

*By Many Diverse
& Scaly Hands*

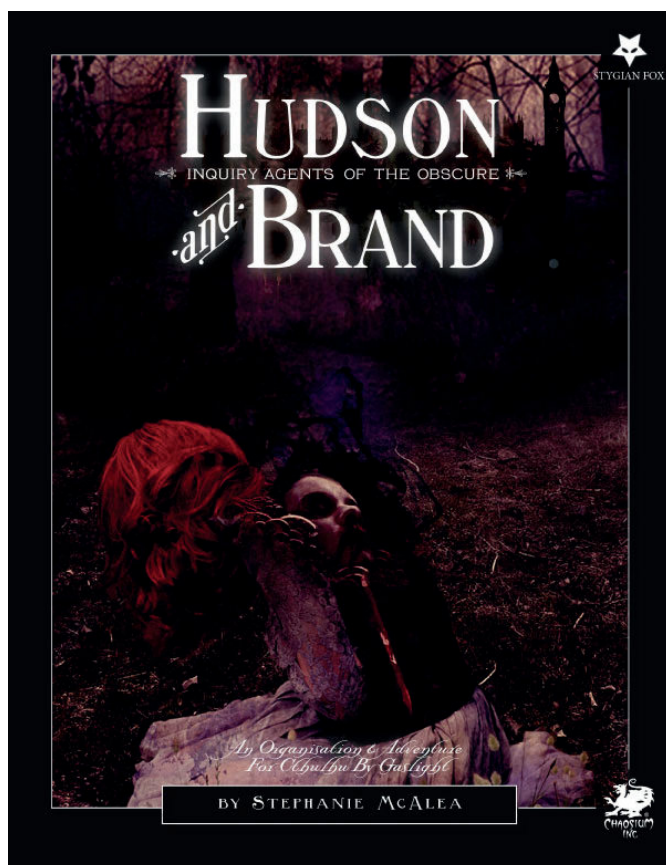
THE MARK OF EVIL



*A Resource Pack for
The Things We Leave Behind*



COMING SOON



Hudson & Brand

Safe House Series #1

A ready made and secure home base for Cthulhu by Gaslight™ investigators detailing the offices of Hudson & Brand, consulting detectives into the bizarre and obscure.

Left in a will, these offices provide a starting point for all Gaslight investigations and include a small library, staff, gun cabinet, and stores. Maps and play-aids are provided.

Also included is the adventure *'The Curious Case of Bare-Knuckle Bill'* wherein a bare knuckle pugilist is missing after a prize fight and the Investigators find themselves in a race against time.

Robert Grayston with Stephanie McAlea

December 2016

Brotherhood of the Tapestry

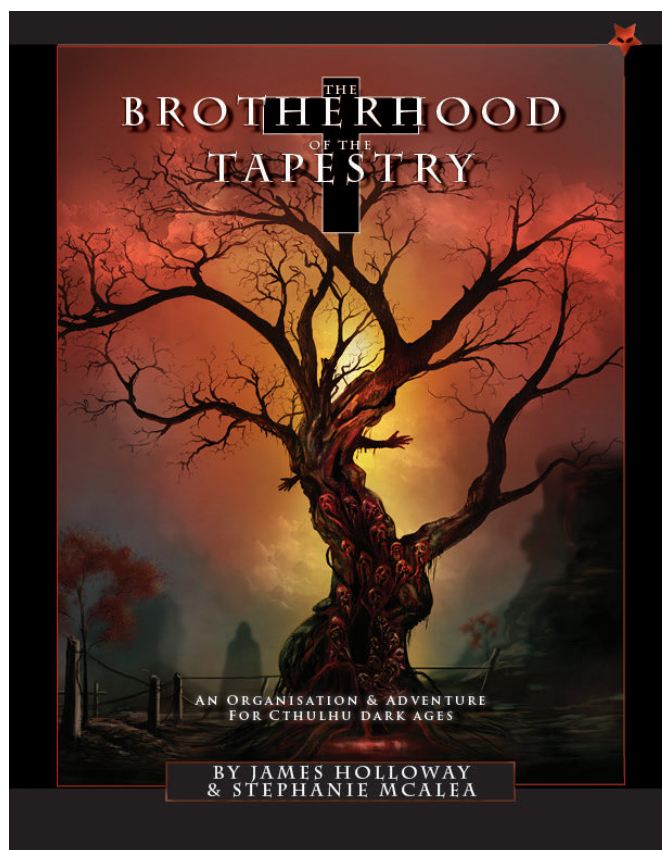
Safe House Series #2

Brotherhood of the Tapestry is a sourcebook for Cthulhu Dark Ages™. In these pages you'll find a detailed description of a 10th-century English monastery and its estates to serve as a base for your investigators. You'll also find the records of the monastery's cases, including the quest to uncover the alien secrets behind the mysterious tapestry that was its greatest weapon – and its downfall. The resources in this book can be used simply to provide a base for a group of investigators to explore Mythos threats in their area.

Also included is the adventure *'Let Him Lie in Foulness'* in which dead secrets will not lie.

James Holloway with Stephanie McAlea

July 2017





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Ephemera

Blank Coroner's Report

For use in any Investigations using death records.

Handwritten List

A list of unusual objects once owned by a Mr. Omuru and now collated for some purpose. The List reads: "Mr. Omuru's Keepsakes, The contents of MrOmuru's study at 116, Providence Road. Care should be taken when handling. 1. Tennis ball attached to a nylon string. 2. Half melted 1963 Kodak camera. 3. 13 x100 round boxes of 9mm ammunition. 4. 9000 rounds of loose 7.62 ammunition 5. Platinum plated AK-47. 6. 5xBeretta 92f 9mm pistols. 7. Map of unknown town in an unknown language with 'dead', 'mostly dead', and 'Unliving' on it written in English. 8. Geiger Counter with a smiley face painted on it. 9. A lit candle in a strange candlestick that won't be put out. 10. A very old picture of mount Fuji. 11. A police light from the 80s for the roof of a private car. 12. A moth-eaten old book in French called 'Culte des Ghoules'. 13. A badly stuffed dog. 14. A solid ball of electrical wiring. 15. Half-eaten apple. Still fresh after 12 years. 16. 6 antique Bakerlite radios fused together, side by side. 17. A small ornate wooden box. Empty. 18. one small and (here the list ends abruptly)

Witness Statement Form

To record what witnesses or victims saw, either to keep a record, or to dissuade the witness from making further statements by making them believe the matter is being dealt with.

Psychiatric Admittance Form

A document enabling Investigators in the medical field to get those friends who have succumbed to madness the help they need. Or to hide away those who cannot be disposed of by other means.

The Mt. Rainier Mystery

A map showing radioactive hotspots around Mt.Rainier in Washington State. They show an alarming pattern of distribution and, along with other strange events, have brought a small party of Government agents and 'independent contractors' (such as the Investigators) to the area.

Doom/Destiny Cards

A collection of images to be printed out (and preferably laminated) and handed out to players with surviving Investigators at the end of one-off sessions or convention games (1 per player). They give a little closure to their personal story their character took part in. Get your players to pick them blind and read them out.

Moral Character Checklist

A form useable in any RPG, it gives the player a stronger idea of where their PC lies on the spectrum of motivation and moral code. Simply fill out the second part of the checklist and keep underneath your character sheet for guidance.

Character Equipment Checklist

Aform for placing your hard won/bought valuables about your person or at home. Need to see where you've placed that '50 Desert Eagle? No problem! Suitable for all RPGs, simply print out the blank part of the form and fill in. Then just keep it under your character sheet for easy reference.



INTRODUCTION AND OVERVIEW

The Mark of Evil is a collection of ephemera aimed at assisting Keepers in collating and organising all the play aids from the main book and all the images therein. It will enable Keepers to print off necessary parts for their coming sessions without having to edit a page from the PDF of 'The Things We Leave Behind' or bend the pages of their book.

Alongside this are a collection of oddities such as forms, images, and play aids that have no connection to any scenarios in the book but an enterprising Keeper may be able to craft their own scenarios from the varied and peculiar items.

The list contains maps, lists, and forms to intrigue your players with. They are presented here in colour where possible, something we were unable to do in the main book, and on their own separate pages for the most part.

The play aids will be listed by scenario so they are easier to print and keep track of. If you feel more comfortable presenting these images on a tablet, then please do. We're all about saving the planet here at Stygian Fox (the more to feast on when Great Cthulhu rises or Ghroth arrives).

The NPC cards will have head images on the front and rear so both you and your players can have a visual reference of the NPC.

There are also, as mentioned, some non-TTWLB items for your perusal. We've included some of our 'Doom/Destiny' cards that we use at conventions and also for one-off adventures. Want to know what happen to your pre-generated character after they survived the adventure? Then reach out and choose one of the Doom/Destiny cards...

It's also a good way of encouraging a new Keeper not to 'TPK' a party because they're fun to use. Remember though, sometimes in Call of Cthulhu™, those that die are the lucky ones.

The maps will be presented in colour. They are originally in colour for the book but are then converted and contrast-adjusted for the greyscale versions in the book. If you'd like a 300dpi TIFF version for your own personal use then please contact Stephanie McAlea via her Patreon account and state which map you'd like (maximum of 3 please) with TTWLB in the message title. You can download the maps and blow them up at a local printers for your games. If you're going to print them at home I **highly** recommend you print individual pages as some of the images on the pages could be ink heavy.

You can contact Stephanie here:

<https://www.patreon.com/stephaniemcalea?ty=h>

If you'd like to comment on this booklet or TTWLB then please join our facebook page here: <https://www.facebook.com/StygianFoxPublishing/?fref=ts>

We'd like to hear from you!

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The people below pulled out all the stops, pay them a visit.

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LADYBUG, LADYBUG...

Ladybug, Ladybug, Investigator Handout #1 —What Is Known On Arrival

- Regina Balfour, a five-year old Caucasian female, was abducted at 6:30 P.M. earlier today while in the company of her mother, Sarah. The abduction occurred in a “big box” retail store while Regina was sitting in a shopping cart. Her mother was standing three feet away with her back turned.
- The abduction was caught on video. The tape shows a large, older Caucasian man in a baseball hat and sunglasses walk brazenly up to the cart, Taser the mother with a hidden stun gun, grab the girl out of the cart, and walk quickly for the exit. He momentarily leaves camera range, then comes back carrying the girl in an effort to retrieve a backpack that had been sitting next to Regina in the shopping cart. The backpack is shaped like a stuffed animal ladybug. Regina’s mother, Sarah Balfour, manages to rouse herself enough to grab onto the ladybug backpack, and a brief tug-of-war ensues. The abductor kicks Sarah in the face, but lets the backpack go as a bystander tries to intervene. He then flees out of camera range with Regina; a security guard runs through the frame ten seconds later in pursuit.
- A second security camera at the exit of the store shows more. The abductor knocks over a uniformed greeter with Regina obviously struggling and screaming. He throws Regina into the back seat of a waiting car, a late model tan Ford Taurus, which speeds off. The abductor then pulls out a handgun and marches back into the store, shooting the greeter in the kneecap as he goes.
- The abductor can be seen on several different video feeds thereafter. He wanders through the store, gun in hand, toppling displays, brandishing his firearm at customers, and generally causing a panic. Shoppers stampede toward the exit. After about thirty minutes, a SWAT team arrives and heavily armed policemen wearing body armor appear in camera

range. When he sees them, the abductor promptly shoots himself in the head. SAN loss 0/1.

- The Balfours (father’s name: John) are frantic and at the local police station. They deny knowing the abductor.
- The Balfours are on an F.B.I. radicals/domestic terrorist watch list. They are the leaders of a fringe religious movement known as the Church of the Passover Angel. They run a website that is highly critical of the U.S. government, calling it the “head of the false serpent.” They advocate the government’s (non-violent) overthrow and replacement with a fundamentalist state “following only God’s law and that of his herald, the Passover Angel.”
- The Balfours have been suspected for years of possessing and stockpiling illegal firearms, up to and including machine guns and bombs, but repeated Bureau of Alcohol, Tobacco and Firearms (A.T.F.) investigations have turned up nothing. The Church’s website openly comments on this “ongoing persecution”, saying that “when the time is right, God and his Passover Angel will smite the wicked in Washington as he did Egypt, with boils and blood, frogs and locusts, lice and flies, pestilence and darkness, and when the persecution of the Faithful persists, with the deaths of their firstborn.”
- The abductor had dyed his hair, was wearing a fake moustache, had recently obscured his fingerprints with acid, and was carrying no identification.

However, by chance, his picture was promptly recognized when posted on the news by officials with A.T.F. His name was George Lewiston, and he was a retired A.T.F. investigator with experience on suspected domestic terror groups. However, he had no (known) prior connections to any investigation of the Church of the Passover Angel.



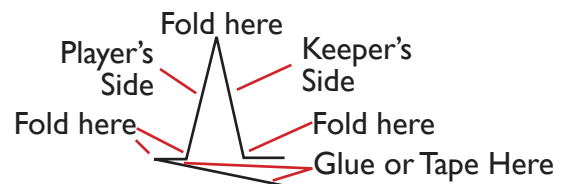
The Plagues of Egypt Reference Card

There are ten in all, culminating in (according to the Torah) God himself walking the world and killing the first-born of the non-believers.

They are, in order:

1. Water, which turned to blood and killed all fish and other aquatic life (Exodus 7:14–25)
2. Frogs (Exodus 8:1–8:15)
3. Lice (Exodus 8:16–19)
4. Flies (Exodus 8:20–30)
5. Disease on livestock (Exodus 9:1–7)
6. Unhealable boils (Exodus 9:8–12)
7. Hail and thunder (Exodus 9:13–35)
8. Locusts (Exodus 10:1–20)
9. Darkness (Exodus 10:21–29)
10. Death of the first-born of all Egyptian humans and animals. (Exodus 11, Exodus 12).

The following NPC stand-portraits are intended as an aide-memoire for the players and aren't designed to stand in for gaming miniatures.



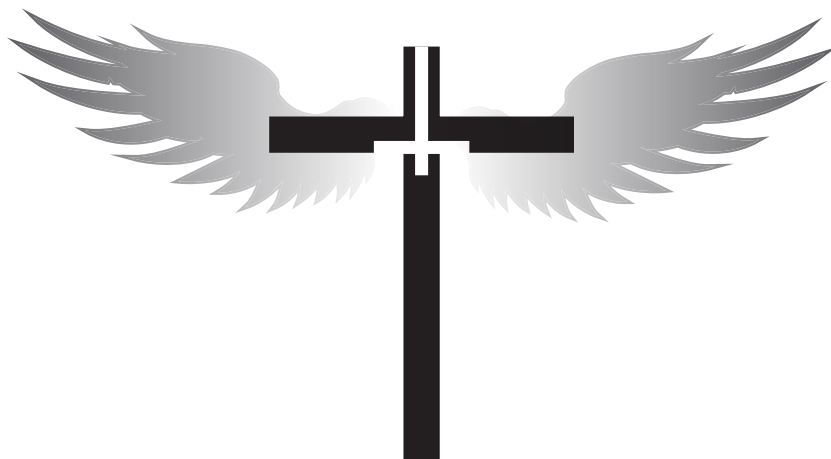


Ladybug, Ladybug, Investigator Handout #2 —Skimming the Book of the Passover Angel

This is a cheap paperback printed by a vanity press, about 200 pages in length. It is comprised of four chapters. The first two are word for word reprints of the King James versions of the books of Genesis and Exodus, although a clause from Exodus 11:6, about how the outcry of woe from the death of the firstborn will not ever be repeated, is omitted.

The third chapter is called the *Kenyan Revelations*, and is authored by the Reverend John Balfour. This too is short, and talks about his youth mission in interior Kenya. He is vague about where in Kenya that he went, but it was clearly somewhere in the remote interior. He talks about encountering a “wise prophet of the Lord” there. She posited that the Apocalypse of John was false and unreliable, and that it was more likely the end of the world would be visited by God upon man in some way that was consistent with both history and the laws of science. She then explained that the Ten Plagues of Egypt were a far more likely way that God would purge the wicked: they are all natural disasters that could follow from a volcanic cataclysm and ensuing distortion of weather patterns, and God had purged the world of wickedness in this way before. The “wise prophet” openly challenges the interpretation of Exodus 11:6 that the plagues of Egypt were a one-time event, and promises that when the time comes, the Lord through his Passover Angel will purge the wicked in the same way. Balfour even cites some scientific papers on this topic, including *The Plagues of Egypt: Archaeology, History, and Science Look at the Bible*, by Siro Igino Trevisanato : Georgia Press LLC, 2005; and Marr J.S., Malloy C.D., *An epidemiologic analysis of the ten plagues of Egypt*. Caduceus, (Springfield), Ill., 1996 Spring; 12(1):7–24.

The fourth chapter is a set of bizarre drawings, set forth as an Appendix to the *Kenyan Revelations*. There are star charts, Enochian occult drawings, incomprehensible diagrams depicting thaumaturgical triangles, magic circles, and complicated mathematical formulae, all without any sort of prose explanation.





Nicole

I'm sorry. By now I'm probably dead.
Just understand that I did what I
had to do, and that the little girl
isn't going to be hurt. When the
people trying to profile me see this:

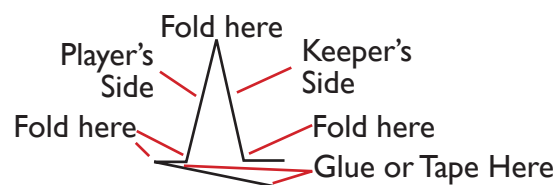
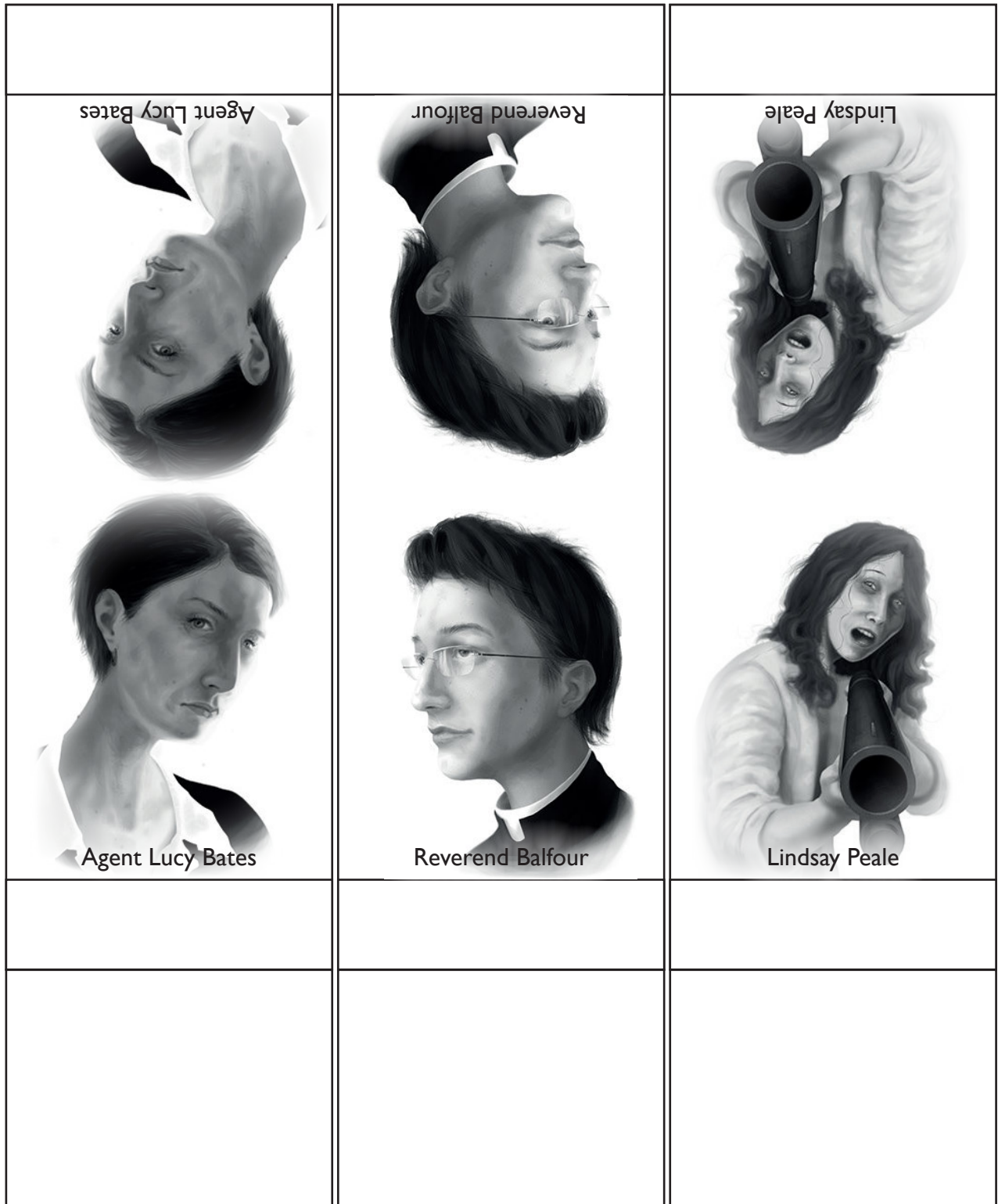
Go home. Just go home.

