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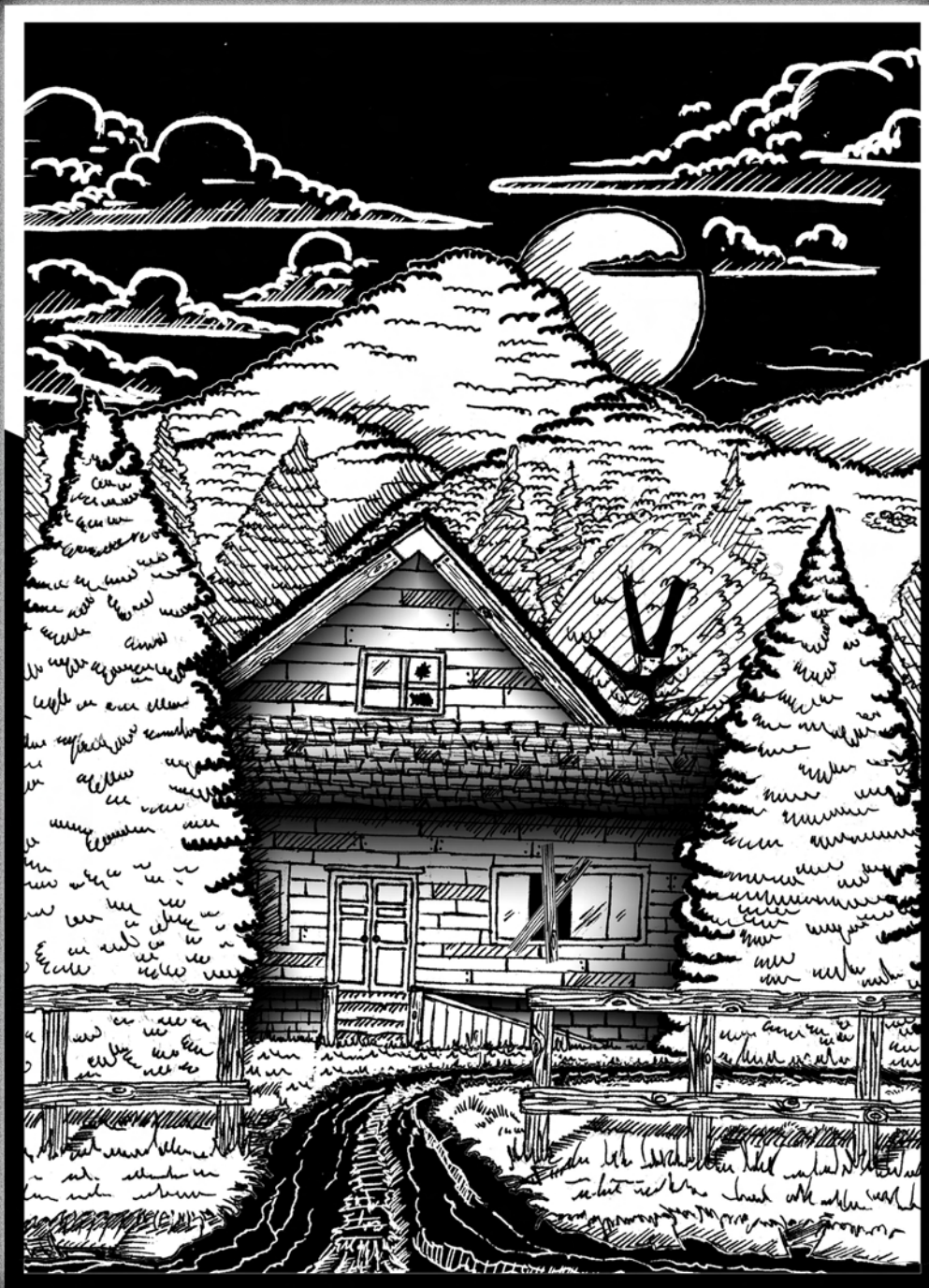
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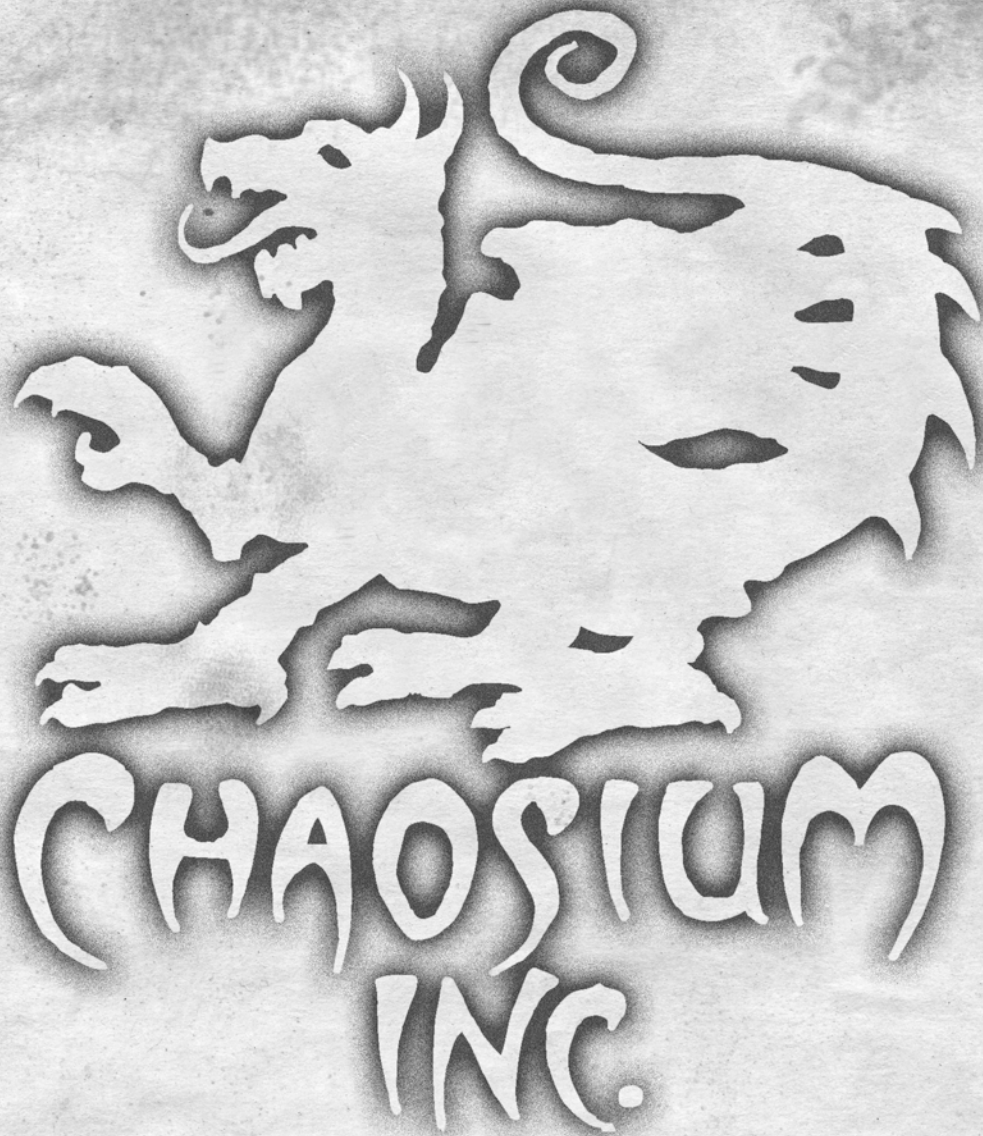


SHENANDOAH



A CALL OF CTHULHU SCENARIO IN THE OZARK MOUNTAINS





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Shenandoah

*A Call of Cthulhu Scenario
in the Ozark Mountains*

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by
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Special Thanks to:

Ben Parker, Native American Historian

Aaron Barker, Food Caterer

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INTRODUCTION



Ladies and gentlemen, it is time again to fight to maintain our sanity. Call of Cthulhu has become legendary among thousands of gamers across the world. Part of its uniqueness that has set it apart from the rest of the role-playing games available is the sanity behind the game. For newcomers, Call of Cthulhu primarily revolves around the players exploring and investigating strange, bizarre, and outrageously horrifying mysteries that humans were truly not meant to discover. As they slowly uncover the truth little by little, their grip on their own sanity begins to loosen.

Imagine for a moment you and your friends have planned on a spelunking trip in Colorado. As you are all descending into the depths of the narrow cavern, one of your friends yells over to you that she has spotted a small entrance to a cave that none of you have seen before. Living for the thrill of adventure of

being the first to look into this cave, you squeeze your way through the tight crevice and plunge into the darkness with just your lanterns. The sound of water dripping far off is all you hear besides the beating of your own heart. Further down you go, daring to see where it leads, when suddenly something flies out of the darkness narrowly missing your head. At first you are shaken but then quickly pass it off as a bat. After what seems like forever, you come across solid ground. Raising your lantern, however, you hear your friends suddenly shriek in horror and quickly begin scrambling up their ropes, desperate for their very lives. The light slowly pours over what has scared them beyond sanity – a large, black obelisk rises before you, which makes a low, ominous hum, almost like chanting. The tower is covered with symbols that chill your blood – symbols of terrible acts of violence and evilness that no human could ever pos-

sibly conceive. At the pinnacle, a cyclopean eye draped with numerous tentacles seems as if it is looking directly at you into your very soul.

Then a booming, low-tone echo comes from deeper within the cave followed by another and another – the sound getting louder with each beat. Something is approaching, something big. Your mind begins to race through its imagination of the largest animals you can think of. Elephants wouldn't be here; what else would make such horrifying loud pounding sounds as it walked? Your mind is still gripped on the reality you perceive – werewolves, vampires, zombies – none of which exist...

The vision comes into focus. You had no idea the cavern was this colossal! Your lantern barely lights the area around you, but it lights just the foot of the creature that now stands directly behind the obelisk beaming down at you with a glowing cyclopean eye. The eye shines brightly enough to see flashes of writhing snake-like tentacles that swirl about its face. Nothing in any of your nightmares compares to what you face right now. For a moment you think of trying to climb the rope that is mere inches from your reach, but your legs disobey your will. You feel your mind quickly slip from its comfort zone assuming creatures like this don't exist, the routine of your ordinary life as you go to work everyday, and the ignorance you once had of true reality. All of which now is gone, but you have no time to contemplate the feeling that rushes over your body. You have no time even to scream as you see the eye suddenly lunge down towards you and the brief feeling of the tentacles wrap around your body before all goes black...

Although this situation may be an extreme example (indeed few humans will ever gaze their eyes upon Great Cthulhu), it demonstrates how our minds are so focused on disbelieving that, if given a reality check, it will quickly go insane. The thrill and excitement of discovering the unknown (even at the risk of the player's insanity) is just one of the many reasons why Call of Cthulhu is so popular.

OZARK MOUNTAIN GEOGRAPHY

The Ozark Mountains spread between Arkansas and Missouri. Most commonly called the Ozarks, it is an uplifted and eroded plateau comprising of four main plateaus: Boston Mountains, Springfield plateau, Salem plateau, and St. Francois Mountains. Through centuries of erosion, the area appears nothing like the traditional looking plateaus more commonly found in New Mexico and Arizona.

The most rugged, mountainous portion of the Ozarks can be found in the Boston Mountains, which is rich with marine invertebrate and plant fossils. Farther north of the Boston Mountains into Missouri, the Springfield plateau has much broader interflaves. The largest of the four, Salem plateau takes up over half of the 47,000 square miles the Ozarks cover.

Besides the "Show-me State," Missouri sports the nickname "Cave State" as having the second most caves with over 6,000. Most of these are found in the Ozarks.

Avg. annual precipitation = 45 inches
 Avg. annual snowfall = 12 inches
 Avg. humidity = 73%
 Avg. summer temperature = 75 deg. F
 Avg. winter temperature = 35 deg. F

Come. Let us take this journey together. But be warned. Although we may be safer in numbers, there are things lurking just beyond the light from our lantern that will make no difference how many of us there are.

This scenario takes place in the Ozark Mountains located in southern Missouri. In order to establish a complete setting, the year will be 1927. Varying this date may become problematic. There are numerous

dates of birth and death in the scenarios that relate back to the late 19th Century. Time usually stands still in this portion of the country. People who live in this area have little need to rush. They are more in tune with nature, and they appreciate her awesome beauty more than many city dwellers. Indeed, the Ozarks contain some of the most peaceful and breathtaking scenery in America. Especially in the early 20th century, isolation was common in this area similar to the Appalachian Mountains. Although the stereotypical term "hillbilly" may come to mind, there

are a few towns, like in this scenario, that have discovered civilization. Investigators are suggested to refrain from using such slang towards any non-player character to avoid potential fatal results.

In this adventure, the players will have multiple objectives. Keepers are welcome to either re-run the game or combine all three into one.

TOURNAMENT RULES - OPTIONAL

Given the length of this particular scenario, it is too time-consuming to complete in a two- or four-hour long game slot at a convention. However, a Keeper may condense it down into a more suitable four-hour timeslot. It is recommended to eliminate one or both of the secondary objectives, or Keepers may wish to eliminate the primary objective and focus more on the two secondary objectives.

Having said that, a Call of Cthulhu tournament may be played out in several ways. One or more judges may stand witness to the quality of role-playing the investigators present. This generally leads to a very subjective decision, and often times the decision is nearly a tie. An alternative to this method would be the point system. Commonly used over 20 years ago for role-playing tournaments at conventions, a list of possible achievements is created, and each are assigned a point amount. For example, investigators receive 5 points if they discovered the ancient idol hidden in a chest in the attic. These achievements would be entirely unknown to the players. Although it may lead to players with significantly fewer points if they take a u-turn in the scenario and go a different way, it provides a more objective solution to the victor. A suggested list of point allotment is provided at the conclusion of this adventure in **Appendix C**. Keepers are always welcome to add or subtract from the list.



KEEPER'S AREA

The following should be exclusively read by only the Keeper. The sections following detail the history of the family that once lived in Shenandoah, which is the name of the house the scenario revolves around. It goes on to detail the horrible fate that befell the family and why so many people are interested in purchasing the house now. The nearby town of Eminence, Missouri, also comes into play, and the people and places therein are explained in detail as well. The surrounding area also requires explanation. Besides

a list of animals commonly found in the Ozark Mountains during the 1920s, one strange beast has been looming around the woods terrorizing many of the locals who create tall tales about the animal known as the Moon Cat.

One final note should be pointed out. Although some historical accounts in this scenario are accurate, the history and accountability as a whole should be taken lightly. So with that, let's get started.

THE ABBREVIATED STORY

For the convenience of the fast-paced, off-the-cuff Keeper, this section is for you. It includes the basic information needed to run the scenario. If further background information is needed, continue reading with **"The Past - (1859-1926)"** and **"The Present - (1927)"** on page 9 and 12, respectively.

The main objective of this scenario revolves around an old 19th century house named Shenandoah located near the small town of Eminence, Missouri. Two individuals are interested in purchasing the estate: Annie Potter, age 47, and Susan Shelby, age 37.

Annie's interest comes from the death of her childhood friend, Molly, who was responsible for her own family's death in 1880. This happened after the two children discovered a cave that hid a small Hopewell village; Molly found a dagger that had spiritual ties to the afterworld, which the dead would talk to her. Her father was abusive, and the voices from the dagger convinced her to murder the entire family to "ease" their suffering. Annie intercepted her while heading to Molly's house soon after the murder happened when a strange black beast leapt out of the woods and attacked Molly, dragging her back to her home, Shenandoah.

Annie never told anyone what she had seen although the locals often witnessed a large cat-like animal high in the hills. Nowadays the legend of the beast is called the Moon Cat. As far as the sheriff's conclusion on the murders, he reported it as a fluke attack from a random escaped convict before kidnapping little Molly. Now Annie wishes to seize control of the estate as she has a deep obsession with contacting Molly again. She believes that Molly's body is somewhere on the premises of Shenandoah, but she doesn't know how she knows. According to rituals she has read about in the local library's "alternative" section dealing with the occult, she must find her body before she can communicate with Molly. Furthermore, her desire will go one step further as she will wish to resurrect Molly. Molly will return a purely evil entity that will want nothing but to continue murdering as she did in her previous life. Mundane weapons will not cause any harm to Molly either. Annie has recently become a widow due to the untimely death of her husband at a local sawmill. Until now her family was unable to afford the Shenandoah, but with the passing of her husband and the settlement she received, she knew it was within her reach.

Meanwhile, Susan Shelby is a widow from New York City. Her interest is through the fascination of the su-



pernatural. As it is currently the rage in the New England area at this time, she set off to Smalltown, U.S.A. in search of haunted dwellings. However, her past is a dark one. She had developed hypochondria while in New York, and through numerous visits to many doctors, she had an affair with one. Her husband caught wind of the infidelity and threatened to divorce her. Susan was quick-witted and had already arranged for an "unfortunate" failed surgery for her husband through one of her most trusted (and well paid) doctors.

The opportunity to move to the Midwest in search of haunted houses came to her soon after. Old newspaper clippings from all over the country were readily available to her in the New York City Library, and she had discovered the article covering Shenandoah. It was written up 15 years after the massacre by a young reporter trying to keep his job by writing a story about ghosts in southern Missouri. Several houses were listed, but Shenandoah struck out at her. It involved the disappearance of a 7 year old girl [Molly] and the murder of an entire family, which led to legends of the house becoming haunted by the spirits. The house, according to the article, was still up for sale as no one could stay even a night in it without experiencing strange noises, chill breezes, and items that shifted when their backs were turned. Susan's fascination and imagination soared as she made the trip to the small town of Eminence in the fall of 1927.

The scenario will be a battle between the women on who offers the most for the house or scares the other away by staging the "strange occurrences." However, both will soon discover neither has to stage anything. Susan will play shady if needing to acquire more money through blackmailing or theft. Annie will pretend to be kind to the investigators, hiding her knowledge of spells, and using others in town to do her dirty work. Only when either one of them realize they are "losing" the battle will they resort to more heinous crimes. As the scenario progresses, they will both become more drastic and daring, and eventually stop at nothing to get what they want. Currently the

Shenandoah is selling for \$36,000, but with a good Bargain Roll, investigators may lower it down to \$32,000 to \$28,000 depending on their roll.

If they side with Annie, she will pay them \$2,500 if they find Molly. Susan, however, will offer them \$1,500 up front and another \$3,000 if she acquires the house. Investigators will not know Susan's true intentions, but she will betray them. She will pay the \$1,500, but when she has the house, she will refuse to pay the remaining \$3,000. If provoked, she will eventually pay but arrange for Jack to sabotage their

THE YEAR OF 1927

Last year the Model T was sold

Calvin Coolidge was president

119 million people were living in the U.S.

A First Class stamp cost 2 cents

Unemployment was at 3.3%

New York defeated Pittsburgh in the World Series

The horse, Whiskey, won the Kentucky Derby

The first all-electronic television was revealed by Philo T. Farnsworth

George Lemaitre proposed the Big Bang Theory to the world

Charles Lindbergh made his famous nonstop transatlantic flight

The movie Metropolis debuts

The first talkie Jazz Singer debuts

One of the biggest earthquakes strikes China at 7.9 magnitude, 200,000 die

Tukaram sinks in the Bay of Arauco due to a terrible storm

Pop-up toasters are first introduced



car so that it breaks down somewhere outside of town where she'll have a group of townsfolk she has become intimate with try to "take care" of the players.

