared into the American West three years ago. He returned, totally insane, to share a vision of the universe.

**PILGRIM PARK:** This park near the middle of town has a nice lawn where people and families can go to push their kids on the swing set, eat lunch at a picnic table, or read the plaque at the statue of President Ulysses S. Grant. However, now most of the grass area is filled with worshippers sitting in circles, holding hands and praying silently to the large sun above.

**HOMES (EMPTY AND NOT):** Before Simpson arrived, only 450 people lived in Red Valley, but the number will swell to more than 800 by the time of the Sun Festival at the end of Act III. As more and more people rush into town, the empty and abandoned homes and properties will become bought and rented, mostly by people drawn to the power of the Sun Stones. So these initially empty buildings will rapidly turn first into homes, then tombs.

– *Gerald Chambers* is the town's largest landowner and is ready to rent towns to anyone who is willing to pay three months up front. He has noticed all the people in town, but it's just been good for business, at least until he begins worshipping with Priestess Celia.

– *Matthew Brown* is the second largest landowner in town and a quick convert to the worship of Ra.

– *Mathew Bradbury* is a local painter who lives in town and begins worshipping with John Yellowbird, then readies himself for the ascension with Priestess Celia.

- *Desmond Murphy* is a saxophone player from Boston who's come to chill out and play some music, man. It's really great up here so he rented a house so he could woodshed and bone up his chops. It was going great until a couple of college kids came over with a Stone, and they've all worshipped Jesus ever since.

**ABANDONED MINES:** Three abandoned copper mines lie in the mountains above the town, remnants from the town's first boom 50 years ago. People know about them but don't ever visit them, except Partridge, who will use one for disposing of Simpson's body.

**THE FALLS:** The North Falls come from the higher elevation mountains to the north, where the Red River starts before it feeds into Red Lake. The Lake drains into a stream that flows south along the mountain until pooling once more into the South Falls. Red River then leads down into the valley below.

### **New Locations**

After the PCs arrive in Red Valley and the town begins rapidly growing, the following locations spring up to accommodate the visitors and worshippers. These descriptions may reference events that happen in the timeline below.

**CAMPS:** As the hotel and rental cabins and houses fill up quite early in this scenario, more and more people begin to camp out around various open spaces in town. The weather is very nice, and people have no problem throwing up a camping tent (or just putting sleeping bags in the grass) when they realize there are no vacancies in town. The more people who begin casually camping around town, the more people follow suit, and by the end of Act II, the town resembles a shanty town, with tents, sleeping bags, and

jury-rigged lean-tos covering every open space.

**REVIVAL TENTS:** Each church will build its own camp, usually collecting people around a central sleeping and worship area where people can use common Stones and be near enough to sleep when exhausted from worship. People will hold sun worship revivals and ceremonies all day long, trying to capture the attentions of new worshippers. Up until the end of the Act I, most people are still not held under the sway of the Sun Stones. However, after Partridge begins identifying and destroying fake stones, more people will gather under fewer church tents to worship the increasingly powerful Sun Stones.

- *Mr. Petersen* runs away early in Act I, he can later be found in one of the revival tents, worshipping Apollo along with the rest of Priestess Celia's church. He refuses to even acknowledge the PCs or his daughter, and will have to be removed by force. He spent all his cash on the Sun Stone, so the party will not get paid unless they get both the Petersens out of Red Valley (alive).

- *Susan Petersen* is also near the middle of town, worshipping with her new church. She will have to be removed from her church too, but once she has been taken by Partridge's church in Act III will have an easier time leaving than her father.

**STATUE OF SUN GOD:** Toward the end of Act I, a group of worshippers begins building a statue of a sun god in front of Town Hall. This statue changes shape and configuration during the scenario as various worshippers use various arts and craft materials to paint, sculpt, carve, and add whatever inspiration their god chooses for them.

One or more people can usually be found here in active worship.

**“NEW” SUN STONE SHOPS:** Two new shopkeepers have taken advantage of the new Sun Stone craze to open their own shops and begin selling fake Sun Stones during Act I:

– *Street Vendor Bob Jenkins* is a good old fashioned snake-oil salesman from Boston, who heard about some scam to get people to buy crystals and has brought his own little cart of goodies to sell. He has all sorts of Indian arrow heads and broken pots and animal pelts that he passes off as true archaeological finds, as well as Beads of Honor, Bracelets of Calling, and the very rare Jet Stones of the Sun, all for very affordable prices.

**LINDA’S KNICK KNACK SHACK:** This tourist shop is really just a fruit stand set up to sell Native American (‘Indian’) dream-catchers, hand printed pamphlets on spiritual awakening, beads and necklaces, and Crystal Visions (imposter Stones). Linda Macalister is an artist from Boston who dabbles in selling forms of awakening, which now includes these very powerful Crystal Visions if you’d like to try one.

**TEMPLE:** Early in the scenario, a worshipper builds a small platform in the grassy area in front of the cabins where he can preach for all passersby to hear and see. This early platform (really just boards on a sawhorse) quickly grows and expands to hold more than one worshipper at a time, then becomes a temple to the sun, bringing worshippers from all churches to compete for speaking time. This is also where the lens from city hall is brought in Act III, and the Sun Lens is will serve as the final departure point for the town.

**SUN LENS:** The Sun Lens is assembled by Partridge from the large glass cover to the clock on City Hall. Partridge, with help from his lackey Markus, mounts the lens on a makeshift frame, so it can be used while standing over a crowd of people. It is then mounted in metal hoops and can swivel and be focused in any direction. Someone knowledgeable in the ways of the Stones can then focus the MP stored in a Stone into a shining beam of light that instantly destroys anything flammable, like a person or building. Good times follow.

### **Partridge and Crew**

**DENBY PARTRIDGE** – Leader, Archaeologist, Salesman : Partridge was extremely annoyed to discover that Simpson had found the source of the Sun Stones, but once he had the vision of his destiny, he understood how it all fit together. He’s still a short and short-tempered man bent on fame and fortune and is not an easy man to talk to. However, if he catches wind that a PC knows how to translate Ancient Greek, he will pay nicely for help in translating the Parchments.

**JASON TAFT** – Thief, Con Man, Magician: This sneaky man is the scout and plant for Partridge, usually inserted ahead of arrival at a place of investigation. Taft portrays himself as a learned and wise man, often quoting things that Rebecca has taught him, but fundamentally he is very cowardly and untrustworthy. Partridge knows too many things about him, though, and keeps Taft in check.

**REBECCA NEWMAN** – Historian, Linguist, Researcher: Partridge’s ex-wife has given most of her sanity to support Partridge’s adventures now that Simpson is gone. She

resents Partridge but is addicted to the knowledge she now possesses. She spends most of the scenario in her hotel room, where her Parchments of Pnom notes are scattered around the room and tacked to the walls.

**MARKUS SMITH** – Muscle, Driver, Bodyguard: This ex-cop is now hooked on pain killers—a special kind Partridge found for him in the Orient. As a “right-hand man” he is always at Partridge’s side, ready to take a bullet for his boss. Though he looks tough, he actually is a gentle soul who lost his family in an accident ten years ago; that experience has hardened him into a bruiser.



## CHAPTER 5



### Timeline & Events

Utilizing the scenario's background to keep things moving is critical for creating a vivid world for your PCs to explore. Read the overall timelines here a few times to learn the about the town and how the Sun Stones have changed it, but be prepared to skip past events or place your own events at any time. Creating a setting for character exploration is exciting and fun for the players, and they should become immersed in the town just before things get really bad. Give things room to slide around and be fluid, but only because you know how it ends.

Note that as the PCs explore the town, you may need to skip between Chapter 5, which has the story line, and Chapter 4's

descriptions of the individual locations. This section covers both the scenario's backstory and the resultant events, outlined into three acts, as previously mentioned. Now that you know the scenario's history and the townsfolk, it becomes important to put encounters and events into a timeline that propels the party toward its sun-scorched fate.

The scenario's immediate history is outlined below, followed by the actual scenario introduction and the timeline of events. The party has quite a task before it.



## Before the PCs Arrive

The following events take place before the PCs arrive to kick off Act I:

**JUNE 1925:** Arnie Simpson arrives in town with a Sun Stone, Pouch of Zaum, and one Parchment of Pnom. He worships his own Stone (thus saving MPs in it), generates Stones using the Pouch, and finally sets up shop to sell the new Stones.

**JULY-AUGUST 1925:** Simpson sells a Stone to the Mayor, the book store owner, the hotel owners, and a passerby. The power of the Sun Stones begins building in town.

**SEPTEMBER 1925:** Sheila, the book store owner, shares her Stone with Celia, and they begin worshipping it together, thus creating the first church.

**LATE SEPTEMBER 1925:** Tourism continues growing in town, and Simpson sells a Stone to some tourists, then to Deputy Marks, who begins worshipping it immediately.

**NOVEMBER 1925:** Deputy Marks starts his church and Jason Taft arrives in town.

**JANUARY 1926:** Church group equaling 27 people, including Susan Petersen, arrives in Red Valley. Rebecca Newman comes to town. The warm summer days continue and winter does not come to the town, despite the Nor'Easter that blankets the rest of New England.

**FEBRUARY 1926:** Mr. Daniel Petersen visits Evergreen College campus, finds Susan missing, then travels to Red Valley to find her worshipping Wi under the guidance of John Yellowbird. She will not leave with her father. Dr. Petersen then leaves Red Valley to contact the investigators to start the scenario...

## Pulling It All Together

As explained in the Chapter 1, the story now unfolds in the three acts, plus an introduction, detailed below. These acts will give the Keeper a method for both tracking multiple NPC actions and building an epic and memorable story climax.

With so many potential NPCs and plots to interweave, the Keeper is tasked with pulling together a story that is well-paced and fun, yet also moves toward an inevitable conclusion: left to their own devices, the denizens of Red Valley will destroy themselves and the town, and spread Azathoth and his powers directly to this world.

While not all of these events must happen, most of them should take place around the PCs to keep the story moving and the tension mounting. It is important to keep the story moving—while exploring the town can be fun and interesting, it is just as important to keep the story progressing. When in doubt, move to the next scene:

**INTRODUCTION: A CLIENT WITH A JOB**  
NEW ENGLAND, USA, February 1926—  
Winter is here. All of New England has been overwhelmed by a brutal winter storm that is quickly becoming the worst Nor'Easter in history. Everywhere people go, the snow and ice hinders them and the cold freezes everything. Sleet is on its way.

The story opens when the investigators are approached by Daniel Petersen, a well-respected local banker and father of Susan Petersen, a student at Evergreen College. Daniel approaches the investigators in somewhat of a state. One month into the new

term, Susan had not returned his handful of letters and phone calls to her, and so he finally visited campus to determine what was wrong, but found her gone. Her roommate said Susan had fallen in with a new church and now spent all of her time with her new friends in a nearby resort town, high up in the hills.

But now Susan refuses to leave the town of Red Valley—where she’s been hanging out with strange people—and Petersen needs help. He’s tried once already to unsuccessfully retrieve his daughter from the clutches of some church—he doesn’t use the “C word” (cult)—but her refusal to leave the town forced him to find outside help.

*There’s something strange about that town. You just have to see it for yourself,* Mr. Petersen says, strangely agitated. He refuses to give details about what has scared him so, claiming that he doesn’t want his opinion to alter the investigators’ efforts. He will, however, accompany the group to the town, and will put a significant enough down payment on the request that there seems little risk in at least checking his story out. He will pay \$200 up front, with another \$800 if they can bring both him and his daughter back to Evergreen.

Petersen will talk about his daughter in loving terms, and it’s clear that he is sincere in his worry. If asked about his relationship with Susan, he will explain that her mother died four years back, and they’re still trying to get over that loss. It’s been tough for Susan to be so far away from him, but he’s been supportive of her growing up on her own and thinks college has been good for her.

However, something about Mr. Petersen’s face seems odd. If any PC passes a **Spot Hidden roll**, they can see that he has a nice, brown suntan, the kind you get from staying a few days on the beach. He also has a clear tan line around his neck. If asked about it, he acts surprised, as if he didn’t know he had it. But he will not offer any explanation, instead changing the topic back to the investigation. No amount of cajoling (at this time) will get him to explain the suntan. If pressed, he will continue to insist that the party come to the town themselves.

Then, just as the party is on the verge of taking the case, Petersen stifles a sob, barely holding himself together as he asks for help. A successful **Psychology roll** at any point makes it clear that while he is holding something back, he’s also telling the truth—he is truly worried about his daughter, and fears for her. Once the party agrees to help Petersen, end the scene and move onto the story.

#### **A WINTER DRIVE**

Once the PCs have accepted the assignment, the scenario jumps forward in media res—the players find themselves driving into the hills of eastern Massachusetts, accompanied by Daniel Petersen. The party is crammed into their car as the car plummets through the ice and snow. Everyone is very cold, even when bundled up in their best winter clothes—everyone’s breath shows as they eye Mr. Petersen suspiciously. The key in this scene is to emphasize the cold—have everyone describe what they’re wearing and doing in order to stay warm: gloves, furs, perhaps even a nip off the flask. You’re setting the scene here so the unusual warmth of Red Valley has a greater impact.



Whoever is sitting next to the driver must pass a **Navigate check**. Success means that the party was able to get out of the Evergreen area without a challenge, and the final drive into Red Valley takes place in the middle of the day, when it is less challenging. Failing the **Navigation roll** means that the party gets lost is now entering the cold, snow-covered hills as dusk approaches, and icy patches on the road are harder to see.