Trust me. If you can't go home,
then believe this: the Balfours
are dangerous and insane, and you can't
give their daughter back to them.
You wouldn't believe me if I
told you why, but it's on your
head if you do.



Exodus says that there shall never be a cry again like that heard in Egypt when the firstborn perished, but in Kenya we know this to be untrue. When the stars are right and the walls between the worlds are thin, the Angel of the Passover shall come down from the Mountain of the Black Wind, and the firstborn of the faithless shall perish from the Earth. And so we pray: Ia!
Narlato wagh'nagl iszkur boret'l!
The Angel comes on the wind!

Ladybug, Ladybug, Investigator Handout #3
—The Encoded Message in the Book of the Passover Angel





**Lucy Bates, F.B.I.
Agent, Missing and Exploited
Children's Task Force**

Nationality: American

STR 55 DEX 60 INT 80
CON 70 APP 55 POW 70
SIZ 60 EDU 70 SAN 62
Luck 70 Hits: 13 Age: 49
Build-0
Damage Bonus: +0.

Education: Bachelor's Degree,
Psychology, University of Virgin-
ia; F.B.I. training.

Skills: Computer Use 40%, Drive
Auto 55%, First Aid 55%, Sc:Fo-
rensics 25%, Law 55%, Persuade
40%, Psychology 66%, Spot Hid-
den 50%.

Attacks: Colt Delta Elite Auto
70%, 1d10+1, 7 shots,
15 yards base range, malfunction
98-00.

Defenses: None above base; may
wear bulletproof vest if anticipat-
ing gunplay.

Quotes: "Get out of my crime
scene!" "Stop interfering with my
investigation!" "The only thing
that matters is getting that little
girl back to her mom and dad!"

Lindsay Peale
Desperate woman

Nationality: American

STR 55 DEX 90
INT 65 CON 70
APP 65 POW 65
SIZ 60 EDU 70
SAN 45 Luck 65
Hits: 13 Age: 29
Build-0
Damage Bonus: +0.

Education: Bachelor's Degree,
Psychology, Ohio State Univer-
sity; Master's of Social Work,
Cleveland State University.

Skills: Computer Use 30%;
Drive Auto 35%; First Aid 45%;
Law 45%; Listen 50%; Other
Language (Spanish) 40%; Per-
suade 40%; Sc: Pharmacy 35%;
Psychology 56%; Psychoanaly-
sis 25%; Spot Hidden 50%.

Attacks: Winchester 12 gauge
M50 Shotgun, 95%, 1/round,
magazine capacity 5, 50 yards
base range, 4d6/2d6/1d6. Has
about 100 rounds of reloads
and an identical backup fire-
arm.

Defenses: None above base.

Spells: Mark the Doorposts
(variant Elder Sign)

Quotes: (Frantically, and in
tears): "Don't make me hurt
anyone!" "I haven't missed at
this range since I was 12!" "You
need to worry about her psycho
parents, not me!" "I've SEEN
the fucking Passover Angel, it's
REAL!"

**Rev. John Balfour
Genocidal Priest**

Nationality: American.

STR 70 DEX 65 INT 75
CON 75 APP 75 POW 80
SIZ 70 EDU 70 SAN 00
Luck 90 Hits: 15 Age: 33.
Build-0
Damage Bonus: +1d4
Education: College-level Seminary
Education.

Skills: Accounting 45%; Credit
Rating 65%; Cthulhu Mythos 05%;
Drive Automobile 35%; History
45%; Library Use 65%; Listen 50%;
Occult 55%; Art/Craft (Sing) 50%;
Persuade 60%; Psychology 60%;
Spot Hidden 50%; Stealth 50%.
Languages: English 90%, Latin 25%,
Aklo 05%, Swahili 35%.
Attacks: None above base.

Spells: Entreat the Passover Angel
(Contact Nyarlathotep, Passover
Angel form); Mark the Doorposts
(Elder Sign); Prepare the Way for
the Passover Angel (Call Nyarlatho-
tep, Black Wind form).

Indefinite Insanities: Genocidal
Maniac.



Suicidal Passover Angel Cultists (x10)

Nationality: American.

STR 70 DEX 65
INT 50 CON 75
APP 50 POW 55
SIZ 70 EDU 50
SAN 00 Luck 55
Hits: 15 Age: variable.

Damage Bonus: +1d4.

Education: variable.

Pertinent Skills: Drive Automobile 35%; Listen 50%; Spot Hidden 50%; Stealth 50%.

Attacks: Non-metallic Zip Gun (2x each), 50%, 1d6+1, 1 shot, malfunction 95-00, base range 10 yards.

Combat Knife, 50%, 1d4+2+db.

Molotov Cocktail (1x each), 50%, 1 round to light before throwing, 2d6 +ignite on a successful Luck roll; range 30 yards. Burning does 1d6 damage in each successive round; target may attempt a Luck or First Aid roll each round to stop the burning; malfunction 95-00.

Suicide Vest, automatic (connected to handheld dead man's switch), 1 round to arm dead man's switch, explosion centered on cultist, 4d6 explosion, base radius 3 yards. [cont..]

(All targets within base range take 4d6 within 3 yards, 3d6 within 3-6 yards, etc.). Dodging behind available cover (including another person) halves the damage.

Car Bomb, automatic, 1 round of cell phone dialing to activate (each can set off all six cars), explosion centered on car in question, 6d6 explosion, base radius 3 yards.

Spells: Entreat the Passover Angel (Contact Nyarlathotep, Passover Angel form); Mark the Doorposts (Elder Sign); Prepare the Way for the Passover Angel (Call Nyarlathotep, Black Wind form).

Suicidal Passover Angel Cultists Record Track

1. HP 15 Weapon Zip Gun 50%, 1d6+1 Dead?
2. HP 14 Weapon Zip Gun 50%, 1d6+1 Dead?
3. HP 13 Weapon Zip Gun 50%, 1d6+1 Dead?
4. HP 13 Weapon Knife 50%, 1d4+2 Dead?
5. HP 9 Weapon Knife 50%, 1d4+2 Dead?
6. HP 12 Weapon Knife 50%, 1d4+2 Dead?
7. HP 17 Weapon Knife 50%, 1d4+2 Dead?
8. HP 8 Weapon Molotov 50%, 2d6 Dead?
9. HP 11 Weapon Zip Gun 50%, 1d6+1 Dead?
10. HP 13 Weapon Knife 50%, 1d4+2 Dead?



CCTV of the scene of the abduction. George Lewiston (left) and Mrs. Balfour (right) struggle for the ladybug backpack in the aisle of a SaveMore store.



An omen of the Passover Angel hidden in the storm clouds over the turnpike.



Officer Otis "O.G." Grey



Officer Otis "O.G." Grey

SWAT at the Balfour Compound or the Motel

"O.G." Grey.

- | | | | | | | |
|-----|-----------|-----------|-------------------------|-------------------------|-------------|-------------|
| HP | <u>14</u> | Weapon | <u>Rifle 55%, 2d6+4</u> | Dead? | <u> </u> | |
| 2. | HP | <u>12</u> | Weapon | <u>Rifle 65%, 2d6+4</u> | Dead? | <u> </u> |
| 3. | HP | <u>11</u> | Weapon | <u>SMG 65%, 1d10</u> | Dead? | <u> </u> |
| 4. | HP | <u>12</u> | Weapon | <u>SMG 55%, 1d10</u> | Dead? | <u> </u> |
| 5. | HP | <u>13</u> | Weapon | <u>SMG 57%, 1d10</u> | Dead? | <u> </u> |
| 6. | HP | <u>10</u> | Weapon | <u>Shotgun 65%, 2d6</u> | Dead? | <u> </u> |
| 7. | HP | <u>9</u> | Weapon | <u>Pistol 65%, 1d10</u> | Dead? | <u> </u> |
| 8. | HP | <u>11</u> | Weapon | <u>Pistol 75%, 1d10</u> | Dead? | <u> </u> |
| 9. | HP | <u>11</u> | Weapon | <u>Pistol 45%, 1d10</u> | Dead? | <u> </u> |
| 10. | HP | <u>11</u> | Weapon | <u>Pistol 50%, 1d8</u> | Dead? | <u> </u> |



The chaos and the ecstasy of the Passover Angel's arrival.

The Passover Angel

STR 95 DEX 115 INT 100 CON 110 POW 108 SIZ 18
Hits 19
Damage Bonus: +1d6.

Move: 10/20 flying.

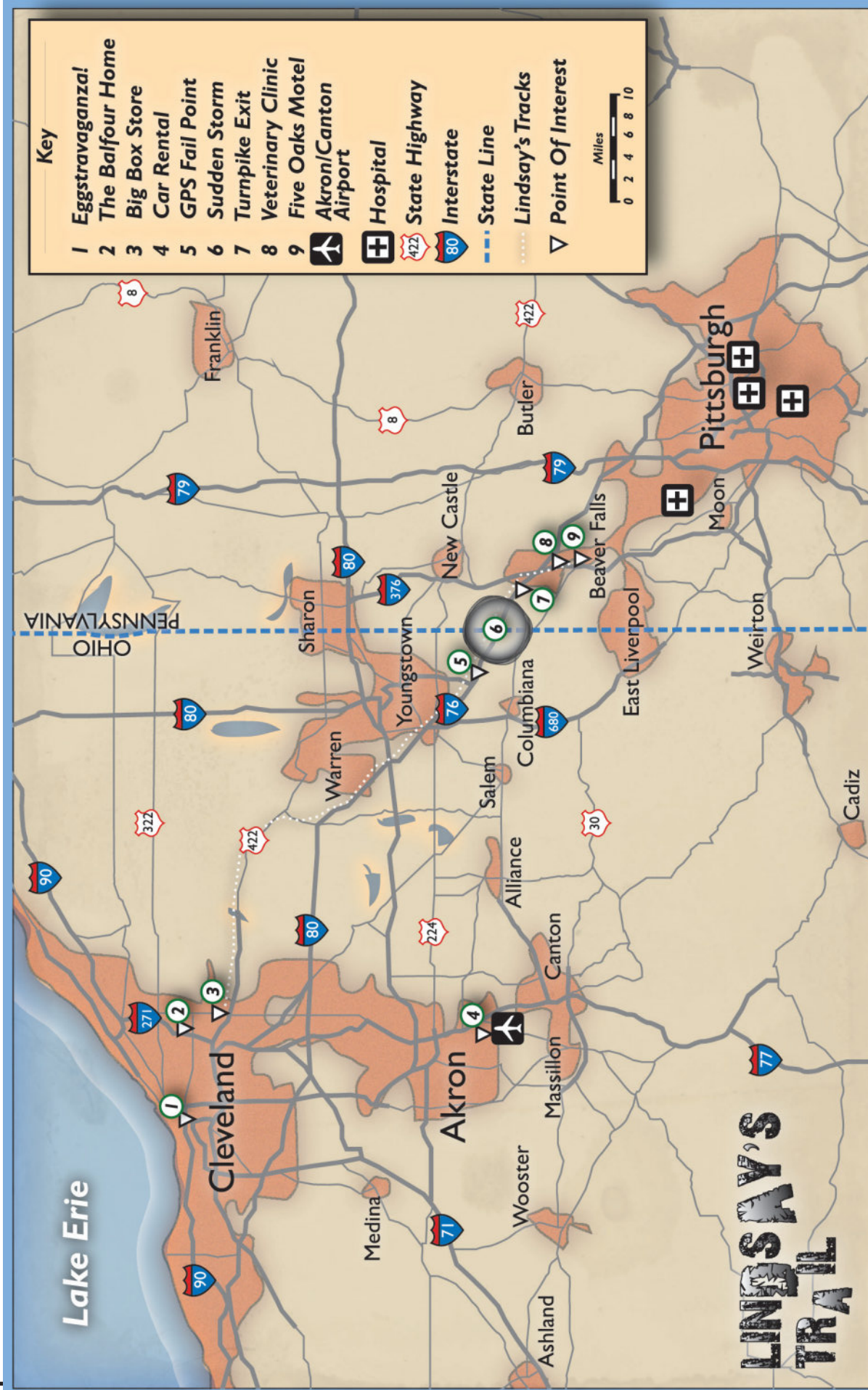
Pertinent Skills: Any desired by the Keeper at 99%.

Attacks: Grasp, 95%, damage 1d6 +db, STR vs. STR opposed roll check to escape. (Or, if you are feeling very Biblical, a successful **Martial Arts** check).

Armor: None, but non-enchanted physical attacks cannot harm the Passover Angel. The Passover Angel is barred by and recoils from the **Elder Sign**, and can be harmed by magic or enchanted weapons. It is vulnerable to **Dismissals of Nyarlathotep** or other magic affecting Nyarlathotep specifically as well.

Spells: Any desired by the Keeper, but can summon up a **Hunting Horror** of average statistics at will, in conditions of darkness, to do its bidding.

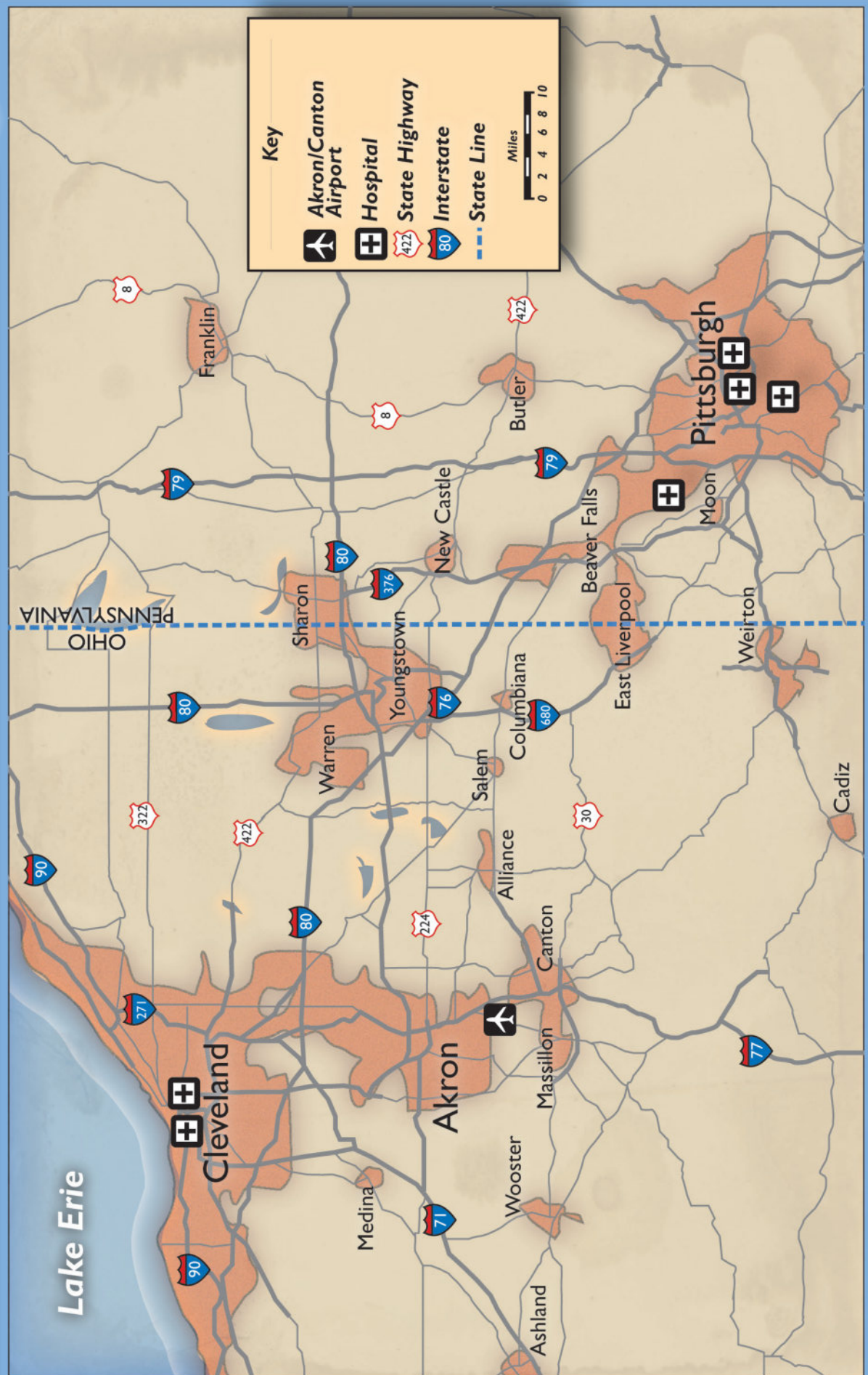
SAN Loss: **1/1d10** to see the Passover Angel. If the Passover Angel is killed, the Black Wind is loosed.