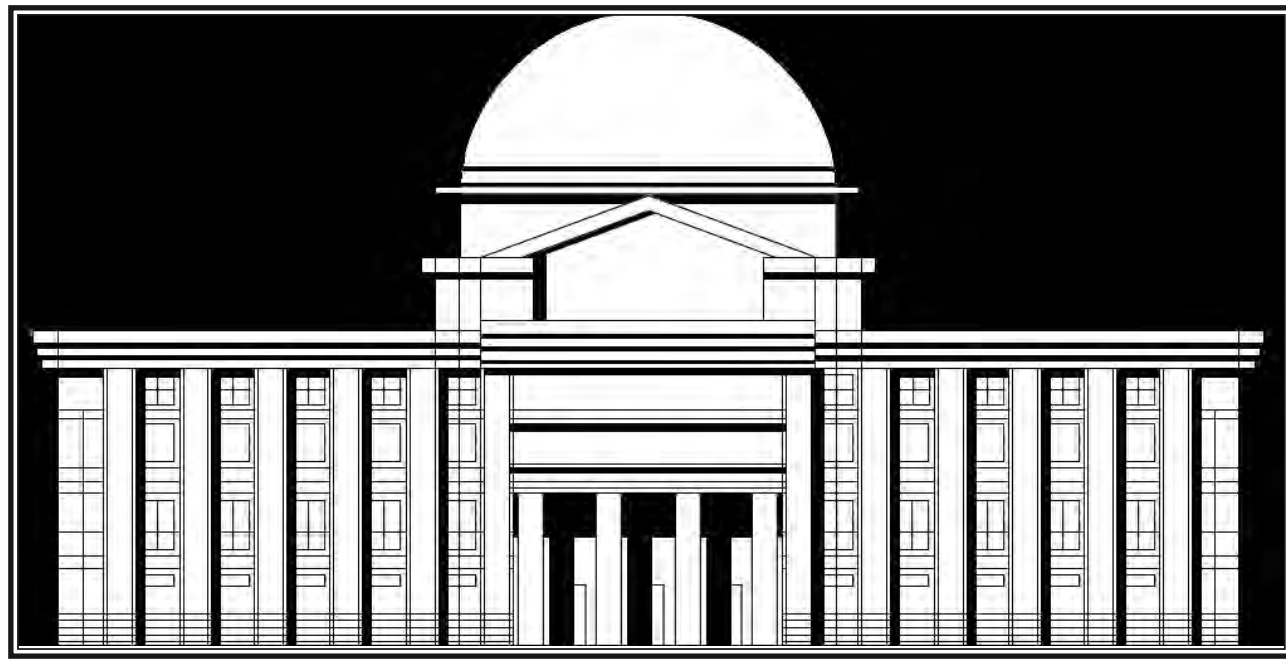
The investigators will come into play helping Susan, Annie or independently wishing to explore and solve the mystery of the abandoned house. Annie will wish for the investigators to explore the house to find Molly's body while Susan will wish for them to investigate the house to prove it is haunted. If the house is mundane she will have no use for it. Savvy players may even be able to play both sides taking care of both Susan and Annie (and cashing in on both awards, naturally) without the other knowing.

One main objective and two secondary objectives are available for the players to explore depending on the direction they wish to go. The main objective has been already explained having to do with the house. One of the secondary objectives is based on the ghosts of Shenandoah. The Noel family is restless due to their wrongful deaths. The players may wish to peacefully satisfy their spirits. This can be done after the investigators explore Eminence Cemetery. There they will discover the tombstones of the Noels. Their tombstones give cryptic clues on what they loved in life, and if each item is left at their graves, the spirits will finally be able to move on to the life after. For

more detail, refer to **Important Locations in Town (p. 30)**.

The other secondary objective is described briefly below for Day 2 when a photojournalist comes to town seeking help. Throughout their stay, the investigators will experience various daily events depending on how long they stay. Below are brief descriptions of each day. Further explanation can be found under the section **Daily Events in Eminence (p. 41)**.

Day 2 – Gina Forrester, a photographer for National Geographic Magazine, will arrive in town. She will post reward flyers telling about 3 areas the magazine is interested in throughout town and will be stationed at the local hotel. First, Geographic and the Smithsonian Institute are conducting expeditions throughout America in search of a rare piece of cloth woven by shaman Indians that is said to have magical properties. Second, there is legend of a cave in the area where a group of Hopewell Indians used for home, which is highly unusual for the people. Finally, she personally wishes to take a photograph of the legendary Moon Cat rumored to be in the area. Acquiring the cloth or providing evidence of the cave dwellers will yield a cash reward of \$500 each, and if someone helps her take a photograph of a living Moon Cat, she will personally pay them \$150.



Day 3 – There will be a trial held that the locals will call the “bull trial.” A rampaging bull broke through its fencing and destroyed a neighbor’s crops. The defendant in the case is the actual

bull, which is tethered up near a tree as the trial takes place outside the courthouse (the weather is too perfect to be inside). The verdict takes all day, and they decide the bull is guilty. They choose to butcher and serve the meat to everyone to pay for the court costs and the farmer’s crop damage. Older locals talking about it afterwards will claim an unfair trial as the bull was not provided an interpreter to speak on his defense. Despite the humorous red herring, it does provide a distraction as many of the townsfolk will have closed shop to witness the strange trial.

Day 4 – A harvest festival will take place throughout town. During the day, numerous fun activities take place from catching a greased pig to quickly cutting logs. Investigators wishing to gain favor over any town citizen should be able to do so here by competing with them. Keepers are suggested to include that NPC in the event. That night the streets will have tables outside and food, music, and dancing will be found throughout. Any players not present at the social gathering that night will lose favor on the entire town, and they will henceforth be stared at with suspicious eyes though no one will ever say why the town is treating them that way.

Depending on their actions, various townsfolk in Eminence and the surrounding area will either help them or become an increasingly annoying thorn in their sides. In fact, some will attempt to kill the investigators, and, depending on their status in town, they may be able to get away with it easily. A quick list of people and their relationships to other citizens and the players is presented below. Some people are simply red herrings just to give the town more life; they may be removed without harming the plot of the scenario if the Keeper wishes to simplify the game. These are marked with an asterisk (*). A more detailed background of each character can be found in **The People of Eminence (p. 13)** and character stats in

Appendix A.

Annie Potter (47 yrs. old) – Widow, wishes to find Molly’s remains in order to communicate with her beyond the grave. Has no resentment towards Margaret and Bridgette despite their ill feelings. She uses her special powers of communication with the dead to acquire gossip and news about those in Eminence before the “Gossip Queens” find out.

Susan Shelby (37 yrs. old) – Widow, wishes to find evidence on the supernatural in the Shenandoah homestead. Responsible for the murder of her husband.

Sheriff Barnaby Jacobs (58 yrs. old) – In love with Annie, will do anything she asks including illegal activities. Avid hunter. Best friends with Simon.

Simon Rutherford * (53 yrs. old) – Owner of hunters’ lodge, always encourages hunting trips especially the Moon Cat. Best friends with Barnaby.

David Bradford (54 yrs. old) – Preacher, in love with Annie as well, will do anything she asks, thinks he is the reincarnation of King David from the Holy Bible, and has a secret silver mine accessed through the church where he hides bootleg liquor and has kidnapped slaves to mine the ore (the ore is later sent down an underground track into Arkansas where it’s transported elsewhere). He hides the door with a life-size portrait of himself standing beside Jesus Christ and keeps the church locked except Sunday from 8 a.m. until noon.

Thomas Rutherford * (29 yrs. old) – Deputy, is a true “Yes Sir” to Barnaby, does 95% of Barnaby’s work, is fiercely loyal to him, and is usually found more often in the office than Barnaby. He is son to Simon Rutherford.

Gerald Kipling (59 yrs. old) – Barber, practices taxidermy as a pastime, despises Barnaby for his arrogance and laziness, is suspicious of Annie’s



intentions with Shenandoah and has not known Susan long enough to judge her character. Shop is cluttered with dozens of stuffed animals, more are stored in the basement. There's a secret tunnel in there that was used to hide troops during the Civil War that leads to the courthouse, but Gerald doesn't realize it.

Margaret Winslow * (63 yrs. old) – Owner of the bakery, friends with Bridgette, both are gossipers, they have a rival by secretly including grotesque ingredients into their foods that go undetected. Despises Annie for her gossiping news. Annie somehow acquires news before Margaret and Bridgette find out.

Bridgette Jones * (33 yrs. old) – Owner of diner, see Margarate Winslow.

Laura Longview (27 yrs. old) – Teacher, recently replaced Heather Eaves, former teacher who mysteriously vanished on a camping trip, her teaching methods are questionable through field trips to nearby Civil War battlefields and even nearby caves. She has discovered the cave Annie and Molly discovered decades ago, and she found the village just a day before the investigators came to town.

Fredrick Seymour (66 yrs. old) – Doctor, but has an obsessed fascination about the occult and Mythos. He has been all over the world and acquired a small collection of mysterious books, is friends with Benjamin Bilyeu, and can be found in the library after hours studying books restricted from public viewing by Benjamin. Will befriend the investigators and supply them with information if he discovers their backgrounds and purpose.

Jack Mitchum (45 yrs. old) – Owner of garage, despises all outsiders – Susan and the investigators. Will sabotage the players' car when it's brought in under Annie's orders to keep them in town in hopes of helping her. If they choose to side with Susan, Annie will ask Jack to sabotage their car so

that it breaks down somewhere outside of town in hopes of stranding them, but Susan will have already bought off Jack to do the same thing. Being tired of being used to do others' dirty work, however, Jack will place whatever tools necessary in the back of the car to fix the damage he created so the players won't be stranded for long.

Benjamin Bilyeu (77 yrs. old) – Proprietor of Eminence Public Library although much of it is his private collection and is kept from public viewing. The library is extremely odd and unique, and some of the books in Benjamin's possession would be highly sought after by museums around the world, especially the Smithsonian Institute.

Janette Winslow * (30 yrs. old) – Daughter to Margaret, wishes to take over the bakery, but her mother does not trust her to reveal the "secret" between Margaret and Bridgette because of Janette's romantic involvement with both of Annie's sons, Bobby and Billy.

Cynthia Steward * (23 yrs. old) – Waitress, she knows of the secret between Bridgette and Margaret, but at her young age, she values keeping her job in such a small town rather than exposing them. However, she is easily persuaded and will gladly help the investigators if there is promise of her leaving Eminence.

Bobby Potter (20 yrs. old) – Son to Annie Potter, handles all the mischief throughout the scenario both requested by Annie and independently. He and his identical brother are responsible for the noises heard to rekindle the rumors that Shenandoah is haunted in order to keep any would be buyers away. However, the noise they thought they were making was really coming from the house itself. They will still attempt to scare and persuade the investigators into leaving if they side with Susan.

Billy Potter (20 yrs. old) – Son to Annie Potter, see Bobby Potter.

THE PAST (1859-1926)

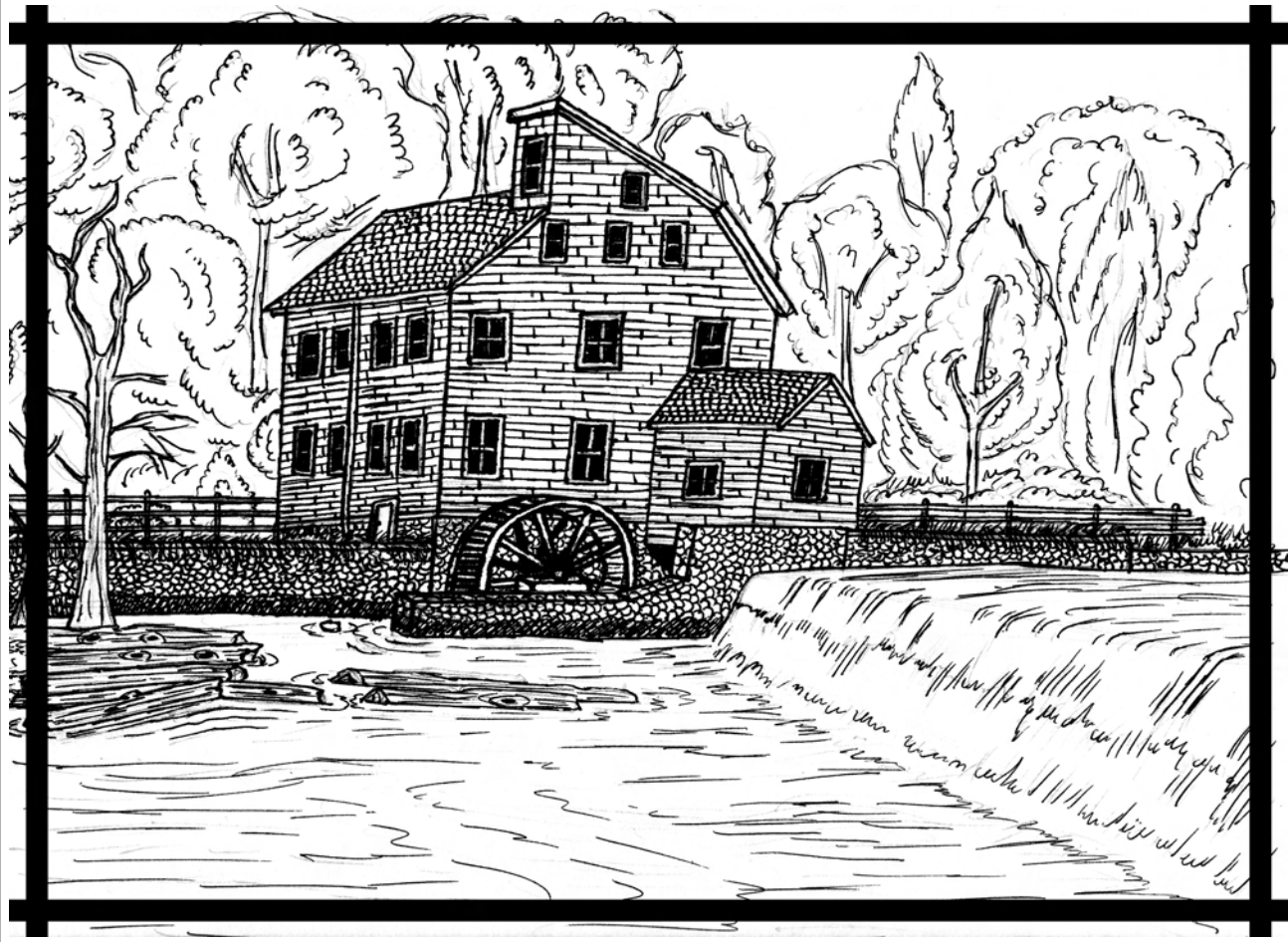
Shenandoah was built in the spring of 1859, just before the Civil War, by Christopher Noel, Sr. with his wife Janine. They had just married despite the warnings of Janine's father as she was only 16 and he was 24. They selected the location because of a recent sawmill opening not too far away in the town of Eminence, Missouri, and Christopher felt he could get a job. The name Shenandoah came from Janine's wishes having grown up near the river in Virginia. She wanted to be reminded of home.

For a few years their luck went well. Christopher, indeed, found work, and they were able to get by. However, when the Civil War broke out, the owner of the sawmill decided to close it down in favor of joining the war. All the millers were suddenly on their own to fend for themselves.

Despite the continued efforts of his wife's optimism, Christopher slipped into a state of depression and sought the bottle to ease his suffering. It wasn't long after when the relationship became abusive. Janine often questioned herself why she remained with him, but her Christian beliefs were so strong she refused to divorce him. She attempted to rekindle their marriage by suggesting they have a son. In the fall of 1864, Janine gave birth to Christopher, Jr.

But troubles continued in the household. Janine eventually gave birth to two daughters, Heather and Molly. It was her children that helped her keep her faith and sanity throughout the dangerous times with her husband.

Their children didn't go without some pain as well. When Heather was young enough to begin noticing



boys, she fell for an older teenager named Gordon who was African American. At the time, the Civil War was still fresh on everyone's minds including Christopher, Sr. He immediately forbade her from seeing him again, but after he saw them together from his bedroom window, he took care of the situation himself. Taking his son, now a teenager, out one night to go on a raccoon hunt, they went down to Crippleback Creek, which was about a mile from their house. Through a few favors asked of his closest friends, Christopher had them kidnap the young man and tie him up to a tree close to the water's edge. Christopher's young son wasn't quite old enough to understand why his father was asking him to shoot the "stuffed dummy" for target practice. He was too far away at this time of night to see clearly it was a living person. The deed being done, they returned back home. Later that week, Christopher, Jr. wanted to practice his shooting more with the target dummy, but he returned to the creek to find the dummy no longer there. He did, however, see a few rocks covered in blood near the water. Curious he asked his father about it, but he was quickly scolded to never talk about that night again. He obeyed, but not before he did his best at drawing a map of how to find the spot where the dummy was from his house in case he ever forgot.

The Noel family experienced a drastic change in the late fall of 1879. By the time Molly turned 7, she was adventurous – more so than her elder siblings. With her childhood best friend, Annie, who lived nearby, they would play pretend throughout the front and back yards of their house. Each day, though, the two would dare just one step farther passed the boundary of their yard, which, of course, was forbidden by her father. She was always resentful of him because she was old enough to know something was wrong with the way her mother would cry late at night when her father would suddenly leave the house not to return until the morning. She didn't understand the bruises, but she understood the pain in her mother's eyes.

The children's exploring led to the discovery of a small

cave. The opening was barely large enough for the two girls, almost as if made specifically for them. Both were frightened but having the other there, daring each other to take another step, and a growing sensation as if something was beckoning them, pushed them forward. Incredibly they stumbled upon a small underground village abandoned by some forgotten tribe. Being just children, they failed to understand the meaning behind the "pretty pictures" drawn on the walls by the Indian tribe that once inhabited the village – pictures of sacrifice, of magic, and of bizarre creatures.

A presence that had been with them since the first step into the cave was ever growing in their minds as they walked through the cave. It almost whispered to them at this point. One girl would suddenly stop and ask what the other had just said only to be answered by, "I didn't say anything." This continued until they reached a large adobe building in the center of the village. It was dark inside, and at first neither dared set foot inside. But the whispering was now a voice, and the voice called for them to enter. Lying in the middle on a large wooden drum was a dagger. The hilt was carved out of wood to resemble a human holding a sun over his head. The sun was represented by a yellow gem of some kind. The blade was carved roughly from a piece of stone, its edges jagged and sharp. Annie refused to touch it, her resistance to the voice stronger than her friend who reached out with trembling hands and touched the dagger with her fingertips. Suddenly a shock like electricity surged briefly through her body. After jerking her hand back from fear, her hand once more sought to touch the weapon, this time she grasped it in her small hand.

Annie begged her to put it back and for them to leave and go back home. She kept reminding her that her father would be mad if he found out she had that. But Molly said not a word. A look of mischief had crept across her face; Annie could see her expression clearly despite the darkness as if the dagger had illuminated her. It frightened Annie, pushed her passed her comfort zone, and she panicked. She ran through the village





streets toward the entrance of the cave, the sight of Molly's face was enough.

Molly eventually found her way back home to a very angry and hateful father. But before he had found her, the dagger was carefully hidden under a quartz rock just beyond the edge of their backyard. She left it there for weeks as the weather got cold and the winter began to challenge the resilience of the Noel family. The

cold winter pushed her father to madness as his sorrows and frustrations were taken out on the women of his family. Each night as Molly lay in bed, she could hear the shouts of her father in the other room towards her mother who had now grown ill. Meanwhile, the whisper slowly returned to her. Hints and suggestions crept into her innocent mind – thoughts that no sane person should ever think about.

The voice became too overpowering for little Molly's 7 year old mind one frigid winter night. The screams from her parents' bedroom were overbearing, and the voice that continuously talked to her gave ideas that made so much sense. These ideas would end the screaming; they would end the suffering in Shenandoah. She braved the cold weather that night as she struggled to walk to the edge of their backyard, to the quartz rock where the dagger had been hidden. It

was in her hand in minutes, and being this late at night, along with the loud yells coming from her parents' room, it was no difficult task for her to creep unnoticed to the closed door to their bedroom.

The squeak of the door was unheard. The light footsteps were undetected. Her father had her back to her, having just struck her mother who now looked to be sleeping on the bed. Neither would have ever guessed how their lives would end that night, nor did her two siblings who came into the room moments later. Her sister, Heather, was frozen in fear at the sight; her brother, a young man of 16, could not understand, as he lay on the floor covered in his own blood, how a small child like Molly could have overtaken him. But as the light faded from Christopher's eyes, he watched the last embers of Heather and her parents extinguish along with him.

Annie was the first to discover the massacre. After the sheriff was notified and an investigation was underway, the only reasonable explanation was a serial killer had murdered the entire family and kidnapped Molly. They searched everywhere for her but never could find a lead. Annie never once spoke of the strange dagger or the underground village they had found. The thought was too horrifying for the girl.

And so, all the family except Molly was buried in the nearby town of Eminence, Missouri. A tombstone was erected in memory of her.

Nestled in southern Missouri, the rustic town of Eminence is located about 140 miles due east of Springfield. It has a history dating back to the turn of the 19th century when the western frontier was still in its infancy. Oddly enough, locals claim the town originally was founded 13 miles north of where it is today near the small town of Round Springs. However, in 1863, Union soldiers are said to have burned the entire city to the ground. What materials were salvaged from the fire was taken south, and, according to legend, the wagon carrying the load broke down where the courthouse in Eminence is located today.



The Missouri Mining and Lumber Company brought the sleepy little town into a boomtown until the Civil War broke out in the United States. At one time the town boasted almost 12,000 citizens, but once the war began, many families moved further west into the untamed frontier to avoid the dangers of war while others left to join.

The surrounding area is extremely scenic, which is typical of the Ozark Mountains. Thousands of caves,

hundreds of beautiful winding creeks, In-dian mounds, and small burial grounds are not uncommon in the area. Large game can still be found in the area such as mountain lion, black bear, coyote and deer. Smaller animals will be more frequent such as opossum, groundhog, raccoons, fox, and skunk. At one time brown bears could be found in the Ozarks, but by the turn of the 20th Century they had long been pushed farther northwest.