Just as the car begins to climb into the hills, it begins to skid—ask the driver for a **Drive Auto check**, two if the previous **Navigate check** failed. Passing means the car only slides into a snow-bank and needs only two people to work on getting it out. Failure means damage to the car: a popped tire, bent fender, or some damage that will impede the car once it gets to Red Valley. Regardless

of the outcome, the car has stopped and the party has a moment to reflect on Mr. Petersen, who now fidgets and seems quite anxious to get to Red Valley.

### Flashbacks to Evergreen

Explain to the players that you're now going to flashback to the past 24 hours, when the party left Boston and drove to the western Massachusetts town of Evergreen. This will give the party the opportunity to dig into Mr. Petersen's mystery without bogging down the story. And don't forget to continually emphasize the cold weather as the party explores Evergreen.

Having accepted Petersen as a client, the party can pack whatever they need for the trip to Evergreen and Red Valley. Once they are in

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## SUSAN'S DIARY—(HANDOUT)

January 2, 1926

Dear Diary,

Happy New Year! I decided to come back to Evergreen early just to get away from Dad. I love him so but he was driving me crazy! He always wants to check on me and make sure I'm doing all right. Yes, I'm still sad about mother, but it's been four years and we can both move on. I love him but he drives me crazy!

Speaking of driving me crazy, Benjamin Garner bought me a teddy bear for Christmas. A teddy bear! Does he think I'm ten years old? I like him fine but not as much as he likes me. I just don't know how to let him down nicely.

January 5, 1926

School has started. I'm not feeling up for it. I just can't seem to care that much about calculus and 18th century European history. Maybe it's the storm that's coming into town. The first snowflakes started falling last night and it's certainly cold enough.

Melanie says I should just tell Benjamin I don't like him, but I don't think I can hurt him like that. Time will tell if he gets the hint.

January 8, 1926

I'm so excited! I've decided to go with the church on their annual winter trip. They're going up to a place called Red Valley—I guess it's an old resort town in the hills north of town. It will be so fun to get out of town and away from classes. I can use a nice dip in the spa!

Pastor Thomson has been so friendly with me lately. He's so handsome but I don't think he's serious. Isn't his job to love us the same? I guess it doesn't matter. I just want to get away from classes for a while.

January 12, 1926

We leave on Friday for Red Valley! It will be so nice to get away and just leave Evergreen behind.

Unfortunately, Benjamin is coming along with the church. I do like him—he's a very nice boy. But I know he likes me a lot more than I like him. And I'm afraid he thinks too much of our relationship. I hope we can just be friends.

---

the car, explain that, while the whole town of Evergreen isn't up for exploration, there are three key avenues of investigation, starting with Susan's apartment and roommate at Evergreen College.

#### **FLASHBACK 1 – SUSAN'S APARTMENT**

As detailed by her father, Susan shares a room with another woman (Petersen calls them "girls") at 812 Madison Ave. The house is an on-campus woman's dormitory for upper classmen with multiple small apartments. Currently, 12 women live there. Mrs. Archer, a friendly but stern woman in her early 50s, will meet anyone wanting to interview Melanie Smith, Susan's roommate.

As long as the party presents itself as respectable adults, Mrs. Archer will be polite in showing them toward Susan's apartment. Mrs. Archer herself knows little about Susan's whereabouts and only understands that she's visiting Red Valley (which she's heard of but never visited), where she's been for a few weeks now. While Mrs. Archer is a little worried that Susan's been gone for so long, she understands that kids these days have so many freedoms and are used to doing whatever they want.

Up at Susan's apartment, Melanie Smith will answer the door. She is a small, mousey girl (22 years old) who is studying Shakespeare and has little social skills or interest in chatting. She doesn't go to parties so she's not included in any social activities. Susan left two weeks ago with a bunch of other students to go to Red Valley, which she already told Mr. Petersen.

The party will need to pass a **Charm, Persuade, or Fast Talk check** to get Melanie to open up any more—failure means she rolls

her eyes and says "You can look in her room if you want, but I've got studying to do," and refuses further questions. Regardless, Melanie is not an easy or fun person to talk to, and with a **Psychology roll** it will be obvious that not only does the party bother her with their questions, but that pretty much everyone bothers Melanie.

If a **Charm/Persuade/Fast Talk** is successful, Melanie recommends the investigators talk to Benjamin Garner ("he knows more about the church"). He and Susan studied Classics Literature together and he went up to Red Valley with her, but has come back for some reason. He is staying with his parents at their place on Madison St. *Can she go now please? She has lots of studying to finish.*

In Susan's room, all of Susan's heavy clothes and boots are still in the closet, save one winter coat. Further investigation reveals that undergarments, sun hats, and swimsuits are all missing, a fact that does not bother Mr. Petersen.

A successful **Spot Hidden check** (or specifically looking for it) will reveal Susan's diary stashed in her bedside table. The last four diary entries are shown in Prop #1 and give Susan's story before she left for Red Valley. Once the players have an opportunity to read the diary, move on to the next flashback.

#### **FLASHBACK 2 – FIRST PRESBYTERIAN CHURCH OF EVERGREEN**

The party then heads to Susan's church. Mr. Petersen knows the address, having been here just a few days ago. Pulling into the snow-filled parking lot, it's obvious that



no one has been here for weeks. Several cars are covered with snow from the storm last week, and the church itself is dark and cold. Mr. Petersen's previous footprints can be seen around the church, but no other sign of activity is noticeable.

A successful **Locksmith** or **Mechanical Repair check** can get the party into the church through a frozen door. Inside, again the church is dark and cold. The most obvious clue of something strange is that all the pews are missing—just gone. Dust and scuff marks show where they sat—two rows of six pews each—and Mr. Petersen can say that he saw the church bus up in Red Valley, assuming that's how they transported the pews.

Flyers pinned to the cork board detail the trip to Red Valley:

*Annual Winter Mountain Trip!!!*

*Come join us in nearby Red Valley  
for a weekend away.*

*January 14-16*

*Show up Friday morning 10 a.m.!!!*

*Pastor Thomson*

Looking further into the church, the party discovers dozens of bags and suitcases stashed into a back hallway. These bags are clearly owned by the churchgoers and a cursory examination shows them full of winter clothing. A successful **Spot Hidden check** reveals that the bags aren't stuffed full, indicating that people did take some winter clothes with them, just not all.



There is nothing else of note in the church. Examining the Pastor's office reveals nothing of note—no evidence of foul play or occult happenings. The church is otherwise quite normal.

### **FLASHBACK 3 – BENJAMIN GARNER**

The party then moves onto Benjamin Garner's house, which is a standard middle-class house in the nicer part of town. At the door the PCs are greeted by Mrs. Garner, a pleasant woman in her late 40s. She will directly inquire why the PCs want to see Benjamin, and is very protective of her son.

A **Persuade** or **Fast Talk check** is required to gain entry to see Benjamin. Failing the roll will get Mrs. Garner to tell the PCs that Benjamin is very sick and not seeing visitors; he's been sick since returning from a church trip to Red Valley recently, but she's sure he'll get better soon. A follow up successful **Psychology check** will indicate that she's lying and is very worried about her son.

Once they gain entry to the house, Mrs. Garner has the party members wait in the entry while she goes and chats with Benjamin. Looking around the house reveals no information, other than seeing the house for what it is—perfectly normal, middle-class house with nothing out of the ordinary.

Upstairs, Benjamin's room reeks of sickness. Upon seeing Benjamin, it's easy to understand why, as he is clearly ill from the flu, possibly pneumonia—he is gaunt, with deep, dark circles under his eyes. However, a successful **Medicine roll** will indicate that he is going through some sort of withdrawal, the kind usually seen with alcohol or morphine addicts, and that the flu-like symptoms are merely a byproduct of that withdrawal.

A **Spot Hidden roll** will show traces of a sun tan, though mostly faded, that can be seen around his face and hands.

He will sit up in bed as his mother introduces the PCs, and then she will leave them alone. Benjamin, though sick, is a nice 20-year-old and will answer questions as long as they don't seem too intrusive. Yes, he went to Red Valley with the church, and Susan was there. He misses his friends and seems genuinely sad he's not with them.

Red Valley is very nice now, Benjamin will explain, and he would really like to go back there. He had to leave to come back to school, and caught a ride with Pastor Thomson when he came to get the pews. The doctor says he'll get better soon—he hopes so because he really wants to get back to Red Valley. Are the PCs going there? Can they bring him with them? He would really like to get back there.

If the PCs indicate they are heading to Red Valley, Ben lunges after them, screaming "Bring me with you! Bring me with you! I must get back!" Regardless of whether the party tells him this, the moment the conversation turns to details about Red Valley, Susan, or any other specifics about what Benjamin did while there, he becomes violently ill, throwing up all over a PC (**o/1 SAN**), and collapsing into a heap, angering his parents, who quickly kick the party out.

With that, all that is left is for the party to head to Red Valley.



## The Trip to Red Valley

With flashbacks complete, play is brought back to the present, where the party has just finished repairing the car and is heading into the mountains, up to Red Valley.

Rural Road 238 is dark and icy as the car continues higher into the hills, through the dark woods, slowing more and more for ice patches that turn into puddles and streams moving through the trees and road ahead of the party. A successful **Spot Hidden check** reveals that the trees and road are warming, and only the dripping mountain streams remain. The windows of the car begin to fog, making it difficult to drive.

Suddenly, the car turns a corner, rides over a lip in the road, and comes into a quaint resort town where people are playing in the lake, sipping iced tea at the corner café, playing badminton on the lawn, and just strolling the boardwalk, clearly enjoying themselves under the sun bright above. A sign reads “Welcome to Red Valley, Pop. 450, Elevation 2,112.”

Because the streets are crammed with parked cars, and the investigators’ winter garments are begin to stifle, the party should park their car and get out. All around them, people are enjoying unseasonably warm weather. Though everyone is dressed lightly, there is no scandalous behavior—just unseasonable.

Describe the town now to give the party their bearings—the lake and beach across the street, the road that leads into a small downtown area, and the line of cabins just up the road from where the party has parked their car. One thing stands out as unusual—right near party on a large lawn sits a group of

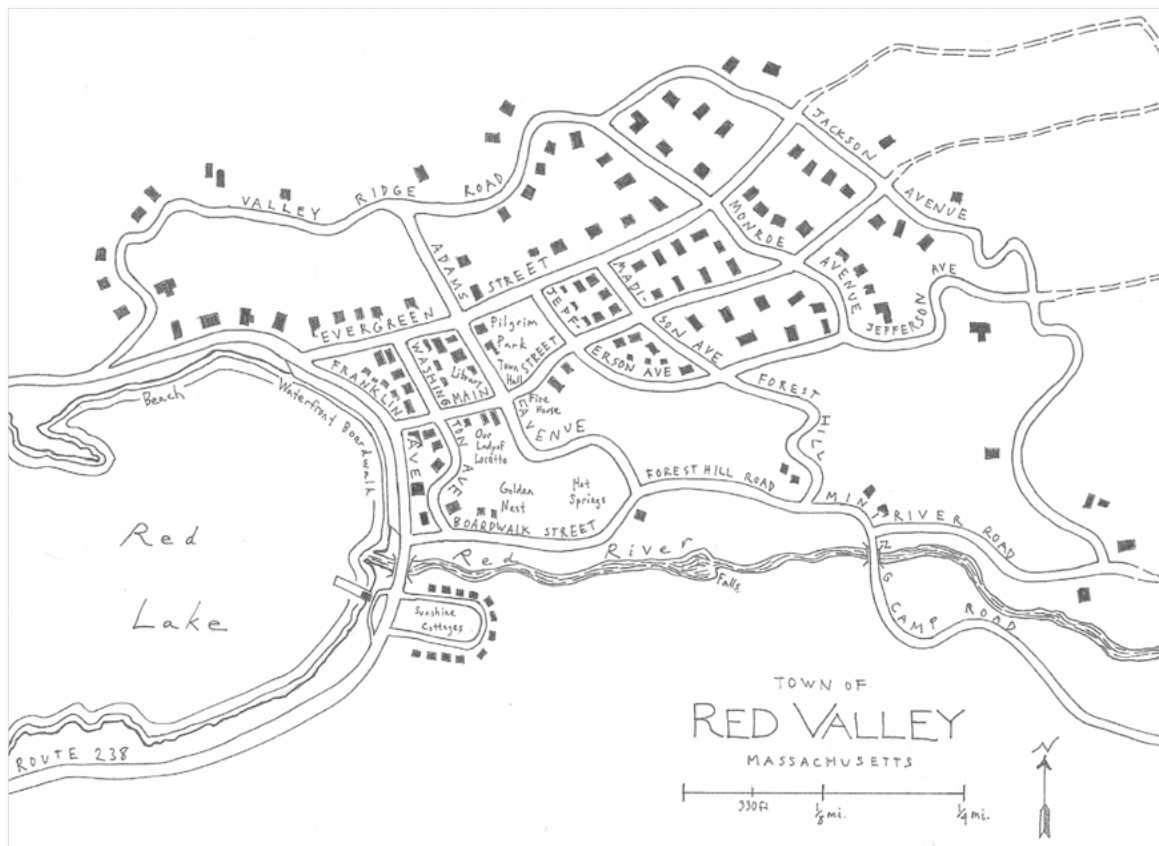
people in a set of pews, all holding hands and deep in prayer. As Mr. Petersen can confirm, that is Pastor Thomson and the church that brought Susan here.