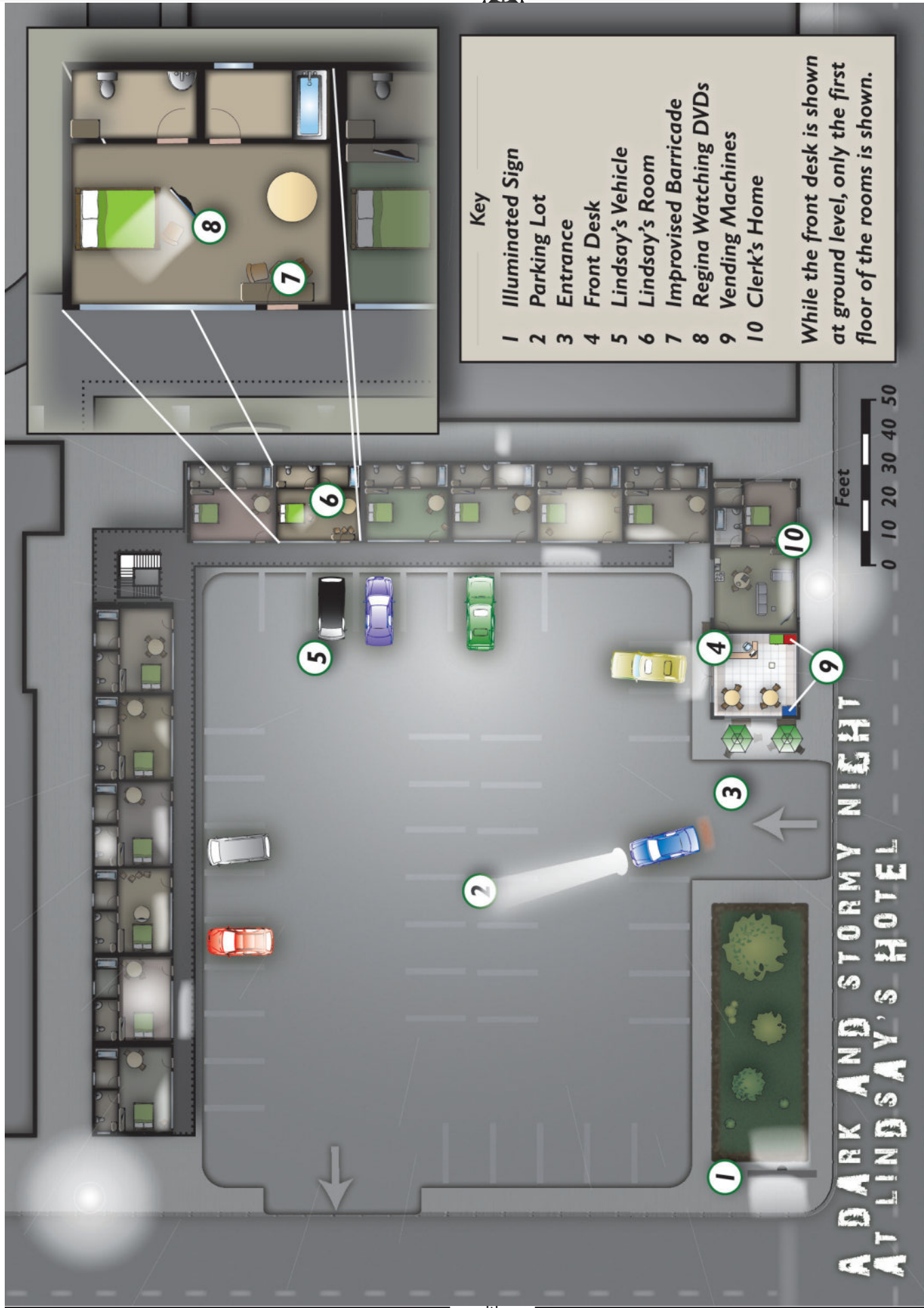


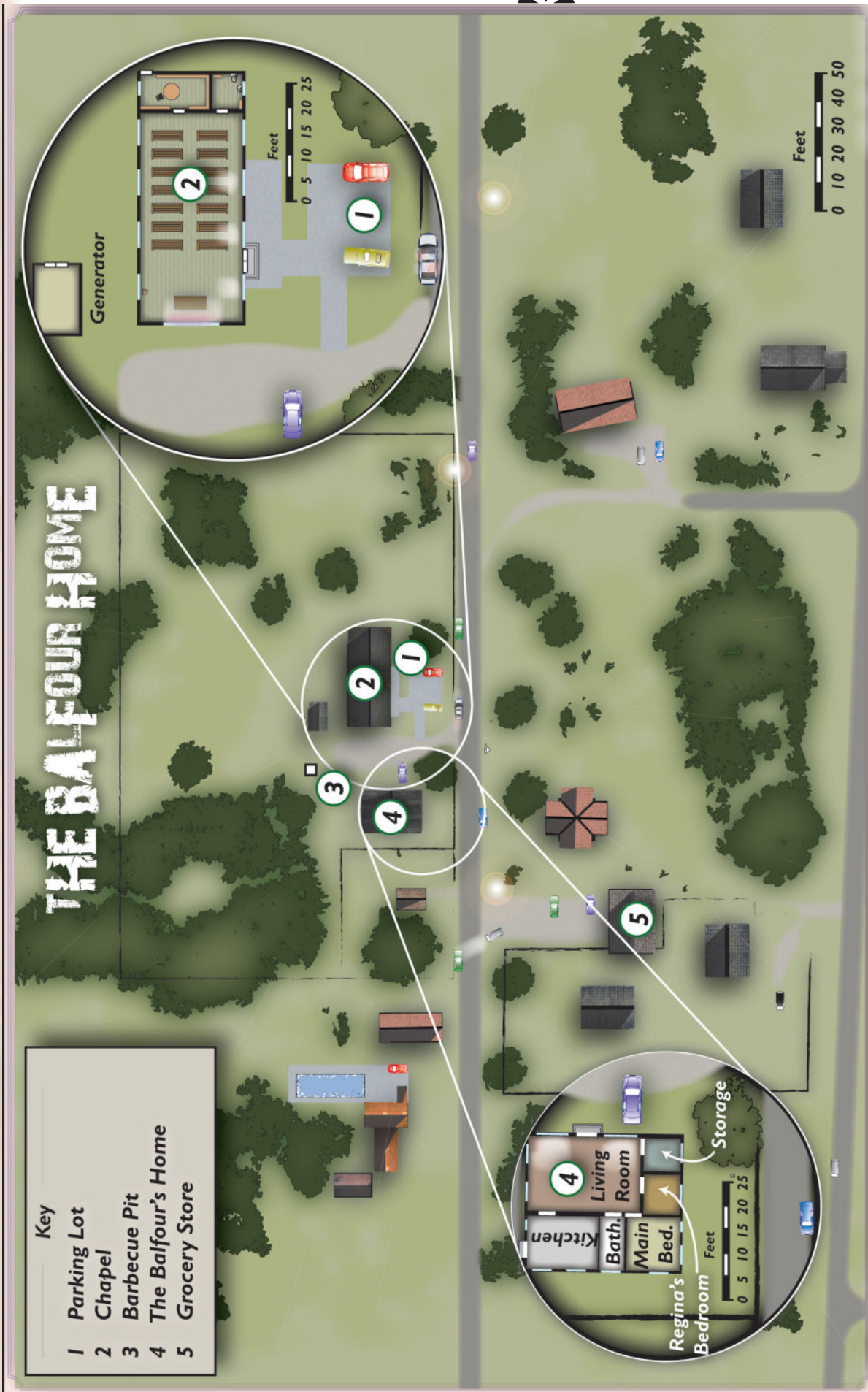
A trail map of Eastern Ohio. This map is suitable for the Keeper only.

Keeper's Notes

A trail map of Eastern Ohio. This map is suitable for the Players.







A map of the Balfour Compound and it's local area.

This map is suitable for players.

Player's Notes



A map of the Balfour Compound and it's local area.

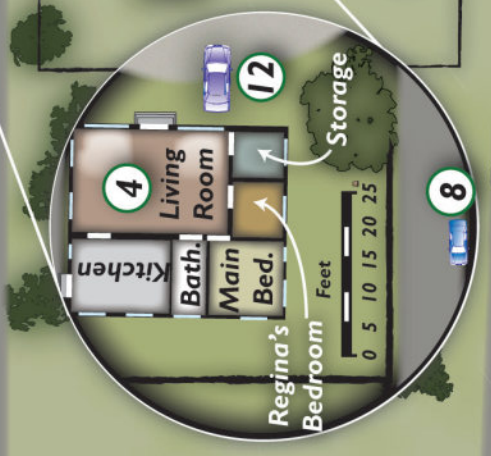
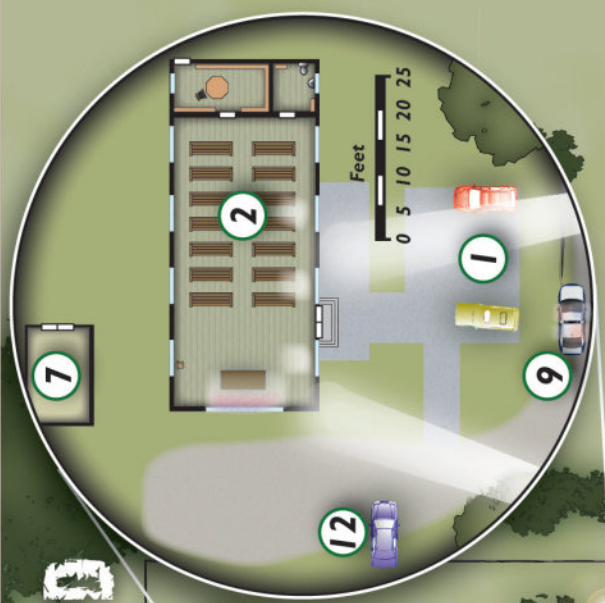
This map is suitable for the Keeper only.

Note:
The key is different on both maps.

Keeper's Notes

THE BALFOUR COMPOUND

- Key
- 1 Parking Lot
 - 2 Chapel
 - 3 Barbecue Pit
 - 4 The Balfour's Home
 - 5 Grocery Store
 - 6 FBI/SWAT Ready Position
 - 7 Generator Building
 - 8 First Car Bomb
 - 9 Police Car
 - 10 GNS News Van
 - 11 Fochs News Van
 - 12 Bomb Rigged Cars
 - 13 Bomb Shelter



COLONIAL TIMES

THE JOURNAL FOR THE 2300AD SCI-FI ROLE-PLAYING GAME

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STATION ALPHA

A STATION WITH DECKPLANS AT THE EDGE OF THE DARK

'OPERATION BACK DOOR' PART ONE

PATRON: MONIQUE ROUSSEL

BELTER!: MINING THE RUBBLE OF DEEP SPACE

ARMS OF 'THE INTREPID ARROWS': POLICE WEAPONS IN MANCHURIA

YOUR WORLD: NEWS FROM THE CORE & THE COLONIES

2

AUTUMN 2013


STYGIAN FOX



FORGET ME NOT



A Motel key for room 3 at the Coach & Lantern in Clio.

The other keys number the same amount of players in your group but miss out the key for Lynn Cartwright. For example, they may run 3, 4, 6, 7, 8, and 9 if you have 6 players. (room 5 taken by the late TV producer).

Who Does What?

If the investigators are members of The Supernatural Files TV show, they will need to have appropriate jobs. The missing woman, Lyn Cartwright, was the show's field producer, so that leaves the following professions, listed here in order of importance to the show. Certain kinds of skill sets have to be part of the show for it to run properly. The Keeper should feel free to modify this list as he sees fit. For example, if you want two camera operators, that's not uncommon for many TV shows. Another addition that would be at home on this show would be a "psychic" on air personality, although whether or not that psychic is legitimately gifted with special powers, or just a fraud, is up to the Keeper to decide.

- On air host: Credit Rating; Fast Talk; Persuade Character_____Player_____
- Camera operator: Computer Use; A/C: Photography; Spot Hidden
- Sound engineer: Electrical Repair; Electronics; Listen Character_____Player_____
- Production assistant: Computer Use; Drive Auto; Mechanical Repair Character_____Player_____
- Co-host/supernatural expert: History; Library Use; Occult Character_____Player_____
- Co-host/science expert: Sc: Biology; Sc: Chemistry; Sc: Physics Character_____Player_____
- Co-host/psychologist: Persuade; Psychoanalysis; Psychology. Character_____Player_____



A map of Clio, Michigan. This map is suitable for players.

Player's Notes



A map of Clio, Michigan. This map is suitable for Keeper's.

Keeper's Notes



Clio Teen Still Missing

By ELLEN SHAW

CLIO, MI—It has been four days since the parents of 15 year old Tiffany Jensen reported her missing, after she failed to come home from a bonfire party at a friend's house. On Friday, a group of Tiffany's classmates gathered to celebrate the end of another school year, a tradition followed by many Clio teens for years. The party was held behind the barn of a farm owned by the family of one of the high school students, but it has become apparent that it wasn't supervised, and that underage drinking and drug use may have been involved.

It has also become known that a group of kids then partook of another Clio tradition, scaring themselves by daring each other to enter the long abandoned Cooper house. The Cooper house is a local "haunted house" where the notorious Andy Cooper went crazy and murdered his wife and child in 1965. According to one seventeen-year-old: "A bunch of us walked to the Cooper house and then, one by one, we had to go in alone, find something and bring it out as proof. Well, I remember Tiffany going into the house, and I think she came back out, but I'm not sure. A lot of us were kind of drunk by then."

Both state and local police searched the Cooper house and the surrounding corn fields and woods, but reported no sign of the missing girl. Chief Wallman of the Clio Police Department issued a brief statement: "We are treating this as a missing person's case. There is no evidence that the girl was abducted, nor are we working under the assumption that she ran away. Right now all we know is that Ms. Jensen is missing and we are not ruling any possibility out."

Unidentified Body Found: Mysterious Circumstances Abound

By MARK NEIMANN

CLIO, MI—Last night the body of an as yet unidentified man was found in a corn field, in the small town of Clio, with no clue as to how the man came to be where he was discovered. The closest building was a farmhouse on McCumsey Road that has been abandoned for well over a decade. Locals have begun to be questioned, but so far no one has reported anyone missing.

Police claim they are not ruling anything out, but they said that this case does not look to be one of foul play. One person close to the case, who wanted to remain anonymous, said, "There's no way a man could do that to another man. It is evident that the body wasn't dead long, but there wasn't a whole lot left of it. Most of its insides were just gone. To me it looked like a bear or something large and hungry got ahold of the poor fellow."

When asked about the possibility of an animal attack, Clio police declined to comment on the record.

Saginaw News, June 19th, 1990 #1

Flint Journal, November 5th, 1979 #2



Detroit Free Press

No. 189

On Guard for 134 Years

Wednesday, March 13, 1965

Murder In Clio

By PHIL BRESSLER

CLIO, MI—Yesterday, the small farming community of Clio in Genesee County was shocked to its core when one of their own apparently went mad, with deadly results. John Cooper, aged 51, a farmer, war veteran, volunteer fireman, and man held in high regard in his small community of less than 1800 souls, murdered his wife Edna, aged 45, and their son Thomas, aged 15. The town sheriff was called out to the Cooper house in the early morning, after nearest neighbors heard multiple gunshots coming from the direction of the house. By the time Sheriff Snyder made it out to the Cooper residence, both the mother and the child were dead, and according to officials, "John had mutilated the bodies after death, cutting them open and removing much of their insides."

According to Sheriff Snyder, "Mr. Cooper was in the front yard when I pulled up. He was splattered with blood, babbling, with tears running down his face. He was digging at the ground with his bare hands, cursing at it, and next to him was his pump shotgun. I approached carefully and asked him what had happened, but all he would say was, "They got to us. Somehow, I don't know when, but they were inside them. My Edna and my boy. They're inside me too." I apprehended Mr. Cooper without incident and once my deputy arrived, I inspected the house and found Mrs. Cooper and her son in their bedrooms in a horrible state. There were several empty shotgun shells on the floor, and it was plain that Mr. Cooper had butchered the bodies after their death."

Mr. Cooper is now in a Genesee County jail cell awaiting arraignment.



Detroit Free Press, March 13th, 1965 #3



Clio Messenger

THREE-DAY WEATHER FORECAST		
TODAY	TOMORROW	FRIDAY
North: Dry with some showers Max 22C (72F) Min 14C (57F)	North: Warm, some sunny spells but rain in far north Max 22C (72F) Min 14C (57F)	North: Sunny and scattered showers Max 22C (72F) Min 13C (55F)
South: Rain spreading north, downpours in West Max 23C (73F) Min 14C (57F)	South: Hot and sunny Max 32C (90F) Min 14C (57F)	South: Hot and sunny with showers Max 32C (90F) Min 15C (59F)

HOME

APRIL 20TH, 2011

75 C

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No Horrors for Local Haunted House

BY SUSAN MARSH

In case you missed it, our very own Clio was all set to be the site of a horror movie, made by a production house from Canada called 7 Gate Films. The star of this show? The long rumored to be haunted Cooper house. According to film producer Trevor Cunningham, "We had heard about the tragic story behind Mr. Cooper, what he did to his family, and his mysterious death in prison, combined with some of the legends that have been in Clio for years, and we thought it would make a great setting for a mod-

estly budgeted, direct to DVD horror film shot in the found footage style. So we contacted the mayor and Ms. Volker (the realtor who oversees the Cooper House) and we thought everything was a go. So we came down from Vancouver to set things up on this end." However, some vocal locals also learned of a movie being made about our infamous Cooper house and petitioned the city council to revoke the filming permits need by the Canadian company to shoot here. Their reasoning being that a bloody horror movie was the wrong kind of image for the city of Clio. Proponents of the movie

cited the boon to local businesses that hosting a film crew would bring to Clio, but yesterday the city council voted 3 to 2 against letting the movie be shot here. Said Mr. Cunningham; "Naturally we're upset and confused by the ruling. We never intended to exploit your town or any of its tragedy, and many business owners here said they were happy to have us, but I guess what's done is done and we'll have to do another haunted house story is some other town that wants us."



Mayor Charlotte Colman
Interviewed Sep 16th, on camera

Chief Donald Harkens
Interview scheduled Sep 17th, 9:30 AM, police station

Vanessa Volker
Interview scheduled Sep 17th 2:00 PM, office

Baker family Declined interview

Graver family Interviewed Sep 16th, on camera

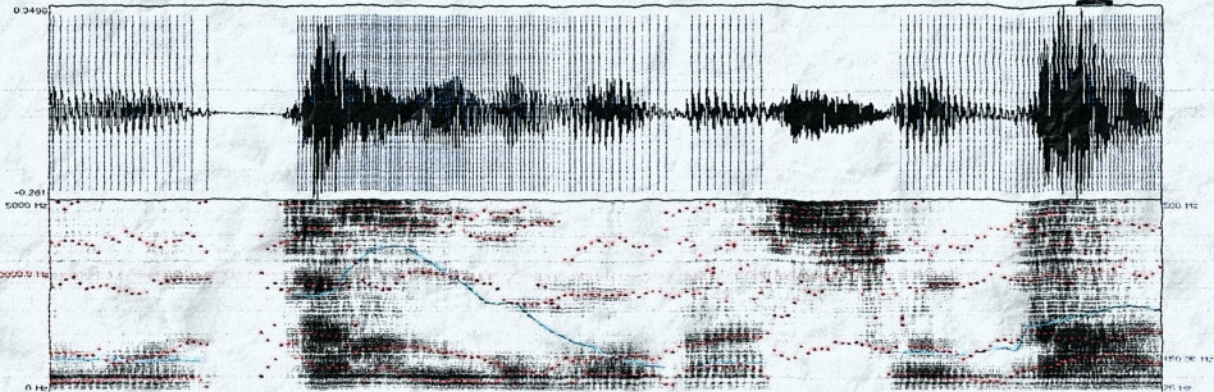
Joseph Kennedy
Interviewed Sep 16th, masked audio only

James Burke & Alexis Romanov
Interviewed Sep 16th, on camera

Lilly Husin Interview scheduled Sep 17th 12:00 PM



Sound File Transcript



+++ FILE: Clio-IV-29381_t04i1248_raw.aiff (24 bit, 96KHz, stereo, 120.2MiB)

Voice of sound engineer: "Tape 4, time index one-twelve-forty-eight. Interview with James Burke and Alexis Romanov..."

Voice of the host of The Supernatural Files: "So, James and Alexis, please tell us about the time you went into the Cooper house and what you saw."

Teenage boy (James): "Well, okay, so my friend Scotty dared us to go in and touch the bed where Cooper killed his kid, so we said sure."

Teenage girl (Alexis): "We found a window with the boards off of it around back, and Jimmy boosted me up into it the house, then I helped him up."

James: "And we were in the kitchen and there wasn't much to see there. So we went into the front room looking for the stairs up. It was all dark and very quiet inside the house, like too quiet. We couldn't hear anything outside no more. And there were all these big fat spiders all over the place."

Alexis: "Yeah, fat, ugly white ones. And then when we got to the stairs we both heard someone say 'Pa?'"

James: "Yeah, just like a little kid's voice. I heard it as well as I hear you now."

Alexis: "When we looked up the stairs at the second floor and we saw this figure. It was like a shadow, but it wasn't against the wall, it was at the top of the stairs. And it was small, like a little boy and while it didn't have a face, you could just tell it was looking at you. You could feel it."

James: "Yeah..."

Alexis: "And we were so scared..."

James: "Well, I wasn't that scared. So I tried to talk to the little boy, but then we heard a thump come from upstairs and the shadow kid just vanished. Then we heard a second thump, this one closer to the stairs."

Alexis: "And that's when we ran for it."

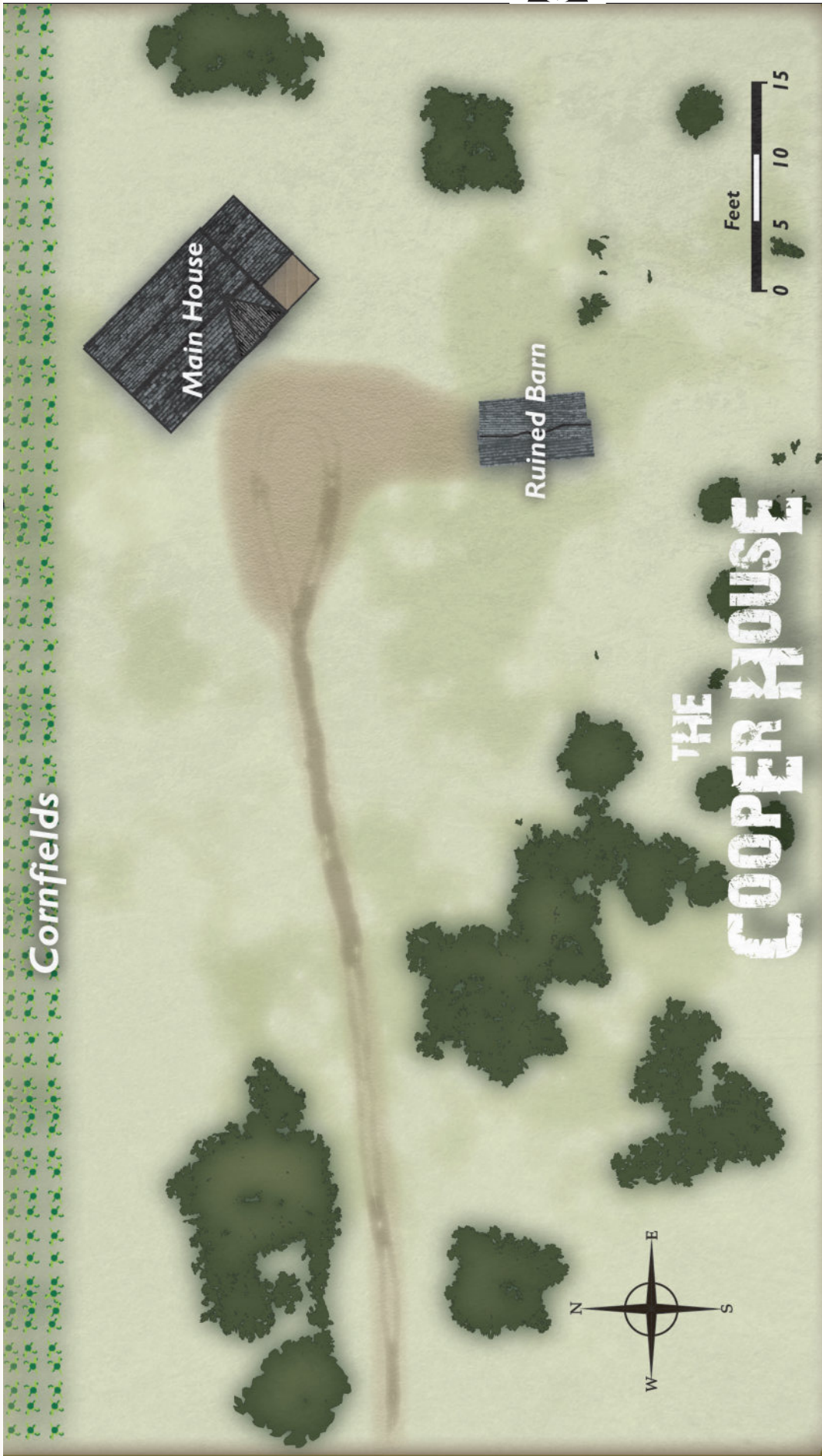
James: "Yeah, you just know it was the ghost of old Crazy Cooper and well, neither one of us wanted to see that."