THE PRESENT (1927)

Up until now, the Shenandoah has remained vacant. When the Noel family fell to the tragic massacre in 1880 the county seized control of the estate. It was for sale for forty years without a single buyer. There had been numerous interested buyers, however, but each time the would-be homeowner toured the house they would abruptly leave as quickly as possible.

It seemed very odd to the locals at first hearing from the good people who traveled into the area to look at the house only to stay in a hotel in town instead. They talked about unexplained noises, strange "feelings," and items shifting around with their backs turned.

At first they were passed off as "weird out-of-towners" and the unusual experiences as natural country sounds. The items shifting around were guessed to be rats or some mischievous varmint. And so, years went by without the house being maintained as it slowly fell into disrepair. Soon after vegetation took over the estate, vines twisted like frozen snakes throughout the halls and rooms, and the house became home to many passing critters.

But despite the disbeliefs from the locals in nearby Eminence, the house was prime material to brew legend and myth for them to spin tall tales about. Indeed as the years rolled on, the house acquired more character than most of the citizens of Eminence. Some brave locals dared to explore the house (usually after having

drank a few), but a few experienced something they couldn't describe but "odd." Either it was the strange feeling that crept over their skin as if a cool breeze

WEATHER LORE

In the 1800s, predicting the weather was difficult. For the most part, people lived true to some of the predictions, and, quite astonishingly, a lot of them were highly accurate. However, some methods were fairly ridiculous and, of course, never worked.

A rainy Monday means rain all week

If it rains on the first Sunday of the month, it means it will rain every Sunday that month

Rain before seven, shine before eleven

If a circle appears around the moon, the number of stars within that circle number the days before it'll rain next

Horses refusing to drink mean rain soon

A new moon is either wet or dry depending where it is in the sky

Shooting stars mean storms soon

Red sky at night, sailor's delight – red sky at morning, sailor take warning

All grapes will fall off the vine if it rains on the 20th of June

When chickens roost with their tails to the wind a storm is approaching

Roosters always crow at twilight when it will rain before dawn

Except on Tuesdays, whenever the sun sets in a clear sky it will rain by morning – Tuesday means it'll rain by Friday

brushed over them, or it was a sound that wasn't quite the "country sounds" typical for old wooden houses.

At night, the house was downright frightening. Barely visible through all the vegetation, the house ached and groaned as if alive and in great sorrow. Stumbling upon a surprised raccoon or even startling a dangerous copperhead snake in the house paled in comparison to the horrors one felt when stepping through the threshold of Shenandoah. Anyone could feel as if someone was immediately watching their every movement very closely almost as if they were judging their motives. Some made it through the

house without hearing noises or witnesses any misplaced items. To them it seemed like just an ordinary old house with a creepy ambience from the overgrown plants and occasional animal that was holed up inside. But to the rest less fortunate, they all witnessed different experiences that all connected somehow to each other. Enough people claimed to have gone through it (almost always by the light of day) for the locals to truly believe the house was haunted. Naturally with the title the stories began circulating as to the origin of the haunting revolving around the Noel Massacre. It fit, and, for the most part, the locals accepted it as fact.

THE PEOPLE OF EMINENCE

For the most part, the townsfolk of Eminence are simple-minded. That isn't to say they are ignorant – far from it. Through years of self-sufficiency, they have gained many clever ways of crafting, hunting, and enjoying life to its fullest. That being said, it won't be uncommon for the investigators to come across several who take things a bit too literal and may prove for a

few comedic relief points. For an example, refer to Day 3 under **Daily Events in Eminence (p. 41)** regarding the bull trial. However, there are some in town who are quite witty, intelligent, and creative. These people tend to stand out as having a higher status of citizenship in Eminence. The following is a detailed background of each of them.

Annie Potter, Widow

Description – She seems more fragile than she really is; her hair is long and wispy and extremely thin revealing a large amount of scalp. Her teeth are tarnished, and her eyes narrow whenever she talks.

Now the year is 1927. Little Annie Potter, best friend to Molly (who still is missing after all these years), is now grown up. At age 47, she recently has become a widow. Her husband, Mark O'Brien, had died in an unfortunate accident at the Hickory Sawmill, which coincidentally was the same sawmill that Christopher Noel, Sr. once worked before it was closed then reopened years later after the Civil War. By now, the mill had become prosperous from the abundant logging, and Annie was well compensated for the loss of her husband.

With nothing left in her life but her two sons, Bobby and Billy, her thoughts reflected over her life as she remembered Molly and the Shenandoah. Her mind longed for the days of innocence, but the truth of what happened that horrible night still ate at her like a cancer in the back of her mind. To this day she never told a soul including her late husband. The memories of when she would run through the forest with Molly gathering wildflowers might bring her moments of happiness, but she was never able to return to the house – not after what she saw.

Annie never witnessed the murders, but somehow she knew that night while lying in her bed that something terrible had happened with Molly. She remembered the night being frigidly cold even for winter in the Ozarks as she ran as fast as her little legs would carry



her the quarter mile to Shenandoah. She never reached the house, though, as Molly met her first. Annie remembered the wind picking up when she first saw Molly, almost blowing her down. Even from a distance, she could see something was strange about her friend. It was in her walk; Molly took each step as if unsure how to walk.

Nothing could have prepared Annie, no matter how old she was, for what happened just before Molly was standing before her with that same bloody dagger clenched tightly in her hand and a look of darkness in her eyes.

From out of the woods, too dark to have seen it coming, a strange black beast pounced on Molly. Annie was stricken with fear, her eyes widened to an uncomfortable state as she stared at the animal. It was not typical for this area; it looked like nothing she had ever seen or heard of before. Somewhat cat-like in build like a panther, it was twice the size. Easily overtaking the child, it pinned Molly to the ground, and with a smooth, graceful twist, its head slowly turned to stare at Annie. The rest of the night may have been fuzzy from that point on, but she will never forget the eyes that stared back at her – the eyes that almost looked human. The eyes that didn't reflect in the moonlight. The eyes narrowed at her, and for a moment she thought she was next. But the beast, with grace and quickness of a cheetah, suddenly stood up on two legs, bent over to pick up Molly's unconscious body, and sprinted into the darkness towards Shenandoah.

The memory then fades away each time but not entirely. She craved to talk to Molly again; she wondered each day what had really happened in her house that night before she was attacked by the strange animal. Common sense told her what she already knew, but her mind could never rest until she found out the truth.

It is through this desire that for years Annie secretly practiced attempting to communicate with spirits beyond the grave. After her husband died, she would often spend countless hours in Eminence's library with Benjamin

reading up on various methods and beliefs of dealing with the dead. Although not many in number, Benjamin possessed a decent selection of books on the occult in her area of interest from necromancy to shamanism. She even went as far as talking with some local Indians to gather more information on the rituals.

Now nearly 50 years old, Annie decided she had learned enough to no longer dabble in the dark arts and truly attempt at communicating with the dead. The hopes of one day talking once again with Molly to find out the truth seemed to have finally arrived. There had been nights when she thought she knew what she was doing and tried the rituals, but each time it ended either with no response or a whisper from some unknown entity that chilled her to the bone. As the game progresses, Annie will want to attempt resurrecting Molly so that she will have her friend again (although Molly will still be 7 years old). If successful, Molly will return as an evil entity, shrouded in years of torment from her punishment. She will have very little comprehension of Annie and have a deep desire to continue murdering. Annie will realize too late that Molly will not be harmed by mundane weapons.

Her two sons were skeptical but loyal to their mother. Although neither understood the reason behind her obsession for collecting old books they couldn't read or spending countless hours every evening locked in her bedroom, they knew whatever she did kept her happy (and preoccupied). As long as she was busy with her mischief at home, they were free to go about whatever business they wanted, which usually involved pushing the limits of Sheriff Jacobs' tolerance. This would include either sneaking into various businesses in town or causing minor vandalism.

Special Behaviors & Actions – If confronted towards the end, Annie will try to do away with the investigators. She will have already created the Cursed Whistle and will attempt to cast Pipes of Madness against the players. One method of defense is using the Chimes of Tezchaptl spell after having created the bell/chime for it.

Barnaby Jacobs, Sheriff

Description – Considerably overweight, he walks bow-legged with a slight waddle. He’s clean-shaven with sideburns that come down to bottom of his ears. His nose is rather rounded and large, and his lips protrude a little too much.

Barnaby Jacobs, age 58, is in love with Annie Potter. Having both lived there all their lives, Barnaby grew up accustomed to seeing her face on a daily basis. However, she always enjoyed the chasing more than the acceptance, so she would just give him enough attention to keep him wanting more. Jacobs was first elected as Eminence’s sheriff in 1899 when he was 30 years old. When his term was over, he was easily re-elected as no one really wanted the sleepy job. In fact no one ever wanted his job, and after the second re-election, no one bothered to vote him back in. The ballots were unanimously filled out and sent to the county courthouse. Eventually he brought along his friend’s son, Thomas Rutherford, to be his deputy. Jacobs liked the 29 year old “kid” as he never disputed or questioned his judgment or orders. A true “yes sir” man, Barnaby found his job that much easier by making Thomas do all of his patrols and house calls – all of which, except for Annie’s house calls.

Special Behaviors & Actions - Barnaby will be suspicious of the investigators’ intentions the second they arrive in town. He will be one of the first to greet them and will want to know their intentions and especially how long they plan on staying. He will play a nuisance to the players, and it is suggested Keepers should make Barnaby “show up” at the most convenient times to make it more difficult on the players. If the players ever show an interest in helping Annie instead of Susan, Barnaby will immediately turn his favor towards them and even try to help in minor ways. Otherwise, he will increase his annoyance gradually as they discover more information about the town, people, or Shenandoah. If the players confront Annie towards the end of the adventure in a dramatic

fashion, Jacobs will surely be there with pistol in hand to add more difficulty.

Simon Rutherford, Hunting Lodge Owner

Description – He is a beast of a man standing at nearly 6’6” and weighing in at around 260 lbs. He is quite grizzly and almost always wears a shirt that is opened at the top to show off his chest hair, which is reddish. He grows a bushy mustache and beard, too.

While Thomas would be out doing most of his work, Barnaby would often be found in the local hunting lodge owned by Thomas’ father, Simon. The two were best friends, and both were avid hunters. Whenever they could get away from the office, they would head out into the Ozarks in search of big game, especially mountain lions. One particular animal was always on Simon’s mind whenever they set out on their trips: the Moon Cat. Simon claimed to have seen the allusive animal on several occasions. Normally it walks as a quadruped, but he had seen it stand on its hind legs and run at speeds that would easily rival a deer. Its coat was shiny black like a panther’s, but Simon always remembered its eyes. Even in the moonlight or in the light of Simon’s lantern there was never any reflection on them. He found this odd for he usually saw it at night. Several times he tried shooting at it only for the animal to suddenly dart off into the night seconds before Simon would pull the trigger. It was as if the animal could sense the gun pointed at it. The stories he told were passed down, and eventually others spotted the animal sprinting like a human through the fields outside of town. Legends quickly grew as tall tales were told in front of the campfires of the dangerous Moon Cat. On rare occasions, some ranchers discovered one of their cattle had been mutilated and left uneaten – unlike a pack of wolves or a mountain lion.

Special Behaviors & Actions - At any time, the players may run across Simon with hunting and camping gear strapped to his back. The Moon Cat is his only goal



during the scenario, and if the players mention the animal to him (especially the sighting as they drove into town), he will insist on joining them. If they refuse, he will secretly follow them. It is suggested he attempts to save the party by shooting a wild animal that is stalking them, but he should be positioned to appear aiming at the party members to trick them into firing at him first. If the party does shoot and kill Simon, the animal that is stalking them should immediately attack from behind them. By the time the players return to town, Sheriff Jacobs will intercept them immediately, asking them about Simon's whereabouts. By the following day, Barnaby will have discovered the body and begin matching the caliber bullet with the guns of the players.

Gerald Kipling, Barber & Taxidermist

Description – Short and lanky, Gerald keeps a Fu-Manchu that droops below his chin. He wears small

circular glasses almost all the time. He often keeps one hand in his vest pocket when he wears one.

Along the way out of town, the two would often stop in at the barbershop owned by Gerald Kipling. Kipling, who had known Barnaby since he moved to Eminence around the time he became sheriff, despised the man for his arrogance and laziness.

Kipling never was much of a hunter; he could never shoot straight. However, his favorite pastime was taxidermy. Despite his loathsome feelings towards Barnaby, the avid hunter did provide him with ample material for him to work with. Gerald Kipling was such a nice person Barnaby never realized his resentment towards him. Barnaby and Simon would always try to talk him into joining them on their hunting excursions, but the offer was always politely declined. While they were out killing random animals for fun, Kipling was having fun in his basement working on his latest project. The basement was his escape from the barbershop after hours, and he had filled it almost



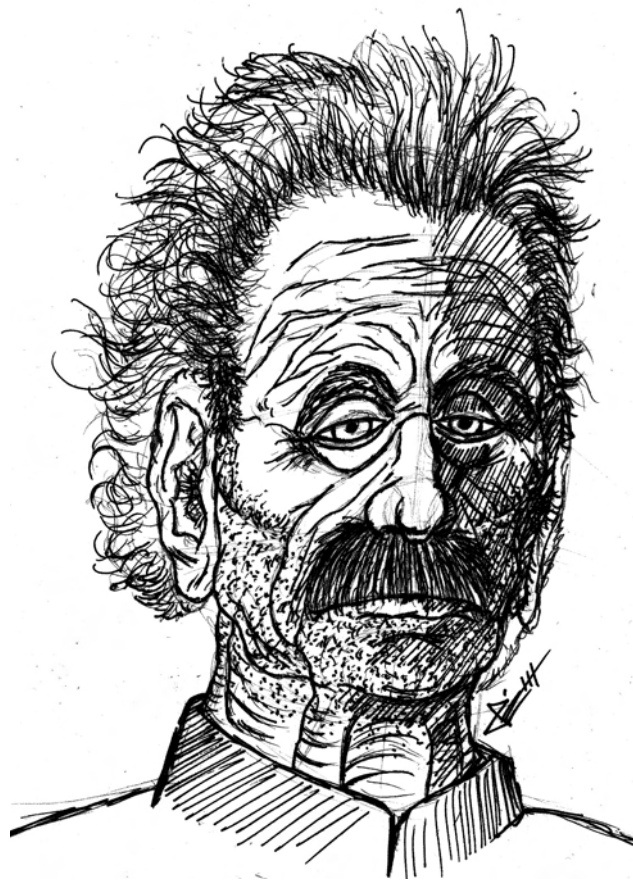
completely with shelves containing dozens and dozens of animals. To any passerby the room would be absolutely horrifying, and his one candle he used while he worked didn't help brighten the atmosphere or the room.

Throughout the years of Kipling's work, he never once knew of the loose bricks back in the furthest corner from the stairs. The bricks, if moved, would reveal a small hole big enough for a grown man to crawl through into an abandoned tunnel lined with track. During the Civil War, the tunnel was used to hide Union troops while the Confederates would travel overhead in hopes of ambushing them from behind. The tunnel originally began beyond a bricked-up wall in the cellar of the courthouse, but those who created the tunnel had dug up to the brick cellar of Kipling's barbershop. If the players discover this by chance, the tunnel will have yet another avenue that branches off to the tunnel under the church. This avenue is blocked currently by boxes of ammunition from the Union army. Another possible way of discovering the tunnel is talking with the town's librarian, Benjamin Bilyeu.

Special Behaviors & Actions - Gerald is prouder of his taxidermist work than his barbershop. He enjoys talking countless hours to anyone who will listen about the process. He gladly will take the players down to the basement to tour the shelves of his work. If he is ever down here already working, almost anyone can casually walk down and explore the room without him realizing as he is always completely zoned to his work in the back. He will always be cheerful to the players no matter what unless the players become friends with either Barnaby Jacobs or Simon Rutherford.

Benjamin Bilyeu, Librarian

Description – At first glance he would resemble Albert Einstein with his wavy, thick flowing hair and overly bushy mustache, all white. Since he pays more attention to his books than himself, he often has thick whiskers growing on his face. At his elderly age, his eyes always look tired if not sad.



Born in 1850, he was barely a teenager when the war broke out, and, as a mischievous youth, he got into areas he didn't belong. With his keen ability to sneak into restricted areas, he began to acquire a great amount of local knowledge. As he grew up, his thirst for knowledge expanded as he began traveling to Springfield, Missouri, where he could gain access to an even larger selection of restricted areas. The most popular to him was the Springfield Public Library. It was here he was able to begin acquiring his vast collection of books. He also learned about book catalogs from one of the librarians where he could order literature not available in the region or even the country. Through this method, he was able to build a more lucrative and secret collection he kept to himself.

Benjamin now owns the majority of the books found in Eminence Public Library to go with his extensive knowledge and wisdom. Although legend is believed by the locals that the town of Eminence was relocated to its current location after the first town burnt and the wagon transporting the salvage broke down where the courthouse now stands, the Eminence Public Li-



brary is more realistically the first building to be constructed based on its more primitive design. It became a government funded business in 1895 when Benjamin wrote a request for approval.

As the years went on and he got to know his new home more thoroughly, he discovered the simple, primitive design was merely an illusion. At first glance, the interior was a simple room with a loft accessed via a spiral staircase. However, closer observation would reveal the exterior appears much larger than the inside. This is due to the many intricate hidden doors throughout the building, some being several feet off the ground only accessible by a ladder. Benjamin could find no records in the courthouse explaining the rooms as they all were completely bare. Realizing an opportunity when he saw one, he quickly got to work remodeling the interior to fit these new discoveries.

The library now is arguably one of the most unique libraries in America as twisting stairways lead up to small oblong or other non-squared rooms (even spherical) that Benjamin would fill with more of his seemingly endless collection of books he had acquired over his lifetime. Some staircases would have to start several feet off the ground to reach the doorway above and avoid the bookshelves below. Benjamin had built walkways higher than the bookshelves on the ground floor in order for people to access these unique rooms without cluttering the lower level aisles.

Most of these rooms are fully accessible to the public, but one room remains a secret. It is in this room where Benjamin covets possibly the most incredible private collection of books in the world. Among the many rare books are illuminated Bibles dating back to the 12th and 13th centuries and scrolls of poetry and philosophy written nearly 2,000 years ago. He had acquired the most precious volumes after an established and trusted relationship with the owner of the publishing company who distributed the various literature catalogs he purchased books from. He never questioned how the owner acquired these books, and, for that matter, he never knew for sure of their authenticity (although

they were all, in fact, very real). Needless to say, he didn't care. His obsession and desire to own such amazing volumes was too high to worry.

However, not all of his private collection is of holy secular. Throughout his library he keeps all of his books spotless from dust except one. The only book that remains dusty is the one he never touches – never goes near it. Yet he keeps it either for safe keeping or out of sheer fear of removing it. It has writing that is both ancient and unknown. When he first acquired it, he attempted to translate the book, but his mind screamed and pounded against his skull warning him to put the book down. He knew the book originated from some form of evil just by holding it. The language blends a rough form of hieroglyphics with some other language that was used by druids in Western Europe centuries ago. If any investigator successfully translates the book, they will discover it deals with communicating with the dead. It is, in fact, exactly what Annie craves to find though she swears she has gone through every book in the library. By no means will Benjamin mention the book if he feels the investigators are supporting Annie as he is fearful of her taking the book from his possession.

Special Behaviors & Actions - At all times, Benjamin will act as if nearly about to fall asleep. His eyes are always half closed, and he talks carefully. He will only become animated after the players have been given access to the secret room. From that point on, he will be very eager, almost desperate, towards the players. He wishes for the knowledge that is hidden in the books, and if the players can uncover the truth, he will be forever grateful.

David Bradford, Preacher

Description – Portly similar to Barnaby Jacobs, David has a more distinct waddle in his walk. His hair is thin and long, and it almost moves on its own like wind blowing against fields of wheat.

Yet another Eminence citizen is in love with Annie.

Creating a sad and fruitless love triangle, David had a rather unusual crush towards her after she discovered the Noel's unfortunate fate. Her parents had brought her to church regularly afterwards in hopes of comforting her. The preacher at the time, Paul Williams, did everything he could to ease the child's suffering. At the time, David was 14 years old, and his family would attend every Sunday service just like most of the citizens of town. It is here he really began to notice her as she was there almost all the time. He befriended her as she seemed quite helpless as a lost, depressed child. David always enjoyed control and power even as a young boy when his parents would bend over backwards for him. He grew up with this craving, and the only thought that came to mind to satisfy his soul was preaching. He watched each Sunday morning as Brother Paul would captivate the congregation with his words to the point where they would believe anything he said. He was a man of the cloth, after all. And so he continued to work his way into the congregation, becoming a deacon at the very young age of 18, which was highly unusual. Soon after Paul retired from the church and David seized his opportunity to take over.