## - ACT I -

### ARRIVAL

The first thing the players notice upon arrival is a distinct contrast in the weather. Any questions regarding the unusually warm weather will be brushed off by the locals, though, as just part of the town’s beauty. Furthermore, the party will quickly understand they are not the only new visitors to town; the small town is quite busy with new fun-loving people enjoying the pleasant weather. While there are half-naked people sunbathing and clearly enjoying the strange weather, nothing specifically supernatural or malevolent is happening.

Exploring the town and interviewing people quickly determines that the town is in the middle of its third boom, and everyone knows that something wonderful and unusual is happening. Business is up and everyone the party meets says they quite enjoy the unseasonably warm autumn (which is the first clue to people losing track of time). For the PCs, the town, at first, is quite pleasant and the trip feels more like a vacation than an investigation: people are friendly, the weather is comfortable, and the stores and cafes offer a nice respite from any previous horrors and chaos of the “outside world.” Any player who spends a full day wandering town without directly investigating receives **1d2 Sanity**, as they settle into the resort town and come to appreciate its people and places.



Soon though, it becomes clear that it's not just the weather that's strange. Many people are obviously engaged in open sun worship, and in each group at least worshiper seems to be holding something in their hand. More so, speaking with people makes it clear that no one really knows what day or month it is—people think it's still January, December, or even October, and yet will casually dismiss the inconsistency if mentioned.

Furthermore, as the streets fill up with cars, they get used less and less. The glut of visitors clogs the streets until no one drives anymore, and moving a parked car out of the crowded streets could be nearly impossible. And while it certainly gets hot enough to fry an egg on the sidewalk, it may also get hot enough to melt car tires.

Finally, as the PCs spend more time in town, the days get longer and longer. Judging the location of the sun for the season (with a successful **Physics** or **Navigate** roll) is a bit unnerving (**1/1d3 SAN**) for those who understand the sun is not following its normal trajectory for this time of year. It rises very quickly and sets far too slowly and seems to be on a unique path.

Mr. Petersen, if asked, will indicate that the church gathered in front of the cottages is the church Susan came up with, but that she's not with them anymore. Still, the PCs probably want to investigate.



## First Presbyterian Church of Red Valley

Located near the entrance to Red Valley are the Sunshine Cottages (detailed earlier). When the PCs arrive, Pastor Thomson is leading his congregation in prayer. The pews are filled with people (both from Evergreen and elsewhere), all with their heads down and eyes closed. Their hands are linked in a chain that leads up, with a few people standing, to the Pastor, who stands at a pulpit. The Pastor's eyes are closed as well, and while one hand holds the hand of a man standing next to him (starting the chain), his other hand is clasped tightly at his chest. It is hard to be certain, but there seems to be something in his hand.

The church will react in one of two ways if interrupted. If a PC just comes up and attempts to join the chain, hands will open and the person can join into the worship easily (see page 22 for what happens). If an investigator breaks the chain or otherwise disrupts the worship (e.g. shouting at the pastor or shaking/bumping worshippers), the Pastor will open his eyes slowly, look at the investigator, and politely ask them to leave his congregation alone until worship is complete at day's end. He will then close his eyes again, assuming the interrupter is not so rude as to continually disturb church worship.

If an investigator continues disrupting the worship, the Pastor will become angry, opening his eyes and demanding that his congregation be left alone. If asked about Susan, a successful **Persuade** or **Fast Talk check** at this point will get the Pastor to admit that she now worships a false god and has left the church, never to return. He does not know where she is, has no other words

about her, and wishes the investigators would leave them alone to worship. Failure at any roll this point means that the worshippers completely ignore the PCs and will not help or engage in any manner from here on out.

## Meeting Amaterasu

Soon after arriving in Red Valley, the PCs will try to find Susan around town. After they've done some exploring, met some people, and begun to understand how things work in Red Valley, let them discover Susan and her new church, praying quietly on a small lawn.

Like Pastor Thomson and his congregation, Susan and her group are deep in worship, sitting in a circle with their heads down and holding hands. And while Susan also appears to be clutching something in her hand, the most remarkable part about her is her outfit. Susan is dressed from head to toe in white robes, with strange, handmade headgear that looks much like a crown.

Unbeknownst to the PCs or Mr. Petersen, Susan is now the leader of her own church and claims to be Amaterasu—the Japanese/Shinto goddess of the sun. She has gathered six worshippers, who also wear all white, and she has shown herself as fairly adept in Sun Stone worship and handling its powers. A successful **Anthropology** or **Occult check** will identify her adornments and dress as Shinto, and that she may very well be dressed as Amaterasu.

Unlike with Pastor Thomson (if the PCs decided to interrupt him), the players will most likely decide to take direct—and even violent—action against Susan. She is, after all, just a young woman, and it is the 1920s,

when a woman who doesn't do what her father wants might be treated differently than in today's world.

Mr. Petersen will be, once the party finds Susan, openly frightened of his daughter. He will truthfully admit that she acted quite horrible to him the last time they met, and he will insist that the party "do something about her. Can't you see that she's not right?" He will act to spur the party into action if they are hesitant in any way.

Similar to Pastor Thomson's reaction, when the party interrupts Susan and her worshippers, they will at first ignore the investigators. Repeated interruptions will bring the attention of an angry Susan, who will merely open her eyes and state "You will leave us." She will not acknowledge her father or any other questions.

If the PCs get forceful at all, Susan will stand (and her group will follow), look at the PCs, and hold out her hand. She will look directly at one of the PCs and say "I said to leave us." As she opens her hand a bright light radiates suddenly and amazingly from her hand. The light is warm and peaceful and blinds the PCs. When the light is gone, so are Susan and her group—it's many hours later, near dusk, and the PCs are by themselves. This episode not only shows one of the Stone's many powers, but also costs the PCs **0/1d2 SAN loss**.

### Mr. Petersen Disappears

Soon after the encounter with Susan, the PCs will want to ask Mr. Petersen what he wants to do next. However, Mr. Petersen is nowhere to be found. The party may have even forgotten about him for a while, and the last time they can remember seeing him was

at the encounter with Susan. Unsure where he's gone, the party now has two people to rescue from Red Valley.

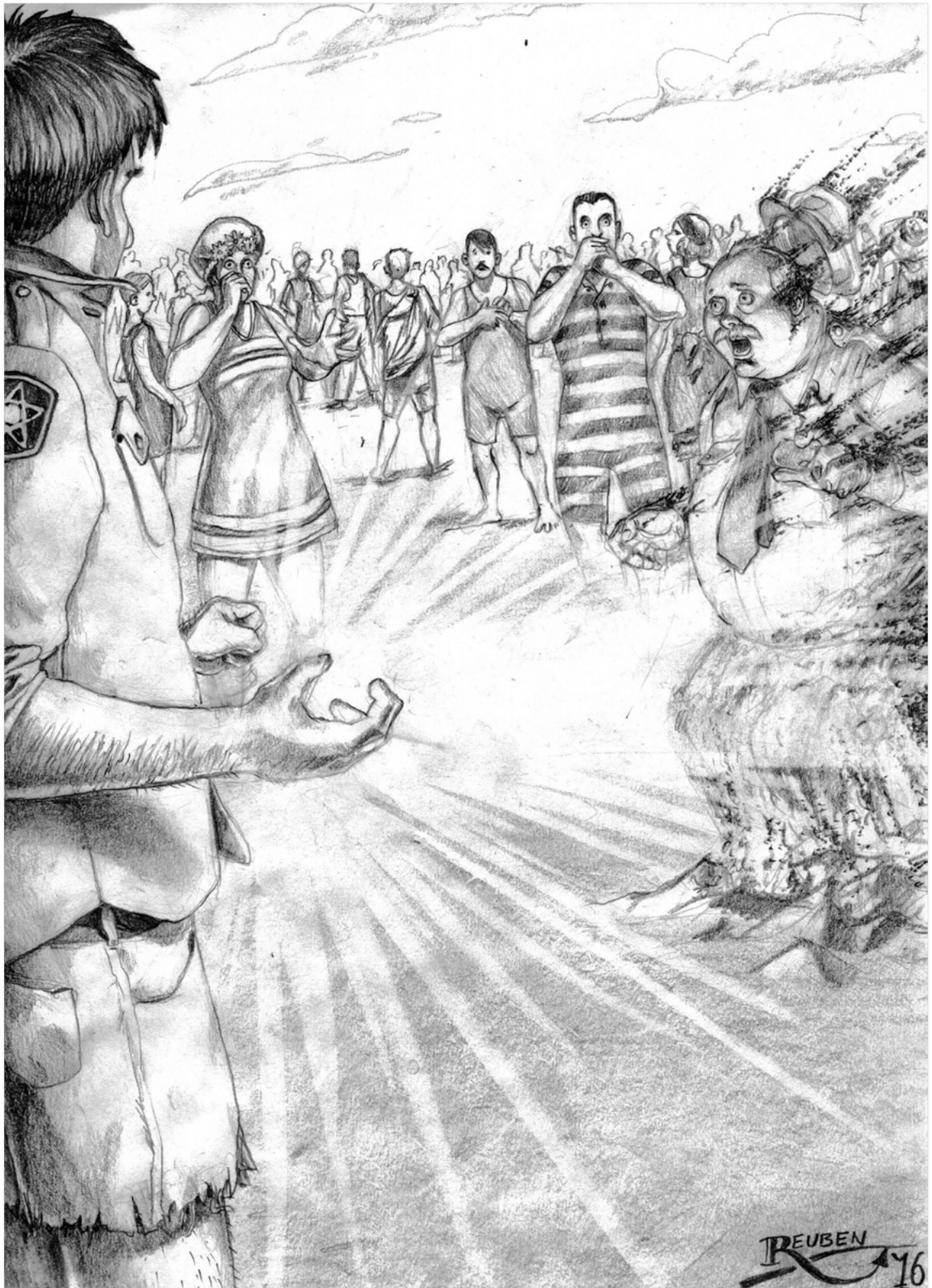
Behind the scenes, Mr. Petersen has run off with his money, which he subsequently spends on a fake sun stone. This will keep the party in town at least for a few days while they untangle what exactly is happening. By the time they track down Susan and figure out how to get her out of town, her father will be a sun worshipper himself.

### Lodging for the Night

At some point, probably after Susan disappears and the party awakes at dusk, the party will need to find lodging for the night. Whether they ask around in town or just look for themselves, they find themselves at the Golden Nest Hotel and Spa. The hotel and its owners are described on page 41 — there is currently only one room available, plus the attic space if the party is of mixed sexes.

Once the party is settled in and has met the Smeages (and noticed the outdated calendar), they will meet Rebecca Newman on that first evening (she is the member of Partridge's crew translating of the Parchments of Pnom). As detailed on page 21, Newman spends her days inside and only comes out of her room once the sun has set.

The players, if friendly, meet Newman either on the back porch or out at the spa, relaxing with a drink. While she won't tell exactly what she's working on, a successful **Anthropology** or **Archaeology check** (or just a **skill value of 75%** or greater) will have a player remember seeing Newman speak on modern archaeology methodologies back in 1920 and note that she was well known for her extensive language skills.



She now looks rough around the edges—like she’s been burning the candle at both ends for a while now. With some clever questioning (or a successful **Charm** or **Persuade check**), she will admit that she’s in town for business, has been working up in her room for a while (and does not come out during the day, “for obvious reasons—have you seen the look in these people’s eyes?” Rebecca will add), and is waiting for her boss to show up. She will also let slip that she’s frustrated with her partner, Jason, who spends all his time down at the beach instead of doing what he was hired to do (she will not say what that is).

Just as the questioning is getting interesting, Newman will realize that she’s said too much and will get up and excuse herself. She will (most likely) thank the PCs for their friendly conversation, finish her drink, and head back inside to continue working.

### Visions and the Man Who Spreads Them

The party has now been in town for a day and a night—or has it been two? Regardless, after some time at the Golden Nest, the PCs, too, begin to hallucinate. First becomes the question of time—how long have they been here? Has it only been a day? You might have the party find themselves just sitting at the café drinking a cup of coffee for many hours, or just sitting down at the beach watching people play in the water, unsure of how long they’ve been in town.

Visions can also appear to the PCs—perhaps a successful **Spot Hidden check** has them think they see Mr. Petersen or Susan leading worship, only to find it is someone the PCs don’t know. Perhaps they see a long

dead loved one basking in the sun, or even people who look other investigators. However it happens, things in Red Valley are getting weirder.

The man responsible for Red Valley’s increasing weirdness is Jason Taft (described on page 45), one of Partridge’s crew sent to Red Valley to find and watch Simpson. Instead of watching Simpson he has been at the beach with the young men and women, playing in the water and sunning himself.

If found here by the PCs, he will be demure about his story and give no information other than his name. If recognized by an archaeologist as belonging to Partridge’s crew (successful **Archaeology check**), he will admit that he is working for Partridge these days, but again refuse to talk about anything, preferring to return to his sunbathing. A successful **Psychology** or **Medicine check** will reveal that Taft is not mentally engaged and seems to be medicated (perhaps morphine or opium)—when in reality he is just fully under the power of his Stones.

Additionally, by this point in the story Red Valley seems considerably warmer than when the PCs arrived some time ago. Remind the players that it takes a lot of effort to go from one place to another, and it’s much nicer just sitting in the shade, sipping lemonade. Because the sun is just so darn hot.

### Sheriff and Deputy Resolve a Dispute

Once the PCs have their bearings and most of the core clues to the story (including the Parchment from Simpson’s shop), the conclusion of Act I raises the stakes for Red Valley. The next time the PCs are near the downtown area, they see a sheriff’s car slowly crawling through the crowds to end up

parking right in front of the Town Hall. The Sheriff gets out of the car, looks suspiciously at all the people gathering around him, and shouts to Deputy Marks, who is sitting with his church on the front steps of the town hall (as described in Chapter 4).