+++ FILE ENDS



Keeper's Map of the Cooper House





*Player's Map of the
Cooper House*

Player's Notes



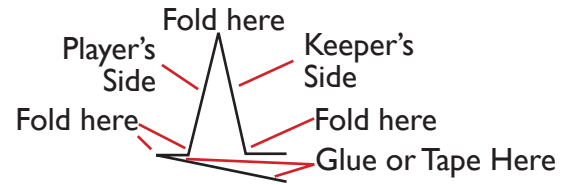
“When I was about twelve, my buddy Dale Lafleur and I snuck into the Cooper house on a dare. We didn’t see ghosts or anything like that, but we found this dead cat. It was an old tabby we found in a corner of the kitchen, all big and bloated. I assumed it was just bloated with gas-es like roadkill, and being a stupid kid,

I poked it with a stick. Well that damn thing just...erupted. It bust and pouring out of it were these hideous, white, spider-like things. Dozens of them. I had never seen anything like them before or since. They weren’t spiders, kind of slugs with legs. I know that don’t make any sense. Anyway, they must have somehow crawled up inside the cat and were eating it from the inside out, because there wasn’t much left of that poor, old tabby when they came tearing out.

Dale and I ran out of that house screaming and we refused to tell anyone about it. A few years later he moved away, so I don’t know if he still thinks about it or not, but I have never forgotten.”

Bob O'Donnell's Story #7

The Cooper House



Vanessa Volker



Vanessa Volker



Vanessa Volker, Chosen of Eihort

Nationality: American

STR 100	DEX 60	INT 65	CON 110	APP 70	POW 105
SIZ 45	EDU 95	SAN 00	Luck 105	Hits: 16	Age: 73 (looks 30ish)

Damage Bonus: +1D4

Weapons: 9mm Automatic 35%, damage 1D10, 15 yards, 2/round, 6 shots, malfunction 00.

Brood Swarm 100%, damage suffocation + sanity loss (see below)

Armor: See below

Skills: Computer Use 60%, Credit Rating 55%; Cthulhu Mythos 39%, Dodge 40%, Fast Talk 65%, Latin 85%, Listen 50%, Occult 70%, Persuade 55%, Stealth 50%

Spells: Balk Brood, Contact Eihort, Contact Ghoul, Create Zombie, Grasp of Cthulhu, Implant Fear, Shriveling, Steal Life, Stop Heart, Summon/Bind Byakhee, Summon/Bind Dark Young

Sanity Loss: **0/1D6** SAN for seeing a Brood swarm; **1/1D8** for being a victim of a Brood swarm attack. Upon her death, all the Brood inside of Vanessa come spilling out of her; seeing that costs **1/1D6** SAN.

Vanessa's Special Abilities:

Bolstered Stats: due to the rejuvenating energy pumped into her by the Lord of the Labyrinth every few weeks or months, plus the myriad psychically-endowed Brood reinforcing her, Vanessa is preternaturally strong, healthy, and spiritually powerful.

Brood Swarm: once a week, Vanessa can vomit out a large number of semi-mature Brood. Usually the Brood of Eihort just skitter away to the darkest places available when they burst forth, but due to the special connection between the Chosen and the Brood inside them, this squirming, writhing horde of white spider-like things are under her control. This Brood swarm has 10 Hit Points, but ignores singular attacks like gunshots, melee weapons, stomping feet, and the like. Only attacks that deal damage over an area will harm the swarm, such as fire, explosions, jugs of acid, electrifying the floor that they are crawling over, driving a steamroller over them, etc. The tiny spider-things cannot really attack per se, but if a victim was immobilized or unconscious, then the Brood could gnaw the person to the bone in time, doing 1 Hit Point of damage per 1d10 minutes.

Vanessa will instead use this flood of awfulness to suffocate a single target. Seeing this mass of tiny horrors costs **0/1D6** SAN, but the one targeted by this attack will lose much more, as the Brood clamor up their body and try to crawl down their nose and throat. This causes **1/1D8** San loss for the awful invasion, and Keepers should consult the drowning/suffocation rules in the *Call of Cthulhu* rulebook. Only destroying the Brood swarm completely will stop this attack; jumping into water or rolling on the ground will have no effect, as there are just too many creatures to crush and they do not need to breathe. Area affecting attacks which are effective against the Brood swarm, like fire and acid, will also deal damage to the one being suffocated by the tiny terrors. Luckily the swarm moves slowly, only at a MOV of 4, or about half as fast as the typical person. So Vanessa will only use this attack on unsuspecting targets or in small, tight places where escape is difficult.

A Chosen of Eihort is very hardy. This is because the Brood inside continue to multiply as they grow, then becomes de-aged, and then grow and multiply again. In this endless process, the Brood will consume bones, muscle, and even organs inside their host to make room for their ever increasing numbers. The innate magical and parasitical nature of the Brood allows them to effectively mimic the organs and other internal bits they consume, so that their vessel can continue to live as they mature inside them. This makes the Chosen very resistant to damage, as attacks against them have less vital things to destroy. Because of this, Vanessa takes only 1 point of damage per attack, impaling or not, and is immune to drowning, poisons, and gas. Fire, explosions, or other damage that could harm her all over do normal damage, but Vanessa regenerates 2 Hit Points per round, as the Brood inside her has become so accustomed to their vessel and will repair damage to their host.



Combined Map of Volker's Home and Business. For the Keeper Only.





The Overturned Van



Eihort's Dread Bargain

The Dragons of Britain

THE JOURNAL OF GAMING IN ARTHUR'S BRITAIN



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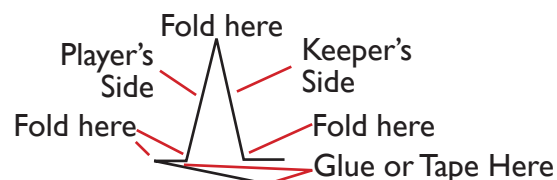
Autumn 2014

STYGIAN FOX



ROOTS

Karen	Deputy Alex Steel	Althena 'Althie' Roney
		
		
Karen	Deputy Alex Steel	Althena 'Althie' Roney





*Player's Map of the
Geverlon Area*

Player's Notes



Keeper's Map of the Geverlon Area



Ezekiah Smith



Ezekiah Smith



*Player's Map of the
Campsite*



Player's Notes



Keeper's Map of the Campsite



Keeper's Notes



Player's Map of Geverlon Township

Player's Notes

Notable NPCs

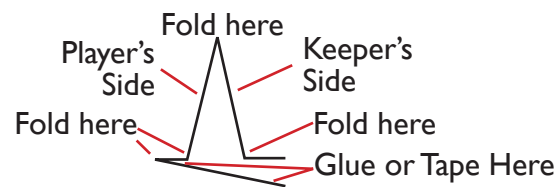


Keeper's Map of Geverlon Township

Keeper's Notes



Joy 	Father Alberry 	Markus of the Wild Ones 
Joy 	Father Alberry 	Markus of the Wild Ones 





Sarah, Wild Woman



Sarah, Wild Woman

Wild Ones, Lots of Yang, No Yin

Nationality: American

STR 80 DEX 60 INT 50 CON 80 APP N/A

POW 55 SIZ 65 EDU 50 SAN 60

Luck 55 Hits: 15 Age: variable

Move: 9 (slightly faster than human).

Damage Bonus: +1d4.

Build: 0

Education: None worth mentioning.

Skills: Stealth 90%, Natural World 75%, Spot Hidden 60%, Listen 60%,
Track 60%.

Attacks: Unarmed: Punch 50%, 1d3 +db, Bite, 30%, 1d4, Grapple: 60%.

Melee: Improvised Weapon 30%, 1d6 +db.

Defenses: 2 points of tough hide and fur. Are able to see in the dark.

SAN loss: 1/1d6 for combination of satyr-like mutations and extreme, frothing, anti-social behavior.

Wild Ones Record Track

1. Markus HP_____ Weapon_____ Dead?_____
2. Sarah HP_____ Weapon_____ Dead?_____
3. HP_____ Weapon_____ Dead?_____
4. HP_____ Weapon_____ Dead?_____
5. HP_____ Weapon_____ Dead?_____
6. HP_____ Weapon_____ Dead?_____
7. HP_____ Weapon_____ Dead?_____
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14. HP_____ Weapon_____ Dead?_____
15. HP_____ Weapon_____ Dead?_____



Deputy Alex Steel

Nationality: American

STR 80 DEX 65 INT 60
CON 80 APP 65 POW 60
SIZ 80 EDU 60 SAN 00
Luck 60 Hits: 16 Age: 32
Damage Bonus: +1d4.
Build: 1

Education: High School; Police Academy.

Skills: Computer Use 30%, Dodge 50%, Drive Auto 45%, First Aid 55%, Sc:Forensics 25%, Stealth 50%, Law 25%, Persuade 40%, Psychology 36%, Spot Hidden 50%, Track 50%.

Attacks: Colt Delta Elite Auto 50%, 1d10+1, 7 shots, 15 yards base range, malfunction 98-00. Shotgun 50%, 12 gauge pump, 4d6/2d6/1d6, 1/round, 5 shots, range 10/20/50 yards, malfunction 00.

Unarmed: Punch 50%, damage 1d3 +db.

Unarmed: Grapple 50%, damage special.

Defenses: None above base; may wear bulletproof vest if anticipating gunplay.

Quotes: "Don't worry, I know these woods like the back of my hand. We'll find your Candy--sorry, Karen—if she's out there." "I told you that you should have left this to legitimate authorities of this town, but you just wouldn't listen, would you (cocks shotgun)?"

Sheriff Mabel Reynolds

Nationality: American

STR 65 DEX 60 INT 65
CON 70 APP 55 POW 65
SIZ 65 EDU 60 SAN 00
Luck 65 Hits: 14 Age: 42
Damage Bonus: +1d4.
Build: 0

Education: High School, Police Training.

Skills: Accounting 38%, Computer Use 35%, Drive Auto 55%, First Aid 55%, Sc:Forensics 25%, Law 35%, Persuade 40%, Psychology 46%, Spot Hidden 50%.

Attacks: Colt Delta Elite Auto 52%, 1d10+1, 7 shots, 15 yards base range, malfunction 98-00.

Defenses: None above base; may wear bulletproof vest if anticipating gunplay.

Quotes: "Ma'am, I ASSURE you that EVERYTHING that can be done, is being done to find your daughter. But we do not even know that she is in our jurisdiction. I promise, we'll conduct a sweep of the woods as soon as she is reported missing."

"Father" Allberry

Nationality: American?

STR 55 DEX 60 INT 80 CON 70 APP 45 POW 90
SIZ 60 EDU 70 SAN 00 Luck 80 Hits: 13 Age: ?? (seems 50ish)
Damage Bonus: +0.
Build: 0

Education: Obscured in ambiguity.

Skills: Be Affably Evil 90%, Credit Rating in Geverlon 90%, Persuade 55%, Psychology 55%.

Attacks: Hasn't hit anyone in years.

Defenses: If anticipating trouble, may have cast Flesh Ward.

Spells: Call Shub-Niggurath; Summon/Bind Dark Young of Shub-Niggurath;

Contact Nyarlathotep (Black Man form); Flesh Ward; Shrivelling; Elder Sign; others in the Keeper's discretion.

SAN loss: None under normal circumstances; if seen naked and satyr-like, 0/1d4.



Sarah, Wild Woman

Nationality: American

STR 70 DEX 70 INT 70 CON 90
APP N/A POW 90 SIZ 65 EDU 50
SAN 00 Luck 90 Hits: 16

Age: indeterminable

Move: 9 (slightly faster than baseline human).

Damage Bonus: +1d4.

Education: None worth mentioning.

Skills: Hide 90%, Stealth 75%, Spot Hidden 60%,
Listen 60%, Track 60%.

Attacks: Unarmed: Punch 50%, 1d3 +db.

Unarmed: Bite, 30%, 1d4.

Unarmed: Grapple: 60%.

Melee: Ritual Sacrificial Knife, 65%, 1d6 +db.

Defenses: Two points of general toughness and altered
physiology. Is able to see in the dark.

Spells Call Shub-Niggurath; Summon/Bind Dark
Young of Shub-Niggurath.

SAN loss: 0/1d4 for combination of inhuman
mutations and extreme, bloodthirsty behavior

Karen, On Her Way To Being A Wild Woman

Nationality: American

STR 55 DEX 60 INT 60
CON 70 APP 60 POW 60
SIZ 60 EDU 60 SAN 20
Luck 70 Hits: 13 Age: 18

Damage Bonus: +0.

Build: 0

Education: High School Student.

Skills: Computer Use 40%, Drive Auto 25%,
Fast Talk 35%, Spot Hidden 50%,
Stranger Danger 0%.

Attacks: None above base.

Defenses: None above base.



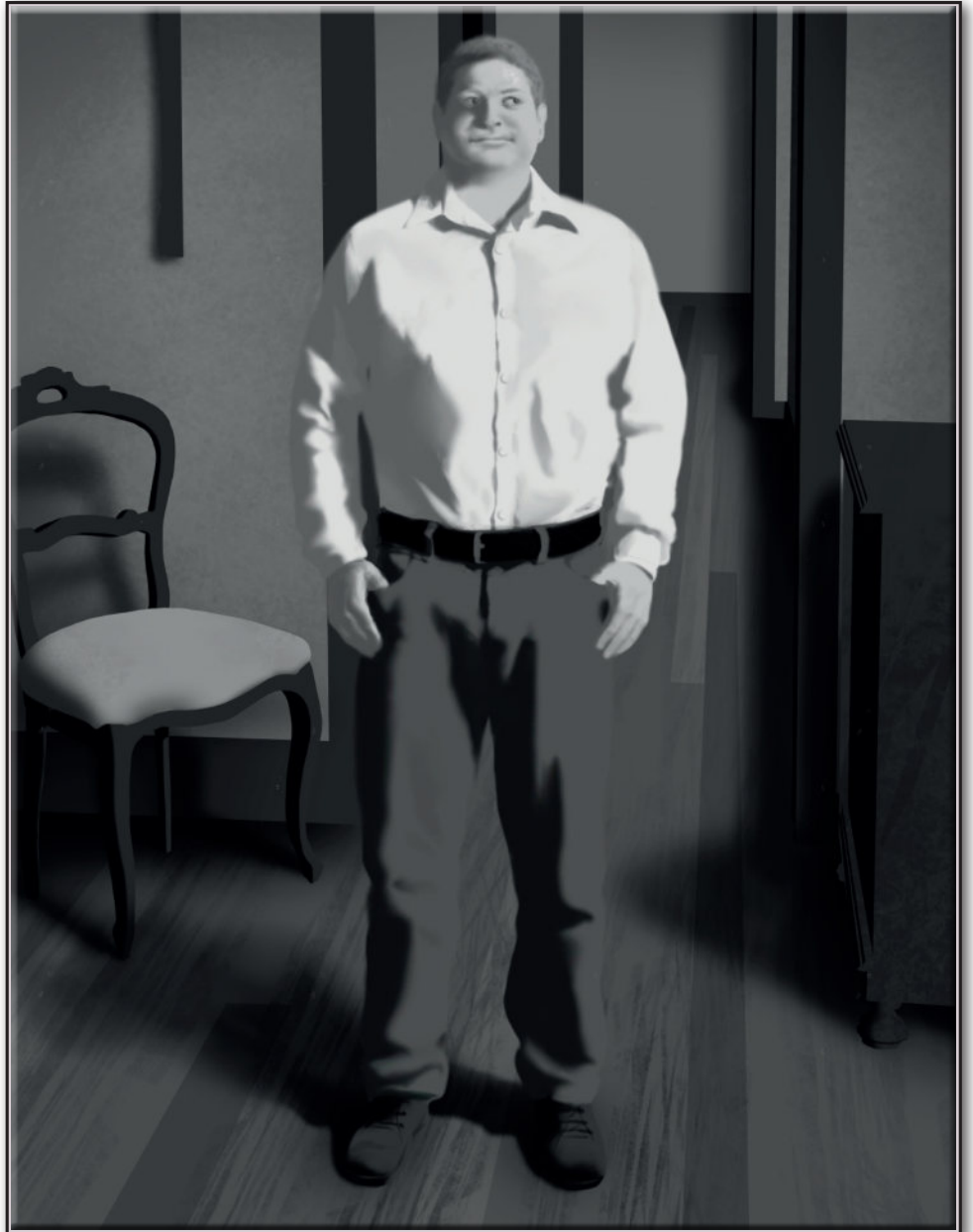
HELL IN TEXAS

Pastor Ted



Pastor Ted

A nervous Steve Ellis





THIS IS SATANS HOUSE. YOU CANNOT DRIVE
OUT SATAN. YOU CAN CALL TO GOD BUT GOD
WILL NOT HELP YOU BECAUSE SATAN KILLED
HIM. SATAN OWNS THIS HOUSE AND
EVERYONE IN IT. THIS IS SATANS HOUSE. SATAN
HAS A PLAN FOR US ALL. SATAN IS ALWAYS
WITH US AND WITHIN US.
HE IS THE FIRE AND THE SERPENT AND THE
DEVIL IN THE DARKNESS AND ALLOUR BAD
THOUGHTS. THIS IS SATANS HOUSE AND IT
IS TOO LATE TO LEAVE.

Leland Chronicle website October 20th #1
When East Texas Wants To Know

Leland Chronicle

OCTOBER 20



MY ACC

NEWS SPORTS LIFE OBITS PHOTOS VIDEOS ADS AUTOS JOBS REAL E

Latest Headlines: New figures show Las Vegas highest rate of STDs in nation

Haunted House Death Ruled Suicide



The death of Leland woman Kelly Landrom has been ruled a suicide by the Angelina County Coroner.

Landrom, 25, was taken to Lufkin Memorial Hospital on October 16th, after being found by fellow volunteers at the Halloween haunted house organized by the Leland Free Evangelical Church. Landrom died from her injuries before reaching the hospital.

Pastor Ted Weaver told the Leland Chronicle, "Miss Landrom was more troubled than any of us knew. If we had seen the signs we could have helped her before she made this terrible decision. While scripture is unambiguous on the subject of suicide, everyone at the church is praying for those who loved Kelly."

Funeral services have been arranged for October 23rd in Leland.



- Environmental Im
- Veterans grapple
- Coffee chain clos
- Grand Jury convi
- Wells released af
- Lions beat Eagle
- East Texas ranks
- Republicans clai
- Leland rallies aro
- Ryan: "Give me y

New Study reveals

East Texas housing

Chilli Bake Off Big



Easttexas

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↑
29
↓



KELLY'S DEATH COVERED UP (lelandchronicle.com)

submitted on 22 October at 02:27 AM by [kellytruth](#)

This is bullshit. I knew Kelly better than anyone and she was not suicidal. Sure she screwed up, but she had kicked the meth, found Jesus and was getting her shit together. And who kills themselves by cutting their own throat?

We would have heard the truth if the brother of the pastor of the Leland Evangelical church wasn't the one investigating Kelly's death. They're hiding something.

Call or email Chief Weaver and tell him that he needs to get off his fat ass and investigate this like a real police officer.

2 comments share save hide give gold report

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save

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↑
5
↓

[\[-\] jesuismycodependent](#) 35 points on 22 October at 08:43 AM

I know your sad and angry, but your wrong. Kelly did kill herself. My sister is a volunteer at the hell house and she saw the crazy stuff she wrote on the wall about satan. She took pictures. I will try to get them off her iPhone.

