

THE MOUND IN THE YARD

by JC Connors

About the Adventure

The Mound in the Yard is an investigation-heavy *Call of Cthulhu* adventure, although it can easily be adapted to other game systems (a *GURPS Horror* version is also available on www.1shotadventures.com). The adventure is set in rural Tennessee on July 3rd, 1981. Misshapen mounds have mysteriously appeared in the yards of several townsfolk, and seemingly caused madness and death.

The Mound in the Yard is suitable for three or four investigators. The end of this adventure includes six pregenerated characters so Keepers can get started right away.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Important clues are **bold-faced**. Sections marked with a map 🗺️ are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person 👤 are opportunities for specific investigators, notably the pregenerated characters from the end of this adventure.

Adventure Summary

The town of Nolens Gap is a rural community about fifty miles east of Nashville. The thousand or so residents mostly work at one of the two big farms near town – the Brandt Broiler Farm, which raises tens of thousands of chickens every year, or the DeForrest Hay Farm, which has been struggling for years.

In June 1981, a month before the adventure begins, a strange event occurred in Nolens Gap. A young farmhand named Ellis Loughy found that a large, car-sized mound had mysteriously erupted in his backyard. At first, folks wrote it off as an underground anomaly, likely a burst pipe or sinkhole. Ellis swore that it was not the case, saying that the rotting mound was ridden with bones and foul-smelling worms, and that it was causing him horrible dreams and waking nightmares. Over the next week, Ellis went mad trying to dig up the mound, telling his neighbor that “the devil himself hid something under that dirt for him to find.” A few days later, Ellis was found dead atop the hill by the local sheriff, his corpse unusually decayed.

Soon, two more mounds mysteriously appeared in people’s yards all across Nolens Gap. A young couple vanished from their house, another man is ranting mad, screaming he’s going to shoot anyone who goes near his mound. Recognizing that he’s out of his depth, the town sheriff called police and scientific backup from experts in Nashville.

The origin of the mounds is not some sinister occult event. The Brandt Broiler Farm, long under pressure from major national processing companies, has been illegally experimenting with chemicals to force-grow their chickens. The expensive operation was led up by Tucker DeForrest, the young nephew of the farm’s hard-nosed, elderly owner, Absalom Brandt.

Having far too much confidence in his pharmaceutical degree, Tucker DeForrest succeeded in growing big, meaty chickens materially faster than before. Unfortunately, his experiment has two downsides: the chicken meat is oddly-textured and tasteless, and the chemicals' cost made the entire experiment unprofitable. Under terrible pressure from his cruel uncle, Tucker DeForrest has been more aggressively experimenting with new, cheaper chemicals.

Operating from a grow-out in the back of the farm, Tucker's been dumping his chemical waste into the town's original, forgotten sewer pipes. Rotted and unable to handle the waste, the pipes burst in several locations, causing the mysterious mounds to appear. Ellis did indeed go mad and die, but it was from a brain aneurysm, not a supernatural event.

Stress and careless exposure to his own chemicals has altered Tucker DeForrest's own brain chemistry. Already arrogant, he has grown overconfident, fearless, and paranoid. His mental state got worse when his high school girlfriend, Kacey Bowman, broke up with him to date someone younger.

When the local deputy, Paul Steigler, innocently asked Tucker DeForrest how business was going at the farm, DeForrest became frantic, thinking that the police were investigating his illegal operation. Seething at the thought of getting arrested and embarrassed, he decided that he needed to take action.

In a bizarre stroke of luck for DeForrest, he learned that the convicted mass murderer, Morris "Longhandle" Meachum, had just escaped the Tennessee State Penitentiary. DeForrest knew he had the perfect cover to kill Deputy Steigler and make the world think that Longhandle was at it again.

As the investigators arrive into town, DeForrest has just snuck into the police station and murdered Deputy Steigler with a machete – Longhandle's old preferred weapon. The killing has not been discovered yet, as the town's only other police officer, Sheriff Dober, has been across town for most of the day.

Empowered by his first kill, DeForrest decided to kill again. Still angry at his ex-girlfriend, he's sworn to find her new boyfriend and make him another one of "Longhandle's victims." Hearing from friends that the happy couple was at a nearby diner, he sets off to find them.