As it happens, Deputy Marks was an early user of a Sun Stone, and has been living here in town for the past couple weeks. Sheriff Eric Mackenzie is the 52-year-old Essex county sheriff and an elder statesman of local law enforcement. He has known Deputy Marks for five years. Mackenzie isn't sure what's going on up here in Red Valley, especially since the Deputy here hasn't shown up for work in two weeks. Finally fed up with incomprehensible and inconsistent communications, Sheriff Mackenzie has arrived in town to investigate and is stunned by both the weather and the town's revival and revelry.

While this happens, nearly the entire town has surrounded the two men to watch the stand-off. Deputy Marks responds to the Sheriff after the second shout, and tells the Sheriff that he is not wanted here and that the Sheriff should leave the town. The Sheriff refuses to back down, demanding that Marks returns to Evergreen now. Marks thinks for a long while, then, still clutching what is obviously a Sun Stone, gets up and walks to the Sheriff.

Marks stops just five feet from the Sheriff, saying, "Actually, I belong here now and you do not," as he holds out the Sun Stone to the Sheriff. A brilliant beam of light reaches out to consume the Sheriff. When the light is gone, all that is left of the Sheriff is a pile of dust (**1d2/1d4 SAN check** for any PC watching).

The crowd erupts in cheers! People gather around the Deputy and hail him as high priest of the Sun God Ra, showing that his defense of his church and understanding of the greater power of the sun proves he is powered by the gods. They strip him, anoint him with the carbon powder remains of the Sheriff, and carry him down to the lake to be reborn as Ramses IX, new high priest of Ra. He collects his followers together and begins baptizing his new congregation.

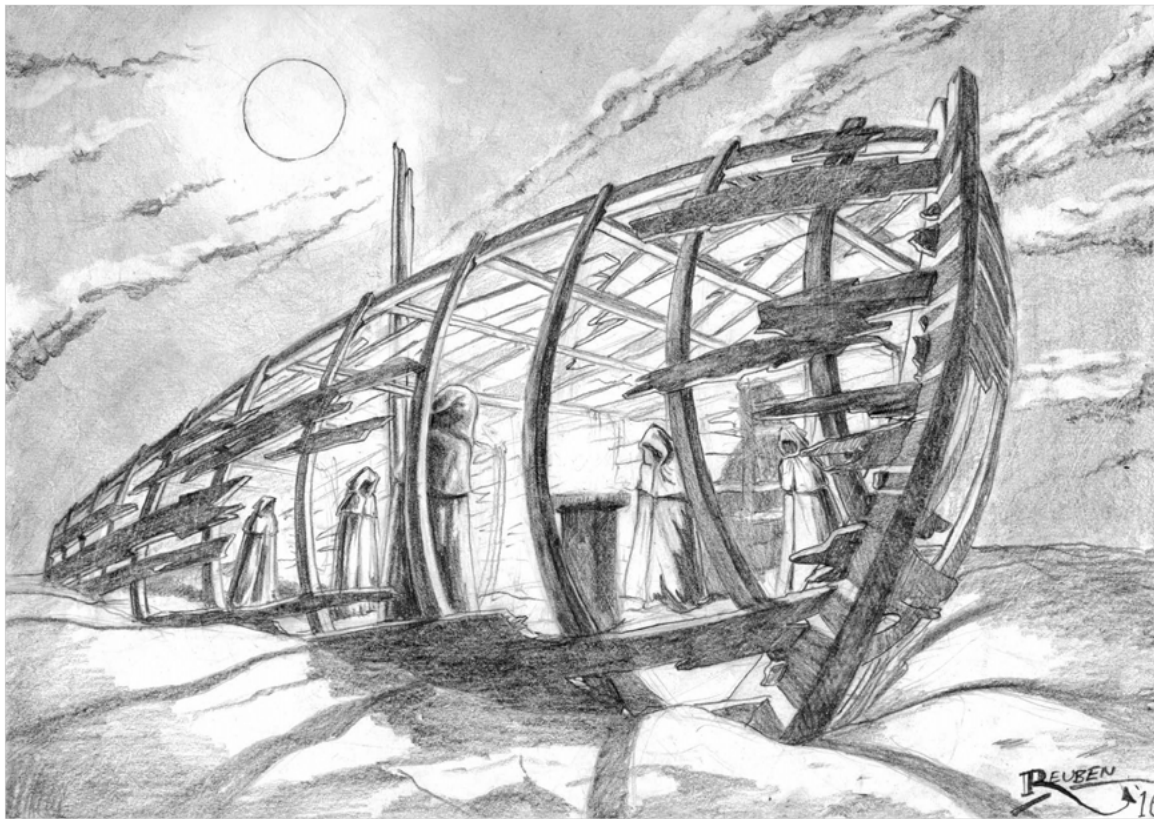
## - ACT II -

### Getting Warmer in Here

As the madness further penetrates the townsfolk, people acclimate to the hot weather, which grows from an initial warm 85° F to a hot but not uncomfortable 92° F (34° C), getting even warmer every day. Continue highlighting the heat as time goes by. It will take some time for the party to get into the story's middle, and the weather just keeps getting hotter and the days longer.

Why should the party stay? Keeping the party engaged and in town to continue investigating is the Keeper's primary goal here. Multiple character goals, intertwined plot points, useless red herrings, and even cult leaders all coalesce into one huge puddle of sunburned madness. The party may very well just throw in the towel—or at least make noises of that—and you must be able to dig the hooks that they've forgotten back in. Mr. Petersen and Susan should still be important forces moving against the party at this point, playing cat and mouse with each other as they both succumb further to the power of their own Sun Stones and cult leaders.





By this point, the party should also understand the importance of what is happening, having read at least Simpson's translations. That the town is on a collision course with Azathoth may not be crystal clear at this point, but the party should have suspicions that all this sun worship will not end well. That should help keep the players engaged and wanting to stay in town.

### **Daydreams of a Desert**

Eventually, a PC (or two) will find a Sun Stone and experiment with using it. The first few times can be innocent enough, with the results as indicated in Chapter 3. However, once the PCs begin to understand the story behind the scenes, perhaps after finding some Parchment translations, a hallucination

visits a PC.

As the PC(s) is walking somewhere, she suddenly finds herself walking in the desert, with sand dunes in every direction. Over in one direction, ruins of a structure poke out of the sand and grab the PC's attention. The hot sun beats down, and it makes sense to head for the structure for shade.

Approaching the structure, the PC finds the rotting remains of an ancient ship, buried in the sand. Inside sits a worn stone pedestal where the sun is clearly shining down through the shadows from high above.

With a successful **Spot Hidden check**, the PC notices a line of cloaked figures rapidly marching through the sand to the ancient ship. The PC has a few seconds to hide if she

notices the figures early. If not noticed, the figures—covered in dark cloaks that hide faces despite the heat—are suddenly next to the PC and surrounding the pedestal.

Regardless if noticed, the figures come to surround the pedestal—they are translucent and move through anyone trying to stand in their way. Once the hooded figures have surrounded the pedestal, and one of them produces a small leather pouch, from which they pull an amber stone. The group closes in on the stone as the sun shines brighter and brighter, finally ending in a flash that encompasses everyone.

As the scene ends, a sense of ancient magic and power overwhelms the involved players. The point of the scene is to convey the feeling of ancient magics—there are elements at play here in Red Valley that are millions of years old. At the end of the scene, the players know that the powers at hand are ageless and beyond their control. Being a part of this ancient scene requires a **SAN check (1/1d3)**.

### **An Argument Overheard**

On the second evening (or is it the third? Hard to keep track of the days around here.), when the party returns to the hotel, have the investigators each **check Stealth**. The people who succeed are sitting in the downstairs lounge area, appreciating the calmness of the town now that the sun has set.

Just upstairs they hear a door open and close, then knocking on a door. The investigators now overhear the following conversation in its entirety between Rebecca and Jason:

R: *Where's Simpson? Have you found him yet?*

J: No, I'm working on it.

R: *No you are not working on it—you have been down at the beach working on your tan.*

J: Isn't that a perk of the job?

R: *Don't be a knucklehead. You know he's going to be here tomorrow and you know what he expects of you.*

J: Sure I know, it's just been hard. I need more time.

R: *Did you not hear me? Denby will be here tomorrow. You do not have any more time, and it is not me you have to worry about.*

J: All right, all right, I'll get to it in the morning.

R: *You take care of this now. I refuse to have you mess up all my work because you're too damn lazy to do your own. Now go find Simpson.*

A few seconds later a door slams; there is a long pause, then another door closes and Jason comes down the stairs chewing on a fingernail, passes the PCs, and heads out into the night. Unfortunately, Jason is too well trained to be followed, and even if the party decides to follow him, he loses them shortly thereafter.

### **The Town at Night**

When the sun finally does go down, the town becomes a bit unhinged. This wasn't so noticeable on the first night, but after that it's clear that many people have passed out from exhaustion. Then the remaining people who have not eaten or drunk water in 12 hours go on feeding and drinking binges in



the town, then collapse in insulin-sponsored comas. Those still awake become surly, then angry, acting out in withdrawal without their precious sun. Walking around town at night can be somewhat dangerous with crowds like this, and angry strangers may be met on any corner. Or the PCs could run into a terrified couple who aren't sun worshippers yet, scared of anyone and unwilling to speak to the PCs, running away if approached. And then the sun rises again in the morning.

### **Behind-the-Scenes Arrival**

Two days after the PCs arrive, Partridge arrives in town, then later finds Simpson in a grass pasture on the outskirts of town. After a long discussion about why their partnership failed, Partridge kills Simpson, and he and Taft hide the body in their truck to dump it in one of the mines. The PCs can pass a **Listen check** to hear what sounds like a single gunshot, off in the distance, late on the second day after their arrival. No matter where the PCs search, they cannot find the source of the gunshot.

Once Simpson is dead, Partridge takes over the shop and begins the second stage of his plan. If the PCs have visited the shop previously, any return visits will provide a surprise (especially if any archaeologists recognize Partridge and understand what his presence implies about Simpson) when Partridge says that he bought the store from Simpson. From here on out, Partridge will use the store as his base of operations and can be found in the upstairs room most of the time, studying Simpson's translation.

Of course, Partridge is a greedy man with impulse control issues, and he will not take the time study the third Parchment—

assuming the PCs haven't already taken it—to learn how the Stones are summoned. Instead, he focusses his attention on the Pouch. He is certain that he can feel multiple Stones inside but can only retrieve one—Simpson's own Stone. Frustrated, Partridge uses scissors to cut apart the bag in an attempt to determine the source of its magic. This undoes the magic of the bag and ends the source of Sun Stones in the town, which will force Partridge to be more creative in tracking down "real" Stones.

### **Sun Festival Announcement**

Partridge announces a Sun Festival for the next day as a time for people to gather for worship and prayer. Word spreads quickly through town that something is happening at the Town Hall—the PCs can hear about it wherever they may be.

A crowd gathers around the Town Hall, where Partridge is in the process of pulling down the glass covering to the tower clock. With some ropes and the old pulley at the clock tower, Partridge and his crew are able to pull down the glass cover and place it in a cart. The crowd follows the cart to where the festival will begin the next day—at a platform outside the cottages, where the Presbyterian Church still has its pews.

When everyone gathers around him to see what is happening (the PCs may or may not be here when this happens), Partridge announces that tomorrow "We will gather here, at sunrise, to show our true appreciation of the sun. In the meantime, I challenge you to rid yourselves of the false idols and gods. Look inside yourself for the truth. Look to your neighbor to make sure they can see the same truth you see. Do not

be deceived.” With that, he begins working on the Sun Lens, leaving the town to sort out the false idols.

### Ramses and Celia Face Off

With the building of the Sun Lens underway, the rest of the town is left to figure out what is going to happen to those who worship false idols and gods. However, the two leaders of the largest groups in town (Ramses/Marks and Priestess Celia) think they know where the problems begin.

In the day leading up to the Sun Festival,

both Ramses/Marks and Celia spend their time collecting as many worshippers to their cause as possible. As detailed in Chapters 3 and 4, many of the smaller groups and individual worshippers are brought into the larger groups at this time. This activity includes both Susan Petersen and her father and presents an opportunity for them to both become visible again to the PCs.

Also, in an effort to purge the town of false idols, anyone with a fake stone must surrender or die. This is what finally brings Mr. Petersen into Celia’s care, as he gives up

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### ESCAPE

As the heat and light of Azathoth get closer and closer, the party may feel the need, at various times, to leave town. As the scenario opening explains, the contrast between the “outside” world and the town under Azathoth’s influence is an exploration in heat and cold, in light and dark. Should the party move to leave town, let them do so once, but only at great peril and risk. They could leave town, but as they do, the drenching, frigid rain constantly reminds them of the sun’s safety and security and growing proximity.

Escaping the 105° F degree weather is easy enough—by running down the road and over the hill, someone can get out of the valley just before the town is incinerated. However, they find themselves in a freezing sleet that has overtaken an icy cold and dark forest. Any PC spending more than a few minutes in the cold rain must have clothes or suffer from hypothermia (**1d2 HP/hour**). Furthermore, the road is dark and dangerous, so requires **Navigate, Climb, and Dodge checks** to avoid getting lost (one roll per hour, with at least two of each skills checked). Heading straight down the 10-mile road into Evergreen should take about eight hours’ walking, and that’s without getting lost or needing to rest. Of course, continued exposure leads only to death, or at least permanent sanity loss as the PCs suffer from withdrawal from the Sun Stones one final time.