As the years rolled on, David chewed on the fatness of power. It may have been a small town to most, but to David it was the world at his fingertips. He soon felt he was controlling the entire town using his persuasion in sermons to convince the citizens to do anything he wished for. His mind continued to corrupt, and after long hours of persuading others, he, too, became persuaded by his own words. His power over the town was so great, that one day his mind was convinced he was not just David Bradford but a true reincarnation of King David from the Bible. There was no hesitation or hiding this fact from the town – he gladly advertised it. The people at first were skeptical, but that soon changed and before long the entire town of Eminence believed they had a true biblical hero leading them to the Kingdom of Heaven.

This proved to be highly useful for David as he had other plans. When he had acquired the church and



moved in to a small backroom he discovered there was far more to the church than met the eye. There was a door that always was locked that he remembered growing up, but Paul would never tell him where it led to. Fascinated by the secrets it may hold, he anxiously unlocked it years later to find a set of stairs leading down under the church into a small tunnel. This tunnel, lined with mining tracks, began in a silver mine just north of town and led south into Arkansas. Overjoyed with his discovery, he began a horrific plan of luring citizens and especially travelers down into the depths offering to pay them for their services only for him to trap them there. He worked an agreement with the town saloon owner to install a clever trapdoor that would drop when a person would stand on it and a lever was pulled, sending them into the tunnels below. This method is used only during the most crowded nights after most patrons are fully inebriated.



His control over the town at that point was so great he could easily pass off the disappearances as “camping accidents”, “animal attacks”, or “work accidents.” The latter lie he used seldom, but he could have told them God had taken them away and the town would believe him. Paranoid that someone would discover the mine, he now locks the doors to the church everyday but Sunday from 8 a.m. until noon, and he hangs a life-size portrait of himself standing beside a depiction of Jesus Christ over the entire door.

Special Behaviors & Actions - This character is perhaps the most dangerous non-player characters in the game. David’s influence over the town along with his deep love for Annie can lead the investigators into a very sticky situation. At his word, David can order certain people in town to eliminate the players, and at the same time have the town turn their noses up at them and refuse to help. If the investigators manage to break into the church (which is locked everyday except Sunday mornings) they will first notice the abundance of silver in the sanctuary. Nearly everything besides the pews are either cast in or solid silver. For a small town this should come highly irregular to observant investigators. If they search the church and discover the secret door leading down below, they will discover David has about 20 kidnapped slaves he uses to mine the silver ore. Once he has enough for a shipment, he sends it south along the track to Arkansas where he has a friend who delivers it to where ever it needs to go. Even if they successfully free the prisoners, David will have brainwashed them into believing they are doing God’s work, and it will take considerable persuasion on the players’ part to convince them to leave.

Margaret Winslow & Bridgette Jones, Gossip Queens

Description – Margaret and Bridgette may be separated by 30 years, but they could pass as twins had they have been closer in age. Both look rather attractive despite working in the food business; neither are overweight in the least. Bridgette, of course, is more

attractive at her younger age, but Margaret looks at least 10 if not 20 years younger than 63. Both ladies’ hair is black and rich; both have bright, beautiful green eyes.

Margaret proudly claims to be the 4th generation of her bakery even though her own daughter is the 5th generation. Her bakery is the only one in town, and it is quite successful. She’s a fantastic baker able to create large amounts of bread in a very short amount of time. The women of Eminence don’t bother trying to bake as it’s too time consuming and too much of a hassle when Margaret’s baked goods are always available. All seems to be well at her shop, but it’s far from acceptable. A dark secret looms over her shop that only one other knows about.

Bridgette Jones has owned B’s Diner for years after she acquired it from another woman when she was only 23 years old. Now at 33, she draws in regulars and always has a joke to tell the customers. In 1926, she decided to hire 22 year old Cynthia Steward to help with waiting tables.

For years Margaret and Bridgette Jones, the owner of B’s Diner, have been the best of friends. Between the two, most known gossip comes from them first. They were dubbed the Gossip Queens by various citizens at first as a mockery to their nose habit, but it soon grew to acceptance throughout town. However, with friendships comes rivalry, and the two ladies were no exception. Secretly they had a deep passion for their talents in cooking, and the two always tried to slip an unusual ingredient into a typical dish without it being detected by the customers. This began as a simple challenge – using too much oregano or paprika but covering the taste up with another ingredient. As this challenge became too easy for the women, the odds were increased each time until now it is truly horrific. Their talents are so flawless, they include ingredients that would make most people sick to think they are eating it, but customers have never detected anything foul. Some ingredients would include skunk meat in a bowl of stew (after removing the foul odor), a piece

of boiled rotten cabbage, and even more disgusting oddities beyond imagination. This rivalry continues on, and the geniuses behind the two businesses marvel at their own abilities.

One person, however, stumbled upon their little dirty secret not long ago. Cynthia Steward was leaving for home after working late one night when she overheard whispers coming from the back. The diner had been closed for quite a while, and Margaret and Bridgette had guessed Cynthia had already left for the night. It was at this time she discovered what they were doing, and after a little snooping the following day, she realized a cabinet that seemed to always remain locked carried a faint odor if taken in closely. Despite the information she refused to turn the women in for fear of losing her job in such a small town with little work as it is. If the players suspect she is hiding information, she is easily persuaded if she is promised a ticket or a ride out of town.

When it comes to Annie, however, all is not well. It wasn't too long ago Annie suddenly began catching wind of gossip a day or so before the Gossip Queens heard about it. This caused some alarm between Margaret and Bridgette as she was stealing their thunder. It is because of this they despise her. Neither has guessed what her secret is, but if the investigators wish to help the two women, they will gain considerable favor in town as well as all the gossip they can stomach.

Margaret's daughter, Janette, is now 30 years old and has been wishing to take over the bakery for years. Her mother won't allow it though because she does not trust her. Janette has a romantic history with Annie Potter's sons, Bobby and Billy. This causes the mother to distance herself from her daughter.

Special Behaviors & Actions - When it comes to the players, Margaret and Bridgette will act very charming and hospitable. They will treat them like family each time they enter the shop or restaurant. Both will be eager to serve them one of their special goods and dishes. Players will need to make a HT Roll

within 4 hours if any food is consumed. Failure will result in the player to become increasingly ill, losing 2 hit points per day and becoming bedridden on the third day. Dr. Fredrick Seymour will have the necessary medicine, however, to ease the pain and reduce the symptoms without 24 hours of treatment. When the ladies realize the players are working against Annie, they will ask them to deliver some form of goods to Annie. In return, whichever requests the delivery will keep the players up-to-date on the latest information among the citizens of town.

Bobby & Billy Potter, Two Punks

Description – These identical twins are truly identical. There is but one feature on them that can be spotted to reveal who's who. Bobby has a slight nick on his earlobe where it was bitten by a opossum while he tried to make it hang upside-down by his tail. Otherwise the two are impossible to distinguish. Even a Spot Hidden roll is necessary to tell.

As unique as it is, Bobby and Billy are identical twins born from Annie Potter. The two have grown up inseparable even when it comes to women. For the past few years the two have been spotted with Janette Winslow. It's an odd sight as the two boys are walking with her in the middle, hand in hand in hand. Janette seems to enjoy the attention of both boys, and Bobby and Billy think nothing of the uniqueness.

Annie has her sons wrapped around her finger. They have a fierce loyalty to her, and anything she tells them to do, even now at age 20, they do not hesitate. When word came around that the Shenandoah was for sale again, she told her boys to hide there and cause noises and mischief that would dissuade any potential buyers. At the time, Annie was still married and they didn't have enough money to purchase the house. The kids would rattle tin cups and chains while they hid in the attic or in a closet. No one would dare investigate allowing their imaginations to get the best of them. Strange tales had already shrouded the house of it being haunted before the turn of the century. The need



for the noises, though, was unnecessary as the two boys soon realized most of the noise they were creating was really being made by something else. As to what the source was, they never could figure it out because they didn't stay very long.

Special Behaviors & Actions - Now that Susan has arrived to town as well as the investigators, Annie once again has ordered Bobby and Billy to scare Susan away from purchasing it. This time, the two young men know better than to go back to Shenandoah. They satisfy their guilt of disobeying their mother by knowing the house is haunted and will do more harm than they could. Instead they cause mischief in town towards the players and Susan when they can. Using rumors and gossip from their mother, they may spread untruths about the investigators. They have already persuaded Jack to sabotage the players' car.

Jack Mitchum, Blacksmith & Auto Mechanic

Description – Jack has graying hair around the ears, but most of his hair remains black. As is a growing trend in town, he, too, wears a mustache. He has a bald spot in the back of his head. He also only stands 5'5" and is stout.

Owner of the only garage in town, Jack has been working on cars almost since Henry Ford began his assembly line in Michigan. In fact he got his first job in the car business working there attaching wheels to Model T's. Now he has a thorough understanding of them after he moved back to his hometown to open his own business. Unfortunately Eminence isn't quite ready to be an auto-driven society; most of the citizens still ride on horseback or with a horse-drawn carriage. So he decided to open a blacksmith shop as well to make a living, but he always kept a garage open for travelers passing through with cars. He is a simple man who loves his town and appreciates the small things in life that make up Eminence. He isn't a bright individual by any means and is often manipulated by the townsfolk as they know they can take advantage of him. He fool-

ishly believes that everyone in town is trustworthy because it is such a small town.

So when he was approached by Bobby and Billy Potter asking him to "take care" of the investigators' Model T that just had a simple flat tire (or minor damage to the wreck if it occurs) he didn't hesitate to comply. Outsiders, according to him, were trouble. His town had the right people, and he felt anyone coming from out of town would stir up chaos. He originally was upset about Laura Longview moving to town, but she was here to teach so he grew to accept her. Susan, on the other hand, wanted nothing more than to exploit the spirits that he felt were at unrest in the Shenandoah. He believed in the stories told by the locals of ghosts wandering the halls. When the investigators came to town, it was the final straw for Jack. At first, he was going to fix their car at no charge just to get them out of town sooner. But with the Potter boys requesting his alternative service he agreed to help with the understanding that Annie had a clever idea of getting rid of them. Little did he know she merely wanted them to help her as long as necessary. She wishes their car to remain broken to persuade the investigators to stay longer in hopes of helping her find the remains of Molly. If, however, they side with Susan, she will have Jack fix their car immediately, pay for the services, and have him sabotage their car so that it will break down miles away from town in hopes of stranding them. Susan has already beaten Annie to the punch and has arranged for this to happen along with ruffians meeting up with the investigators to "take care" of them. She does this regardless of whether they help her or not.

Special Behaviors & Actions - Jack will always appear simple minded to the players. When he speaks, it sounds as if he is apologetic or sorry for every action he does like a beaten dog. His respect can be won over if the players play their cards correctly. He is very suspicious of the players unless they are clearly siding with Annie Potter. Otherwise he simply wishes for them to leave as soon as possible and not to "mess up the town." He will never become violent as he is quite gentle and does not wish them any harm. However, he is

easily persuaded by Annie if she demands he sabotage their car to break down in an isolated area.

Fredrick Seymour, Family Doctor & Occult Researcher

Description – Dr. Seymour has very little hair, just around the circumference from ear to ear. He sports a pair of round glasses only when inspecting patients or reading. He enjoys wearing suits and does so frequently except on Fridays when he wears overalls. He does this as to promote businesses in town to “unwind” a bit more as the week is nearly over. He hopes the trend catches on nationwide someday.

As the only town physician, Fredrick has very little spare time. He’s welcomed by most and loved by the rest. The children especially love him because he relates to them best. Growing up his nose was always buried in wondrous stories by Jules Verne or Mark Twain. As an adult, his imagination remained strong and his childhood never quite left him fully. His mind was always clouded with the fictional stories he grew up reading, and he often wondered if the authors really conjured such stories or if there was some amount of truth hidden between the lines. Although his reality wasn’t completely set in fantasy worlds, he often would remark to kids about how he remembered when he was younger aboard the Nautilus with Captain Nemo, and he would relate the stories he had read as if the stories had been real and he was apart of them.

It is through this where he began to develop an interest in the strange and unusual. His father demanded he earned a respectable degree so the two compromised. Fredrick acquired his undergraduate and Doctorate in medicine, but his Master’s degree was in parapsychology. It was fortunate for him, he realized after graduating, that the money from becoming a doctor allowed him to travel the world to seek out strange books that he could not find in America. When he returned home, Benjamin had already acquired a considerable collection of books, and the two became close friends immediately. Fredrick is the only one in Eminence who

Benjamin trusts fully to grant him access into the secret room Fredrick calls the Center of the Earth after Verne’s classic.

During his travels, Fredrick was practically an investigator. His lust for the strange and bizarre would lead him into finding rare books written by sinister minds. It was somewhere in Scandinavia where he came across an old man who was known locally as a recluse, isolating himself up in the nearby mountains. It was here where Fredrick first encountered knowledge of the Mythos. Immediately his mind began to play tricks on him, the old man warned him of the dangers of knowledge, and his ever weariness of something always watching him gave him caution on what he sought. Nevertheless he continued his journey through Europe and into Asia for years trying to learn more about it. Now he has quite a collection of books about the occult, the supernatural, and beyond. Out of respect for his dear friend, he gave his entire collection of books to Benjamin for safe keeping. When Fredrick is not in the office, he can be found hidden in the Center of the Earth with a few candles lit hoping that his mind will hold up as he continues to gain knowledge of things he was never meant to know about.

Special Behaviors & Actions - At first the doctor will not mention his fascination with the occult or Mythos to any of the investigators. He will still mention his journeys with those in the classic literature he once read as if he were apart of them, and if the investigators mention anything about the supernatural or even Mythos, his attention will immediately snap undivided to them. In fact, if no other patients are waiting in the other room, he will close shop early and bring them to Benjamin.

It is possible that Fredrick joins the party toward the end of the scenario to aid with the spells if the investigators are wishing to use them. He has a better knowledge of the books as he has had more time to read them all. The players are welcomed to study the books themselves, but the timeframe to comprehend them may take days if not weeks.



Between the two friends, they have acquired several documents that could be very useful to the investigators. One is the *Mordhenkein*, a book originally written in Latin and translated by Fredrick into German. This book contains three spells that deal with the supernatural and transformation. The other document is the Scroll of Ynonwi. This is the "scroll" that Gina Forrester seeks and holds four spells. The first involves protection against the Pipes of Madness that Annie Potter may use against the investigators. The second deals with commanding the supernatural. The third creates the Cursed Whistle, which is needed for the Pipes of Madness spell. The final spell allows the caster to either resurrect the dead or send the victim back to the grave.

All books found in the library will require a Library Use roll to be discovered plus the appropriate language roll on D100.

Both of these documents are detailed in depth in **Appendix B**.

Laura Longview, Schoolteacher

Description – Laura is, without a doubt, the most beautiful woman in town. She is young, blonde, and has bright azure eyes. Her personality is not quite flirtatious, but it is borderline. Her attire is always conservative, however, even when she is at a social gathering. She is always happy to see just about anyone who wishes to talk.

Born and raised in St. Louis, Missouri, Laura has never truly experienced the traditional, laid back way of life in the Ozarks. She finished her schooling by age 24 in education, but three years later she was still looking for work. Luck would have it when a cousin visited her he had heard of a teaching position available in a small town in southern Missouri. Although she was hoping for a more structured school to begin her career instead of teaching everyone in town, she needed the work and was on her way. When she arrived in the town of Eminence, she was hesitant and almost thought to turn around and return home. Compared to St. Louis the town was simply too small for her taste. Laid out along

one dirt road, horses were still the dominant form of transportation. Her Model A, though no luxury cruiser, overshadowed everyone and drew suspicious stares. In fact, until she established the position she felt the town didn't want her there.

Longview surpassed the former teacher, Heather Eaves. Heather started off better than Laura when she began teaching in Eminence. She had been raised in town after her parents moved there to work at the sawmill, and the townsfolk accepted her as a local. All that changed when Susan Shelby moved to town. Having a history of adultery, Susan couldn't help herself having eyes for Heather's husband, Roy. It didn't take much of her young, alluring charms to seduce the middle-aged man. But secrets are tough to keep in Eminence, especially with the Gossip Queens, and before long Heather heard of the infidelity.

After a threat from Heather, Susan's dark past came full circle. Lying to Heather in an attempt to mend the bitterness between them, she offered to go on a camping trip just the two of them. Susan had arranged for a man in town to follow them and take care of Heather. Heather had other plans, and she, too, had arranged for a similar situation. The awful truth was it was the same man, and Susan had the upper hand through her seductive ways and nightly pleasures that Heather couldn't offer. It was a grotesque sight as they tore the section of her torso where the bullet was lodged and left her for the animals. After a quick mockup of her own clothes being torn, the locals believed her when she claimed to have been attacked by wild animals. By the time a group had returned to the camp, animals had, indeed, left signs of their presence.

Longview now teaches every child in town. She is criticized about her teaching methods as quite often the class can be found off school grounds on "field trips." Longview's young age reflects a few questionable decisions with regards to the children's safety: hiking in the nearby hills with just Longview supervising, excavating battlefields, and recently exploring a cave outside of town. Although she only takes the children just inside



the mouth of the cave, she has gone in considerably deeper on her own. She can be a tremendous asset if the players wish to locate the Hopewell village that lies deep in the cave as she has just recently come across it days before of their arrival. Players will need to make an Archaeology roll if they have any hope of identifying the tribe. An Anthropology roll will reveal that the Hopewell were not known as cave dwellers. Shamanism will be discovered after the successful roll and thorough exploration of the village. This practice will show sacrifices were often used – another highly unusual method within the Hopewell.

Susan Shelby, Widow

Description - For 37, she looks excellent. She was raised with a silver spoon in her mouth, and she still lives as close to that lifestyle as possible. She always smiles, which melts most mens' heart. She is a touchy woman, often lightly placing her delicate hand on a man's arm when she wishes to persuade them.

Susan Shelby is a widow from New York City. She had developed hypochondria, and through numerous visits to many doctors, she had an affair with one. Her husband caught wind of the infidelity and threatened to divorce her. Susan was quick-witted and arranged for an "unfortunate" failed surgery for her husband through one of her trusted (and well paid) doctors.

The opportunity to move to the Midwest in search of haunted houses came to her soon after. Old newspaper clippings from all over the country were readily available to her in the New York City Library, and she had discovered the article covering Shenandoah. It involved the disappearance of a 7 year old girl and the murder of an entire family, which led to legends of the house becoming haunted by the spirits. The house, according to the article, was still up for sale as no one could stay even a night without experiencing horrific sights. Susan's fascination and imagination soared as she made the trip to the small town of Eminence in the spring of 1927.

Special Behaviors & Actions - Far more ruthless than Annie, Susan is out for just herself. She arranged for her husbands murder without a blink of an eye, and she arranges for the investigators to be ambushed when leaving town by a band of hired men regardless of whether the players help her or not. She is downright evil. If at any time the investigators choose to side with Annie and Susan finds out, she will immediately have random people in town bother the players from annoyance to attempted murder. She wants the house and will stop at nothing to get it. Between Annie and her, the odds of needing to kill her in order to finish the scenario are greater.

THE HOPEWELL INDIANS

Native Americans in Missouri can be dated as far back as 12,000 B.C. Commonly referred to as the Paeloindian Period, these pre-historic people hunted mainly big game such as mastodons or sloth. The Archaic Period was in 8,000 B.C. This period, lasting for 7,000 years, was the last part of the Ice Age.

The Woodland Period lasted from 1,000 B.C. to 1,000 A.D. They are often referred to as Hopewell. These people began to develop a culture creating pottery, farming and even the use of bows and arrows. The Hopewell tribe is believed to be the first to create mounds. Some mounds were created to bury the dead; others were used in their religion commonly referred to as platform mounds. The Hopewell tribe used their mounds for astrological purposes dealing with star alignments.

Although not cave dwellers, the Hopewell would go on lengthy hunting trips far from their tribe and seek shelter in the numerous caves of southern Missouri. Some of these caves are said to still contain hidden artifacts deep underground.



THE BUSINESSES OF EMINENCE

Despite the year being 1927, the Ozarks are a much simpler way of living. Handmade crafts would be found more often than machine-run. Horses were still the main mode of transportation, primarily because cars were not good mountain climbers. Another reason was because the town wasn't big enough for the need of a car. Indeed Laura's Model A is never used unless she wishes to go to Springfield during the summer months. The following is a sample of some of the businesses that would still be in operation in the 1920s in this area. Keepers may wish to expand the scenario into a regional campaign setting; this section is to aid in the understanding of common business practices in the Ozarks.