↑
3
↓

[\[-\] rainbowviper](#) 2 points on 22 October at 10:56 AM

I don't know what happened to Kelly but I volunteered as a carpenter in that house for a week and it's haunted. I always felt like I was being watched. While I didn't see anything I nearly cut off my fingers with a bandsaw when something pushed me and there wasn't anyone else around. I never worked anywhere that creeped me out like that.

search

this post was

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easttexas

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What's happening in current events and the

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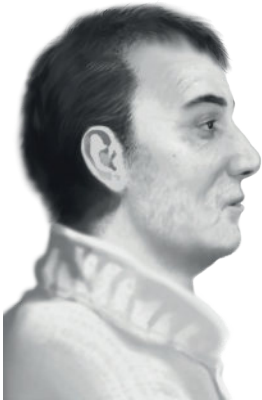
1. Be friendly. Per includes insult of intent), and Remember the
2. Use your word: disagreement hear theirs, an on things in th
3. This is [/r/Easttexas](#) directly about /worldwide thi
4. Report it. If you Reddit's rules, behavior, repo keep this plac
5. Follow the rule and [personal i](#)
6. Search before : another view c it to the comm a megathread your submissi

Links to comments th

A Reddit Thread Casting Doubt On Kelly's Death #2



Koehler's phone images (including mysterious figure)

 Daniel Weaver
 Daniel Weaver

The Angerstein House





Plan of the Angerstein House





Mitch Landrom

Bereaved Father, Fighting the Urge to Drink

Nationality: American

STR 65	DEX 45	INT 65
CON 40	APP 50	POW 40
SIZ 80	EDU 45	SAN 35
Luck 40	Hits: 15	Age: 53

Damage Bonus: +1d4.

Education: Trade School.

Skills: Mechanical Repair 60%.

Attacks: Winchester 12 gauge M50 Shotgun, 40%, 1/round, magazine capacity 5, 50 yards base range, 4d6/2d6/1d6.

Defenses: None above base.

Personal Description: Mitch is a large, powerfully built white man, with shaggy grey hair and an unkempt beard. He wears a flannel shirt, jeans and work boots. His face bears the burst blood vessels of a heavy drinker, and his eyes are haunted.

Traits: Given to angry outbursts, threatening body language and frequent profanity.

Chief Daniel Weaver, Loyal Little Brother.

Nationality: American

STR 40	DEX 55	INT 70
CON 50	APP 65	POW 70
SIZ 60	EDU 65	SAN 67
Luck 70	Hits: 11	Age: 53

Damage Bonus: +0.

Education: B.A., Criminal Justice, Texas Christian University.

Skills: Intimidate 70%, Listen 35%, Psychology 40%, Spot Hidden 50%.

Attacks: Colt Delta Elite Auto 50%, 1d10+1, 7 shots, 15 yards base range, malfunction 98-00.

Defenses: None above base; may wear bulletproof vest if anticipating gunplay.

Personal Description: Chief Weaver has similarly striking eyes to his brother, but is shorter and stouter in stature. His habitual look is one of suspicion. He chews tobacco, and spits unapologetically when outdoors.

Traits: Believes that people are lying to him until proven otherwise.

Pastor Ted Weaver, Desperate Man of God

Nationality: American

STR 40	DEX 55	INT 70			
CON 50	APP 75	POW 70			
SIZ 60	EDU 65	SAN 67	Luck 70	Hits: 11	Age: 56

Damage Bonus: +0.

Education: B.A., Religion, Oral Roberts University.

Skills: Persuade 60%, Psychology 40%, Religion 60%.

Attacks: None above base.

Defenses: None above base.

Personal Description: A tall, slender white man with piercing blue eyes and wavy grey hair. He wears a dark, sober suit with a white shirt and light-blue tie. While outwardly cheerful, Weaver's distress is evident in the lines on his face and the way he slouches when he thinks no one is looking.

Traits: Uses his charm to build trust. Unconsciously wrings his hands as a nervous habit.



Kevin Cho, Pretend Spree Killer and Thrall of Ancient Evil.

Nationality: American

STR 35	DEX 75	INT 75
CON 60	APP 60	POW 50
SIZ 45	EDU 65	SAN 42
Luck 50	Hits: 11	Age: 15

Damage Bonus: +0.

Education: High School Student

Skills: Listen 40%, Spot Hidden 40%,
Stealth 40%.

Attacks: 9mm Automatic 45%, damage 1D10, 15 yards base range, 2/round, 6 shots, malfunction 00.

Defenses: None above base.

Personal Description: Gangly and slight, with short, spiky black hair. Often slouches, as if trying to make himself smaller.

Traits: Talks to himself when he thinks no one is around. He is actually talking to the lloigor, sharing plans.

Indefinite Insanity: Puppet of the lloigor, manifesting as fantasy realization in the school shooting room.

Bradley Koehler, Protestor and Thrall of Ancient Evil

Nationality: American

STR 60	DEX 75	INT 60
CON 60	APP 60	POW 35
SIZ 65	EDU 70	SAN 22
Luck 70	Hits: 12	Age: 28

Damage Bonus: +0.

Edu.: B.A., Sociology, Uni. of Texas-Austin.

Skills: Intimidate 70%, Listen 35%,
Psychology 40%, Spot Hidden 50%,
Art (Photography) 40%, Throw 40%.

Attacks: 9mm Automatic 40%, damage 1D10, 15 yards base range, 2/round, 6 shots, malfunction 00.

Defenses: None above base.

Personal Description: A young, sandy-haired white man in a polo shirt and expensive slacks. His eyes look vacant, with dark shadows underneath, and his speech is slow and slurred. He smells like he hasn't bathed in days.

Traits: Quick to challenge injustice when he sees it.

Indefinite Insanity: Puppet of the lloigor, manifesting as maniacal obsession with the hell house.

The Injured Lloigor, Isolated, Unpredictable and Hungry

Even from the alien perspective of the lloigor, it is insane, acting on instinct and in survival mode. It differs greatly from the lloigor in the *Call of Cthulhu* rulebook. The lloigor's priority is to recover its strength. As there are no other lloigor to help it, it has learned to harvest energy in new ways: through the physical and mental suffering of humans, especially from death. The lloigor is adept at driving people to murder or suicide. Luckily, its weakened state means that the lloigor can only feed on people in the house or within a quarter mile of it. The Lloigor has intruded into the thoughts of the church volunteers. Playing on their fears, it has presented itself as Satan. Many are in denial, although everyone is frightened.

Should the lloigor manage to manifest physically, use the following stats.

STR 99	CON 100	SIZ 200	INT 100	POW 70	DEX 100
Hits: 30	DB: +4D6	Move: 7/3 through stone as immaterial	Magic Points: 14		



(Lloigor continued)

Attacks: 1 per round (2 while in reptilian form), damage 1d6 +db. Assumes a physical manifestation, of course.
Special Abilities: Given the number of people upon whom the lloigor can feed, it would be too fiddly to keep track of magic points. For minor powers, the expenditure of magic points will be more than matched by those the lloigor harvests from the distress of its victims. The more extreme abilities are powered by specific events.

Power Prerequisites (Use this list to determine which of its powers the lloigor can manifest at any given time).

Telekinetic effects (e.g. nudging, tripping and pushing people) People present in the house or grounds.

Psychic attacks The victim must be injured by the lloigor first.

Manifesting spectral form Once per day, or following a death in the house or on the grounds.

Vortex attack Five or more people dying on the grounds within an hour (e.g. from the school shooting or arson attack).

Taking physical form Twenty or more people dying in the hours or on the grounds at once (e.g. from the vortex attack).

Once the lloigor has manifested a physical form, it is free to leave the house in search of others of its kind.

Telekinetic Effects: The lloigor can push, pull or trip people in the house and grounds, or move power tools or sharp objects to create accidents. These attacks use opposed rolls against the target's STR (for brute-force attacks) or DEX (when tripping the target on the stairs or trying to push them off a stepladder) using a STR of 80 and a DEX of 70. While the lloigor can do this at will, it avoids attacking targets too often, as that would risk scaring its food away. Each investigator should be targeted once, with subsequent attacks only if they act against the lloigor's interests or put themselves at risk of a fatal accident (such as climbing on the roof). Being attacked in this way provokes a SAN roll (0/1D4).

Psychic Attacks: Once a person has been attacked by the lloigor, it is able to get inside its victims mind. On a successful opposed POW roll, it will learn about the person's fears and weaknesses. Anyone so targeted loses 1D3 SAN points per visit to the house; the lloigor feeds upon this distress. Victims sense this influence as moving shadows, voiceless whispers and an atmosphere of impending doom. Most volunteers have rationalized this as the effect of constant reminders about Satan and Hell.

Reptilian Manifestation: Until healed, the Lloigor's is unable to manifest a physical form. It can project the spectral form of reptilian shape, appearing as a huge serpent with glowing red eyes, but cannot interact with the material world. If it kills 20 or more people within the space of a day, it will be able to heal itself and escape its prison under the house.

Vortex Attack: Enabled if the lloigor manages to kill five or more people within an hour. This most fearsome weapon is a type of implosion sounding like the roll of distant thunder. Everything in the house and for 20 yards around it is torn to pieces and the ground collapses in a huge sinkhole. Everyone within the circle loses 1D100 hit points. Alert investigators may notice the tell-tale effects of swirling lines appearing in the air and a half-unheard throbbing noise penetrating their bodies. If this attack kills at least 20 people, the lloigor will take physical form and flee through the woods.

Spells: Cloud Memory, Dominate, Flesh Ward, Mental Suggestion.

Armor: 8-point reptilian hide. In the immaterial state it cannot be harmed by any physical weapons, magical or not.

Sanity Loss: 0/1D8 as reptile; when invisible—no Sanity loss. Mind contact costs 1/1D4 Sanity points.



THE NIGHT SEASON

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458978342



Alaska State Department of Education
RECORD OF DISCIPLINARY ACTION FORM
FAX: completed form to (907) 555-0199

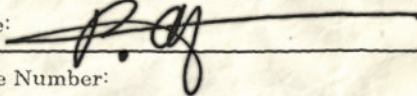
STUDENT NAME Robert Horn		GENDER Male
STATEMENT MADE BY Bridget Haney	STATUS Counselor	TYPE OF STATEMENT Inapp. Conduct

STATEMENT

This afternoon, while in the main corridor I witnessed Robert Horn snap the bra strap of a fellow student, Shelly. While the girl did not wish to report the incident I believe it is a violation of school policy & disciplinary action is warranted.

DISCIPLINARY ACTION ADMINISTERED

One-Day Suspension Issued

Authorized Party: P. Zentkowski (A.P.)	Signature: 
Date:	Telephone Number:

Bobby Horn's disciplinary record



Alaska Department of Social Health

Office of the State Medical Examiner

612, E 15th Ave., Anchorage, AK 99500 Phone: (907) 338-2991 Fax: (907) 338-2992

Release of Public Data AK Statute 14.83 Subd 2

Deceased: Robert Horn DOB: 01/23/80 DOD: 02/01/97
Address: 2513 W. 39th St.
City: Anchorage State: AK Zip: 99503 Sex: Male
Age: 18 Name of Spouse: n/a
Marital Status: ☒ Never Married ☐ Divorced ☐ Widowed ☐ Married ☐ Separated
Occupation: Student Business: n/a
Citizenship: American Race: Caucasian
Military? No Decedent's Place of Birth: Anchorage, AK
Father's Name: Jonathan Horn Mother's Name: Margeret Horn nee Jones
Birth Name: Same Type of Disposition: Burial
Burial Place: Memorial Cemetery, 535 E 9th Ave, Anchorage, AK 99501
Funeral Home: Last Rest Society of Alaska Funeral Director: Kevin J. Lange

Place of Death: Residence Death at work? No

Injury? Severe penetrative wound to the stomach and abdomen

How Injury Occured: Self-inflicted utilising exotic knife

Height: 72 inches Weight: 180 Eyes: blue Hair: Blonde Build: Athletic

Autopsy Performed? Yes Manner: ☐ Natural ☐ Accident ☐ Homicide ☒ Suicide ☐ Undetermined

Cause: a) Exsanguination
b) _____
c) _____

S. LeToux

S. LeToux, MD, Medical Examiner

Signed by Medical examiner's Office



The Night Season, Investigator Handout #1, A Synopsis of the Coroner's Report Into Robert Horn's Suicide.

The coroner's report includes both an autopsy as well as copies of the police report and interview notes. In Anchorage, Alaska, the coroner is a State of Alaska employee (see nearby for Coroner's report form).

Robert Horn was found in his bedroom at his home at 2513 W. 39th St. in Anchorage. His door was locked from the inside, and his parents broke it down when he failed to get up in the morning for school. The only window was locked from the inside as well.

Robert had been stabbed in the stomach by an odd, artistic looking blade, and bled out. Initially puzzled by the blade, the police approached the matter as a potential homicide. However, the angle of the stab, lack of fingerprints or other trace evidence, and locked nature of the room led to a conclusion of suicide before long. The coroner concluded that the angle of the wound was consistent with stabbing oneself while in a seated position.

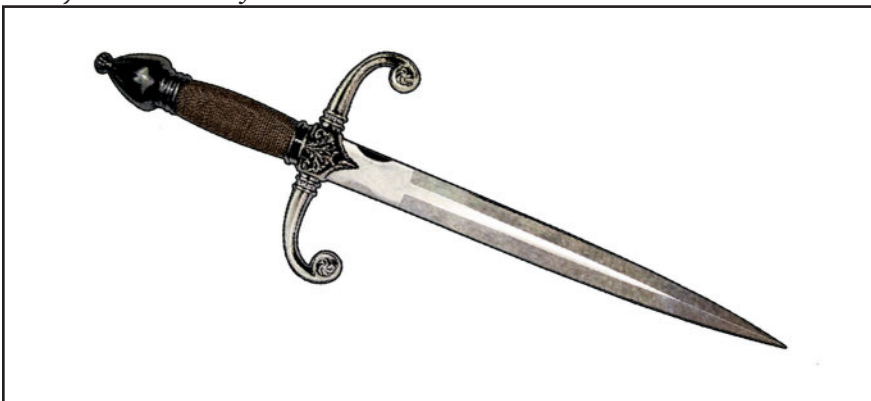
The nature of the knife eluded the coroner, although a picture of it is in the file. His parents and the police were unable to identify it or where it might have come from, as were others who were interviewed. Since it was obviously a suicide based on the forensics, this line of inquiry was not pursued further.

Interviews were conducted with his parents, John and Maggie Horn; his recent ex-girlfriend, Brittany Long; and his school's assistant principal, Phillip Zentkowski. They all reported versions of the same thing: Robert was a comparatively normal 18 year old boy; an average to below average student; who played football on the varsity squad; and showed no prior signs of mental illness until shortly before his death. He was a jock whose hobbies included loud music, partying, cars, sports and girls.

Robert had gotten into some minor disciplinary scrapes at school for pranks or bullying, but never any serious criminal trouble. He showed no signs of depression until the weekend two weeks before his suicide, at which point, he suddenly became seriously depressed. He complained about not being able to sleep, became withdrawn, and suddenly ended his relationship with Ms. Long without explanation. He was absent from school, whereabouts unknown, for the entire week preceding his suicide, and the assistant principal had set a parent/teacher conference for the morning on which he was found.

A bizarre, rambling, crudely drawn suicide note, done in ballpoint pen and spattered with blood, was found near the body.

Bobby's 'Exotic' Knife





The Night Season, Investigator Handout #4

Background and Synopsis of The City in the Clouds

The City in the Clouds was a Mexican-produced, English language science fiction television program. It was filmed in 1977 and aired in limited syndication in the U.S. in 1978. Only one season, consisting of 16 episodes, was produced. The series had a very low budget, and production values on a par with especially cheap episodes of the original Star Trek or Lost in Space.

The series was a joint project between sixteen independent science fiction authors, each of whom wrote an episode in round robin format. It blended episodic television with ongoing plot themes, along with a strong dose of telenovella style, bodice-ripping, soap opera romance stories. It aired occasionally in syndication up through the late 1990s, but has not aired in the U.S. since.

It has never been commercially available, due to the inability of the sixteen authors to agree on its release. Bootleg recordings are available on the black market, but efforts to post it on file-sharing sites have been the subject of vigorous take down actions.

Plot-wise, the show was centered on (and rarely left, due to budget concerns) the eponymous City in the Clouds. The City was a port of call and trading post, set above a forest moon that was off limits to off-worlders. Several different cultures came together in the City, engaged in skullduggery, fought duels, and romanced one another. The City was overseen by the Queen in the Clouds, played by a voluptuous former centerfold model.

The Queen dressed provocatively, and was wooed by alliance-seeking members of all the factions and humanoid races that frequented the City. The Queen, however, was in love with the dashing and athletic Horatio, the captain of her Cloud Guards. Theirs was a furtive, politically impossible, star-crossed romance, and Horatio gives his life for his Queen in the last episode.

The Cloud Guards fought with swords (indeed, bladed weapons were carried by just about everyone, and swordfights were a frequent occurrence on the show), and wore medieval green livery. A running joke throughout the series concerned the ineptness and short lifespan of any Cloud Guard who was more than anything than an extra in the background.

The alien races trading and inveigling at the City included the warlike, honor bound Zeplark (looking like Vikings in leopard print loincloths); the vaguely reptilian, sneaky, mercantile Slithliks; the dwarfish Lipputs (played by little people) and the inscrutable, pallid, genderless Gauntts, who are slowly laying the groundwork for an invasion and conquest of the City. Zeplarks are quick to commit to suicide with long, nasty artistic knives if their honor is stained, and in several episodes the Queen must talk one down off the proverbial ledge over a misunderstanding.

Notwithstanding all of this, the series has a cult following online, and is now viewed as being ahead of its time.

There is nothing to be gained by running down the writers, actors or producers of the show.



Bobby Horn



Bobby Horn



Pamela Ivory



Pamela Ivory



Matt Walter



Matt Walter





Photograph of the 1980 Science Fiction Convention



“me and the guys, Columbus, 6/12/1980”

The Night Season, Investigator Handout #5
A Framed Photograph on Pamela Ivory’s Wall

This is a color photograph of a much younger and actually rather attractive version of Pamela, apparently in a hotel room. She is dressed in a blue Star Trek (original series) mini skirt costume, and is wearing a blond beehive wig (essentially, in costume as Yeoman Rand). She is accompanied by a pack of male characters from a variety of science fiction television shows and movies, all pre-1980, in full costume (including makeup). Pamela looks drunk and is the only female in the picture.

The picture is most noteworthy for something that she is taking a full out, two handed drink from: a faceted, red colored glass (?) jug, decorated with a wide variety of fantastic creatures: unicorns, griffins, dragons and other less recognizable creatures.

The photograph is quite striking, even haunting; there is something oddly alluring about Pamela. Pamela is at the center of the picture.



 Shelly Ivory	 Kassidy Fitzpatrick
 Shelly Ivory	 Kassidy Fitzpatrick

Nightmare Creature From The Closet

STR N/A CON N/A SIZ N/A
INT 60 POW 70 DEX N/A (acts on 70)

HP 14 Move: N/A (can reach anywhere in Shelly's room, or those within line of sight of her open bedroom door).

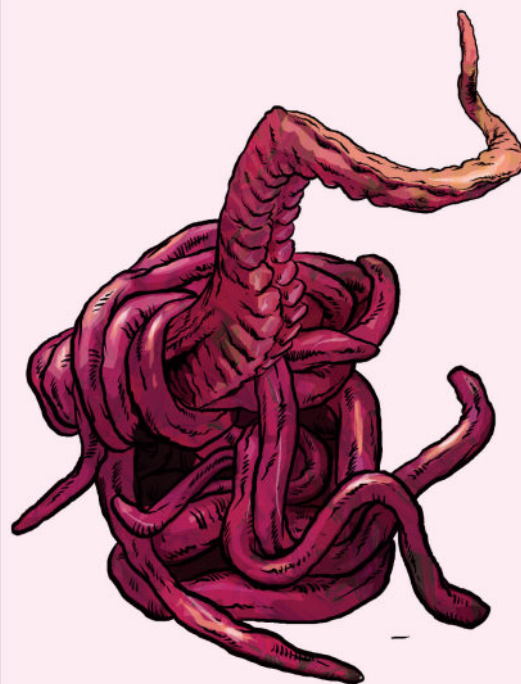
Attacks:

Tendril, must win a POW vs. POW check to "hit", 1d8+3 damage.

Grapple, must win a POW vs. POW check to "hit", victim is hauled into Shelly's closet (thereby forcibly, physically transitioning into the Dreamlands).

Armor: 4 points of non-terrene composition. Regenerates 4 points/round.

SAN Loss: 1/1d6.





Jailer Moonbeast

Eyeless, Tentacted, Toadlike, Loathsome and Slippery

STR 85 CON 65 SIZ 100 INT 80 POW 70 DEX 70 HP 17 Move: 7

Damage Bonus: +1d6

Attacks: Spear 50%, 1d10+1+db, can impale

Armor: Firearms do minimum possible damage.

SAN Loss: 0/1d8.

Zoogs--Curious, Carnivorous, Numerous and Quite Unsettled

STR 20 CON 35 SIZ 10 INT 65 POW 55 DEX 10 HP 05

Move: 8

Damage Bonus: -1d6

Build: -2

Attacks: Bite 30%, damage 1d4+db.

Dart 20%, damage 1d6+1/2 db.

Armor: None

Skills: Climb 60%, Dodge 50%, Dream Lore 75%, Hide 70%, Stealth 70%, Track 50%.