Outside the town, those subject to the Sun Stones’ powers will quickly become ill and feel compelled to return to Red Valley. Once they return to the town, they become keenly aware that no one else leaves and everyone seems quite happy to stay.

Once Act III commences, leaving town should be possible only as a final action—letting the town die to save themselves—or even as a finale for a player, driven to the brink by the Sun Stones and the power they hold, leaving the snow-covered woods, crazed and rambling on and on about the sun, the sun, the sun!

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his fake stone and is taken in. However, any peddlers of fake stones are held down while their wares are destroyed in front of them, and then they themselves are destroyed for all the town to see (cost of **1/1d3 SAN** for any PC witness).

Finally, toward the end of the day, Celia and Ramses/Marks meet at the boardwalk, both flanked by their half-clothed, sun-tanned followers in a strange mockery of gangland battles. Harsh words are exchanged, including accusations of false idolatry and upcoming death under the sun. The exchange between the two leaders heats up, literally, as they both glow with the power of their Stones unleashed as they attempt unsuccessfully to burn each other to a crisp. They move closer and closer to each other until they are face to face, encompassed in bright hot glow, and it looks as if Celia's glow will overcome, when there is a flash of hands, and Ramses/Marks drives his hand-crafted ankh into Celia's ribcage. Her glow softens, then dissipates, as she crumples to the ground, dead. A moment later, Ramses/Marks is the new leader, and the crowd cheers.

### - ACT III -

#### Hot Enough for You?

The temperature now is 105° F (49° C) during Act III, with the lake evaporated nearly 30 percent. Also, the PCs may notice that the sun doesn't go down at all, ever, anymore. Sunstroke? Dehydration? These things are problems, unless you worship a Stone, which delays those negative effects of sun exposure. Sun tans and burns are still a problem, though not as much as people would think. Thing is, no one wants to leave.

By this point at least one PC could be addicted to Sun Stone viewings or perhaps be going through withdrawal. The party could have rescued Susan, who now won't leave without her father, a fully addicted worshipper who cannot be located in all the masses. Finally it's just too damn hot, and mob rule takes over for an afternoon, breaking windows and burning buildings in a mass frenzy. (If the PCs are anywhere nearby, a **Luck check** is required to avoid angry mobs that deal **1d6 HP damage**.)

Partridge's group uses a handful of cultists to retake control and tell people that all of their anger will be blessed tomorrow. In the meantime, here is a treat: Partridge's crew brings out crushed ice smothered with fruits, nuts and honey, which placates the heated mob until the next day.

#### The Sun Festival

Providing the plans for the Sun Festival move forward, and with less competition left, Partridge begins the festival at dawn of the last day. He slowly collects all the disparate groups in town, small cult and large churches alike, to the newly constructed Sun Temple in the town's center, guiding them like a mad piper. Over the course of the morning (with the sun burning continuously above), everyone is pulled together by Partridge and his crews toward the Temple and "our moment in the sun together," as Partridge himself will say. If the PCs have not already saved the town (and themselves) or have not decided to just leave and risk the winter, then this ceremony is their last chance to stop the summoning and the town's destruction.

By midday, everyone has gathered at the large stage built in front of the cabins and

beach. Adorned with his headband and little else, Partridge claims, “The sun is now ready for our great sacrifice,” and challenges each cult leader to be tested by the Sun Lens. This test requires holding a Stone in one hand while Partridge focuses the Lens at the leader. At first the crowd is quiet as it holds its collective breath to watch for the results. Next comes a slow sizzling sound, and suddenly the leader is consumed by a giant burst of flame. All that is left is a pile of dust.

After any remaining minor leaders (which could include a PC) are consumed by the fire, Ramses/Marks steps up to challenge Partridge. Ramses/Marks is now covered head to toe in the sooty remains of the Sheriff and the blood of Celia. He wears a large headpiece of somewhat ancient Egyptian design, and around his neck hangs the blood-encrusted ankh. When the Sun Lens is pointed at him, Ramses/Marks, unlike other leaders, doesn’t instantly go up in flames. Instead, after the moment of silence and the slight sizzling, he starts to glow, and the beam of light that is coming from the Sun Lens darkens. Partridge, however, is not to be overmatched and refocuses his efforts toward Ramses/Marks, who now smiles.

However, this is not to last, as Partridge is stronger and better understands the Stones’ powers. The beam darkens until it becomes a deep red, still glowing brightly—so brightly that everyone must eventually look away. When the beam is gone, so is Ramses/Marks. After that, Partridge himself quickly takes the test and—surprise—survives, slightly charbroiled and ready to rule it all.

This, of course, is a trick. Partridge knows (as does Newman), from reading the Parchments, the incantation required to

survive exposing all the powers of the Stones. A PC who has also read the Parchments and has control over a Stone might challenge Partridge at this point—and win, if it best serves the story—but would not survive the encounter with his sanity intact. So while Partridge might be beat in this manner, the PC should **check Sanity (1d6/3d6)** as they now truly understand the power of the Stones, and would most probably just replace Partridge in wanting to bring Azathoth to Red Valley.

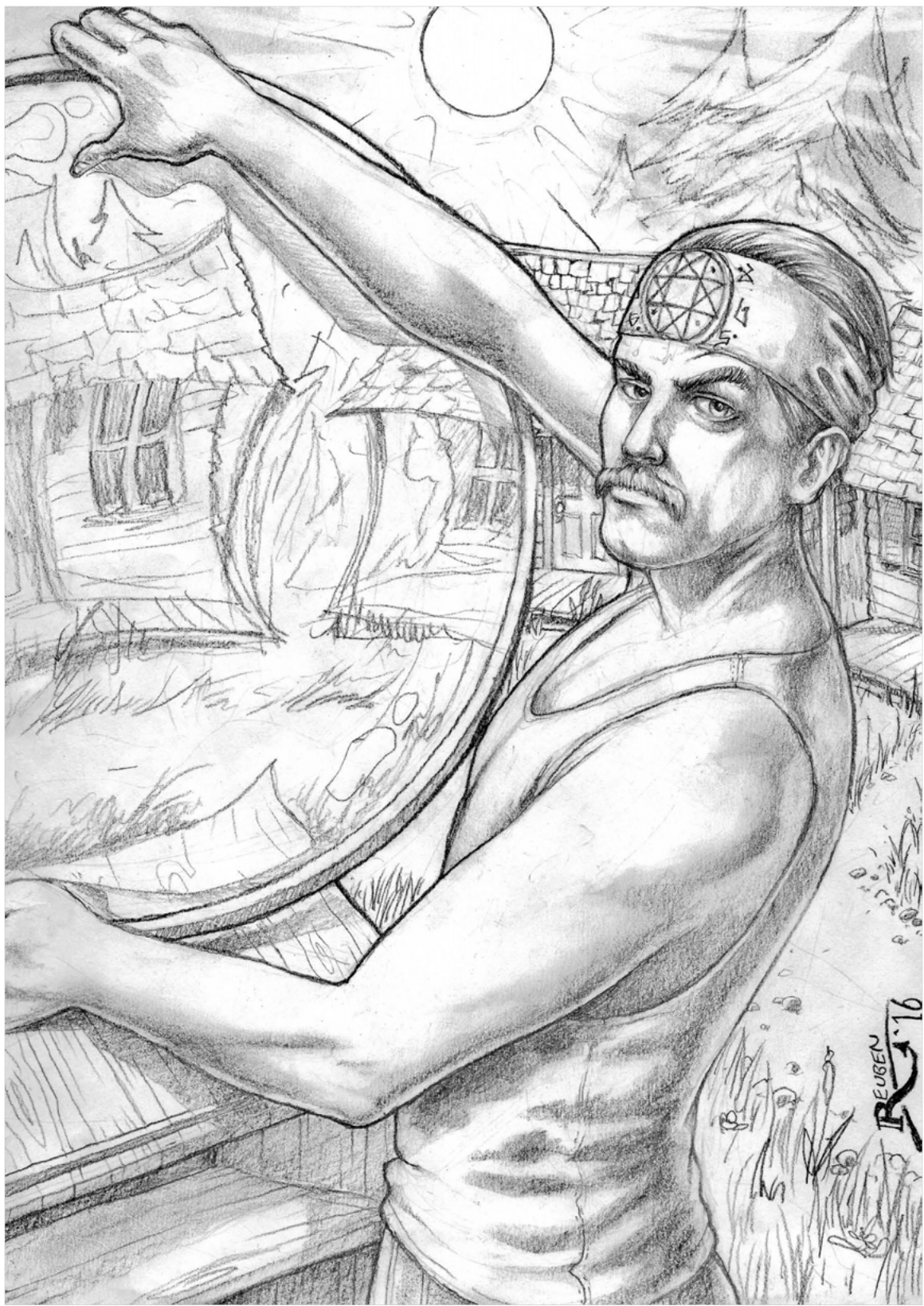
If Partridge survives, he is now reborn as the Phoenix and begins leading everyone in the final ceremony. With all the cults under his control, he destroys anyone who stands in his way, and because only Partridge has the ceremony memorized, he is the only one who knows what is coming.

That is, unless the PCs have done their homework after finding the Parchments. The party’s key chance for stopping the madness still includes sacrifice and possible madness, and is described below.

### Stopping the Madness

Now the sun is much larger than anyone has ever seen it. And while the actual sun is not any closer, the magic stored in the Stones does bring the power of Azathoth closer and closer, so that the sun seems closer than actually possible (**Science:Physics** or **Science:Astronomy check** will tell; **1d2/1d4 SAN check** if passed).

By this point, the party will have had a chance to read all of the Parchments and have figured out that the town has doomed itself to be consumed by Azathoth. The next logical question is, “can they stop it?”





In theory, it would be possible to get to each worshipper before Partridge and steal Stones from unconscious worshippers. This option would have to be at the Keeper's discretion, though, as most worshippers are conscious, and only a few Stones should be available in this manner.

Getting the Stones from the hands of those actively worshipping is more difficult. One option would be to put a PC with high MPs (fresh from a rest) in a group of worshippers already tired from worship and let the high-MP PCs take the Stone once everyone else passes out. It's probably too late to pass off a faux stone as a real Stone (although that may be an option earlier in the scenario) because most people are fully addicted to the Stones' power and will quickly recognize a bunk stone. Keep in mind that once a person starts down the path of Stone worship it becomes difficult to turn away.

Unfortunately, taking a Stone by force is probably not an option, as those who try will quickly be overwhelmed by the townspeople and brought to the Sun Temple for sacrifice. Unless the party is incredibly cunning and sneaky, trying to stop the ceremony at this point (as opposed to figuring out what needs to happen earlier in the scenario) will probably result in death for anyone involved. One final point is that PCs snared by the Stones may just as well want to join the final ceremony and may be very happy with that outcome.

One more option for salvation is to replace Partridge as the leader of the Sun Festival—a scenario that is detailed below. While this is probably the “easiest” of the choices, it would most certainly result in a PC going completely insane and becoming the most powerful cult leader in town. More details on this in the Coalescence section below.

The final, and most likely, possibility is found as a loophole in the Parchments. If the ceremony is reversed and someone with a fully charged Stone casts the spell in reverse, the Stones and the people who are holding them will be destroyed. This is probably the most reasonable option, though it requires a PC to sacrifice himself, as everyone possessing a Stone will be consumed by the power of the Stones, including the caster.

If this last option is used, the spell is cast after a few hours of memorization. The PC will finish casting the spell, and the Stone they are using will begin glowing more and more brightly, as will all the Stones in town. Then the glowing will get as bright as the sun, to the point where it can't be directly viewed, and a roaring sound (like that of a large waterfall or loud motor) will overtake the town.

Then: silence. Everyone who was holding a Stone will be gone, as will the Stones themselves, and the weather in town will revert to normal, which, in the case of Red Valley, means cloudy and very cold. This change will take less than an hour and will have a drastic impact on those left in town—especially those without proper winter clothing available. Perhaps now is a good time to leave.

## A Final Ceremony

Now that Partridge is the only cult leader left, he and his group of Phoenix worshippers begin the ceremony by gathering everyone into groups of 10 or 12 people meditating on each Sun Stone. With nearly 800 people worshipping the sun, it takes many hours to start the ceremony.

And so, with everyone chanting, the sun is brought to the town of Red Valley in a single glorious moment of heat and fire. The sun gets closer and closer, and those not using Stones feel the heat get hotter and hotter. Eventually, the sun overtakes the worshippers—everyone and everything in town is incinerated completely, and the worshippers welcome their deity to Red Valley.

## Aftermath

Anyone who returns to Red Valley after the final ceremony will find it smoldering, buildings and automobiles reduced to vaguely familiar, steaming husks under a heavy yet warm rain. Beneath the quickly soaking ruins, however, anything that might once have been living is crisped and carbonized beyond recognition. Digging further into the blackened debris around the town's center will uncover one oversized Sun Stone, fully functional under visible daylight.

## SANITY REWARDS

This scenario has multiple endings, and PCs who escape the town alive should be well rewarded—unless, of course, they became addicted to worshipping the Sun Stones and were part of the problem...