Meanwhile, the *real* Longhandle Meachum is heading to Nolens Gap to settle an old score. In 1971, ten years ago, Absalom Brandt pressured his employee Meachum into paying off health inspectors. When Meachum decided that what he was doing was wrong and dangerous, he threatened to quit and expose Brandt. Afraid he'd be ruined, Absalom Brandt paid a volatile trucker named Joe Royce to kill Meachum.

Running a Slasher Adventure

"The Mound in the Yard" is intended to be an 80's inspired *slasher adventure*. There's no occult phenomenon in the adventure at all! The strange mounds that are popping up in people's backyards – which will no doubt give the players thoughts of shoggoths and other underworld terrors – are only the results of biochemical waste running through a forgotten 19th century sewer system.

The true threat is Tucker DeForrest, who has become paranoid and bloodthirsty, and looks to mimic the recently-escaped killer, "Longhandle" Meachum. As the investigators look into the unusual mounds in Nolens Gap, clues will lead them to DeForrest's illegal experiments at the Broiler Farm. But from the start of the adventure, Tucker is already honing in on the investigators. He first spots the investigators as he tries to murder his girlfriend's new boyfriend behind the diner. From that point on, he assumes that the investigators are hot on his trail (even if they aren't).

Tucker DeForrest keeps careful watch on the investigators, either with his own eyes or with the help of a network of friends in the close-knit town. He'll stalk close behind them, eliminating their friends first, and then planning a larger ambush as they get closer to discovering his experiments at the Broiler Farm.

Tucker follows all the usual slasher tropes:

- He prefers victims who are alone. Any NPC that the investigators befriend and leave behind is vulnerable to being killed off. The Keeper should handwave off-screen action, assuming that Tucker kills NPCs off unless it's dramatic for them to run out bloody and screaming for help.
- He prefers targets who have some kind of obvious vice.
- After he kills, he'll use his prodigious strength and mental cunning to hide their bodies someplace unexpected. He almost never leaves them out in the open, unless it's for dramatic effect.
- He will appear and disappear as if by magic (often causing SANITY CHECKS (1/ID3)!). While Tucker has no unearthly powers, he'll use his area knowledge, luck, stealth, and camouflage abilities to try to escape sight.
- While Tucker prefers to use his machete – better to mimic the infamous killer Longhandle – he has a creative streak. He'll use opportunity and nearby environmental tools to off his victims in unusual ways.

Tucker will only come out of the shadows and strike directly at the investigators once they have found his secret barn at the Brandt Broiler Farm.

Joe Royce, coming off a dishonorable discharge for paranoia and violence, went overboard. Royce took Meachum and five other workers hostage. He beat Meachum with a chain and then killed five workers with machetes. By the time the police arrived, Royce made it look like Meachum had gone on a rampage, and he had saved the day. With a serious head wound, Meachum was unable to explain what happened. Soon, he was sentenced to death for the killings, unaware he was framed by Absalom Brandt and Joe Royce.

Old wounds do heal, however, and eventually Meachum remembered what had happened. Hardened by a decade in prison and fueled by thoughts of revenge against the men who framed him, Longhandle is heading to Nolens Gap to kill Joe Royce and Absalom Brandt.

The Night of July 3rd

The adventure begins on a moonless Friday night. The investigators are meeting SHERIFF DOBER just outside of town, in the parking lot of a small country diner called Leland's.

The investigators are all various experts from Nashville or some other part of the country, called in to help investigate the strange mounds that have appeared in town, along with the unnerving death of Ellis Loughy.

Investigators who are from the area, or make an appropriate KNOW roll, know a few basic facts about Nolen's Gap:

- Nolens Gap is small, maybe about a thousand residents. investigators with a law enforcement background will know there's two policemen working in town: Sheriff Dober and his deputy, PAUL STEIGLER.
- Most of the residents work at one of the two big farms near town – the Brandt Broiler Farm, which has somehow successfully fought off “Big Poultry,” or the DeForrest Hay Farm, which has been struggling for years. Numerous long-haul truckers live in the town as well.
- The only “interesting” occurrence that has happened in Nolens Gap were the Longhandle Murders of '71, when one of the Brandt Broiler Farm's workers went on a rampage, brutally murdered five other workers with a machete, and was finally caught and arrested at his house a few hours later. After a long trial, “Longhandle” Meachum was sentenced to death and has been serving at the penitentiary in Nashville ever since, awaiting execution.