General Store

Owned by Neville Turtle (he welcomes any joke towards his name), the general store of Eminence was the one-stop need for just about anything a hillman (a more polite reference instead of "hillbilly") could need. Plug tobacco, snuff, stick candy, bolts of calico, vinegar barrels, cracker barrels, pickle barrels, empty barrels, butter churns, boots, shoes, hats, overalls, medicine, and even the postmaster could be found here. The post office in Eminence wasn't terribly big taking up one corner of the store. The postmaster punched a dozen or two holes into a crate and nailed it on the wall to place incoming mail. Stamps at 2 cents each could be purchased here as well. The general store is also a common place for people to sit on the porch and either trade gossip, stories, drink an ice-cold soda, smoke a pipe, or play a game of checkers with one of the young kids who happen to be passing by.

Blacksmith

Jack Mitchum is the town's only blacksmith as repairing cars in a town predominately still horse powered

proves very little work. Because of this he is always extremely busy. His delivery time is often slow, but in this area, people expect that. He once had an blacksmith's apprentice, but the young man ran off after too many days of Owens scowling him for "not getting the fire hot enough" or "not tempering the iron long enough." He tries to keep the Potter boys at the shop to either learn the important skills to repair cars or at least learn how to use the anvil. He foresees horses becoming obsolete in the near future by cars, but the two young men would rather run off and cause mischief in town. When it comes to blacksmithing, his specials include horseshoes, kettles, shovels, and pickaxes. If persuaded with enough money, then he can produce nails, plows, door latches, and various tools. An iron brazier may be special ordered if the players wish to purchase one through Jack instead of a clay brazier from the town potter. This will take 2 days, but it will cost \$5.00. When the players are in town, Jack will have a hodgepodge pen in back of his shop filled with pigs that were given to him by a farmer outside of town. It's in payment for shoeing one of his horses. Since there are currently only 2 cars in town, one owned by the investigators and one owned by Laura Longview, his garage has plenty of room for the sacks of cornmeal that was given in payment to sharpen another farmer's plow. Investigators may take this as a sign that although it may be in the 1920s where money is in everyday use, trading still is an option.

Potter

Another essential to the primitive living styles of the Ozarks, potters could make jugs, jars, churns, and pipes. Another item they could make upon request is the brazier needed to cast Conjure Glass of Mortlan. It will take 1 day to make since it is a special order and will cost \$9.00. The clay in the area was rich with very little if any grit. Depending on the clay, it could take on either a red or creamy color. Generally a good potter can produce anywhere from 600 to

800 pieces a year. When it comes to pottery in a small town, often times than not, there will be just a master potter. Apprentices will usually be taken on towards the end of their career to replace them rather than training numerous potters to go out on their own.

Gunsmith

As is with blacksmithing, gunsmiths are a dying breed. The practice and need for making guns continues, but mass-production has made its dominance known throughout America. However, in smaller, remote areas, where transporting goods is still not quite as easy as the larger cities, guns are still produced by hand. The gunsmith of Eminence is a unique one, however. Almost entirely a male profession, Dorothy Evans, sister to the late Heather Evans, developed her skill through her father from when she was a small girl. Her love came from the beauty and detail her father put into making them. Not just a gun, they were a work of art with elaborate etchings on the side, each custom made. The delicate care continued on with Dorothy as she became a master craftsman with guns. Her main two types of weapons she enjoys producing are rifles and shotguns although in the past few years she has dabbled with making handguns as they have more exposed metal for her to work with. Rifles take her roughly 2 months, and shotguns take a little less. Anyone wishing to purchase a handgun will find they are lacking in accuracy and shoot at a -15%. At the moment she has 2 Colt .45 M1911 pistols and one Colt single action Army Revolver that she has made.

Coopering

Electricity was still difficult to reach the more rural areas such as Eminence although electricity was present. Refrigeration was still in its infancy, and storing foods and liquids in barrels were continued into the 20th century. Coopering is the making of these barrels. Three methods are typically used: dry-coopering, white-coopering, and wet-coopering. Dry- and wet-coopering is what would be expected. One involves producing barrels that can hold dry goods while the

other is watertight to hold liquids. White-coopering involves making butter churns, hand pails, and wash-tubs. Cecil G. Robinson has two employees at his shop where the three make all three kinds of coopered products. Cecil speaks with a slight whistle as his front two teeth are separated just enough. He's often heard whistling heartily through them on a warm spring day as he brooms off the front porch.

Wood Carving, Broom Making, Soap Making & Doll Making

Although considered to be a craft, these were often created individually for personal use or a hobby. Wood carving became popular decades after the 1920s and frequently is found in gift shops or various other wood crafting shops. Carpentry would be the proper occupation for wood working. Nearly every small town would have at least one if not two. These professionals would be available to craft nearly anything if the proper design was drafted from birdhouses to clocks to repairing houses. The construction of most homes in this area would need a contractor that coordinated the overall construction of the building as they became more complex.

Broom making in modern times may be mass produced, but at one time brooms were crafted out of broomcorn by those in the home. There are many kinds of brooms that would be made at this time from round brooms to fantails. Even in a small town there would be very little market for owning a business solely selling brooms. These would typically be found in the general store.

Soap making was almost always made in the house. Combining fat and grease from meat scraps with lye, one could easily make soap. As disturbing as it may sound using fat from meat, each spring the men would bring home pieces from either the butcher or from their own savings from the winter. Cooking the fat at a high temperature then adding the lye and allowing it to cool will result in soap. During the 1920s soap may be shipped from larger cities where it is mass



produced. Many folks in small towns would still make their own soap to save money.

Doll making in later times may be sold at high prices, but during the turn of the century in the Ozarks there were never professional doll makers. They were always made for gifts. The most common type of doll was made out of cornshuck although applehead dolls were often made after pouring lemon juice and alum over the apple, causing the fruit to take on random shapes. It is reasonable to guess one could find a doll for sale in the general store as mothers would often bring their children with them to buy goods.

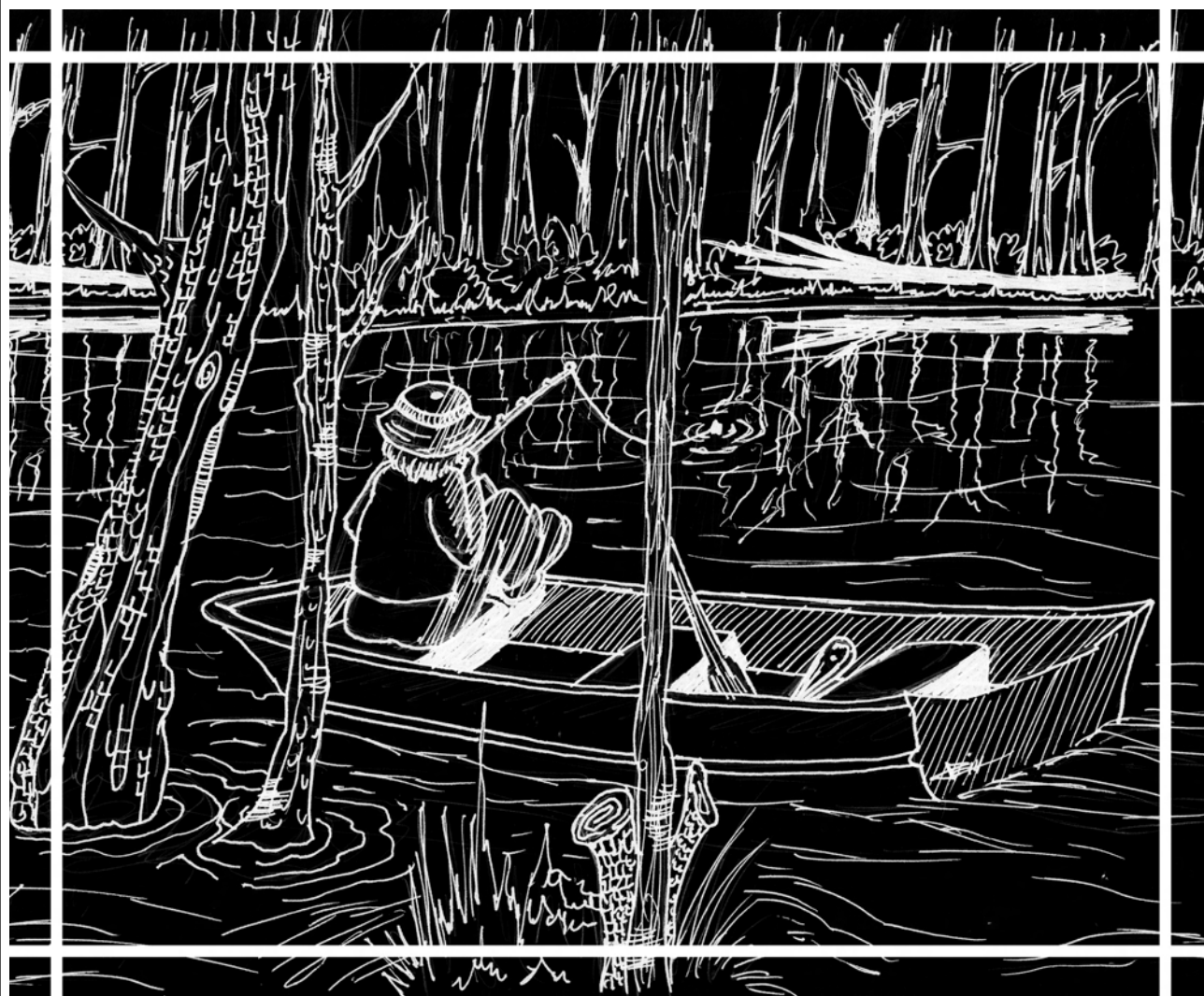
Ozark Johnboats

Otherwise called "flat bottom boats," these long,

heavy boats were originally made out of wood designed specifically for the rivers in the Ozarks. This is because the long boats were capable of remaining buoyant in only 4 inches of water. As the rivers throughout the Ozark Mountains fluctuated frequently in depth, sometimes on a daily basis, these boats were essential to fishing and floating trips. Johnboats could be anywhere from 15 to 28 feet long because the longer the boat the more stable it was. Fishermen were able to stand on these boats and cast their lines without worrying of tipping the boat as would be common in a canoe. Some boats were shorter than 15 feet, but generally nothing less than 6 or 7 feet in length.

Musical Instruments

A more profitable occupation, crafting a musical in-



strument took exceptional talent. So much so that most instrument craftsmen could only make one or two different types. One of the more traditional musical instruments heard playing in this area is the mountain dulcimer. A highly difficult instrument to construct, it resembles an elongated, narrow guitar, laid on its back, with a very short neck. The strings were struck

lightly with small wooden hammers similar to how the core of a piano operates creating a soft, high-pitched sound reminiscent to a harpsichord. Making them is a very time consuming process and a handful created in one's lifetime would be considered exceptional.

IMPORTANT LOCATIONS IN TOWN

Although impossible to predict all decisions made by the investigators, a few possibilities are written here to aid the Keeper.

Keepers may summon the players to this remote region by a letter of request from Annie or Susan, they may read similar articles of Shenandoah that Susan read, or they may be on their way to another scenario prepared by the Keeper in which this scenario is an in between filler. Whichever reason is used, the players are traveling across the state of Missouri when disaster strikes as a strong storm prevents them from seeing very well. With the storm and the approaching night, the driver will have to make a Driving check at a -25% penalty to avoid a bizarre animal that sudden darts out in front of the car, snarls at them, then quickly disappears into the forest. If driver fails the roll, the car is wrecked and they must walk. If successful the car has a flat tire and a spare is needed. The car will barely make it to the next town. The players remember a road sign informing the small town of Eminence was up ahead. A Luck roll is needed to determine the distance.

01-10% - ½ mile with no encounters

11-20% - 1 mile, players startle a large raccoon hiding just off the road.

21-40% - 2 mile, a car tries to run them over or off road

41-70% - 3 mile, players hear a woman's scream off in the distance and 2 gunshots

71-100% - 4 mile, and (if walking) a crazy man stops in a truck and offers them a ride

If they decline the man's offer and continue walking, they experience all other encounters on their way to town. If they get in the truck, he looks bewildered and frightened after having just seen the Moon Cat. He relates a story about the legendary animal that haunts the Ozarks. He'll continuously interrupt himself pointing out in either window asking "Did ya seen that? Thought it wuz the cat."

Investigators explore the Shenandoah

Probably one of the first things that the players will wish to do is explore the Shenandoah. In order to reach the house, horses must be taken on a 2 hour ride. Because the road up to it has long been washed away and overgrown with vegetation (not to mention it's quite hilly), horses are forced to walk carefully. Keepers should expect to inform the players the trip will be an all-day event and may not be able to return until the morning. Horses may be rented or even purchased at the town's only stable. Renting by the day will cost \$35, and purchasing one will cost \$350. Furthermore, if purchased, a saddle, bridle, and blanket will need to be purchased for a total of \$75.

If the players discover the ghosts' existence, they may wish to investigate further. Their tombstones are located in Eminence's cemetery. Each epitaph was originally written what would typically be read on tombstones – name, date of life, and a brief saying to remember them by. Mysteriously after they were placed in the cemetery, the next day the epitaphs had

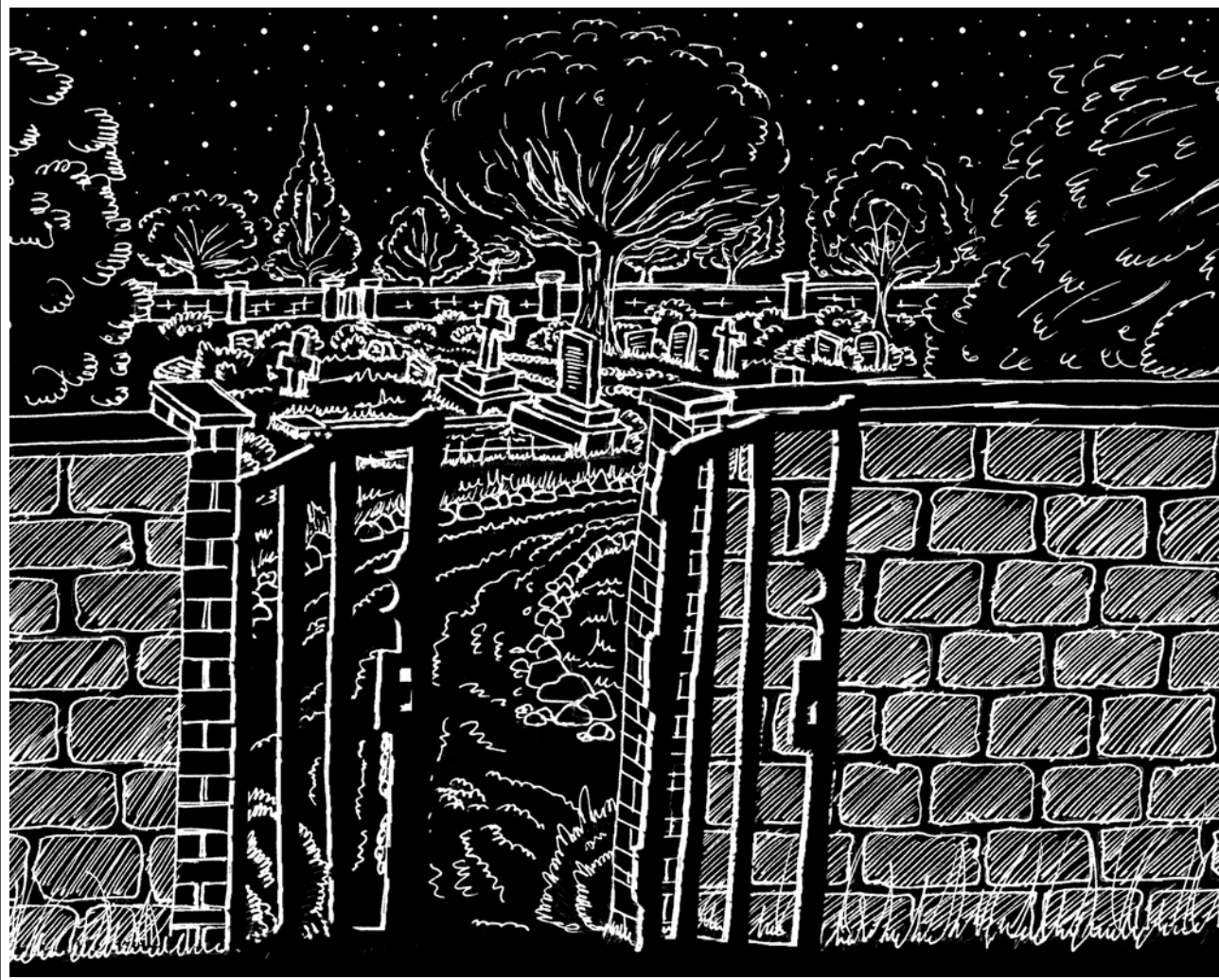


been rewritten – that is re-chiseled – into the tombstones. No one dared change it for fear of bad luck or disturbing the spirits further. However, each message is in the form of a riddle limerick that could ease the spirits and allow them to pass onto the next world and stop haunting the Shenandoah. Each of the Noel family members requires something to be brought to their grave. Molly is an exception to this rule. Since her body secretly lies in the crawlspace under the Shenandoah (dragged and left there by the Moon Cat that Annie saw the night of the murders), her grave is empty. Either the Lay to Rest spell must be cast on her body or her body must be returned to the grave with her family.

Investigators explore Eminence Cemetery

Founded during the Civil War, the cemetery was the result of all the soldiers who died in the nearby battle. As a respect to those who served, civilians have all

been buried surrounding the group of graves now enclosed with a wrought iron fence. The entire cemetery is protected by a 5 foot tall brick wall, highly unusual for this size of cemetery and town. Christopher needs a bottle of whiskey, Janine needs her dolly, Heather needs the bones of her lover, Christopher Jr. needs the skin of an animal, and Molly needs to be buried in her grave. Each time an item is placed on the correct grave, a hand slowly claws its way to the surface and drags the item down. The first time this is experienced, the players will lose 1/1D4 Sanity points. If the incorrect item is left at the grave, the corpse will become animated as a zombie by the following night and track the players down. Each dawn the zombie will return to its grave if it hasn't found them. Upon locating the investigators, players lose 1/1D6 Sanity points. However, the zombies do no harm to them. They simply drop the item at the players' feet and return to their grave.



Christopher Noel, Sr. – 1835 – 1880 – Tombstone reads, “He never loved his women, he always loved his booze, but now he’s dead and gone and has nothing left to lose” (Christopher needs a bottle of whiskey)

Janine Noel – 1843 – 1880 – Tombstone reads, “Here lies Janine she always was so sick, no amount of medicine would ever do the trick, but even at her age she always loved her dolly, despite the love from her daughter she loved it more than Molly” (Janine needs a doll)

Heather Noel – 1866 – 1880 – Tombstone reads, “She barely was 14 but already loved a man, but ‘cause his skin was dark her father made him ran, through the creek so cold her father to him said, you’ll never touch my girl then he shot him in the head.” (Heather needs the bones of her lover)

Christopher Noel, Jr. – 1864 – 1880 – Tombstone reads, “Junior loved his gun, Junior loved to kill, but Junior one day missed his shot, now Junior lays real’ still.” (It would imply he died from a hunting accident, but the players soon discover the “missed shot” was trying to grab the knife out of Molly’s hands) (Christopher, Jr. needs a rifle or shotgun, available at Dorothy Evans’ shop)

Molly Noel – 1873 – 1880 – Tombstone reads, “Little precious Molly, how we miss her face, she laughed, she sang, she played silly games, then she vanished without a trace” (Molly either needs to be buried at her grave or the spell Lay to Rest must be cast on her)

For detailed information about Shenandoah and the rooms within, refer to “The Shenandoah” under the section **Important Locations Outside Town (p. 34)**.

Investigators explore the Cave

The cave’s existence will be unknown to the players until at least Day 2 when the photographer from National Geographic Magazine arrives. It is possible

they may run into Laura upon her return with the kids from their field trip before then. She will happily discuss her field trips, and the kids will continuously interrupt putting in their experience to the story. The kids will mention the cave, in which she will try to hush them. When she realizes the players know about the cave, she will escort them into the schoolhouse, dismiss the children early, and answer what she knows. If requested, she will take them on Saturday to explore it.

Players will need to make an Archaeology roll if they have any hope of identifying the village as being Hopewell. If they bring Gina Forrester with them they gain a +25% bonus to their roll. An Anthropology roll will reveal that the Hopewell were not known as cave dwellers; a +25% bonus to their roll will be added if Gina is present in the group. Shamanism will be discovered after the successful roll and thorough exploration of the village. Through various paintings on the walls on various buildings, the players will deduce the shamans often practiced human sacrifices through their magic. Gina will later comment that was never known about the Hopewell Indians. A successful Spot Hidden check in the main temple room will reveal the extremely faint outline of where the dagger once laid. The outline will be minerals left from the water dropping continuously from the ceiling; it’s extremely faint to the naked eye, so players will suffer a -20% penalty to their roll unless any viewing instruments are used.