- If the ceremony is stopped without loss to life **+1d8 SAN**

- If the ceremony is stopped with losses only to Partridge's crew or PCs **+1d6 SAN**

- If the ceremony is stopped with some deaths including regular civilians **+1d4 SAN**

- If Partridge is killed **+1d6 SAN**

- If Partridge's crew is stopped but unharmed **+1d4 SAN**

- For every person who is killed to stop the ceremony/madness **-1d4 SAN**

- For any PC who escapes town and survives exposure **+1d8 SAN**

- For any PC who escapes town but became addicted to a Sun Stone **-1d6 MP/ -1d12 SAN**



# APPENDIX I



## The Observatory “Director’s Cut”

Behold the Observatory. This section of the scenario was originally part of main story devised by Doc and myself, but through the course of many years of playtesting was eventually cut. The discussion on cutting it is a part of the Playtest Notes in the *Sun Spots* Keeper Kit.

The Observatory is meant to be another brick in the story about how the Stones are transforming Red Valley into a town built on a mass delusion that somehow channeling the powers of Azathoth is going to end well for people.

Adding the Observatory into the story is relatively easy. Its location is on the north end of town, sitting on the hill overlooking the town. It’s easily found and would

probably be one of the first places the party visits once they get into town.

There are a few key components needed to fit the Observatory into the story, the two most important of which are its exploding and the subsequent use of the Observatory’s telescope lens for the Sun Lens. The best part of the Observatory is the explosion, because blowing up stuff is fun and interesting and it’s very cinematic. It works best to have the Observatory explode at the start of Act II, soon (but not immediately) after the fight between the Sheriff and Deputy. Provide another scene between these events, perhaps of something rewarding or at least non-confrontational for the party, before hitting them with another large-scale pivot in the town’s dynamics.

## Observatory People

Outlined next is the description of the Observatory and its relevant NPCs, followed by a list of possible scenes that can be used to bring the Observatory into the story.

Evergreen College built the Observatory only four years ago, when real estate in the town was very cheap after the collapse of the health spa industry in 1919. The Observatory sits above the town, on the ridge that protects it from the cold winds that blast the mountain in the winter and spring and that keep the Observatory closed for half the year. The summer and fall are then the key times for Dr. Julius Thames and his staff of four scientists and grad students. The Observatory is not cutting edge, but Dr. Thames has a decent budget for his staff, so the team is happy with the time they spend in the town. Because of the weather on the ridge, the observatory is only staffed with a skeleton crew during winter and spring (with the rest of team back at the college), but the staff works full time during summer and early fall, when the skies are clearest and the days the longest. When the PCs arrive in town, the Observatory staff is still working under those summer conditions, which is strange because they usually close shop for the winter in mid-October.

**DR. JULIUS THAMES:** An English import, Dr. Thames is by no means at the top of his field and took this opportunity to run his own observatory at a small liberal arts college just to get away from the cutthroat academia at the larger universities. Thames can be incredibly petty and self-serving when challenged on his findings and theories, and so is not the easiest person to work with. He is mostly tolerated in town because he fills

a critical role in the community as college liaison and head of the Observatory, and he's nice enough as long as you agree with whatever he says. In his effort to bolster his lackluster academic reputation (and perhaps achieve a measure of fame and glory), he was one of the first people to buy a Sun Stone, and immediately saw its potential as the breakthrough for his career. He now spends 20 hours a day (eating and sleeping little) attempting to use the Sun Stone to contact the "living sun inside" that speaks to him. Within a few days of the PCs arriving, Thames will steal another Stone and use the Observatory's telescope to focus sunlight into the two Sun Stones, ultimately destroying himself, his staff, and the Observatory in one huge fireball.

**NATHAN RABIN:** Dr. Thames' assistant is the only staff member who doesn't work nonstop trying to focus their Sun Stone. Instead Rabin spends his days naked, sunbathing on the roof of the Observatory, and is the only staffer to survive the blast at the start of Act II. He then becomes a worshipper and will return at the start of Act III to build the Sun Lens. When the PCs first encounter him at the Observatory, strolling naked toward a roof-access ladder, he's willing to discuss the observatory in brief, but after answering a few questions suggests the investigators head inside to talk with Thames.

**GEOFFREY SMYTH:** An older grad student from Evergreen, Smyth likes to be bossed around by Dr. Thames, so becomes fully obsessed with the Stone with little else occupying his thoughts or time.

**CAROLYN WEBSTER:** Carolyn is also an older grad student from Evergreen, who, unusually



for the Observatory team, is actually dedicated to the study of astronomy. She has written papers and theories of note for those in the field. She feels the Sun Stone is the most important astronomical discovery of her time, and she is fully dedicated to Thames and his Stone.

### **Observatory Scenes**

These few scenes are all that the story needs to bring the Observatory into the story, aside from an initial visit by the party.

#### **INTRODUCTIONS**

The Observatory is located on the ridge above the town and is something PCs are certain to notice when they first arrive in Red Valley. The Observatory is an obvious and

intriguing location, and while they may not visit it first, the party will certainly get there eventually.

When the party heads up to the Observatory, the first person they meet is Nathan, who will be on his way to sunbathing nude on the roof of the Observatory. While he has been affected by the Sun Stones and people's growing use of them, he has not yet truly lost his marbles—at least not in the way everyone else has. If he's called to at least a couple times while he's sunbathing, eventually he'll pop his head over the edge and engage in friendly conversation. Unlike Thames, Rabin is friendly and will answer many of the questions the party has about the Sun Stones and why the town is so obsessed.

Unfortunately for the party, Rabin doesn't know the full backstory about Partridge and Simpson or what the Stones are capable of. But Rabin's been working at the Observatory for three years and fully understands that something happened last fall that changed everything. He also is aware that it is February and that the weather is very bizarre and unseasonable. He knows that Thames bought some sort of crazy stone at the downtown bakery, though he doesn't think they still sell them anymore.

Rabin is ostensibly in Red Valley to work on his advanced degree in Physics. He came to work with Thames at the Observatory more out of lack of options than anything else. These days he gets paid to sit in the sun all day, which is something he's wanted to do all his life. Now, if you don't mind...

#### **INSIDE THE OBSERVATORY**

Once inside, the party finds the Observatory in disarray, with Geoffrey and Carolyn asleep on the floor and Thames sitting at his desk, deep in concentration as he examines his Sun Stone. He wears only his lab coat and underwear. It will take some serious badgering to gain Thames' attention, which will result in him looking up slowly from his Stone and staring at the investigator without saying anything. Continued questions will result in a long sigh as Thames pockets the Stone (he knows how valuable they are), stands to stretch, then addresses the investigators' questions.

Like Rabin, Thames doesn't know the story behind the scenes, but he is very happy to talk about his impending breakthrough of understanding a "bridge between universes." Gesticulating wildly, he'll give a brief tour of the observatory as Geoffrey and Carolyn rouse

themselves to look on admiringly. (Thames will only introduce them if asked; —they will only speak if spoken to.) Thames will end the tour with a display of a leather harness that he has built to strap the Sun Stone to the observatory's telescope. This, he will boast, is the discovery that will put his name on the same list as Galileo and Tycho Brahe.

Then, as Thames is about to strap in his Sun Stone and give the party a tour of the universe, he abruptly puts the Stone back in his pocket and begins to eye the investigators suspiciously. How interesting that they showed up just as he was about to unveil his crowning achievement. Are they spies from a rival astronomer, come to steal his secrets and Stone? Best not take any chances, he decides, and promptly ends his tour, shooing the party out the door.

#### **UNOFFICIAL TOUR**

If the party should somehow get back into to the Observatory—sneaking in to either view or steal the Stone—they find the researchers asleep, exhausted, on the floor. However, the Stone itself is still in the cradle and, whether day or night, giving an amazing lightshow.

All across the room is a multicolored light display that is both beautiful and dangerous. The lights emanating from the Stone are from every color across the spectrum—a successful **halved Science:Physics** or **Science:Astronomy check** identifies colors bleeding well into UV and infrared ranges. Failing a **Luck check** at this point means a beam catches a PC right in the eye, giving a flash of the center of the universe for **0/1 SAN check**. Anyone who then fails that Sanity check is drawn to the Stone and may use the Stone to view the center of the universe.

**BEHIND-THE-SCENES THEFT:** One behind-the-scenes action critical to the start of Act II is when the Thames, fueled by reckless obsession to channel the power of the Sun Stones via the telescope, steals a Sun Stone from someone in town. This could happen completely behind the scenes and invisible to the party's investigations. Alternatively, the theft itself can happen behind the scenes but the Stone's owner (the victim of the theft who is left to Keeper to identify) reacts violently and strikes out at other people who possess Stones, creating a cascading effect as those with Stones become highly protective. Regardless of how this event takes place, the theft both gives the astronomer his second Stone and cranks up the paranoia and protectiveness of those lucky enough to own an original Sun Stone.

**THE EXPLOSION:** Finally, all of the growing power and madness surrounding the Sun Stones comes to a shocking and deadly conclusion when the Thames rigs his telescope to focus direct sunlight through two Sun Stones simultaneously. The concentrated power of these artifacts is massive, and the telescope and everyone inside the Observatory are destroyed in a fabulous and violent explosion. Anyone near the building at this time is knocked over in a strong concussion blast as the building itself is

reduced mostly to rubble (**2d8 HP** damage to anyone outside the building). More important to the story, though, is the town's reaction to the explosion. The party will probably be somewhere in town (perhaps just having dealt with the Deputy shooting the Sheriff) when the Observatory, sitting high on its perch above the town where everyone can see it, suddenly and brilliantly explodes in a huge fireball. The town is stunned and nearly a minute passes while the moment sinks into people and they understand what truly happened—and they all cheer!

#### **THE SUN LENS REDUX**

*Here is the original description of the Sun Lens, as built by Rabin instead of Partridge.*

The Sun Lens is originally assembled by Nathan Rabin after he pulls the telescope's lens from the explosion's rubble. This first version mounts the Lens on a makeshift frame, which Rabin then uses to immolate himself. Then Partridge, with the help of some worshippers, rebuilds the Lens and the whole platform so it can be used from above a crowd of people. It is then mounted in metal hoops and can swivel and be focused in any direction. Someone knowledgeable in the ways of the Stones can then focus the MP stored in a Stone into a shining beam of light that instantly destroys anything combustible, like a person or building. Good times follow.





## APPENDIX II



### Sun Spots Today

During playtesting, it was commented that *Sun Spots* might be a fine scenario run during contemporary times. Here are some considerations that can help you make the change in the scenario's time setting.

#### **Background**

Hooking the players in might take a bit more effort during the 21st century, as a young woman who has chosen to not respond to her father might be even less of a concern than it was 90 years ago. However, given the ease and speed of modern communication technology, her father might become concerned earlier.

Petersen might just take a direct route to engage the PCs, explaining that his

daughter is involved with the church up in the mountain resort and that he doesn't know what to do. The church was just a "normal" church but changed once it got to the mountain town. In fact, everyone in this mountain town seems changed by the sun, which keeps the town unseasonably warm and seems to scramble communication signals. He needs a group of investigators to help retrieve his daughter, or at least get him in a position where he can talk to her.

Once the PCs are engaged by Mr. Petersen, the flashback scenes should work well enough. Rebecca's apartment, the church, and Benjamin Garner can all be run as-is, including the car crash in the snow storm.

## **Simpson and Partridge**

The world of archaeology, while not as exciting as it was 100 years ago, still has the possibility for great discovery and rivalry, and the core relationship between Simpson and Partridge need not change.

It would work for the duo to have had their break in the 1990s with a televised news stunt much like Geraldo Rivera's failed Al Capone vault break-in in 1986. But instead of a gangster's vault, their event was unearthing a hidden Native American burial chamber far into the New Mexico desert (just north of Roswell, perhaps), or any of the great mounds in Ohio, Michigan, or Mississippi, resulting in the uncovering of artifacts used in cleansing ceremonies and the like. Protests by the local Native Americans would be largely ignored (or, more likely, fully patronized and exploited, with Partridge bringing along his own "Indian Experts" in full headdress to provide the counter argument).

For his part, Partridge might currently be a relic of spending the last 15 years in reality television, splitting from Simpson over "taking their vision global." Partridge and his crew might be minor TV celebrities, having spent 13 seasons (2001-2014) galivanting around the world, looking for ancient history to exploit in one form or another as part of the TV show *Mysteries of the Unknown*. There would be plenty of information available online about the Partridge crew, who they are, where they're from, and what they might be looking for.

Simpson, then, would have returned to academia to live out a relatively obscure life in research. Online searches would reveal little past his original involvement with Partridge. Perhaps Simpson has made some controversial statements about the existence of an ancient civilization called Hyperborea that still has powerful magical artifacts hidden to the modern world.

## **Setting**

Very little needs to change to pull Red Valley into the 21st century. The town's location and remoteness can be part of its appeal. Instead of Red Valley being an hour's drive from Boston, it's in the Catskill Mountains along the Massachusetts and Connecticut state borders (still just a few hours' drive west), with Pittsfield, MA being the stand-in for Evergreen. Red Valley would still be a significant drive from any urban area, that its remoteness would remain part of its appeal.

While limiting PCs' mobile phone service is an overused horror movie cliché, it may be a valid limiting factor for the party while in Red Valley. The lack of service can be part of the resort town's appeal — people love that it's remote and offers a "technology-free experience." Red Valley will have phone and power and sewer service, at least up until October, but it can still be remote enough to warrant a distinct sense of isolation from the modern world. Maybe once the Sun Stones become activated, the sun's nearness reduces or eliminates mobile phone coverage altogether. Whatever best suits the narrative.

## **The End**

A final thought on how the scenario might end in the 21st century: Assuming any of the PCs survive in some state or another, they may end up following in Partridge's footsteps when the producers of *Mysteries of the Unknown* approach the PCs after footage of the "incident at Red Valley" is shared online. The PCs could be pulled into their own reality TV series—provided the means to travel around the world, exploring ancient sites and uncovering unusual mysteries. It could be the start of a very interesting campaign.