SAN Loss: 0/1d3.

City Security Guard

STR 70 CON 70 SIZ 70 INT 65 POW 65 DEX 70 HP 14

Damage Bonus: +1d4

Attacks: Punch 50%, 1d3 +db.

Martial Arts, 50%.

Futuristic Ray Gun, 50%, damage variable (4d6 stun or 3d6+2), 1/round. Stun setting requires successful CON check vs. damage rolled on the resistance table, or the victim is knocked unconscious for 2d10 minutes; range is 30 yards.

Sword, 50%, 1d8 +db, can impale.

Armor: 4 points of advanced protective fibers.

Skills: Dodge 50%, Hide 50%, Listen 50%, Sneak 50%, Spot Hidden 50%, Track 50%,
Get Fooled By Rudimentary Ruse Despite Nominal Intelligence Level 90%,
Charge Recklessly Around Corner Into Lethal Opposing Fire Despite Nominal Intelligence Level 50%.



Gates Michelle Ivory, Victim of Irresponsibility and Queen of the City

Nationality: American

STR 50	DEX 50	INT 35/90*	CON 60	APP 60/90*	POW 125
SIZ 40	EDU 30	SAN 00	Luck 99	Hits: 10	Age: 30

*Dreamlands statistics are higher.

Damage Penalty: -1d4.

Education: Poor performance in high school; not fully functional in society, except for genre television trivia and in the Dreamlands, where she is, respectively, an expert and disturbingly cogent.

Skills: Computer Use 10%, Cthulhu Mythos 05%, Dream Lore 50%, Dreaming 100%, Listen 45%, Occult 30%, Own Language (English) 30%, Other Language (Any Science Fiction Television Alien Language) 30%, Persuade 40%, Spot Hidden 40%, Genre Television 99%.

Attacks: None above base.

Defenses: When asleep in the waking world, or at any time when in the Dreamlands, Shelly can warp reality, acting as though she had a DEX equal to her POW (25), and her daydreams manifest and act immediately. Thus, a summoned villainous alien appears and acts, or sci-fi TV calamity happens, at DEX rank 25, and the investigators had best have caught her by surprise (almost impossible when she is asleep in the waking world).

When awake in the waking world, she reacts and summons up her daydreams to defend her on her DEX rank of 10. She is much more vulnerable, as a result, when awake in the waking world.

Spells: None in the waking world, but within the boundaries of her ability to focus, she is able to (within limits) bend reality, in a way shaped by her current obsessions. For example, if she begins to desire revenge against someone for a slight, they might find themselves under attack by a sci-fi genre assassin. Or her toy ray-gun might suddenly work.

Shelly can also, with a POW vs. POW check, force someone's soul to enter the Dreamlands and remain there until she releases them, or until she is killed in either the waking or dreaming world. Such persons are plagued by waking dreams of what goes on in the Dreamlands, and cannot fall asleep (since they, in a sense, already are asleep).

Such persons lose **1d6** SAN per day, with suggested insanities including suicidal despair or babbling catatonia. Special rules apply when Shelly is asleep; people encountering her then might end up physically transitioned into the Dreamlands.

In the Dreamlands, Shelly knows Dreamlands magic in the Keeper's discretion.

Indefinite Insanities: Monomania (obsessed with genre television).



Pamela Ivory, Barfly and Retired Cult Groupie

Nationality: American

STR 50	DEX 60	INT 50	CON 50	APP45	POW 50
SIZ 50	EDU 55	SAN 20	Luck 50	Hits: 10	Age: 48

Damage Bonus: +0.

Education: G.E.D.

Skills: Computer Use 30%, Cthulhu Mythos 05%, Drive Auto 35%, Fast Talk 35%, Geek Culture 50%, Library Use 40%, Listen 45%, Occult 30%, Own Language (English) 60%, Persuade 40%, Psychology 35%, Spot Hidden 60%.

Attacks: None above base.

Defenses: None.

Indefinite Insanities: Substance Abuse Disorder (Alcoholism).

Matt Walter, Comic Book Store Manager and Geek

Nationality: American

STR 65	DEX 45	INT 65	CON 55	APP 50	POW 55
SIZ 65	EDU 65	SAN 55	Luck 55	Hits: 12	Age: 41

Damage Bonus: +1d4.

Education: High School, some undergraduate college.

Skills: Accounting 40%, Credit Rating 40%, Computer Use 50%, Drive Auto 45%, Geek Culture 70%, History 40%, Library Use 60%, Listen 35%, Occult 30%, Own Language (English) 80%, Persuade 40%, Photography 30%, Psychology 35%, Spot Hidden 55%.

Attacks: None above base.

Defenses: None.



Map of Anchorage



Map of the Floating City



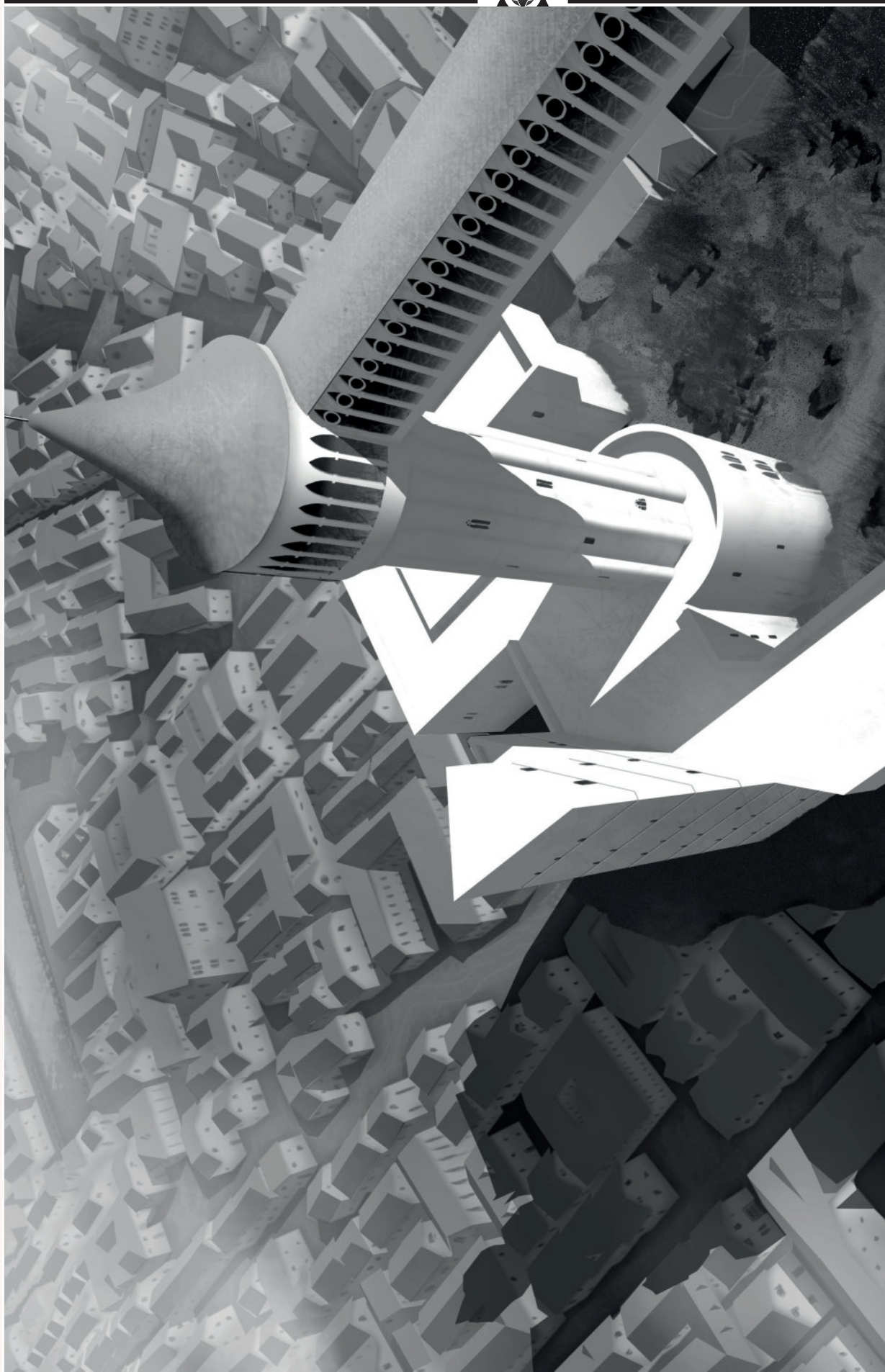
Queen Gates

The Cloisters of the Palace





Photo of the Show's Cast



The Sweeping View Over the Palace as the Investigators Come Into Land.



INTIMATE ENCOUNTERS



Photo of a dead Miranda Tinoco showing thin limbs and strange holes in the floor

Miranda Tinoco (without wig)



Miranda Tinoco (without wig)

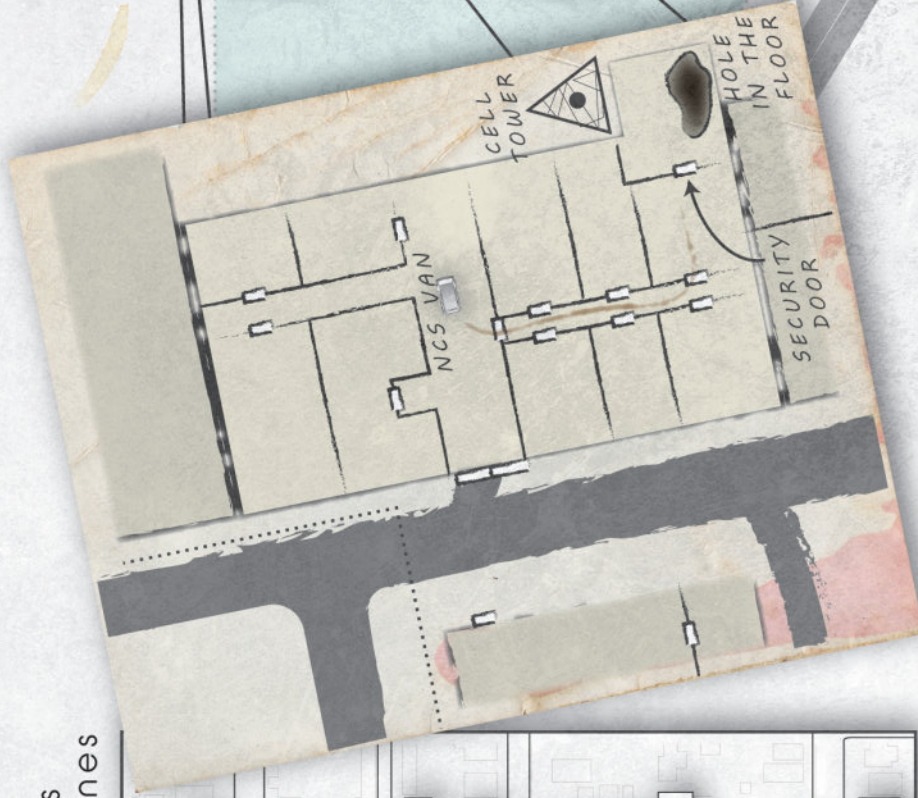
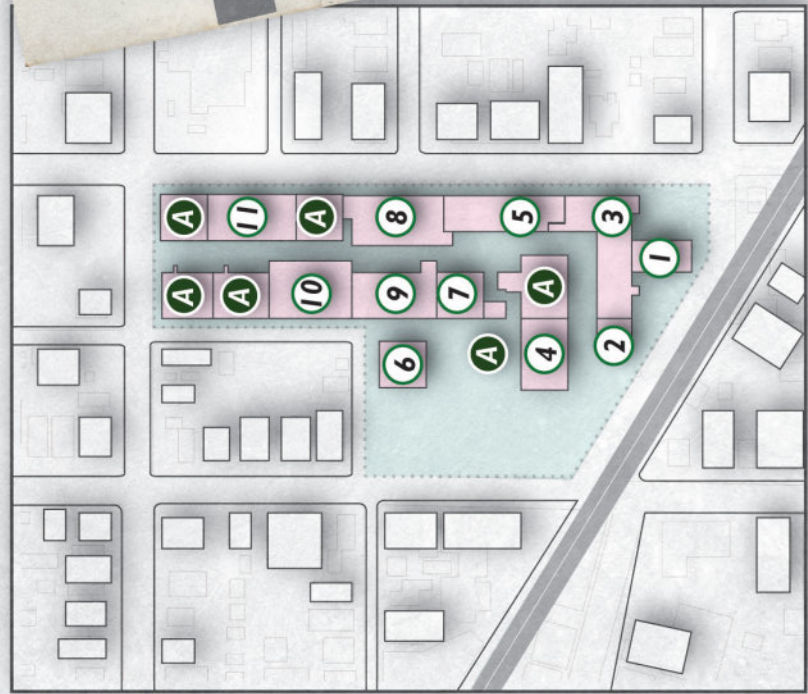
Summerset Grove Industrial Park

The Premier Business Location of 1986!

Long and short term lease!
Incentive packages available!

- 1 Current Lots
- 2 Wanderer Motorcycle Repairs
- 3 Betty's Diner
- 4 Golden Goose Gaming & Comics
- 5 Marsh & Sons Dive Equipment
- 6 Mama Delia's Pizzas
- 7 Charlie's Computer Repairs
- 8 New View Washing Machines

- 9 Jackson Appliances
- 10 Monday Brothers & Co.
- 11 Rent A Space Storage
- A** Available Lot



Summerset Grove Industrial Park advert (circa 1986) with sketched out plan

A DANGEROUS LIAISON

Parking Lot

Exterior 2nd Level Walkway



Curious Holes

Bedroom

Miranda
Tinoco's
Body

Bathroom

W.C.

15ft Drop To The Ground

Tinoco's murder scene



THE DARK MATTER ENTITY

STR 90 CON 70 SIZ 100 INT 165 POW 100* DEX 30 HP 100* Damage bonus: none Build: 1 Move: 8

ATTACKS

Fighting (Brawling) 50% (25/10), 1D3 +db

Energy Tendril 50% (25/10), damage 1D4 points of SIZ, 2 attacks per round.

Engulf 50% (25/10), damage 2D6 Points of SIZ, once every other round. Victims drained to zero SIZ die from shock, and are incapacitated upon losing ½ their SIZ.

Paralysis and Body Switch 75% (37/15) costs the entity 5 magic points per round, for a total of 15 magic points over the 3 rounds it takes to switch bodies. Once a successful hit is achieved, the victim is frozen until the Entity breaks off the attack to focus on someone else.

Defenses: This creature is unlike any living being in our dimension. It has no true physical form, being an entity comprised of pure Dark Matter. Being in our dimension causes it to slowly disintegrate, unless it uses a physical human body as a form of protective suit. This only allows the entity to exist in this dimension for a few days before it must switch forms, as its nature quickly destroys whatever body it inhabits. Outwardly, the body appears quite normal, but under the skin, body tissues quickly become cancerous. Once combat begins, the entity sheds its human skin, and appears as a living mass of crackling black energy. Being outside of a body causes the creature to lose 1 hit point per round.

Skills: Stealth 70%, Engineering 100%, Dodge 50% (25/10)

SAN Loss: 1/1D10





		JEREMY DUGARD, "Shoulda Stood In Bed" Nationality: American Age: 66 Education: Bachelor's Degree in Engineering, plus many years of experience. STR 50 CON 50 SIZ 70 INT 60 POW 50 DEX 50 APP 45 EDU 75 SAN 50 HP 12 Damage bonus: none. Build: 1 Move: 6 (he's old, short, heavy and slow) Attacks None above base. Defenses: none Skills: Accounting 25%, Computer Use 30%, Drive Auto 35%, Electrical Repair 50%, Sc: Engineering 50%, Library Use 40%, Listen 45%, Mechanical Repair 50%, Own Language (English) 75%, Persuade 40%, Sc: Physics 20%, Serial Monogamy 50%, Spot Hidden 60%.
Robert Hoff	Scott Parker	
		
		
Robert Hoff	Scott Parker	



INFORMATION ABOUT THE VICTIMS

1ST VICTIM, DAVID EUGENSON

- ✱ He created his profile at Intimate Encounters on September 14th, the day that he was found dead. The media has figured out and previously reported on his profile handle, "CableSnake69".
- ✱ He is listed with his employer, NCS, as currently on medical leave.
- ✱ He contacted twenty women on September 14th, all fuller figured ladies looking for a "Casual Rendezvous". 14 of these women either had posted comments about drinking or photos of themselves holding cocktails.
- ✱ He set the time and location of the meeting with Charlene Mendel.

2ND VICTIM, CHARLENE MENDEL

- ✱ The media has likewise figured out and reported on her profile handle, "BBW4U24".
- ✱ She dropped out of sight the day after her encounter with David Eugenson, calling in sick and canceling all appointments. No one had seen her, and her cat wasn't fed in her apartment. It appears that she never returned home after her "Casual Rendezvous" with Mr. Eugenson.
- ✱ While usually checking Intimate Encounters every day, to send messages or troll profiles, she stopped visiting the site for four days before her death. She returned to the site on the day of her death, and her activity was four times above her normal rate.
- ✱ She changed her public profile picture to a much thinner one at that time (A successful Computer Use roll allows investigators to realize it's digitally altered).
- ✱ She made public posts that day to explain that she's lost a lot of weight, is hoping to try out her new body, and is looking for a "teddy bear who can hold his liquor" to be her "new mommy or daddy". She also changed her public status from heterosexual to bisexual.
- ✱ She made the arrangements to meet Robert Hoff, on September 20th, the day that her body was found.

3RD VICTIM, ROBERT HOFF

- ✱ While a member of the site for several years, and quite active on it, he seldom ever got any replies to his messages. The media has likewise figured out and publicized his profile handle, "MakeMeWriteBadChecks."
- ✱ The majority of his public posts come across as desperate, apologetic, and insecure.
- ✱ He had a closet interest in being a submissive, and had several memberships to Fem-Dom pornographic sites. However, he never posted about this interest on Intimate

Encounters and doesn't seem to have ever explored it in real life.

- ✱ He struggled with alcoholism and had a suspended license for DUI. Hints of this information can be found on his public Intimate Encounters posts.
- ✱ He was courted very heavily and provocatively by Charlene Mendel, who demanded to see him for "Her fix". She assumed a dominant role and he responded to it with somewhat embarrassed enthusiasm.
- ✱ He dropped out of sight the day after Charlene Mendel was found dead, quitting his job, and not returning to his apartment. There was no sign of him anywhere, until he was found dead.
- ✱ The day that he died, he posted a new, more attractive (digitally altered) photo and arranged a meeting with Miranda Tinoco.

4TH VICTIM, MIRANDA TINOCO

- ✱ She had been on the site for four years, with very limited public traffic; her profile name is easy to find ("MTinocol"). She only checked the site once every two or three months.
- ✱ At 51, she was years older than most people on the site.
- ✱ She has canceled her membership and rejoined twice; she also changes her status from "Seeks LTR" (Long Term Relationship) to "Seeking Casual Rendezvous" frequently when she is on.
- ✱ The last time that she changed her status, to "Seeking Casual Rendezvous", was the day before she was found died.
- ✱ Her profile mentions that she is "Three eyes sober, so please no drinkers".
- ✱ She accepted a date for a "Casual Rendezvous" from Robert Hoff, who claimed to "not usually do this sort of thing", and that "he is really looking to find a special someone to spend time with."
- ✱ Mr. Hoff's writing style and attitude in these communications is confident, nurturing, considerate, and respectfully "take charge", without a hint of his previous submissive insecurity.
- ✱ It also seems to be precisely what Miranda Tinoco had been longing for. She posted on her public Facebook profile that "I may have finally found the one..."
- ✱ She then dropped out of sight until she was found dead, after arranging a date earlier that day with a man named Scott Parker (profile name: "ParkerScottisCan'tLose") who she invited to go to a "cheap motel, split a bottle of tequila, and get it on", completely out of prior character.



EPHEMERA

Blank Coroner's Report

Office of the State Medical Examiner

Release of Public Data AK Statute 14.83 Subd 2

Deceased: _____ DOB: _____ DOD: _____

Address: _____

City: _____ State: _____ Zip: _____ Sex: _____

Age: _____ Name of Spouse: _____

Marital Status ☐ Never Married ☐ Divorced ☐ Widowed ☐ Married ☐ Separated

Occupation: _____ Business: _____

Citizenship: _____ Race: _____

Military? _____ Decedent's Place of Birth: _____

Father's Name: _____ Mother's Name: _____

Birth Name: _____ Type of Disposition: _____

Burial Place: _____

Funeral Home: _____ Funeral Director: _____

Place of Death: _____ Death at work? _____

Injury? _____

How Injury Occured: _____

Height: _____ Weight: _____ Eyes: _____ Hair: _____ Build: _____

Autopsy Performed? _____ Manner: ☐ Natural ☐ Accident ☐ Homicide ☐ Suicide ☐ Undetermined

Cause: a) _____

b) _____

c) _____

Mr. Omuru's Keepsakes

The contents of Mr Omuru's study at 116, Providence Road
Care should be taken when handling.