Keepers wishing to prolong the players into staying in town may place Day 1 early in the week, or they may make it Friday and keep the scenario moving quickly. For detailed information about the cave and the layout of the Hopewell village, refer to “Hopewell Village” under the section **Important Locations Outside of Town (p. 34)**.

Investigators explore the Church

Other points of interest the players may investigate are the church, library, courthouse and barbershop. In



the church, they may find accounting reports locked in David's office listing silver weighed by the ton. An Accounting roll will be necessary to keep track and understand all the figures as they are spread throughout a book. It will list in detail how much he has mined out, how long he started, how much he can ore per person, and the fluctuating cost of silver by the ounce. See **Appendix B** for the handout.

Investigators explore the Library

The library, naturally, will be a major point of interest the players will wish to search. Depending on their relationship with Benjamin and Fredrick, they may have reign of the entire library including the secret room containing the mythos book and Indian scroll. They may also find newspaper clippings on the Shenandoah and the murders of the family. This can be found as a player's handout in **Appendix B**. Benjamin recommends the courthouse for legal documentation. Although likely unnecessary, if the players are in especially high favor with Benjamin, and they find themselves in hot water with Barnaby Jacobs or any other citizen, they can seek refuge hidden in the secret room.

The Mordhenkein, a book originally written in Latin and translated by Fredrick into German. This book contains three spells that deal with the supernatural and transformation. This transformation is a direct connection with the Hopewell tribe's shamans who transformed one of their own into what is now the legendary Moon Cat. For more information about the ritual that was carried out, refer to Become Spectral Hunter Spell in the Mordhenkein located in **Appendix B**.

The other document is the Scroll of Ynonwi. This is the "scroll" that Gina Forrester seeks and holds four spells. The first involves protection against the Pipes of Madness that Annie Potter may use against the investigators. The second deals with commanding the supernatural. The third makes the Cursed Whistle in order to cast the Pipes of Madness spell. The final

spell will grant the caster to resurrect a victim from the dead or send them back to the grave.

All books found in the library will require a Library Use roll to be discovered plus the appropriate language roll on D100.

Investigators explore the Barbershop

The basement to Gerald Kipling's barbershop is creepy but not dangerous. The players will need a Spot Hidden roll at -10% to discover the loose bricks in the back of the room due to the poor lighting Seymour uses. If successful, they will have direct access to the courthouse basement where most of the archives are stored for the businesses and residents of the area. They will also have an easier access to the silver mines, and they may not even have to make a Sneak roll from the location they will enter.

Investigators explore the Courthouse

Although the courthouse is not described in greater detail in other sections, it is necessary to note here of the encounter. The basement of the courthouse is off limits to the public and a clerk must retrieve any document. There are no restrictions, however, on viewing any of the documents found there. Despite this fact, the clerk will not bring all documentation on the Shenandoah for the players, but she will not mention this fact. There will be a rather large stack of documents of abandoned houses outside the city limits of Eminence, but the clerk will refuse to separate it. A Library Use roll will be needed to just find the section covering Shenandoah. Once they find the part they were looking for, they will see the house in 1859 was appraised at \$3,300 and cost \$875 to build. It was built by the original owner, Christopher Noels, but the house was seized by the county in 1880. It does not say why. What information remains in the basement is about the massacre. There will be legal documents about how the family died from murder and how the crime went unsolved. Investigators will see the sheriff's report as a serial murder and the mentioning of

SHAMANISM

Mysterious and mystifying, the religious practices of shamanism have been present throughout history dating as far back as the Paleolithic period, which is more commonly known as the Old Stone age. Essentially thought to be messengers or intermediaries between the human and spirit world, shamans carry with them a shrouded existence. Many cultures who acknowledge shamans as a part of their tradition and beliefs often fear and respect their powers. These special abilities may range from healing the ill or learning secrets of the unknown by communicating with the spiritual world.

Inducing trances was another specialty for them. The cliché “vision quests,” more famous in books and movies than in real life, would involve a shaman. Hints, suggestions, or ideas may be planted into the victim’s mind to be carried out later.

Shamans’ function sometimes would also involve leading the sacrificial ceremony of usually an animal such as a goat or bear. However, more sinister rituals were sometimes practiced among the darker cultures. These could be carried out on large mounds, in isolated caves, or in plain sight in an open meadow.

Molly’s kidnapping. A Law roll could be used here to identify that the papers would not hold up in a court of law. Some documents are not signed by the proper authorities; some are signed with a scribbled name that is highly questionable. One document covering the county seizing the estate has a forged government seal at the top of the page that would be difficult for the untrained eye to notice. After reading through the documents it is unknown who actually has ownership of the house.

Either a Spot Hidden or one more Library Use roll is

needed at this point depending on the Keeper. A small piece of paper either falls under the table from the booklet they are reading, or it is wedged tightly between one of the pages. It’s an additional report written ten years later by an anonymous investigator. It reveals there had been a witness regarding the murder who never confessed. Attached with a paperclip is the copy of a check for \$2,500 written to Cash from Annie Potter. Although unknown to the investigators, this check was written to pay off the investigator as he discovered that Molly had been the one who had murdered her family. Annie wanted to keep Molly looking innocent (at least until she resurrected her and asked her what had happened).

Investigators wish to cast Spells _____

All spell casting components for each spell discovered in this scenario may be acquired in the area. For example, the molten silver used to cast Lay to Rest can be melted in Jack’s forge after being acquired either by purchasing an item in town made of silver or gaining access into Preacher David Bradford’s secret silver mine under the church. A successful Locksmith roll will gain access into the church, a Spot Hidden will find the secret access, and a Sneak roll may be required as David will have a few trusted friends to look after the slaves while he is gone. In addition, the players may gain access into the mines after finding the secret tunnel connecting Kipling’s barbershop with the courthouse.

The blood from the various animals may be tricky to acquire unless the investigators wish to hunt themselves. Simon Rutherford and/or Sheriff Barnaby Jacobs will be highly suspicious as to why they need blood from three different animals. The investigators will have to think of a clever explanation besides “they are thirsty” or “they like casting spells.”

The brazier and glass ball can both be purchased through various craftsmen in town. Even in the 1920s, glass blowing was still being practiced in the Ozarks.



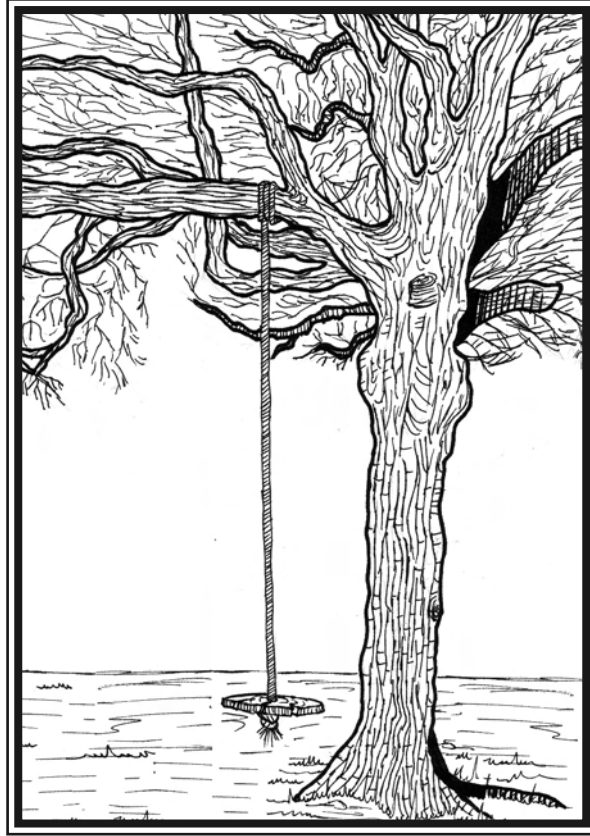
IMPORTANT LOCATIONS OUTSIDE OF TOWN

THE SHENANDOAH

Located approximately 10 miles northeast of Eminence is the homestead of Shenandoah. Built in 1859 by the Noel family and a few friendly neighbors, it has stood up to the hot summers and harsh winters for nearly 70 years. However, for the past 40 odd years it has been vacant without proper maintenance. As a result, the local flora and fauna have begun to overtake the house. Weeds, vines and even a few bushes have weaseled their way into the house through broken windows and busted doors. Nevertheless, the house is still very solidly built.

The Outside

The surrounding front and back yards cover approximately 2,000 square feet and includes an outhouse and a detached cellar in the backyard against a hill. The front yard has a small tool shed Christopher, Sr. built with his son, and around the side of the house is a small grate that leads to a crawl space under the house. An old rope swing still hangs from a large oak tree about 25 paces from the front door. The weeds have grown to about shin to knee high, and several animals have made the yard their home. In the front yard, a family of rabbits lives against the oak tree where a small hole has been burrowed out at the base by a former animal. Closer to the house near the southwest is usually where a fox has taken residence. The backyard hides more creatures that pose a bit of a threat to those who stumble on them. Halfway between the house and the cellar is a decent sized hole well hidden by the high brush and weeds. A mother badger looks over her young and will pose a dangerous threat to the players if any trip on the hole causing her to investigate the disturbance. Further back from the house towards the edge where the forest takes over is a nest made by a spotted skunk. Normally nocturnal, this animal will most likely be sleeping at any given time during the day.



All of these animals actually pose little threat if simply avoided. They will run away before engaging in attacking. The uniqueness of all the animals in this area is due to the house's aura. The inside may be haunted, but the animals don't sense the spirits and are more or less attracted to the homestead for unknown reasons.

Badger

STR 11; CON 8; SIZ 2; POW 8; DEX 16; MOV 10; HP 4; db +1D3; Charging Bite 40% 1D8; Claw 50% 1D4+db; Armor 1-point fur; Hide 80%, Sneak 90%

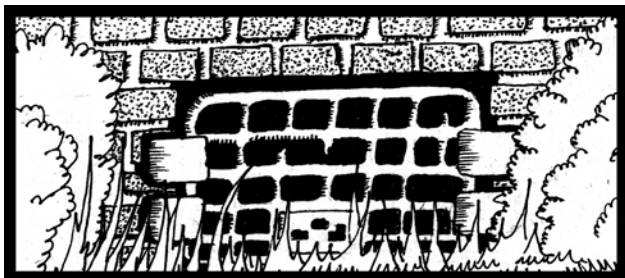
Crawl Space

The grate is extremely small. At first it may look as if only a child can squeeze through the opening, but with a DEXx3 roll, they should manage. To open the gate, no Locksmith rolls can be made. No amount of brute force can be applied as it is well constructed. Only using the lever hidden in the chimney at the widow's

walk will the players be able to get under the house. If drastic players begin pulling out explosives or drawing their shotgun to shoot, allow the former to destroy half the house and the latter to be completely useless against the strong iron. Keepers may even wish to have any bullets striking the metal to ricochet possibly hitting one of the players.

They will have to, naturally, crawl the entire time under the house. Lighting is nonexistent except a foot or two from the opening. The space is very cramped, any player with claustrophobia as a disorder will not be able to go in. Molly's remains are in the opposite corner partially buried. A very large timber rattlesnake lies coiled in the loose soil near the remains. By the time they reach the middle of the house they will hear the familiar rattling sound of its tail. Spot Hidden rolls are required if they have lanterns. If they are going blindly, the snake will attack them without a Dodge roll.

If already encountered the cottonmouths in the cellar, Sanity rolls are unnecessary. The rattlesnake has a POT of 10 and will take effect between 10-15 minutes. Players will need to make a Resistance Table roll between the player's CON and the venom's POT. If the CON wins, damage equals half POT. This causes a serious problem for the players as they are 2 hours from the nearest doctor. This should be an eye opener to the players as how harsh the lifestyle of being in the Ozarks really was. A Medicine roll will allow another player to suck out the venom enough for the player to only lose 3 hit points, but if no medical attention is available, the victim will immediately lose 3 hit points and 2-3 hit points every hour until the full 10 hit points have been lost (5 points if they succeeded on the Resistance Table roll).



Timber Rattlesnake
STR 6; CON 9; SIZ 5; POW 7; DEX 16; MOV 9;
HP 4; db +1D6; Bite 80%; damage db; Venom POT
of 10; damage 10; Armor 2-point glistening skin;
Move Quietly 90%; Hide in Cover 85%

The Cellar

Separated by about 30 paces from the house, lies the cellar. It is built into the hill for better insulation. The door is locked, but with a Locksmith roll at a -30% it can be opened. Breaking it on a STRx2 may yield it as well. The best method is discovering the key hanging behind the stove in the kitchen. The cellar is laid out in an L shape with shelves lining the walls about eyeball high. Around the corner is a washboard resting in a large wooden tub. There is also a large rectangular box with a lid on it measuring approximately 6 feet in length that was once used for an icebox.

Once inside, the investigators will unknowingly be in grave danger. The walls of the cellar have worn down, and cracks have formed allowing several water moccasins to use the cellar as their home. One is coiled up on a shelf right next to the door, and the other is around the corner on the floor. The one on the shelf will give the investigators a terrible fright as it will immediately strike at the head of the first person who walks into the cellar. A much needed Dodge roll will have to be successful in order to avoid being bitten. If failed, the snake bites the victim's left ear, and from the natural jerking motion of the victim as it reels back in horror will cause the snake to be pulled off the shelf, its fangs stuck on their ear. 1/1D4 Sanity points are lost for the victim and 0/1D3 for those witnessing the attack unless they have encountered the rattlesnake in the crawl space. In addition the bitten victim will be inflicted by the venom of the snake. The cottonmouth snake has a POT of 10 and will take effect between 15-20 minutes. Players will need to make a Resistance Table roll between the player's CON and the venom's POT. If the CON wins, damage equals half POT. This causes a serious problem for the players as they are 2 hours from the nearest doctor. A Medicine roll will



allow another player to suck out the venom enough for the player to only lose 3 hit points, but if no medical attention is available, the victim will immediately lose 3 hit points and 2-3 hit points every hour until the full 10 hit points have been lost (5 points if they succeeded on the Resistance Table roll).

If that wasn't enough, they still have the second water snake to deal with around the corner. If players are more alert, allow a Spot Hidden roll to see the snake first. Water moccasins have a tendency, however, of being very aggressive. These snakes sometimes charge rather than try to slither away.

After searching the cellar thoroughly, the icebox poses to be an interesting find. A Spot Hidden roll is needed to notice the bottom of the box isn't quite flush with all four walls like a door being ajar. Reaching down the bottom can be slid easily to one side, cleverly sliding into the wall and out of detection. It reveals a dug out hole in the ground with a wooden box measuring about 6 inches by 12 inches. Inside is \$3,000 and a bottle of very good whiskey dated 1833. An Art or History roll may be able to appraise the bottle around \$1,000.

Water Moccasins (Cottonmouth)

STR 6; CON 9; SIZ 5; POW 7; DEX 16; MOV 9; HP 4; db +1D6; Bite 80%; damage db; Venom POT of 10; damage 10; Armor 2-point glistening skin; Move Quietly 90%; Hide in Cover 85%

The Porch & Exterior Doors

The front door is about 3 feet off the ground and connected to the yard with a couple of steps. The porch also has a long ramp that goes along the front of the house to the southeast corner so Christopher could roll heavy objects out of the house.

The entrance is double rak doors with a rusted iron lock. If players wish to gain entry into the house, they will have to make a successful Locksmith roll at a -20% as it is very old, bulky, and rusted. There is a backdoor

that has a simpler lock built with the plate the doorknob was forge welded to which will be at a -10%.

Investigators may make a Listen roll to hear scuffling going on throughout the house. It doesn't matter what time of day it is, but during the day the noise is caused by animals inside and the ghosts by night.

The Foyer

The house is a two-story building with a hallway from the foyer to the back of the house where the kitchen is. To the right of the front door is the dining room. A small study lies to the left while a staircase greets visitors 4 paces in from the front door on the left side of the hallway.

Whenever the players are inside the house, time seems to almost stand still. Looking through a window it will seem everything is normal, but time is truly moving quicker outside than in. Even if it is early morning by the time they reach the house, once they have made it to the first floor they may make a Spot Hidden roll to notice it is nearly twilight dark outside. The investigators will not remember being there so long, but they will feel like they have been there all day.

By the time they reach the upper part of the stairs, darkness has practically fallen outside. From this point on, the ghosts from in the house will begin their noises; the poltergeist (Christopher, Sr.) will begin moving items around behind the players' backs. If they stay too long, the poltergeist will begin threatening the investigators by sending projectiles towards them. These all may be avoided with a Dodge roll. Any failed rolls will result in the damage of the item depending on what it is. These are listed at the end of each room's description.

The foyer itself has a candle-lit chandelier that Christopher and Janine both made when they first moved. It hangs by an old rope that loops over a hook on the ceiling and comes down to a place on the wall where it is tied in order to lower it easier. This rope is so

frayed that each time the players walk under it during the daytime (in and out of the front door, study, stairs, hallway, or dining room) there is a 10% chance it falls on them causing 2D6 points of damage as it is very heavy. At night the chance increases to 60% as the ghosts cause the rope to break. This roll is for each investigator who walks under, not as a whole.

Vegetation is at its strongest here as vines are growing thick from under the front door. The sound of animal's feet is heard scurrying about upstairs at various times.

Poltergeist Weapon of Choice: Chandelier – 2D6

The Study

At approximately 15 by 15 feet, the study is adequate in size for Christopher's needs. He wasn't an educated man, but, at least before he began to drink, he enjoyed reading here. Two windows, one on the south wall and one on the west, are the only light source in the room. A closet is on the north wall. Along the north-west corner of the room on the west wall is a bookshelf Christopher built from floor to ceiling. Filling the shelves is mainly famous literature. A Library Use roll will find that most of the books are 1st editions and are even now beginning to be valuable. Some of the literature includes Mark Twain, Jules Verne, and even a food-for-thought book written by Benjamin Franklin. All are in reasonably good condition.

The rest of the furniture and interests in the room is a small wooden desk with a locked drawer, a wooden chair, a chimney, and an umbrella holder with three decayed umbrellas. The drawer requires a simple Locksmith roll and opens up to reveal a few documents. One looks to be the original deed to the home, one is a folded letter from a Richard Pelansky addressed to Janine Pelansky, and a letter from Samuel Webster.

The letter from Richard Pelansky requests Janine return home because her mother is very ill. He also writes that he still disagrees with her decision on marrying Christopher as she is too young. He goes on to write

how he will gladly pay \$3,000 to Christopher if it means Janine will come home. When the letter is unfolded, an expired train ticket for Virginia falls from the letter. See **Appendix B** for the players' handout.

The letter from Samuel Webster is a bit cryptic. It mentions about Christopher "owing him one" and that he can't "look the other way" again. At the bottom Samuel finishes by writing that he took care of it for him at Crippleback Creek.

The two windows in the room are broken with plants slowly growing over decades of time. The investigators will startle some rabbits when they open the door. They will frantically try to run into the closet, continuously banging their heads harder and harder against the wooden door. By the time the investigators make it to them, two have died, and the other three attempt to dash frantically passed them through the door into the foyer. Keepers may wish to call for a Sanity roll as the sight of the peculiar deaths from the rabbits may be a bit too much for the investigators with weak stomachs.

Poltergeist Weapon of Choice: Books – 1D4 and Umbrella Cane – 1D8

The Dining Room

Simply designed, an empty cupboard is nailed to the left wall, and a large oak table, big enough for 6, takes up most of the room. On the table lie broken clay dishes and drinking cups, hundreds of cobwebs, and what could be animal bones from a supper long ago. When players enter the room, they notice nothing unusual. However, if they try searching for anything or continue on through the door that leads to the kitchen, they disturb the hundreds of spiders that are hiding throughout the cobwebs on the table. These spiders are completely illusionary, created by the ghosts even by day. Unless the players realize otherwise the spiders will try to crawl up their legs and arms. They will not bite as they are illusions, but they will look as if burrowing into their arms crawling up to their heart. Failing their rolls is a 4 loss of Sanity points.



Poltergeist Weapon of Choice: Illusionary spiders

The Kitchen

For a home that was built almost 70 years ago, the kitchen is in quite good shape. Very little vegetation has made it this far into the house although a door leads on out to the backyard. The second door leads back into the hallway towards the front door, and the third leads into the dining room. A rather large room for growing herbs and storing often used ingredients adjoins the kitchen to the west.

Despite the good shape it is in, it still has not kept the animals away. When the players open the door to the kitchen, they see a dozen rats running along the counter tops and in the cabinets overhead. They do little in running away as they are fairly confident in themselves. In fact the players will have to push them away to get to anything. Old canned vegetables and fruits still line the shelves, and the counter has a cutting board with an old bone from a pork roast. A rusted butcher knife lies on the floor nearby. In one corner, an old iron stove still looks in working order after a Mechanical Repair roll is made. During the inspection of the stove, the player will discover an iron key hanging behind it. This opens the cellar.