## APPENDIX III



### People

**Daniel Petersen**, Banker, Age: 58

Master's Economics, Yale

STR 50, CON 50, SIZ 60, INT 70, POW 40,

DEX 50, APP 65, EDU 80, SAN 32, HP 11

Damage Bonus: 0; Build 0; Move 5; Luck 55%

Attacks: None above base

SKILLS: Accounting 75%, Credit Rating 75%, Law 55%,

Persuade 55%



**Susan Petersen (Amaterasu)**, Student, Age: 20

Studying English Literature, Evergreen College

STR 40, CON 50, SIZ 50, INT 80, POW 60,

DEX 50, APP 75, EDU 75, SAN 35, HP 12

Damage Bonus: 0; Build 0; Move 8; Luck 65%

Attacks: Throw Sun Stone 45% (22/9), damage 1d3 (Thrown)

SKILLS: English Literature 38%, Credit Rating 45%,

History 37%, Language (Latin) 35%, Language (French) 22%,

Library Use 44%, Psychology 42%



**Barnaby Thomson**, Pastor, Age: 29

Master's Theology, Boston College

STR 50, CON 50, SIZ 50, INT 60, POW 55,

DEX 40, APP 70, EDU 80, SAN 40, HP 10

Damage Bonus: 0; Build 0; Move 8; Luck 55%

Attacks: Throw Sun Stone 35% (18/7), damage 1d3 (Thrown)

SKILLS: Persuade 65%, Psychology 65%, Credit Rating 40%,

History 50%, Language (Latin) 55%, Charm 45%,

Library Use 45%



**Tony Marks (Ramses IX)** , Deputy, Age: 27  
Evergreen High School

STR 60, CON 60, SIZ 50, INT 80, POW 40,  
DEX 70, APP 50, EDU 55, SAN 20, HP 11

Damage Bonus: 0; Build 0; Move 9; Luck 55%

Attacks: Firearms (.45 Revolver) 40% (20/8), damage  
1D10+2; Throw Sun Stone 55% (28/11), damage 1D3 (Thrown);  
Fighting (Brawl) 60% (30/12), damage 1D3 + damage bonus

SKILLS: Intimidate 65%, Dodge 55%, Jump 35%, Law 55%,  
Psychology 45%, Swim 35%



**Priestess Celia Frothingham**, Age: 44  
Bachelor's Art, Wesleyan

STR 40, CON 50, SIZ 50, INT 80, POW 60,  
DEX 50, APP 55, EDU 70, SAN 32, HP 10

Damage Bonus: 0; Build 0; Move 7; Luck 35%

Attacks: None above base

SKILLS: Accounting 35%, Art (Ceramics) 45%,  
Art (Painting) 65%, Bargain 40%, Natural World 25%,  
Language (French) 35%, Persuade 45%, Psychology 65%



**Gary Evans**, Motel Owner, Age: 50  
Bachelor's Music, Julliard School

STR 25 CON 45 SIZ 50 INT 90 POW 50  
DEX 25 APP 75 EDU 90 SAN 35 HP 8

Damage Bonus: -1; Build 0; Move 8; Luck 50%

Attacks: None above base

SKILLS: Art (Piano) 55%, Art (Violin) 45%, Charm 40% ,  
Credit Rating 45%, History (Music) 38%, Library Use 44%,  
Persuade 65%





**Denby Partridge**, Archaeologist, Age: 47

Master's History, Harvard

STR 50, CON 50, SIZ 50, INT 60, POW 55,  
DEX 40, APP 70, EDU 80, SAN 40, HP 10

Damage Bonus: 0; Build 0; Move 8; Luck 75%

Attacks: Fighting (Brawl) 55% (28/11),  
damage 1D3 + damage bonus

SKILLS: Anthropology 25%, Archaeology 65%, Charm 46%,  
Cthulhu Mythos 17%, Credit Rating 48%, Fast Talk 38%,  
History 43%, Law 18%, Library Use 38%, Natural History  
24%, Occult 29%, Language (Latin) 48%, Language (Ancient  
Greek) 24%, Language (German) 24%, Language (French)  
22%, Persuade 65%, Psychology 45%, Spot Hidden 38%



**Rebecca Newman**, Linguist, Age: 37

Master's Ancient History, Columbia

STR 50, CON 50, SIZ 60, INT 70, POW 40,  
DEX 50, APP 65, EDU 80, SAN 32, HP 11

Damage Bonus: 0; Build 0; Move 7; Luck 75%

Attacks: Firearms (.38 Revolver) 35% (18/7), damage 1D10

SKILLS: Archaeology 75%, Anthropology 64%,  
Cthulhu Mythos 31%, Persuade 33%, History 64%,  
Language (Ancient Greek) 65%, Language (Latin) 43%,  
Language (French) 26%, Language (Ancient Assyrian) 37%,  
Library Use 55%, Occult 39%, Psychology 36%,  
Spot Hidden 28%



**Jason Taft**, Face Man, Age: 26

Bachelor's Political Science (Incomplete), Harvard

STR 40, CON 50, SIZ 55, INT 60, POW 50,  
DEX 55, APP 80, EDU 70, SAN 25, HP 12

Damage Bonus: 0; Build 0; Move 8; Luck 65%

Attacks: None above base

SKILLS: Archaeology 12%, Charm 65%, Credit Rating 55%,  
Cthulhu Mythos 12%, Fast Talk 45%, History 45%,  
Listen 35%, Occult 27%, Stealth 45%, Spot Hidden 33%,  
Swim 36%



**Markus Smith**, Muscle, Age: 36

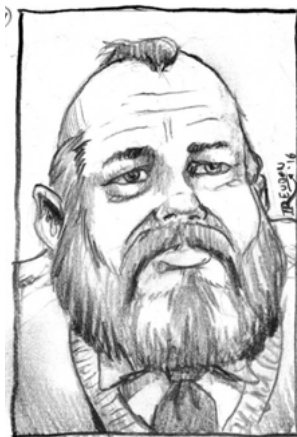
The Streets of Hell's Kitchen; Trenches of the Great War

STR 80, CON 70, SIZ 55, INT 60, POW 45,  
DEX 60, APP 35, EDU 53, SAN 40, HP 12

Damage Bonus: +1d4; Build 1; Move 7; Luck 45%

Attacks: Firearms (.45 Automatic) 50% (25/12),  
damage 1D10+2; Fighting (Brawl) 65% (33/13),  
damage 1D3 + damage bonus

SKILLS: Archaeology 12%, Climb 53%, Cthulhu Mythos 9%,  
Dodge 45%, Drive Auto 37%, First Aid 38%, Intimidate 65%,  
Jump 31%, Listen 41%, Occult 12%, Pilot (Airplane) 37%,  
Sneak 28%, Spot Hidden 41%, Throw 39%, Track 21%



**Tom Reynolds**, Mayor, Age: 48

Bachelor's Economics, University of Vermont

STR 50 CON 55 SIZ 60 INT 90 POW 70  
DEX 85 APP 60 EDU 80 SAN 55 HP 12

Damage Bonus: 0; Build 0; Move 8; Luck 70%

Attacks: None above base

SKILLS: Accounting 65%, Charm 45%, Credit Rating 55%,  
Law 55%, Persuade 55%, Psychology 35%



**Barnaby Jones**, Gas Station Owner, Age: 38

Gas Stations up and down New England

STR 70 CON 80 SIZ 50 INT 60 POW 50  
DEX 60 APP 50 EDU 40 SAN 50 HP 13

Damage Bonus: 0; Build 0; Move 9; Luck 40%

Attacks: None above base

SKILLS: Accounting 45%, Drive Auto 35%, Electrical  
Repair 25%, Locksmith 15%, Mechanical Repair 65%,  
Operate Heavy Machinery 35%, Throw 45%



**Wes Waller**, Store Owner, Age: 54

Lincoln Primary School, Harrisburg, PA

STR 20 CON 60 SIZ 70 INT 50 POW 55

DEX 65 APP 40 EDU 85 SAN 20 HP 13

Damage Bonus: 0; Build 0; Move 7; Luck 55%

Attacks: None above base

SKILLS: Accounting 54%, Craft (Mining) 45%,  
Credit Rating 45%, Fast Talk 56%, History 45%,  
Psychology 75%, Science (Geology) 35%



**Bob Crenshaw**, Café Owner, Age: 44

Red Valley Primary School, Red Valley, MA

STR 40 CON 50 SIZ 50 INT 80 POW 60

DEX 50 APP 55 EDU 70 SAN 32 HP 10

Damage Bonus: 0; Build 0; Move 7; Luck 35%

Attacks: None above base

SKILLS: Accounting 45%, Charm 55%, Craft (Cooking) 55%,  
Listen 35%, Psychology 40%



**Tom Powledge**, Deli Owner, Age: 58

Mean Streets of the Real World

STR 50 CON 50 SIZ 60 INT 70 POW 40

DEX 50 APP 65 EDU 80 SAN 32 HP 11

Damage Bonus: 0; Build 0; Move 5; Luck 55%

Attacks: None above base

SKILLS: Accounting 25%, Charm 45%, Craft (Cooking) 65%,  
Drive Auto 39%, Fighting (Brawl) 66%, Law 44%, Listen 35%,  
Mechanical Repair 47%



**Sheila Robinson**, Store Owner, Age: 55

Bachelor's English Literature,

Mount Holyoke College

STR 50 CON 50 SIZ 50 INT 60 POW 65

DEX 65 APP 50 EDU 75 SAN 35 HP 10

Damage Bonus: 0; Build 0; Move 8; Luck 65%

Attacks: Throw Sun Stone 45% (22/9), damage 1d3 (Thrown)