1. Tennis ball attached to a nylon string.
2. Half melted 1963 Kodak camera.
3. 13x100 round boxes of 9mm ammunition.
4. 9000 rounds of loose 7.62 ammunition
5. Platinum plated AK-47.
6. 5x Beretta 92f 9mm pistols.
7. Map of unknown town in an unknown language with 'dead', 'mostly dead', and 'Unliving' on it written in English.
8. Geiger Counter with a smiley face painted on it.
9. A lit candle in a strange candlestick that won't be put out.
10. A very old picture of Mount Fuji.
11. A police light from the 80s for the roof of a private car.
12. A moth-eaten old book in French called 'Culte des ghoules'.
13. A badly stuffed dog.
14. A solid ball of electrical wiring.
15. Half-eaten apple. Still fresh after 12 years.
16. 6 antique Bakerlite radios fused together, side by side.
17. A small ornate wooden box. Empty.
18. one small and

Victim / Witness Statement Form

Date: _____

and I live at (Street) _____ (Town) _____ (State) _____ (Zip) _____

police officer(s)

Continue on back if necessary.

Signature of Officer / ID Number

APPLICATION FOR EMERGENCY INVOLUNTARY ADMISSION TO A PSYCHIATRIC HOSPITAL

I hereby apply for emergency admission of Proposed patients FULL printed name (first, middle, last) gender , date of birth
to Psychiatric hospital under 34-B M.R.S.A. § 3863. I believe that the proposed patient has a
mental illness because _____, and as a result poses a
likelihood of serious harm because Grounds for belief about likely harm, including nature of harm.

Name and address of proposed patient's guardian, spouse, parent, adult child, next of kin, or friend:

(i) I am a licensed _____ and that I examined _____ Proposed patient _____ today.

(ii) My opinion is that the proposed patient has a mental illness, exhibiting the following symptoms:

A. Describe threats of or attempts at suicide or serious self-inflicted harm

*
C. Describe recent behavior and how it shows inability to avoid risk or protect self from severe physical or mental harm

(v) I believe that the least restrictive form of transportation for the proposed patient's clinical needs is _____ . Ambulance or other (please specify)

3. Judicial Review and Endorsement.

Person authorized to take proposed patient into custody the proposed patient to that hospital.

MH-100 Revised September 12, 2014



INSTRUCTIONS

Generally

- A. The application cannot be altered after it has been signed by an examiner or judicial officer.
- B. A psychiatric hospital is any hospital that is equipped to provide inpatient care and treatment for people with mental illness.
- C. The psychiatric hospital named in the application may decline to admit the person, in which event the transporting agency must return the proposed patient from the hospital.
- D. The application expires 3 days after the patient's admission to the hospital, except that if the third day is a weekend or holiday, the application expires on the next business day following the weekend or holiday.

Section 1

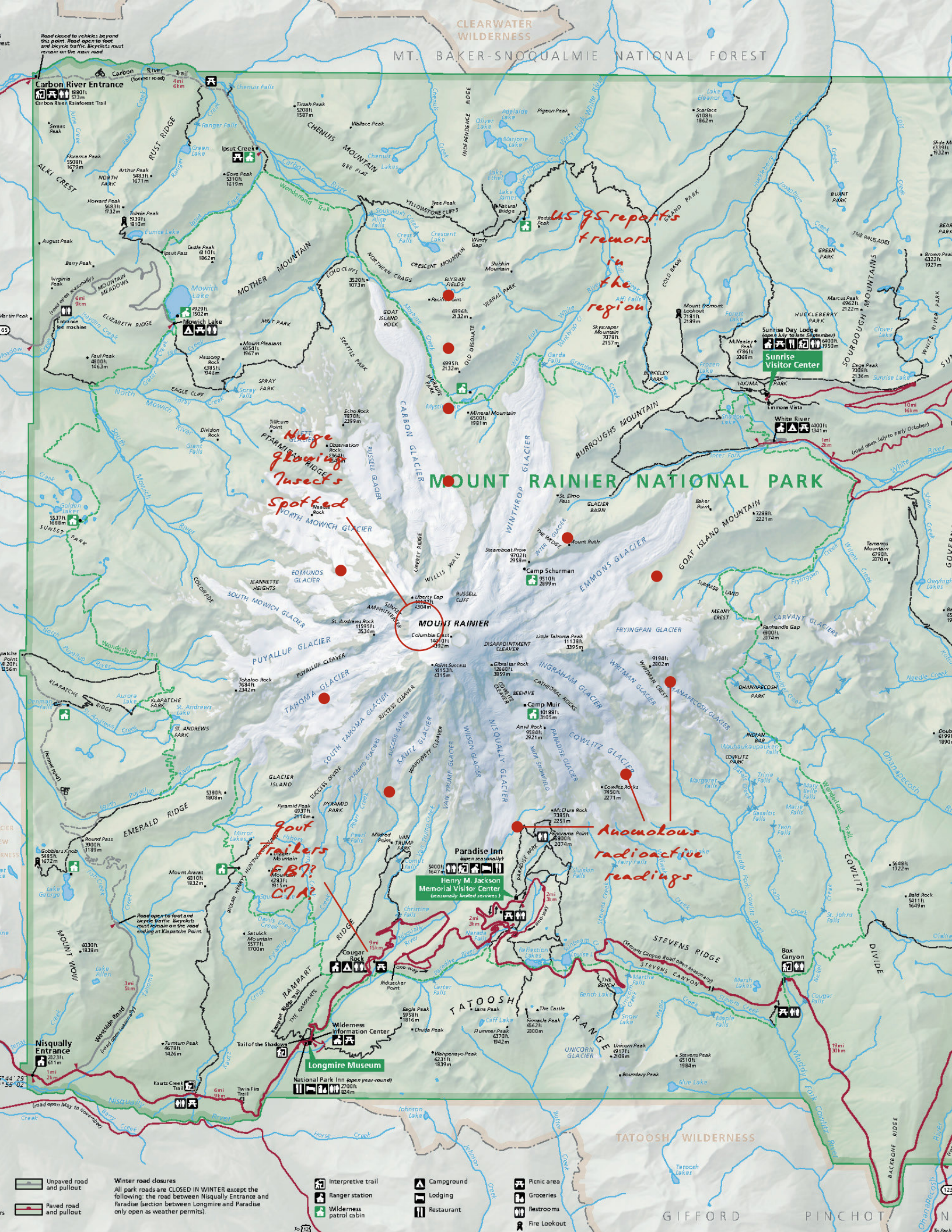
- A. Any health officer, law enforcement officer or other person may fill out section 1.
- B. The applicant should provide name and address of the proposed patient's guardian, spouse, parent, adult, next of kin, or (if none of those exists) friend so that the hospital can fulfill its obligation to notify that person.

Section 2

- A. The certifying examination must take place no more than two days before the person is admitted to the hospital.
- B. The certifying examiner must describe both symptoms of mental illness and actions or behaviors creating a likelihood of serious harm. The three boxes in subsection (iii) pertain to the three statutory bases for the finding of likelihood of serious harm. The certifying examiner must check at least one box and provide the narrative information about actions or behaviors to support the opinion that the person's mental illness creates a likelihood of harm.
- C. The grounds for the opinion about illness and harm may be based on personal observation or on history and information from other sources considered reliable by the examiner.
- D. If patient does not require transportation, subsection (v) may be noted as N/A.

Section 3

- A. Between 11:00 p.m. and 7:00 a.m., a proposed patient may be transported to the psychiatric hospital designated in section 3 and held for evaluation and treatment pending judicial endorsement if the endorsement is obtained as soon as possible outside those hours.
- B. The applicant must fill in the name of the transporter and the destination hospital before seeking judicial endorsement.



CLEARWATER WILDERNESS
MT. BAKER-SNOQUALMIE NATIONAL FOREST

US 95 reports
tremors
in the
region

Huge
glowing
insect's
spotted

Golf
Trailers
EB?
CIA?

Anomalous
radioactive
readings

Road closed to vehicles beyond
this point. Road open to foot
and bicycle traffic. Bicyclists must
remain on the main road.

Winter road closures
All park roads are CLOSED IN WINTER except the
following: the road between Nisqually Entrance and
Paradise (section between Longmire and Paradise
only open as weather permits).

Unpaved road
and pullout
Paved road
and pullout

Interpretive trail
Ranger station
Wilderness patrol cabin

Campground
Lodging
Restaurant

Picnic area
Groceries
Restrooms
Fire Lookout

GIFFORD PINCHOT



The Mt. Rainier Mystery

Doom/Destiny Cards

A collection of images to be printed out (and preferably laminated) and handed out to players with surviving Investigators at the end of one-off sessions or convention games (1 per player).

Your character struggled with what they saw

After numerous considerate attempts at therapy it was thought by all in the know that it was kinder to commit you to long term care at a mental health facility.

You ended your days four years later with a rusty nail. No one, apart from your fellow Investigators, ever believed you about what you witnessed during your horrific experience.

Your character struggled with what they saw...

After years of dealing with those strange events your character sank into addiction and eventually left for Africa where you avoided Mythos entanglements, found a partner, raised a family, & operated a wildlife reserve.

You may still be haunted by your dark nightmares but have found a sort of peace.

Your character struggled with what they saw

After a few months recuperation your character was approached by the Government and invited to lead a task force against this new and emerging threat to all of Mankind.

You served valiantly until the end of your years. You died in your sleep surrounded by family & friends.

Your character struggled with what they saw

After 2 months you began to throw yourself into your work & it began to seem like the events you witnessed were a horrible dream. You did well for yourself financially and then retired where you lived out your days in comfort.

Your character struggled with what they saw ...

After years of dealing with those strange events your character sank into criminal behaviour and was sent to a prison where the inmates were used to build roads.

Upon your release your character began to mistrust authority and eventually died of a preventable disease.

Your character struggled with what they saw

Your character became a great hero for the country in the coming years, spurred on by those horrific events you experienced.

The country used your great expertise to investigate other strange events. Your days ended when you set off a huge Explosion to kill you and an alien creature in the Congo, thereby saving a nearby town.

Your character struggled with what they saw ...

Your character left the city at their earliest opportunity and became a Teacher. You married, raised a family, and became a much respected member of the community.

Your character lived a long life but was killed by a car collision in their 80s.

Your character struggled with what they saw ...

Your character left the city at their earliest opportunity and became a Teacher. You married, raised a family, and became a much respected member of the community.

Your character lived a long life but was killed by a car collision in their 80s.

Your character struggled with what they saw...

After weeks of dealing with those strange events your character sank into depression. One your way back home one night you stopped to look into a store window and saw a hideous reflection of some horrific, nightmarish monster behind you. You tried to scream but it wouldn't rise from your throat. You were never seen again.

A year later, a dossier turned up at the Times detailing the events and cover up of the dire troubles of that fateful night.



Ever struggle over the motivations for your character? Where you fit in alignment or whether those traits, passions, or character quirks fit the character you want to play? On these pages is a checklist for you to print and use at your gaming table to help you realise your most important aspects of your P.C.

Simply use the charts below to flesh out the personality of your role-playing character and give it the realistic and well-rounded edges that make it more than just a lead mini with numbers. Decide the results pre-game (after you've fully generated your character) and use them in game to guide your actions and give back story to your GM and fellow players. These results will give no benefit to dice rolls but they'll help enrich your role-playing experience, creating a character that will be remembered for years. They are suitable for any game that requires players to *role-play*, regardless of setting, and only the descriptive language should change.

Step One: A Moral Compass

Consult the table below and place a tick or shade in one box on each line. Providing your GM allows extremes this will give you an rough indication of where your character will position himself morally on questions of character. It will also provide a handy nickname based on your character should the GM need one during the course of your adventures. These ‘Moralties’ need careful consideration as some may seem mutually exclusive. It isn’t often, for example, that a ‘Staunch Ally’ is found in the same soul as a ‘Coward’.

	Utter	Terrible	Dangerous	Fair	Gracious	Complete	
Bounder							Gentleman
Idler							Player
Miser							Spendthrift
Avenger							Absolver
Liar							Witness
Braggart							Modest Man
Base-Fellow							Sophisticate
Drunkard							Abstinent
Fool							Pragmatist
Paranoic							Staunch Ally
Coward							Hero

The chart shows the extremes of each behaviour at each end and it is up to the player to decide where his character fits on that chart. For ease, the male pro-noun will be used.

A **'Bounder'** is a man who acts without regard to the social norms of the day. This could be in the form of failing to be courteous or as severe as criminal behaviour such as theft, rape, and murder. A **'Gentleman'** would never conscience such behaviour.

An **'Idler'** is someone who, at the extreme, will avoid work and get others to work on his behalf. An **'Utter Idler'** may even risk lives to avoid work. A **'Player'** (in the sportsman sense of the word) will endeavour to fill his time with exercise and will encourage others to be vigorous in their pursuits.

A **'Miser'** is someone who will hoard their gold, treasures, or praises to the point of obsession. Maybe an overriding fear of poverty is to blame but an **'Utter Miser'** will avoid spending money, even when common sense and necessity say otherwise. A **'Spendthrift'** will consider money and such baubles as trivialities and will provide for his friends when he is able.

An **'Avenger'** is a character who will seek revenge for injustices done to him. At the extreme an **'Avenger'** will pursue his quarry without thought to safety or others (Captain Ahab's pursuit of the white whale Moby Dick springs to mind.). An **'Absolver'** is someone who is quick to forgive either through naivete, compassion, or through priorities.

A **'Liar'** is a man who conceals the truth to others, or himself, in order to further his agenda. This is not done out of some foolish attempt to embellish but through a cynical desire to manipulate others. A **'Witness'** is someone who abhors lies. A **'Complete Witness'** may find it difficult to stay quiet on a court stand even though his telling of the truth might cause his friends to swing.

A **'Braggart'** is a man who deems himself so important that others must hear of his exploits. Mostly considered a bore by those who know him, he may find that those who don't fall for his grandiose stories (be they real or imagined) may succumb to his charms. A **'Modest Man'** is someone who shuns the attention that his exploits may bring. he may be insular through personality or, in the case of those who work in secret, necessity.

A **'Base-Fellow'** is someone who revels in the lower side of life. Cheap ales, prostitutes, bawdy songs, and deviancy of many kinds. He may cheat in fights or at cards or dice. A **'Sophisticate'** is someone who enjoys the finer things in life. Good music, fine wines, and learned writings. He may or may not also be arrogant.

A **'Drunkard'** is a man who finds it hard to resist drink, drugs, and vices of all kinds (not necessarily just alcohol). Differing from the 'Base Fellow', he is more prone to being inconvenient for a party of adventurers. An **'Abstinent'** may not necessarily refrain from imbibing, but it either has little effect or fails to hook him into dastardly behaviour. **'Abstinent'**s know their limit with such vices and act accordingly.

A **'Fool'** is someone who believes the world to be something other than it is. He will open himself to ridicule or robbery and then wonder how it happened. His view is overly optimistic and sympathetic. Not a bad sentiment in small quantities but it can leave him, and his fellows, open to abuse. A **'Pragmatist'** is someone who's rarely taken in and sees the world as it is, mostly. It is difficult for the **'Pragmatist'** to think positively regarding risky ventures.

A **'Paranoic'** is someone who sees enemies everywhere and thinks all are out to deceive him. An **'Utter Paranoic'** may take this to homicidal levels. A **'Staunch Ally'** trusts in his fellows (sometimes blindly) and in their loyalty. At the extreme, a **'Staunch Ally'** will not think twice about facing death for his friends.

are happy just knowing what they know and have no desire to fill their heads with what they consider 'irrelevancies'. They are not stupid by any means, but consider the simpler things more important and will often wonder why anyone tries to define the universe when it is simply better to just lie back and bask in its majesty.

'**Culture**' is a discipline favoured by those who seek to know more of their own culture or other peoples. It is, to them, a natural widening of perception to the world and by examining similar strains running through the world/settings cultures, one can unlock the keys to life or shared histories and philosophies. '**Insular**' is a constraint that restricts the player character to only being concerned with their own culture. At its most extreme it can manifest as xenophobia or racial superiority.

Step Three: Your Goals

What do you ultimately want to achieve for your character? Do you have defined and achievable goals or are they more likely to be vague and ever changing? This final section is defined into two areas; the first is your characters long term goal motivations, the second is short & long term goals to be achieved. Again, as with previous steps, tick or shade one entry on each line.

Security	☐	☐	☐	☐	☐	☐	Adventure
Riches	☐	☐	☐	☐	☐	☐	Rations
Family	☐	☐	☐	☐	☐	☐	Hermitage
Status	☐	☐	☐	☐	☐	☐	Unknown
Master	☐	☐	☐	☐	☐	☐	Acolyte

'**Security**' indicates that your character seeks a quiet life. That, in time, he will retire to his cottage, apartment, Scout ship, or manor house with his spoils from adventuring and settle down. His aim for adventuring is purely to 'feather his nest' and give him a living during retirement. '**Adventure**' indicates a character is aiming to keep going due to his need for the thrill of adventure. He expects to die in glorious combat against a titanic foe, at the extreme it can be a death wish, or an addiction to adrenalin.

'**Riches**' indicates this character seeks exorbitant wealth. He enjoys what it buys and the trappings of obscene amounts of gold, credits, or dollars. He realises that in future years wealth is the only comfort and that it buys not only goods but also influence. '**Rations**' is exemplified by a character who is happy with just a little gold to live on. Maybe he sees prosperity in other ways, He will not starve, but that Aerodyne 'Scirocco' hover car is a long way off.

'**Family**' is a priority for someone who seeks to increase their line by having a family, or providing well for a family he already has. He may have children that he may one day roleplay. Maybe his back story involves a family tragedy and he seeks to repair some of that hurt by having his own. '**Hermitage**' is a useful goal for monks, bards, and assassins. The luxury of having no ties and moving away from 'entanglements' might be very attractive to those who seek to leave their homeland and seek adventure. The Hermit seeks to ultimately rid himself of such ties, freeing him to wander the world and impart wisdom.

'Status' is desired by those who seek power, control over others, or fame and fortune. They enjoy the respect of others and think that it's the best reward in life to have inspired others. **'Unknown'** is welcomed by those to whom fame and notoriety have been less kind. Maybe your character was a criminal and has turned over a new leaf and wishes to become anonymous. Maybe he's a professional assassin who enjoys not being tracked..

'Master' is for those learned characters who seek to master a skill to its upmost. The acclaim to be known as 'the ultimate swordsman' or 'the famous adventurix' are enticing to many but its in the actual knowledge of the skill that the master derives his satisfaction. **'Acolyte'** is for those players who have no need of mastering one particular skill but think that knowing a little of many is a worthy effort.

Daily Goal	
Scenario	
Campaign	
Lifetime	
Sacrificial	

In the above entries we examine our goals and how they appear over time. The shorter the time scale, the quicker they'll change. Not only what they are, but also how important they are. The above entries are different from previous ones in that you write in your goals as opposed to just ticking or shading a box.

'Daily Goal' is the goal that most characters have. For some it can be 'go to work', 'cook everyone second breakfast', 'make homage to the Sun God', or 'remember to buy ammo'. It is really just a daily reminder for your character but may also be main mission for your character that gaming session.

'Scenario' keeps track of your mission during the game. It might be 'rescue the princess', 'blow up the pirate's asteroid base', or 'escape war torn Kalisz'. Your GM will give you an indication of what this will be during play. It is something that may be achievable in one game session or game day (especially if you're playing in a convention scenario) but is mostly achievable over a couple of game sessions.

'Campaign' is something that is achievable over many game sessions. Maybe you and your company have decided that predatory wizard and his undead minions have to go. Perhaps it's high time that galactic empire was brought down, or that the nefarious fishmen cult in that dark New England town needs rounding up... Either way, this is a grander goal than the previous one and should reflect loftier ideals. Once again, if you're playing in a campaign, your GM will indicate what this will be at some point in the first one or two sessions.

'Lifetime' is an attainment worthy of your characters entire life. By now your character should feel like a fictional character worthy of great tales so his lifetime goal is very important. You will already have an indicator of what it is from previous steps but here you can be a bit more specific. Your 'Status' from the previous table may be high but here you can write 'Become mayor of my town' or 'own my own scout courier' for example.

A **'Sacrificial'** goal is something we rarely contemplate for our characters but it can be remembered for a long time afterwards by the players as a pinnacle of enjoyment in their games. What would your character die for? We already know he'll kill for a wide variety of things but what will he sacrifice his life for? Will it be to save a friend? A companion? an innocent stranger who deserves to live? No one wants their character to die in inauspicious circumstances so now is the chance to consider how your character may die. Maybe a kindly GM will let you live a round or two longer to complete your 'sacrifice'. It shouldn't be just Spartans who have 'a Glorious Death'.