Poltergeist Weapon of Choice: Butcher Knife – 1D6+1

Molly's Bedroom

Any observer will immediately feel that the child in this room had been quite spoiled. Most children during the mid- to late-1800s would be thrilled having a handful of toys in their lifetime. Molly's room is filled with dolls. In one corner, an old broken baby's crib has rocker legs, and numerous old dolls are tossed in. They look to mainly be made of cornhusk though a few are of nicer quality. Indeed sitting on a tall, narrow dresser is a china doll, probably sent by her mother's parents. A small bed is opposite of the crib. The bed is still made with a few more dolls on it as well near the pillow.

If the investigators are going after the secondary objective involving easing the spirits of the Noel family, the china doll with the words "for Janine" on the back of the body will be needed doll.

Poltergeist Weapon of Choice: Dolls – 0 damage (but 30 of them coming at once, pretty scary)

Heather's Room

Heather's room is quite plain with a bed and one chest of drawers with attached mirror. Most of the decorations are poems she wrote and attached to the wall. The chest of drawers holds all the clothes she wore, which are all threadbare. At the bottom of the top drawer is a small knife that Heather was contemplating suicide after her lover was murdered. The room will grow pitch black immediately when investigators step foot inside. In one corner, a pale face of a woman appears with a sinister look in her eyes. The blackness flows like a river towards her continuously. The drawer will open, clothes will fly around the room causing confusion, and the knife will follow towards a random investigator.

Poltergeist Weapon of Choice: Knife - 1D4+1

Christopher, Junior's Room

A typical young man's room, he was an avid hunter. The number of skins may not compete with Gerald Kipling's collection, but it is still very impressive for a person his age. One wall has three Winchester rifles hanging on a rack while the opposite wall has a wild boar's head, deer antlers, and a bobcat's head. The far wall has a window that opens onto the roof of the ground floor. Investigators looking out of the window will see where the wooden shingles directly in front of the window have been dislodged as if someone has frequently walked on them. His bed is ordinary and sagging, and he has a dresser full of clothes in one corner. At the foot of his bed lies a small chest. A key is lying in the lock, but it's unlocked. Inside is an old muddy pair of moccasin shoes, a Bowie knife that

looks nearly brand new, three squirrel skins, and a piece of paper with some odd sketching written on it. An Idea roll is needed to decipher the poorly drawn map. A successful roll means the map is understood and they know the starting location is the large oak tree in the front yard. It leads down to a nearby creek where, if Spot Hidden roll is made after a thorough search, the players will find the skeletal remains. An Archaeology roll may be made here to identify the bones as being male in his mid to late teens possibly 20s. Through the evidence elsewhere, players can conclude these are the remains of the African American who had a romantic relationship with Heather Noel whom Christopher, Senior, tricked his son into shooting him thinking it was a target dummy. If placed on Heather's grave, these bones will put her spirit to rest.

Poltergeist Weapon of Choice: Rifle – 1D6 (thrown, not shot) and Bowie Knife – 1D4+2

Christopher & Janine's Room

This is the room where all four murders took place. Christopher, Sr. was standing near the bed with his back to the door, Janine was lying on the bed still very ill, Heather had been standing about a foot inside the doorway, and Christopher, Jr. was at the foot of the bed where Molly had just struck her mother. The temperature immediately drops 10 to 15 degrees when the players enter the room. The windows are open, and, if a hand is reached through the window, they will feel the temperature considerably warmer. Since the bodies were not found for a few days by Annie, the wooden floorboards are darker from the old blood where each body fell. The experience is enough for players to lose 0/1D3 Sanity points. The ceiling is partially gone revealing an attic through the support beams. If players immediately begin climbing into the attic without searching the bedroom, a Listen roll is needed to hear the mountain lion cubs that are hidden under the bed. If they ignore it, the first person climbing into the attic will be attacked and probably mauled by the mother mountain lion who has been stalking them since they entered the house.

A Spot Hidden roll is needed when searching the room. The bed's mattress lies on a wooden frame. One of the running boards has rotted a hole away in its center. Peering inside they may be surprised by the 2 kittens that are quickly identified as mountain lions. A tough Listen check at a -30% will give the players enough time to draw a weapon before the mother quickly pounces on one of the investigators from above in the attic.

Mountain Lion

STR 16; CON 10; SIZ 15; POW 10; DEX 19; MOV 12; HP 13; db +1D4; Bite 30% 1D10; Claw 50% 1D6+db; Rake 80% 2D6+db; Armor 1-point fur; Climb 80%; Hide 80%, Jump 40%, Sneak 90%

Attic & Widow's Walk

Assuming the players have taken care of the mountain lion, the attic yields a lot of worthless junk. Trunks are filled with old clothes from the Noels, and a few broken tools are tossed in boxes. The only noteworthy item is a boxed filled with Christopher, Sr.'s shiskey – 9 bottles. Either an Art roll or a History roll is needed to know the value of the bottles, which are approximately worth \$350 in total.

Accessed by a crude ladder, the widow's walk was added for Janine. Having grown up near the Atlantic Ocean in Virginia, she asked Christopher to build it for her to give the house more coastal charm. Most of them built after the turn of the century are merely for looks, but theirs could be walked. It yielded a very nice view of the surrounding area, and before Janine grew ill in the later part of her life she would spend warm spring and autumn evenings up here gazing across the meadows imagining the rolling grass as the rippling ocean.

She was the only one who ever stood up here, and she was able to hide things from her husband when he became abusive although she struggled with her strong Christian beliefs of doing so. The last thing she left up there, long forgotten, is a small lever that, when



inserted into the grate outside, will give access to the crawl space under the house. The gate can only be opened with the unique shape of the lever. She kept it up here on the widow's walk when Heather at a young age would bring home corn snakes or black snakes. The fearless young girl would name them as pets, but her father would kill each one if he found one in the yard or house. So she would hide them under the house in the crawl space, easily moving around in such a tight space. Her father began suspecting that is where she was spending her time there, so Janine removed the key from his ring one night when he was drunk asleep. This lever is the only way the investigators will be able to open the gate and discover Molly's body. A Spot Hidden roll (with a bonus if Keepers wish) is required to find the loose brick in the chimney where the lever is hidden behind.

THE CAVE VILLAGE

Inside an unnamed cave lies a rare Indian village. Highly uncommon for this period of culture to build an entire village in a cave, this is a wonderful discovery for any archaeologist. There were cave dwellers in this area about the same time the Hopewell culture was thriving, but those would not build a village this deep inside. It is quite a walk in the cave to reach the dwellings. Most of the buildings are made of sticks and logs gathered from the woods outside, but some are made of the clay, minerals and mud that could be found in the cave.

The layout of the village is circular with the center being the temple where the dagger was found. For the most part, the buildings' shapes reflect the layout of the town. Some are oblong or even rectangular, though. The height of most of the buildings is about 9 to 10 feet tall and are narrowly placed together forming canal-like avenues. It's due to this that the streets have anywhere from 2 to 4 inches of water flowing throughout. Some intersections have soft whirlpools. Pottery, pieces of tools, shards from

weapons, bits of fibers from disintegrated cloth all can be found scattered throughout the village.

Some pictorials are drawn in the interior walls of the buildings, but most of them are on the exterior. Each drawing continues to the next one beside it as if to tell stories as people walk from place to place. However, the images are horrifying. They show pictures of human sacrifice, slaughtering of animals, attacking of people colored in white chalk, and casting of magic. The people casting magic are dressed in elaborate clothes with their arms reaching upward. Some of them are raising the dead; others are causing huge bolts of lightning to strike a group of people.

The temple gives a terrible stench of years gone by of sacrifice. The air feels cold and damp even for being



in a cave. The temple is one large room that is domed at the top made of mud or adobe. Rotten furs are scattered in a circle around the alter, which is made of chiseled stone. It's decorated with obsidian, quartz, gold, and coral. An Archeology roll will confirm the Hopewell Indians were known of trading and acquiring semiprecious and precious stones from all over the country.

A faint outline of mineral sediment in the shape of the dagger Molly took can still be seen with a -25% to their Spot Hidden roll. A Geology roll will be able to

see the difference in shading of minerals that have dripped from the sealing and realize that whatever was on the alter had been removed recently in terms of the history of the Hopewell Indians. A guess would be within the last 500 years.

There is a cumulative chance of 10% that the Moon Cat will be stalking them in the village. The village was once its home (see "Important Locations in Town"), and the chance lessens to 5% during night as it's usually out hunting. There is very little the players will be able to do to the Moon Cat if not properly prepared. The animal is not affected by mundane weapons though it can be annoyed enough to run it off. However, the animal will begin stalking them everywhere and pounce when they are most vulnerable (even sleeping in their hotel rooms).

Moon Cat
STR 27; CON 28; SIZ 20; INT 10; POW 12; DEX 23; MOV 18; HP 40; db +1D8; Bite 40% 1D10; Claw 60% 1D6+db; Rake 90% 2D8+db; Armor 3-points fur; Climb 90%; Hide 99%; Jump 55%; Sneak 95%; Special Defense – Can only be harmed with magic or magic/enchanted weapon

DAILY EVENTS IN EMINENCE

Day 1

During the first day, the events will change depending on how the players arrived to town. If Annie had written them a letter asking for their help, she will have already asked Jack to sabotage the players' car in order for them to stay in town longer. They will be almost welcomed into the town as people will come out of their businesses for a moment to say "howdy" or some form of greeting with a smile on their face. Those who don't come out would be the Gossip Queens, Gerald Kipling, Susan Shelby, Laura Lonview, and Benjamin Bilyeu. These people don't like Annie and refuse to help any who associate with her (most already know of the investigators through the Gossip Queens), or they are too busy with their business (Laura's class is on a field trip in the hills).

If Susan is the reason they are in town, she will have already arranged for their stay at the local hotel (fully paid for up through a week), and she will have left a

message with a few town patrons and the Gossip Queens. Chances are some folks will be sitting on the porch outside the general store when the players enter town. They won't talk much to the players as they are outsiders to them, but they will let them know they are to meet up with Susan in the hotel down the street. Susan will be playing poker with some of the boys she favors most in the ground floor of the hotel, but will immediately stop playing and take the investigators upstairs to explain the situation. If the investigators (not players) are all male, there are a few whistles and muffled laughs that come from the poker players, which are answered by a scornful look from Susan (but says nothing about it).

Day 2

Upon the second day the investigators are in the area, a photographer from National Geographic Society comes to town. Her name is Gina Forrester, and she sets up "camp" at the local hotel. Word quickly will spread to the investigators that a reward is being

given out for the discovery of a few items rumored to be in the surrounding area. This is a secondary objective the players can take if they wish, or it can actually become the main objective for the scenario. If they inquire her of the items, Gina describes the first item to be a very rare piece of cloth that has intricate symbols woven into the fabric by the direction of an Indian shaman that is thought to possess magical properties. National Geographic Society is working in collaboration with the Smithsonian Institute to create a more extensive exhibit in the Museum of Natural History.

She also mentions that there was believed to have been a unique group of Hopewell Indians in the area who built an entire village in a local cave, which is highly unusual for the tribe. Any evidence of this village's existence or any artifacts relating to the village are highly sought after by the museum.

On a more personal level, she wishes to acquire a photograph of the legendary Moon Cat in the area. She hopes that a good shot would land on the cover of National Geographic Magazine and possibly a Pulitzer Prize.

Day 3

On the third day, investigators spending any time in town will hear about a "bull trial." A bull continued to break loose and run rampant throughout the area and stomping crops. No matter how well the fence was built or made of, the bull would soon break through. One day the bull made its way into a nearby field where it proceeded to stomp most of the vegetables a poor farmer planted. Naturally being furious, the farmer went into town and called for the sheriff to have the bull arrested under crimes of damaging property. The trial lasts all of Day 3, but by evening the judge reaches his verdict that the bull is guilty of his crimes. Oddly enough, the usually rampaging bull has stood quietly and with good behavior the entire day with only a tether around a tree to keep him from running off. Since he was on trial, he had

to be present. It took quite a lot of persuasion to make anyone deliver the subpoena to the bull. Locals say the only time it made a noise (a simple snort) was when the prosecution would finish their case. Everyone scratched their heads at how the bull could do this until they decided to barbecue it and the meat covering the cost. Keepers wanting to add some comedic relief are encouraged to comment how the old-timers who witnessed the trial shake their heads and claim the trial was unfair. When asked why they reply that no one provided an interpreter for the bull on his defense.

Day 4

If the investigators are still in the area on the fourth day, Eminence has a harvest festival that takes place all day and into the evening. Numerous contests take place during the day. One event involves the children trying to catch a greased pig. Another deals with a silver dollar placed at the top of a pole after the pole is covered in grease while kids try to climb it. One of the more humorous events is the hog calling contest where the men yell various ways of calling their pigs while the women compete with the best husband-calling ability. Next are the more grizzled, strong men displaying their talent and speed at axe swinging and throwing. Two traditional games, horseshoe toss and tug-o-war, are always a favorite. The usual competition in various sporting events such as shooting, swimming, and running take place as well. If the investigators are struggling to acquire good favor towards any of the locals, competing in any of these events and winning may help. Keepers can enter any of the NPCs into any event with the exception of the greased pig and pole competitions as they are reserved for kids.

That night the entire town will be down at the courthouse, as the weather will be perfect, for music, food and dancing. Events such as this in this area during this time period are very important to the people. Failure to participate will generally lead to many of the locals frowning towards them afterward or the Gossip Queens fabricating lies about them.

APPENDIX A

NON-PLAYER CHARACTER STATISTICS

If needed, the following is a list of all characters and their statistics in the scenario. With regards to Skills, it is generally Keeper's choice with the few skills mentioned as suggestions.

Annie Potter (47 yrs. Old)

STR 9 CON 13 SIZ 7 INT 17 POW 19
DEX 13 APP 12 EDU 16 SAN 65 HP 11

Damage Bonus: none

Spells: *Cursed Whistle*, *Pipes of Madness*, *Command Ghost*, *Resurrection*

Skills: Astronomy 25%, Credit Rating 70%, Cthulhu Mythos 15%, Fast Talk 65%, Library Use 20%, Latin 60%, Persuasion 85%

Susan Shelby (37 yrs. Old)

STR 10 CON 16 SIZ 8 INT 17 POW 17
DEX 12 APP 18 EDU 17 SAN 85 HP 12

Damage Bonus: +1D4

Weapons: .25 Derringer 1D6

Skills: Bargain 60%, Fast Talk 80%, Handgun 45%

Sheriff Barnaby Jacobs (58 yrs. old)

STR 13 CON 11 SIZ 10 INT 12 POW 12
DEX 11 APP 8 EDU 9 SAN 95 HP 15

Damage Bonus: +1D4

Weapons: .45 Revolver 1D10+2, .30-06 Bolt Action Rifle 2D6+4

Skills: Handgun 80%, Rifle 90%, Track 65%

Simon Rutherford * (53 yrs. Old)

STR 16 CON 14 SIZ 11 INT 10 POW 13
DEX 13 APP 10 EDU 9 SAN 85 HP 15

Damage Bonus: +1D4

Weapons: .38 Revolver 1D10, .30 Lever-Action Carbine 2D6

Skills: Handgun 80%, Hide 60%, Listen 40%, Rifle 90%, Tracking 80%

David Bradford (54 yrs. old)

STR 10 CON 8 SIZ 10 INT 18 POW 15
DEX 7 APP 8 EDU 18 SAN 60 HP 13

Damage Bonus: none

Weapons: Bullwhip 1D3 or grapple, .38 Revolver 1D10

Skills: Bargain 70% Fast Talk 80%, Persuasion 75%, Handgun 35%, Bullwhip 60%

Thomas Rutherford * (29 yrs. Old)

STR 14 CON 13 SIZ 9 INT 11 POW 12
DEX 13 APP 11 EDU 12 SAN 95 HP 14

Damage Bonus: +1D4

Weapons: .45 Revolver 1D10+2

Skills: Handgun 70%

Gerald Kipling (59 yrs. Old)

STR 8 CON 10 SIZ 9 INT 12 POW 10
DEX 9 APP 9 EDU 11 SAN 95 HP 11

Damage Bonus: none

Weapons: none

Skills: Craft (Barber) 90%, Craft (Taxidermy) 80%

Margaret Winslow * (63 yrs. Old)

STR 8 CON 8 SIZ 9 INT 11 POW 10
DEX 9 APP 7 EDU 10 SAN 80 HP 11

Damage Bonus: none

Weapons: Rollingpin stun

Skills: Persuasion 60%, Fast Talk 45%

Bridgette Jones * (33 yrs. Old)

STR 9 CON 10 SIZ 8 INT 12 POW 12
DEX 10 APP 8 EDU 11 SAN 85 HP 12

Damage Bonus: none
 Weapons: Serrated knife 1D6
 Skills: Keeper's Choice

Laura Longview (27 yrs. Old)

STR 8 CON 17 SIZ 8 INT 19 POW 14
 DEX 12 APP 20 EDU 18 SAN 85 HP 9

Damage Bonus: none
 Weapons: none
 Skills: Keeper's Choice

Fredrick Seymour (66 yrs. Old)

STR 9 CON 17 SIZ 10 INT 20 POW 18
 DEX 10 APP 9 EDU 23 SAN 65 HP 10

Damage Bonus: none
 Weapons: Syringes w/ poisons etc.
 Skills: Anthropology 15%, Archaeology 30%, Cthulhu Mythos 35%, First Aid 70%, Library Use 80%, Medicine 85%, Occult 35%

Jack Mitchum (45 yrs. Old)

STR 12 CON 11 SIZ 10 INT 8 POW 10
 DEX 9 APP 8 EDU 9 SAN 99 HP 14

Damage Bonus: none
 Weapons: Various mechanical tools 1D6
 Skills: Mechanical Repair 40%

Benjamin Bilyeu (77 yrs. old)

STR 8 CON 9 SIZ 9 INT 19 POW 18
 DEX 7 APP 7 EDU 20 SAN 60 HP 9

Damage Bonus: none
 Weapons: none
 Skills: Anthropology 30%, Archaeology 20%, Cthulhu Mythos 40%, Library Use 80%, Occult 20%

Janette Winslow * (30 yrs. Old)

STR 10 CON 12 SIZ 8 INT 11 POW 10 DEX 8 APP 15 EDU 12 SAN 90 HP 11

Damage Bonus: none
 Weapons: none
 Skills: Keeper's Choice

Cynthia Steward * (23 yrs. Old)

STR 11 CON 12 SIZ 8 INT 11 POW 15
 DEX 8 APP 9 EDU 9 SAN 90 HP 10

Damage Bonus: none
 Weapons: none
 Skills: Keeper's Choice

Bobby Potter (20 yrs. Old)

STR 16 CON 16 SIZ 10 INT 7 POW 10
 DEX 16 APP 17 EDU 6 SAN 85 HP 16

Damage Bonus: +1D4
 Weapons: Switchblade 1D6+1D4
 Skills: Disguise 35%, Fast Talk 25%, Grapple 60%, Head Butt 30%, Kick 60%, Locksmith 20%, Mechanical Repair 25%, Sneak 35%

Billy Potter (20 yrs. old)

STR 16 CON 16 SIZ 10 INT 7 POW 10
 DEX 16 APP 17 EDU 6 SAN 85 HP 16

Damage Bonus: +1D4
 Weapons: Switchblade 1D6+1D4
 Skills: Disguise 35%, Fast Talk 25%, Grapple 60%, Head Butt 30%, Kick 60%, Locksmith 20%, Mechanical Repair 25%, Sneak 35%

APPENDIX B

THE MORDHENKEIN

Two copies: original copy written in Latin, and Fredrick's German translation. Unknown author. c. 900 A.D. Sanity loss 1d3/1d6; Cthulhu Mythos +4 percentiles. Average 3 weeks to study, but Keeper may constrict the time needed. If able to read original Latin text, the player will be able to read all spells with a successful Other Language roll. The German version translated by Fredrick was not translated completely and properly even though Fredrick is unaware of this. The spell Conjure Glass of Mortlan cannot be cast properly. Players will not realize this, however, and lose Sanity points once they attempt to cast the spell. Although handwritten in Latin, much of the script is drawn with small shapes instead of words. This manuscript is oversized measuring 13 inches by 22 inches, but it is clearly incomplete. It is unknown how long the book is as the back portion has been torn off. The front cover is made of several rows of dried leaves that give off a tobacco-like aroma. Each page is burnt around the edges, and anyone touching the pages without gloves and the most delicate care will cause the page to disintegrate. These are the spells found within the book:

Lay to Rest Spell – Its primary function is to describe the process of preparing a corpse in order for the spirit to remain at peace. Burial procedures are given, but if the corpse has been laid to waste above ground for more than a year, further rituals must be conducted. First, the caster must pour 6 ounces of molten silver into a clay bowl then immediately sprinkle a small amount of bone dust from the corpse. Only a half a teaspoon is sufficient. Before the silver cools, it must be poured onto the skull. The skull may temporarily be removed from the corpse for convenience. The entire process must be done between 3 a.m. and 6 a.m. Then normal burial procedures must be carried out before the words of the spell will take affect. To cast this spell, the caster will spend 3 magic points and 5 Sanity points.