SKILLS: Anthropology 25%, Art (English Literature) 55%,

History 35%, Language (French) 44%,

Language (Latin) 55%, Language (Spanish) 32%,

Library Use 65%, Occult 22%, Persuade 32%



**Father Henry Pollack**, Catholic Priest, Age: 29

Bachelor's Theology, Providence College

STR 50 CON 50 SIZ 50 INT 60 POW 55

DEX 40 APP 70 EDU 80 SAN 40 HP 10

Damage Bonus: 0; Build 0; Move 8; Luck 55%

Attacks: None above base

SKILLS: Charm 42%, History (Bible) 56%,

Language (Latin) 55%, Library Use 35%, Occult 24%,

Persuade 65%, Psychology 54%



**Maggie Thompson**, Gallery Owner, Age: 52

Bachelor's Art History, Smith College

STR 45 CON 45 SIZ 50 INT 65 POW 60

DEX 60 APP 40 EDU 80 SAN 60 HP 10

Damage Bonus: 0; Build 0; Move 9; Luck 45%

Attacks: None above base

SKILLS: Art (Sculpture) 35%, Art (Sketching) 44%,

Charm 28%, History (Art) 55%, Language (French) 45%,

Library Use 45%



**Paul Barbour**, Gallery Owner, Age: 34

Jefferson High School, Brooklyn, NYC

STR 40 CON 65 SIZ 70 INT 80 POW 25

DEX 45 APP 45 EDU 60 SAN 25 HP 13

Damage Bonus: 0; Build 0; Move 7; Luck 90%

Attacks: None above base

SKILLS: Charm 55%, Fast Talk 48%, Fighting (Brawl) 65%,

Firearms (Rifle) 44%, Law 38%, Psychology 48%



**Shirley Smeage**, Hotel Owner, Age: 67

Washington High School, Hartford, Connecticut

STR 35 CON 45 SIZ 50 INT 75 POW 45

DEX 55 APP 50 EDU 65 SAN 45 HP 11

Damage Bonus: 0; Build 0; Move 9; Luck 75%

Attacks: None above base

SKILLS: Accounting 45%, Charm 48%, Electrical Repair 28%,

Locksmith 25%, Mechanical Repair 55%, Psychology 39%







# APPENDIX IV

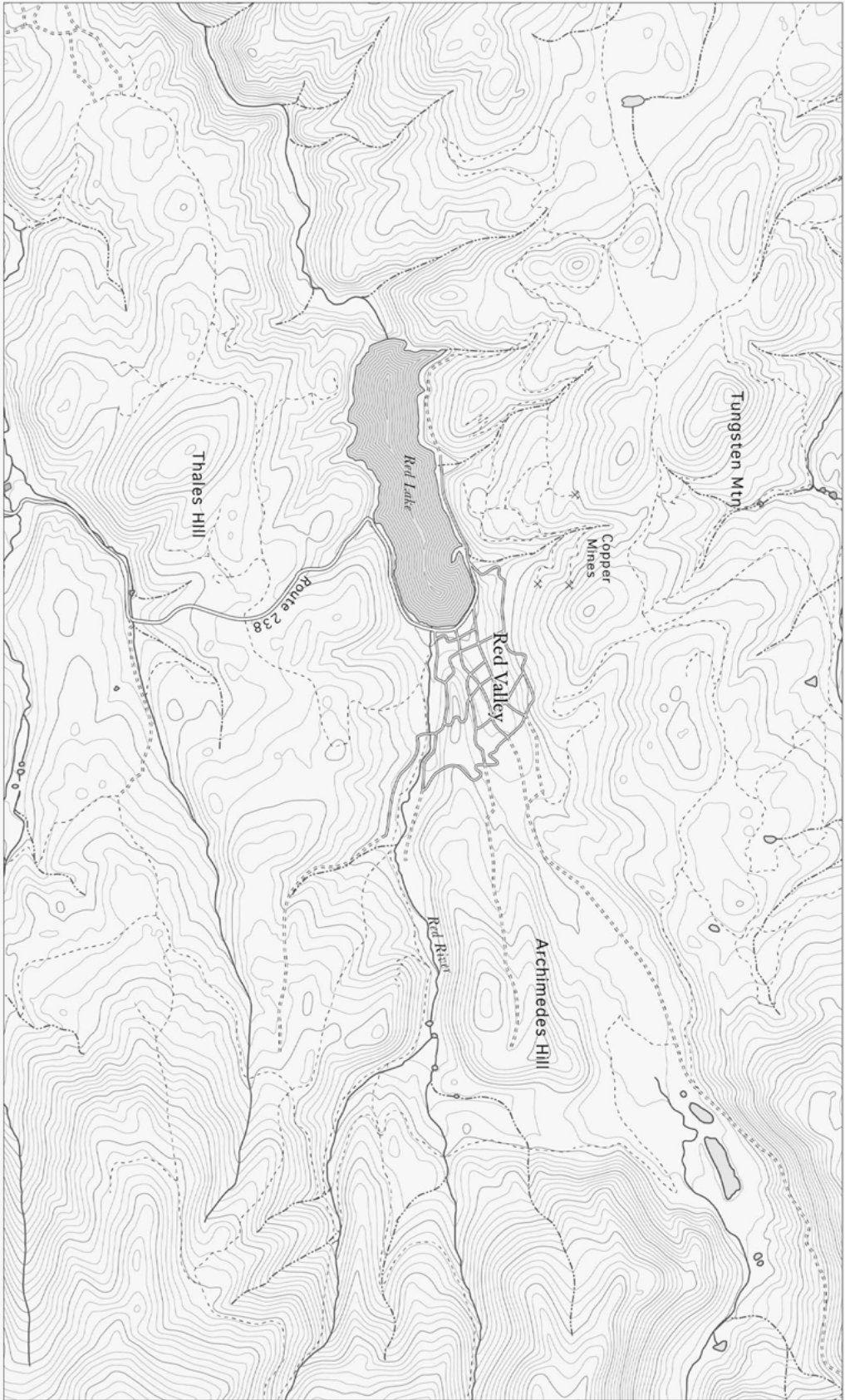


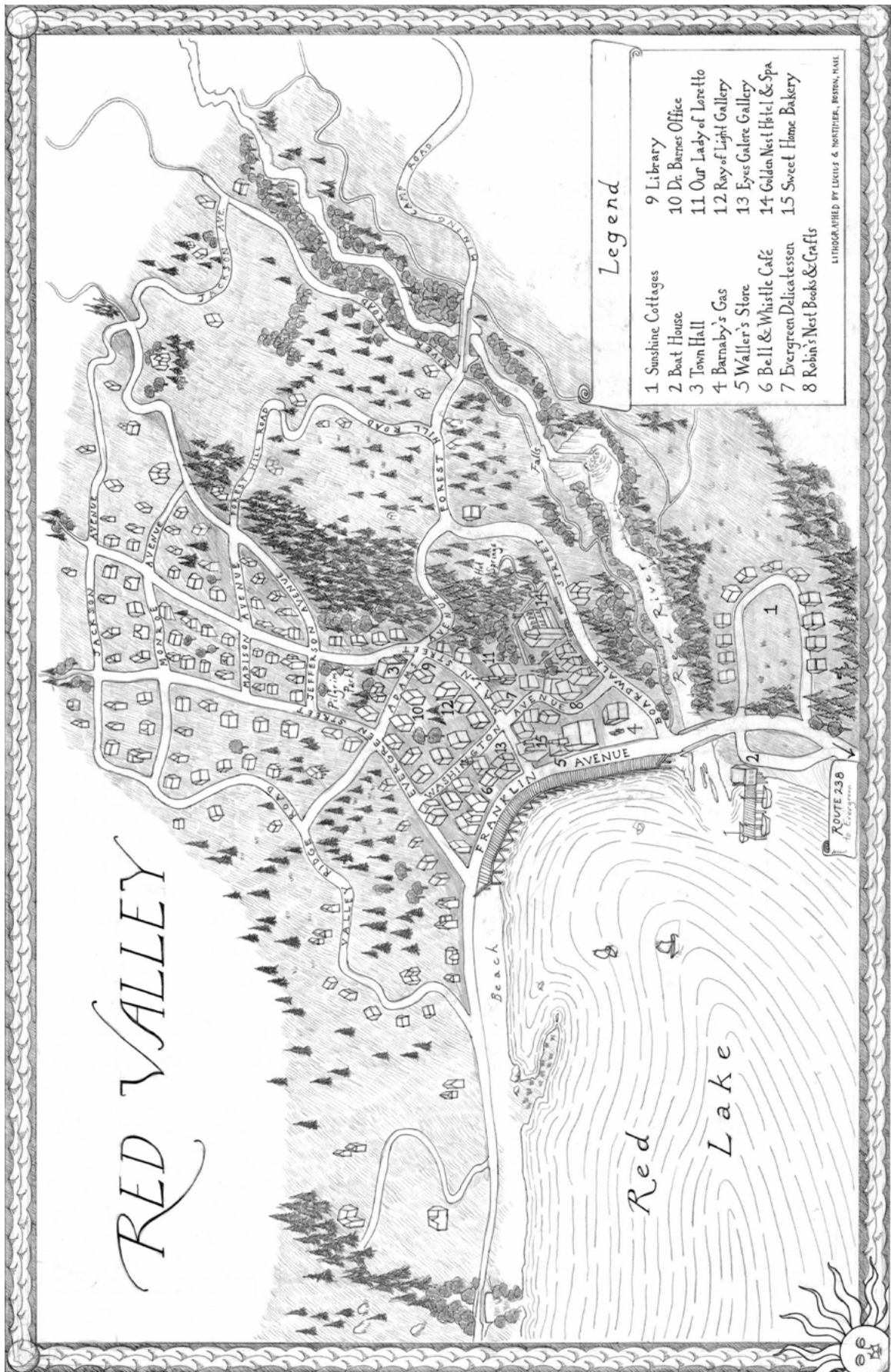
## Places & Props

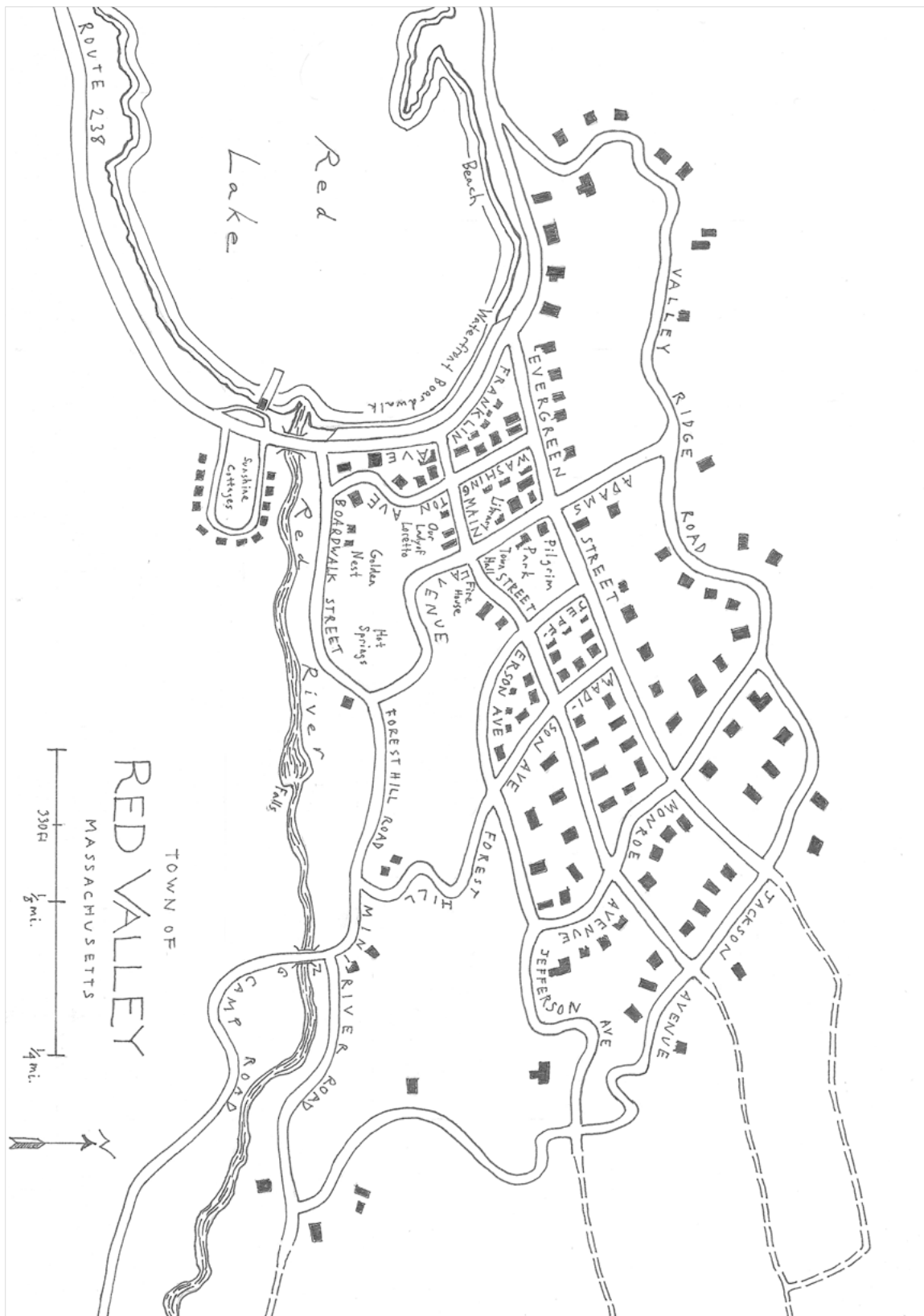


**RED VALLEY TOPOGRAPHIC SURVEY**

PREPARED FROM U.S. GEOLOGICAL SURVEY QUADRANGLES BY THE PARAMOUNT MINING CORPORATION







January 2, 1926

Dear Diary,

Happy New Year! I decided to come back to Evergreen early just to get away from Dad. I love him so but he was driving me crazy! He always wants to check on me and make sure I'm doing all right. Yes, I'm still sad about mother, but it's been four years and we can both move on. I love

him but he drives me crazy!

Speaking of driving me crazy, Benjamin Garner brought me a teddy bear for Christmas. A teddy bear! Does he think I'm ten years old? I like him fine but not as much as he likes me. I just don't know how to let him down nicely;

January 5, 1926

School has started. I'm not feeling up for it. I just can't seem to care that much about calculus and 18<sup>th</sup> century European history. Maybe it's the storm that's coming into town. The first snowflakes started falling last night and it's certainly cold enough.

Melanie says I should just

tell Benjamin I don't like him, but I don't think I can hurt him like that. Time will tell if he gets the hint.

January 8, 1926

Clm so excited! clve decided to go with the church on their annual winter trip. They're going up to a place called Red Valley - cl guess it's an old resort town in the hills north of town. clt will be so fun to get out of town and away from classes. cl can use a nice dip in the spa!

Pastor Thomson has been so

frindly with me lately. He's so handsome but cl don't think he's serious. clsn't his job to love us the same? cl guess it doesn't matter. cl just want to get away from classes for a while.

January 12, 1926

We leave on Friday for Red Valley! clt will be so nice to get away and just leave Evergreen behind.

Unfortunately, Benjamin is coming along with the church. cl do like him - he's a very nice boy. But cl know he likes me a lot more than cl like him. And cl'm afraid he thinks too much

of our relationship. cl hope we can just be friends.





# APPENDIX V



## Kickstarter Backers

Darin Kerr, Robert Heather, Suguru Oikawa,  
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Patrice Mermoud, Patrick Sandoval, Paul de Haan, Paul Haban “XpresoAdct”, Paul Hudson, Paul Kunnap, Paul of Cthulhu, Pete Wright, peter peretti, Philip C. Robinson, Phillip, Purple Stuart, Ralf “Sandfox” Sandfuchs, Rasmus Nicolaj West, Raúl Peña Fernández, Rich Pingree, Rick Blanco, Rob Johns, Robert Andersson, Robert Biskin, robert kim, Robert Smith, Rodolphe, Roland Schruff, Rom Elwell, Ronny “RoninRa” Anderssen, Rune Printzlau, S J Jennings, Sapper Joe, Scott Bennett, Scott Simmonds, Scott Wilson, scramasax, Scrymgeor, Sean M Smith, Sectario-Marco Antonio, Senjans, Shane Ivey, Shannon Mac, Silvio Herrera Gea, Simon Brunning, Skenderax, Sky Underwood Jones, Spooky Mizu, Stefan Anundi, Steven D Warble, Steven Hoffman, Stuart Dollar, Stuart Miller, Sushi, Sven Scheurer, Svend Andersen, Tara Cameron, Ted Sandrock, Tero Laiho, Thaddeus Ryker, The Roach, Thomas Janny, Thorin “SonOvThrain” Thompson, Tim Eagon, Tim Vert, TIN, Treganter, Tristan Lhomme, Twila Price, Tyson Fultz, Vanessa Brannon, Vasil Khiznjak, Wayne Mason, William E Bradbury, William Lee, Wojciech Kobza, Yukihiro Terada, Zachary Whateley, Zed Lopez

Andy Simmons, Gregory G. Geiger, Stasey & Shannon Norstrom, Stephan Tourville, Tom Ryan



# APPENDIX VI



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