Embellishments

Chances are that when your character dies nearby friends will loot the body but it's important to have those other items that you own listed in a will so that not only can your friends gain a memento or useful piece of equipment to remember you by, but if you leave something important to a relative, you can then play that relative in the next session. If Bana's brother Bili inherits the jewel of Demnor then his company will have to include Bili in their quest to relieve it off its curse, let him take it away and curse his home village, or deny to Bili it ever existed. Of course, having a will stops a sector duke, prince, or sheriff having a claim on your goods (should he hear about your demise). The last thing you need when a friend has fallen for the local duke to turn up with armed guards to claim that jewel you need to de-curse. If his household dies your fellows may be blamed...

The last two pages in this document are there for you to

I, (Character's Name) of (Region, Town, or Area) in (Date Written)
of sound mind and body do hereby relinquish my goods upon my death to the following parties.

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

(PC's Name)

(list here the Goods, & Property
you are leaving to this character)

Goals

Daily Goal

Scenario

Campaign

Lifetime

Sacrificial

Last Will

I, _____ of _____
in _____ of sound mind and body do hereby relinquish my goods upon
my death to the following parties.



Kit & Equipment Checklist

In the heat of battle it's handy to know where your vital kit is, where that C4 was hidden, or how easy it is to draw that longsword. This handy reference tool and it's pages will detail where your much needed items are. Primarily focused around games that don't detail the small items, it is also useful so you can keep track of weight, encumbrance, and any ammunition.

The second in a series of character aids aimed at rounding out the information for your PC, the end pages to this document will suit a variety of games and as such will use vague terms as 'ammunition' rather than 'arrows', 'M14 clip', or 'Remaining laser charge'. Similarly, while '*On Person*' is reasonably obvious, '*Vehicle*' could relate to your characters horse and saddlebags, trunk or boot of his car, or hold of his Scout Ship. '*At Home*' is a similar catch-all term to mean castle, condo, galleon, or star liner state room.

CAVEAT: All the pockets, hold alls, and other items are at the whim of TWO defining forces in your role-playing session. The first is Common Sense. No amount of pleading that something is on your sheet will make it legit if it won't fit. A 12lb Victorian artillery piece is not going to fit in the pocket of your fatigues no matter how much you want it too. The second is Rule Zero. Rule Zero simply states that whatever the GM says, goes. If he doesn't think your '44 Magnum can fight in that back pocket of your jeans then it can't. The GM is the arbiter of your game world and can determine what is feasible and what is not. Don't worry though, just show him your sheet and if it's reasonable (and he's a good GM) he'll work with you.

Step One: At Hand

The heat of battle is a time when you really need to know what you can reach out and grab at a moment's notice. Maybe you're ambushed by a band of Orcs in Mirkwood or sitting down to eat at a mall food court when Dr Sinestro shows up. Rather than having to explain where something is, an item that is '*At Hand*' is something that takes no time to ready and is available to use instantly. It's ok to leave any of the following boxes empty if you want your hands free for any purpose, but remember they are there so you don't have to decide on the spot.

At Rest

Left Hand

Right Hand

Adventuring

Left Hand

Right Hand

In Combat

Left Hand

Right Hand

'At Rest' means the kind of item your player-characters would carry in their hands if they were in a market or a quayside. A time when they are (apparently) under no threat whatsoever. Many players will simply leave these boxes empty. They are included for those players who like to present an affectation such as flipping a coin, bouncing a small ball, drinking a 32oz Coke, or twirling a set of keys.

'Adventuring' means the kind of items you would hold when things are a little tense. Maybe you are heading down the steps in an old mansion in search of a cult, or you are heading into a dungeon with a fearsome reputation, or stepping into a bar on a dry planet in a port known for being a hive of scum and villainy. This can be a weapon in your main hand, and a light source such as a torch or flashlight, or a motion tracker in your off-hand.

'In Combat' details the items you carry when in a full on fight. Unless you're a magic user, superpowered hero, or a telepath, these are likely to be a weapon. Its possible of course to have both boxes filled in with the same weapon if it's a long arm like a pike or plasma rifle. Otherwise, it could be a combination of sword or axe and shield, 9mm auto and LED flashlight, crucifix and vial of holy water, or a long sword and an off-hand dagger.

Step Two: On Person

These are those vital items that aren't in your hands initially but can be transfered there in a short time period (a few seconds, a round, a turn, or whatever your game uses as a short measure of time). They need not be weapons but could be a notebook, a police badge, a wallet, or a coin purse. Common sense is needed here to properly place items in their proper recpticle. Keep in mind the bulk of an object. Each pocket may be able to carry a small number of items (such as a wallet and mobile phone).

Jacket or Cloak	Upper Left Side 	Upper Right Side
Jacket or Cloak	Lower Left Side 	Lower Right Side
Trews or Trousers	Front Left Pocket 	Front Right Pocket
Trews or Trousers	Rear Left Pocket 	Rear Right Pocket
In Boots	Left Side 	Right Side
Other Pockets		

Most of the entries in this step are quite obvious. A '**Jacket or Cloak**' is usually able to hold more items than, say, a pair of trousers. One of these 'pockets' in the jacket may not be a pocket at all but a gun holster, or maybe it's a secret pocket designed to hold valuables not readily found.

The pockets of a pair of '**Trousers or Trews**' (they're medieval equivalent) tend to hold small items such as a pocket watch, keys, small change, or a wallet and I.D. but they can also hold caltrops or a switchblade. Bear in mind that most medieval trews and their equivalent didn't have pockets but it's possible your GM may allow them, or substitute them for a bag like a money belt or a Kilt's Sporran.

The items usually kept '**In Boots**' are things that normal society would frown upon if seen in clear view. They may be drugs, stiletto blades, a small back-up body pistol, or smuggled nano tech. Besides the illicit reasons for carrying things in your boots the usual item is still money when the wearer is entering shady part of town.

'**Other Pockets**' is for those unusual hidey-holes that people create in order to smuggle or as part of their inventive nature. It could be under their hood or helm, keeping a gun in their belt, or something flat in the lining of their jacket.

Step Three: Hand Luggage

Some things are just too bulky or awkward to carry on your person. Wearing 10 shirts is a dumb way to carry shirts. For items like these you need pouches, hold-alls, and suitcases. Don't forget, you will need a way of transporting these bags.

Handbag or
Satchel

Quiver or Back
Scabbard

Kit Bag or Large
Sack

Suitcase or Chest

Weapon Crate or
Armoire

Entries in this section depend on how you carry those larger items or those multiple items when your character is travelling a long distance. For many, a satchel or kit bag is sufficient but others may require more portage, especially if they are on a long quest, trans-European 1920's train holiday, or are moving home.

'Handbag or Satchel' is for those small items that can't be carried on your person or a clumsy and bulky enough that carrying them by hand becomes awkward. Maps, journals, lunch, laptop, a blown glass vial to catch souls, or a spare set of underwear when things get hairy.

'Quiver or Back Scabbard' is for those items carried in a bag or pouch directly on the top of your back. Arrows, crossbow bolts, or an RPG is a good fit for here and the ammunition chart later on can help keep track of the number of these you have left. In terms of actual weaponry then swords, a crossbow, a bow, an assault rifle, or long rifle such as Barrett 82A1, Type 81 Storm Gun, or a Squad Support Plasma Gun would fit here. Weapons here, unlike depicted in the movies, take a moment to prepare. Any firearm you can easily grab off your back and fire immediately has a risk of going off while you scramble through hedgerows.

'Kitbag or Large Sack' is for those items that you don't need right away. A clean shirt or three, soap, toothbrush, phone charger, tinder box, zero-G meds, mechanics tools, ABC suit, or a tent and bed roll.

'Suitcase or Chest' is for items that either require more packing, more protection, or more security. In such holdables you can place small or folded weaponry, jewels and coin, scrolls, a fragile vase, documents, or a larger number of mundane objects.

'Weapon Crate or Armoire' is a much larger item and usually takes two people (or perhaps one very agreeable Troll) to carry. While these objects are specifically designed for carrying weapons (and a few of them at that) they can be utilised for carrying almost anything at a push, up to the size of a body (or at least an undissected one).

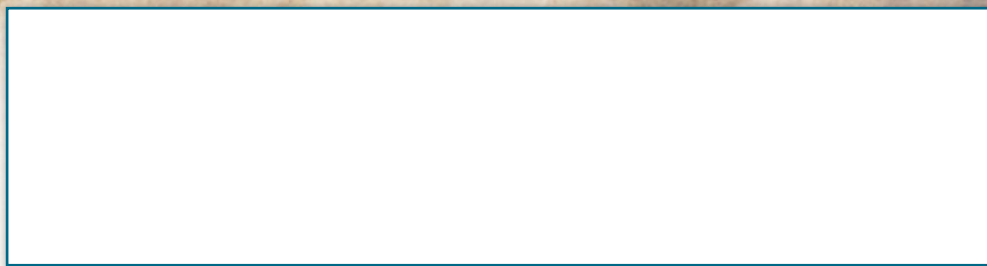
Step Four: Luggage Space Within Transports

These modes of transport more properly carry small holdables within bigger ones akin to Russian dolls (with the exception of Saddlebags). It's easy to see why weapons crates fit on trucks and suitcases can fit in the trunk of a car. While it is quite possible to carry these items on your own or with another it should be obvious that you can't fight while doing so and going for any sort of distance will cause pain, discomfort and maybe physical damage. Obviously, not all of these will be applicable to your character or setting.

Companion

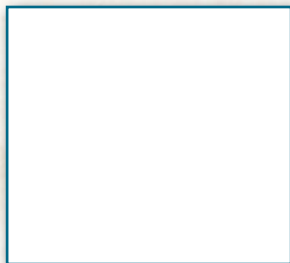
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Pack or Riding
Animal

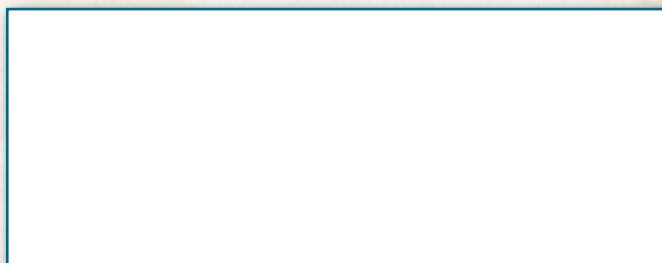


Small Personal
Vehicle

Cabin or Fore Space



Rear Cargo or Trunk

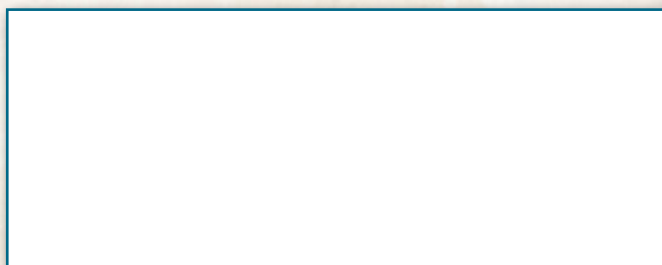


Large Personal
Vehicle

Cabin or Fore Space

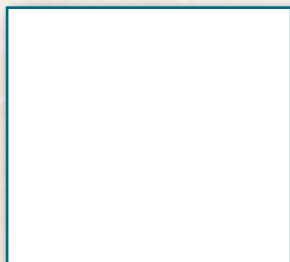


Rear Cargo or Trunk

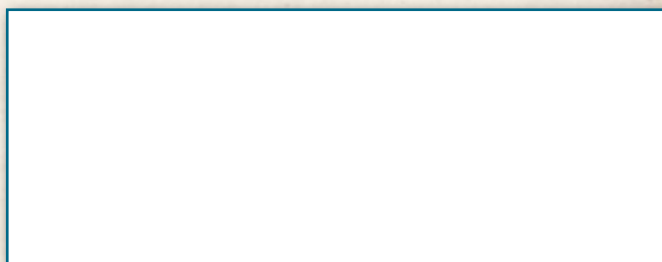


Large Craft

Cabin or Bridge



Cargo Bay



It is quite feasible that all your previous items, including yourself, can fit into the spaces held by transports and vehicles.

‘Companion’ means your faithful dog with small pouches strapped to him for carrying war time messages or a small amount of tools. It could also be your manservant, a programmed robot or android, or another NPC companion. Regardless of what your companion is, they’ll have a few items that you can easily get hold of when needed.

‘Pack or riding Animal’ signifies horses, mules, tauntauns, tamed t-rex, or any other animal utilised for carrying large bags of cargo. The containers will usually be saddlebags or lashed to the animal. Your GM can advise on what items are allowed and common sense is the phrase to live by. Try and transport a 12lb cannon by mules and you’ll discover how stubborn mules can be.

‘Small Personal Vehicle’ means everything from motor/hover bike, grav harness, car, wooden cart, or small boat. Some of these, like the bikes for example, will hold items in lots of small compartments and some will have a separate area such as a trunk to hold luggage.

'Large Personal Vehicle' means vehicles like trucks, a 50ft boat, or a starship shuttle. It's a step up from a small car or cart and while it may only see a slight increase in size in comparison, it's usually a vast increase in carrying capacity. At the lower end this vehicle might be an Allied truck or tank on the Normandy front and at the other end could be a small starfaring vessel fulfilling scout duties in the depths of space. They can be used for transporting people, or for trading goods over long distances.

'Large Craft' are of a different order entirely. If your character is lucky enough to own a sea going millionaires yacht, a cargo starship, a hovercraft, or a small warship then this is where you list it's contents. Chances are you'll have a personal cabin to stow your gear but this entry is for listing things that the vessel can carry, such as personnel, or those interesting anti-shipping missiles you just happen to 'acquire'.

Step Five: Home & Hearth

These places are you normally keep yourself. While cabins and large craft (such as canal boats) are treated in the previous step and are technically your home, this entry is more for your regular bricks and mortar dwelling. Depending on the era it can be a hovel, a cave, an apartment overlooking Hong Kong, and office, or a cabin on a starbase. Your home that doesn't move is the best way to look at it. At this step it's less about filling everything in and more about just listing what is most important to you.

Home

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Workplace or
Office

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Hideout or
Retreat

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'Home' is the place where you feel safest. That could be your keep, your con-apt, or your country mansion. It is a place where the vast majority of the things you own will be stored. It will probably have many rooms and places that things can be hidden or stored. Good GMs know that this is where you'll keep your valuables and where they are safe. It's rare for GMs to place such items in harms way. After all, if your home is no longer safe, why have one at all? The very best of adventurers have a refuge where they can feel safe and gather themselves in readiness for the next storm. This box has been compartmentalised into rooms but need not be used in such a way.

'Workplace or Office' is the place you spend your working day. It is a place that is still moderately safe from intrusion. Police HQs are not stormed five times a week and any castle or outpost that faces weekly onslaught will either have been destroyed or will have become your home. Guards that patrol a fort under constant attack from Orcs will not be allowed to go adventuring. This place will contain your immediate belongings and will enable you to do your daily work. For an interstellar bounty hunter that might be a small base in an asteroid that has cells, comms, weapons locker, and a ship bay. For a mage that could be his spell room, for a pharmacist that could be his lab, and for a bard that could be the nearest tavern.

'Hideout or Retreat' is a place that is not common knowledge to many of your character's acquaintances. It could be a place to bolt to if the Militia come a-calling, an FBI safe house, or a local cave once blessed by the fertility goddess. It can hold less than the other two places as it is often seen as utilitarian but it could equally be a basement game room at your office, a city centre apartment for when you work late, or your own room overlooking the waterfall at the *'The Last Homely House West of the Mountains'*.

Rounding off the sections is an ammunition counter. The boxes are deliberately left empty as there is a variety of ammo that can fill this space and compartmentalising or illustrating them would be futile. They are to be filled in with the full ammo initially and scored down when it's used.

Not all of the following sections will apply to your character but remember, you need to be properly equipped when you step out onto the road to adventure..



The Ultimate Equipment Sheet

Jacket or Cloak

Upper Right Side

Jacket or Cloak

Upper Left Side

Jacket or Cloak

Lower Right Side

Jacket or Cloak

Lower Left Side

Right Hand

Left Hand

Trews or Trousers

Front Right Pocket

Trews or Trousers

Front Left Pocket

Trews or Trousers

Rear Right Pocket

Trews or Trousers

Rear Left Pocket

In Boots

Right Side

Left Side

Other Pockets

Handbag or Satchel

Quiver or Back Scabbard

Kit Bag or Large Sack

[illegible]

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A blank sheet of graph paper with a light gray background and a dark gray border. The grid consists of horizontal and vertical lines forming squares. There are 10 columns and 8 rows of squares. A thicker horizontal line runs across the middle, separating the top 4 rows from the bottom 4 rows. Two thicker vertical lines run down the page, dividing it into three sections: a left section with 3 columns, a middle section with 4 columns, and a right section with 3 columns.

Workplace or Office

Hideout or Retreat

Primary Small Weapon

(Knives, hatchets, short swords, tasers, throwing stars, etc)

	Type	Skill	Damage	Ammo
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Primary Long Arm

(Swords, Dane axes, rifles, pole arms, Bows, staffs, RPGs etc)

	Type	Skill	Damage	Ammo
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Secondary Weapon

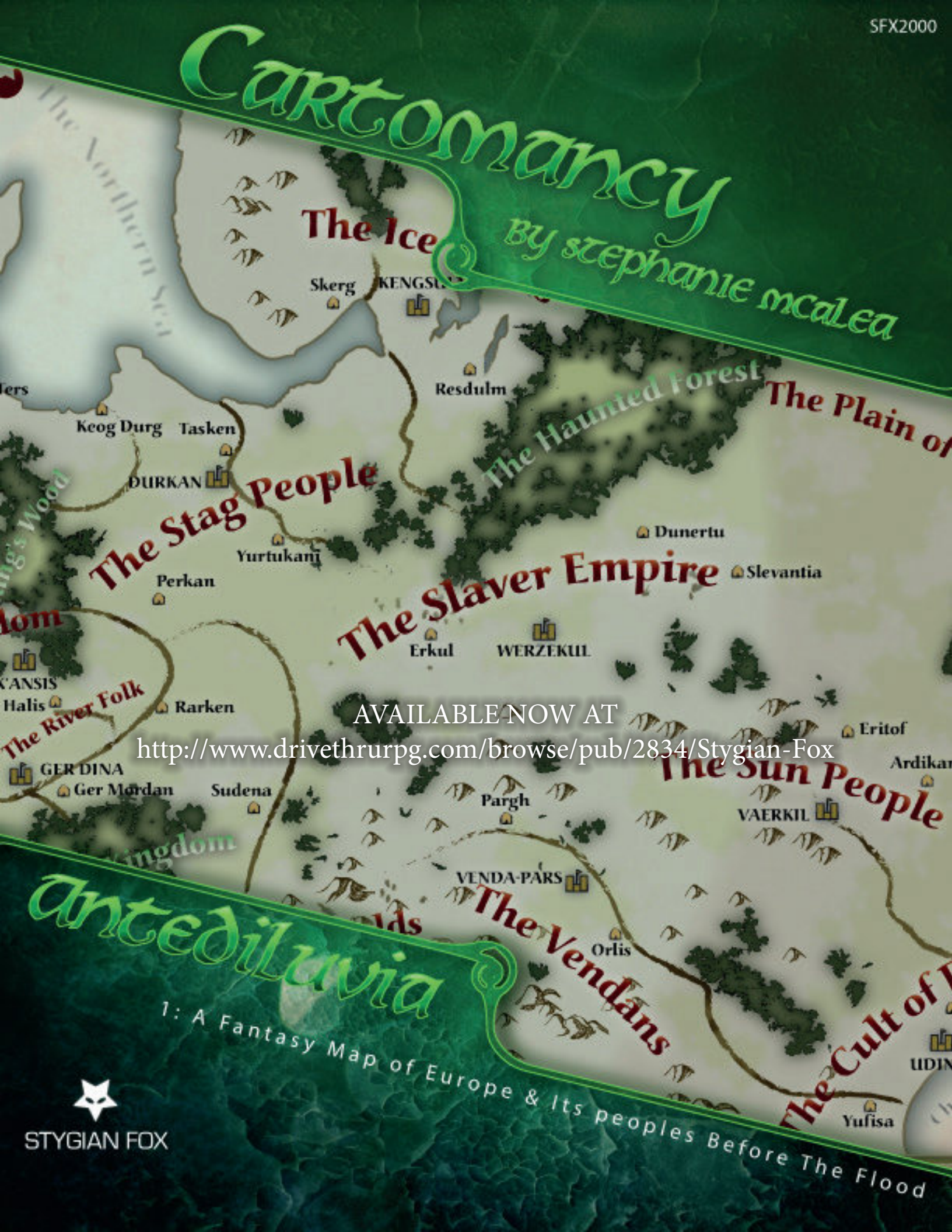
(of any type)

	Type	Skill	Damage	Ammo
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