Become Spectral Hunter Spell – This spell relates to the Moon Cat's origin. Centuries ago, a group of Hopewell Indians who sought refuge in a nearby cave eventually established it as their home and began building adobe homes inside. A small village was soon created, and the tribe changed their philosophy of life. One change was the recognition of the number of shamans allowed to practice in the tribe. The original shaman believed he could achieve many great spells if he had others accompany him in the rituals. They successfully created one spell though it backfired on the lead shaman. The shaman transformed into a spectral hunter, a hideous cat-like beast that had the temporary ability to walk upright while maintaining great speeds. The shaman at first retained his mentality, but soon after he realized the spell was irreversible did his mind begin to slip into a more primitive state. In his new form, however, aging slowed down drastically allowing him to live years beyond his human life. The spell has one weakness though. When the shamans cast the spell, the caster's soul was bounded to a figurine that looks like a panther. All attempts on killing the Moon Cat with weapons will prove fruitless. Only the destruction of the figurine will terminate his life. Coincidentally the figurine has shown up into civilization, passed on from explorers to treasure hunters, and is currently for sale in the Hunter's Lodge for \$5.00. The spell will cost 2 POW from the caster, a figurine, the blood of a badger, raccoon, and bobcat, and the loss of all Sanity points by the target of the spell. The spell can be reversed, releasing the spirit from the figurine by saying the words in reverse, but the total years of the spirit since it was contained in the figurine



are applied instantly to the person usually killing him (although his spirit will be released).

Conjure Glass of Mortlan – This spell will allow the caster to see events from the past. If desired, the investigators can use this spell to witness the exact murder of the Noel family. An enchanted brazier and a crystal ball are both needed. A blown piece of glass may be substituted for the crystal ball, but the chance a Great Old One will cause visions to appear of itself or an artifact increases from 20% to 35%. If this occurs, the artifact of the Hopewell dagger comes to view first then the mouth of the cave that leads to the village follows before the vision disappears. Simply by lighting a candle and holding it near the ball so that light shines through and cast on the smoke that rises from the burning brazier will reveal the vision the caster wishes. To cast the spell it will cost 6 magic points, 3 Sanity points, and a successful Cthulhu Mythos skill roll. However, when the investigator witnesses the murder, they lose 1/1d6 Sanity points.

SCROLL OF YNONWI

One copy. Unknown shaman author. c. 300 B.C. to 400 A.D. Sanity loss 1d4/1d6; Cthulhu Mythos +5 percentiles. Average 4 weeks to study, but Keeper may constrict the time needed. This scroll is actually cloth woven with intricate designs, shapes and patterns. It was made by one of the lesser shamans in the Hopewell tribe found in the nearby cave. Easily mistaken as a scroll, the fabric contains hidden spells within the drawings. Fredrick and Benjamin don't know the language; the only means of translating the scroll is after discovering the cave and matching the symbols painting around the village. An Idea or a Cthulhu Mythos roll will be needed to comprehend the language. It is suggested a Luck roll be made as well to add more suspense. This "scroll" is what National Geographic Society and the Smithsonian Institute are looking for. The investigators will not know this at first, but when any of the spells are cast, that particular writing will disappear. If all spells are cast, the blank fabric will be of no use to the museum or Geographic. A successful Cthulhu Mythos roll will give the players a hint of what might happen.

Chimes of Tezchaptl – The only means of creating this spell is to first possess a metalloid bell or set of chimes – silver creates the best tone – in which the spell can be cast upon. Next the caster must enact the Unspeakable Promise to gain the temporary power to cast the spell, which puts the caster in extreme danger. The caster loses 2d8

Sanity points from the oath with the Great Old One, Hastur, and the caster acquires a yearly, non-cumulative chance of 2% that Hastur will transform the caster into some form of hideous monster that will be in control of the alien. Since the elevation in the Ozarks varies and does not reach elevations higher than 3,000 feet above sea level, it is suggested to "fudge" the spell requirements and believe the elevation around 2,300 feet. This results in only a 23% chance of the spell working. Keepers may feel generous enough to include a higher point near town for brave investigators wishing to have a better chance of casting the spell. Climbing gear, mules, and guides would generally be available for nominal rental fees in town. In addition to making the Unspeakable Promise and losing 2d8 Sanity points, the spell itself takes 1D6 hours and costs 1D6 Sanity points and the sacrifice of 2 POW. When the chime or bell is struck, the sound will defend against spells that require singing or playing of a musical instrument. (This especially is useful against Annie when confronted toward the end of the



scenario. She will have created the Curse Whistle and use it to cast Pipes of Madness on the investigators).

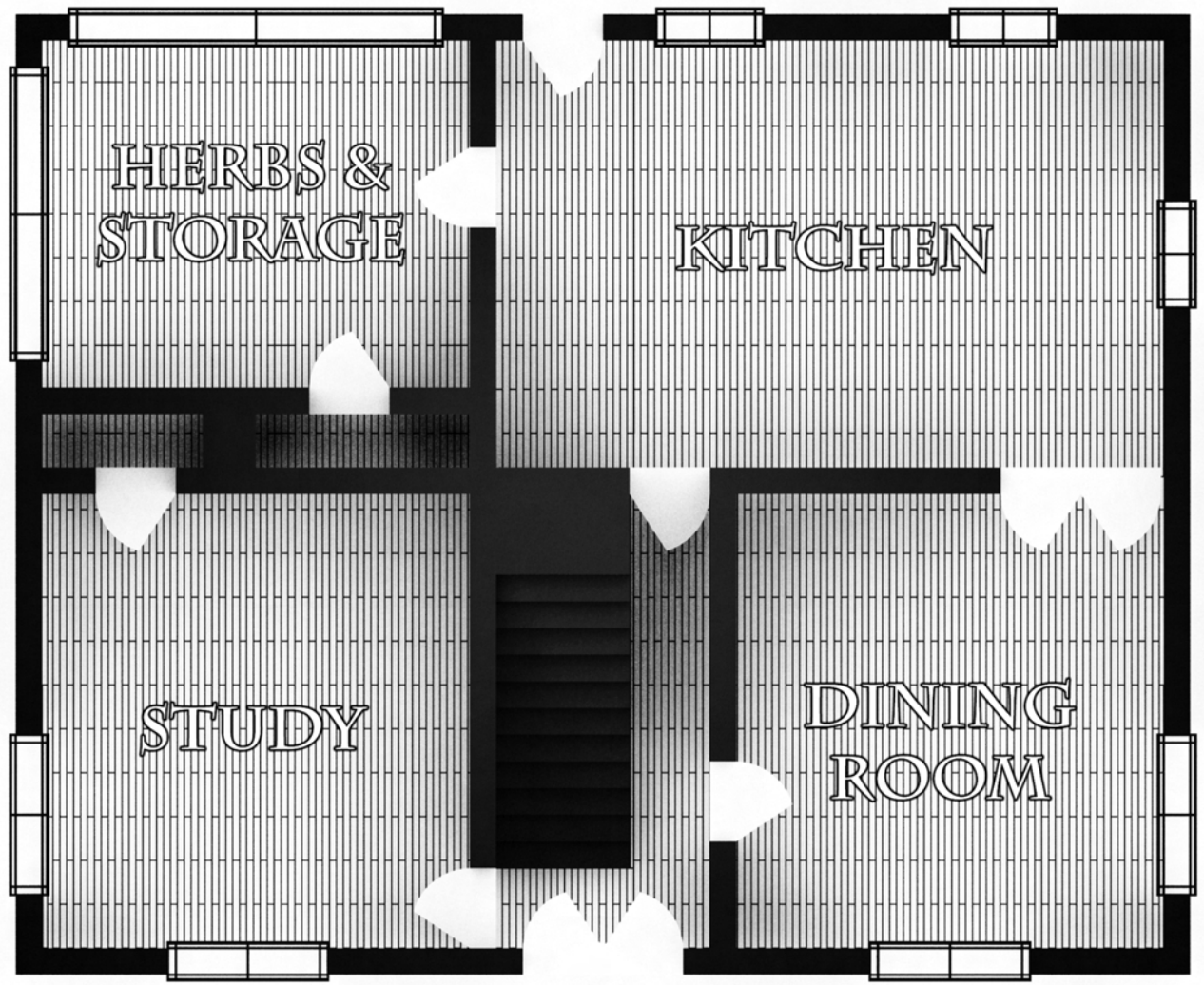
Command Ghost – This is initially what Annie wishes to cast on Molly. She has this spell written in one of the books she possesses already. The spell costs 10 magic points, 1d3 Sanity points, and must be performed at night. The blood of any mammal (human's included) must be poured over the ashes or bones of the dead person. The number of magic points is compared to the deceased's magical points on the Resistance Table (Call of Cthulhu Horror Roleplaying Rulebook 6th edition page 55). Sight of the ghost costs 1/1d3 Sanity points, and each question asked costs 1 magic point and requires another Resistance Table battle. If at any point the caster loses this battle or an hour passes, the ghost vanishes immediately.

Create Curse Whistle – Algonquin Indian shamans converged to create in order to cast Soul Singing and Pipes of Madness. However, Annie is half Native American, and although Algonquin shamans are required, an unstable version may be created anyway. The base material is owl bones. The 256 magic points needed to cast the spell is ignored for story purposes and because the whistle is made alternatively. The spell costs no Sanity points.

Resurrection - The spell costs 3 magic points and 1D10 Sanity points. The complete corpse is required, and Molly's body will be a skeleton by the time it is discovered. For purposes of reversing the spell to send Molly back to ashes, her magic points are 7. Investigators can use this spell to correct Annie's wrongful doing if she successfully resurrects Molly. Two rounds is necessary to recite the spell backward.

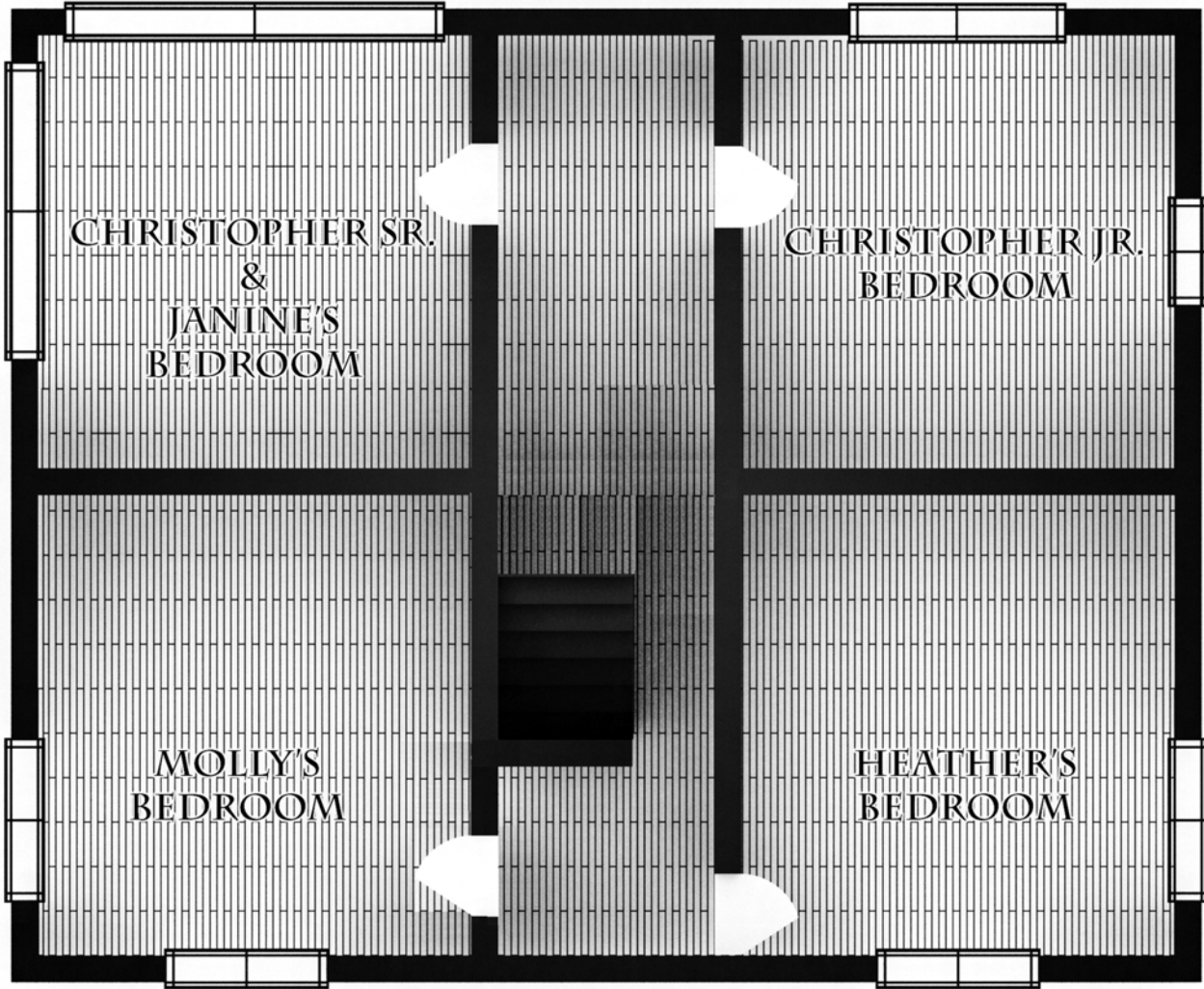


THE SHENANDOAH



GROUND FLOOR

THE SHENANDOAH



FIRST FLOOR



Susan Shelby
45 Fourth Street
Eminence, Missouri 65466

October 14, 1927

Dear Sirs or Madams:

My name is Susan Shelby, and I am writing to you in regards of a particular homestead in the town of Eminence, Missouri. The house is nicknamed the Shenandoah, and it was once owned by a family who died mysteriously in 1880. I believe the house has paranormal activity, and I am anxious to acquire ownership of the house as it has recently become for sale.

I remember reading about your past works with the supernatural and oddities, and I would like to hire your services. What I am seeking is evidence of such unusual experiences at the house before I place a bid to buy it. I am prepared to offer a non-negotiable \$1,500 up front just to travel here and investigate the house. If you are successful, I will pay an additional \$3,000.

I will arrange for your entire stay at the local hotel here in Eminence.

Sincerely,



Susan Shelby

HANDOUT 1 - Susan Shelby's letter to the Investigators

Date	Lbs	Work	Per (avg)	\$ per oz
01/03	520	15	34 Lbs	11.9102
02/03	629	17	37 Lbs	11.9423
03/03	770	22	35 Lbs	11.9578
04/03	1015	29	35 Lbs	11.9633
05/03	1085	31	35 Lbs	11.9684
06/03	1122	34	33 Lbs	11.9701
07/03	1260	36	35 Lbs	11.9732
Totals	6401	36	34.8 Lbs	12.0122

HANDOUT 2 - Preacher David Bradford's accounting document



June 3, 1859

Mr. Christopher Noel,

It is with an unfortunate circumstance that I must write to you. Janine's mother has recently become deathly ill. We fear she may not see the winter. Please inform my daughter of this grave news with sincere intentions.

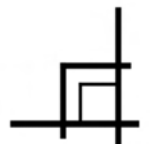
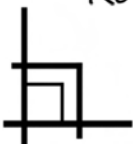
While I write, I wish to voice my continuing disapproval of this marriage. I could not convince my daughter to listen to reason, but she is naïve. I granted her request only after I knew it was moot to try to change her mind.

Because of this, I am enclosing a check for \$3,000 written to cash so that you, Christopher, may see to how it is spent. This money is specifically for you if you place my daughter on the next train back home.

Please think carefully of what is best for my daughter, not you.

Best regards,

Robert Pelanksy



October 14, 1878

Chris,

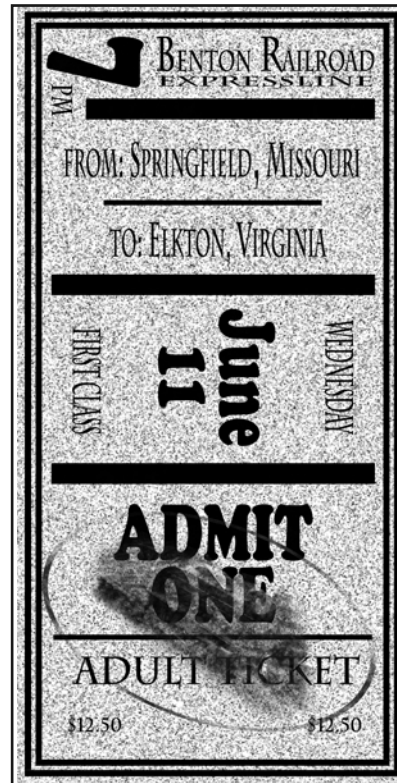
It is done. You should not have to worry about any engagements again. I did not like it either, but it had to be done. Remember you owe me one.

Chris, I cannot continue looking the other way. Next time I may look directly at you. You are a good friend. But moments like this make me wonder about you. Are you feeling alright? Perhaps you should seek a physician in town.

Either way, it is now in the past.

Your friend,

Samuel Webster



HANDOUT 4 - Samuel Webster's letter to Christopher Noel, found in Shenandoah's Study

HANDOUT 5 - Train ticket found in Shenandoah's Study

Chronicle

WEDNESDAY MORNING, MARCH 31, 1880

FAMILY MURDERED.

NEIGHBOR

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THE ENTIRE NOEL FAMILY WAS FOUND MURDERED BY A NEIGHBOR this morning. Sheriff Sam Webster said, "I've never seen anything like it in his life." Of the victims, Christopher, Sr., had built the home known by the citizens of Eminence as Shenandoah in 1859 when he and his wife, Janine, moved from Virginia. The two raised three kids, Christopher, Jr. (16), Heather (14), and Molly (7), but Molly was not found with the family at the scene. Reports are coming in that she was kidnapped by the alleged serial murder who is still unknown at this time. A search party has been formed to explore the surrounding area outside of town.

Little is known of the reason for the massacre. Although police are writing it off as a "random attack," it remains to be said why there was no sign of forced entry into the home. The Shenandoah is located approximately 10 to 15 miles northeast of Eminence near Crippleback Creek. The estate will go to Janine Noel's family, the Pelansky's, near Elkton, Virginia.

Annie Potter (7) discovered the horrific scene late last night while wishing to visit her longtime friend, Molly. The Potters are keeping Annie in their home until the investigation is over to avoid anymore trauma.

HANDOUT 6 - Newspaper found in Courthouse

Transfer of Ownership

Know all men by these

Presence that I, Judge Richard Williams, do hereby claim rightful ownership to Christopher Noel of the Shenandoah homestead. He henceforth owns total and complete rights of and by lot 52. Being of sound mind and the value received of eight hundred dollars, he is entitled to all rights of past partitionship. Here now on the twelve of December, in the year of our Lord one thousand eight hundred fifty-nine.

Christopher Noel
Standing Proprietor

Richard Williams
Acting Authority

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APPENDIX C

TOURNAMENT RULES - POINT LIST

In the event that a tournament is carried out with this scenario, the following points list is provided. Please note that some items in the list penalize the players with negative numbers.

Siding with Susan Shelby = 5 pts

Siding with Annie Potter = 4 pts

Easing all spirits of the Noel Family = 3

Discovering Hopewell cave = 2

Easing all spirits of the Noel Family = 3

Finding Hopewell dagger = 4

Finding evidence for the Moon Cat = 3

Discovering silver mine = 4

Stopping David Bradford's project = 4

Finding key in widow's walk = 3

Finding Molly's body = 2

Helping with bull trial = -3

Eating food from Margaret or Bridgette = -3

Discovering secret door in Barber Shop = 3

Breaking into courthouse basement = 4

Avoiding all damage from poltergeist = 4

Breaking into courthouse basement = 4

Successfully casting any spell = 3

Killing the Moon Cat = -3

Staying less than 3 days = -2

Any investigator dies = -2 each

Successfully spotting the snakes = 2

Successfully avoiding the wreck = 2

Each roll under 10% = 1

Each roll under 5% = 2

Successfully spotting mountain lion = 2

Convincing Cynthia to help = 2

Getting arrested = -3

Countering *Pipes of Madness* spell = 4

Travel to end of David Bradford's mine = -5

Accomplishing both widows' requests = 10

Gaining entry to library secret room = 3

Finding both entries to silver mine = 3

Finding map in Christopher Jr's Room = 2

Bathroom breaks taken = -2 each

Bribing the GM with soda or snacks = 4



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SHENANDOAH

...

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