Leland's Country Diner

There's nothing much around Leland's – just a rundown, abandoned gas station next door and heavy woods all around. The investigators were supposed to meet the sheriff much ear-

The Missing Deputy

At some point during the first night, Sheriff Dober will make a call into his deputy, Paul Steigler, who is back at the Nolens Gap police station. The sheriff will likely do this right after the teenagers are attacked in the woods, and then again if the investigators find Junkie Jay in Ellis Loughy's house. The deputy, however, is dead, killed by Tucker DeForrest.

At first, the sheriff will suspect the deputy has stepped away from his walkie-talkie, and doesn't give it much notice. But if more than an hour goes by, Dober gets annoyed and will drive back to the station to find Deputy Steigler. At that point, he discovers Steigler's dead body.

Horried at the murder of his friend, he immediately contacts the investigators to let them know what's happened. He then puts out an APB to nearby law enforcement. This is when Dober finds out from another sheriff that convicted serial killer Longhandle Meachum has escaped recently prison. Sheriff Dober immediately communicates this to the investigators, and asks them to stay in town to help.

Once Sheriff Dober communicates Meachum's escape, his role in the story has been served. Keepers can either use him as an ally, an off-screen contact, or have him killed off by Tucker DeForrest, who is paranoid and thinks the Nolens Gap police is investigating his secret work at the broiler farm.

lier, but a pileup on the interstate cost them hours. Now, the hour is late, a little after 8 p.m.

Only a few customer cars are left in Leland's parking lot, illuminated by a single overhead lamp that flickers on and off every few minutes. The sheriff is sitting inside his old '71 Plymouth Fury doing a crossword puzzle and waiting for the investigators to arrive. He greets them matter-of-factly:

“Heard about the pileup,” starts the sheriff. “Been waiting for you for a while. The waitress inside Leland's always says I'm bad luck for tips, so I've been waiting out here for y'all. Diner's closing soon, better grab something if you're hankering for some food. Leland's chess pie is real good. Then we'll head over to Ellis Loughy's place. Want to show you the scene before you get some shut eye over at the motel.”

The sheriff will share a map of the town (see [Handout A](#)), which plots out the locations of the three, strange mounds that have appeared. He gives a quick overview of each one:

Ellis Loughy's Mound – Dober explains that Ellis Loughy's neighbor, TOLO WOJCIK, found poor Ellis dead in his yard after a week of hearing him rant about his inability to dig up the car-sized hill in his backyard.

Carlsons' Mound – Dober explains that the owners, a young couple named the Carlsons, up and left the house just a couple days after they reported the mound to the police. “Left real quiet, too – didn’t tell any of their neighbors,” explains the sheriff. “They just reported the thing, packed their car, and took off.” Because this house was seemingly abandoned, Dober and his deputy was able to police tape off the yard, but the authorities hadn’t gotten appropriate warrants to search the inside of the house yet.

Royce's Mound – Crazy JOE ROYCE is a retired long-haul trucker who has a bad temper and real problem with authority figures, explains the sheriff. When a mound appeared in his yard, he threatened to shoot anyone who came near his property. “Well, I guess that’s his right,” sighs the sheriff. “Don’t know what we do about that one.”

A Close Call

Sometime during this first conversation, the investigators hear a shout from the woods behind the diner. A teenage girl, KACEY BOWMAN, comes running out of the woods. Hysterical, she screams that she and her boyfriend, DANNY ALBERT, were attacked by a man in an animal mask and a knife. She says Danny was stabbed from behind and thinks he died back there in the woods.

Sheriff Dober draws his revolver and makes to head into the woods. He’ll reluctantly allow others to come, though he’ll encourage civilians to stay behind and take care of Kacey.

The woods are dark (any SPOT HIDDEN rolls are Hard), but a LISTEN roll can pick something up:

- Success – Crickets and occasional owl hoots, and the distant sound of what *might* be shuffling footsteps.
- Hard success – Soft moaning from up ahead, maybe about 25 yards north of the diner.
- Extreme success – Quiet footsteps from the north-east.

The moaning is from high school football jock Danny Albert, who is sitting against a tree, holding a bloody slash wound near his collarbone. He’s bleeding badly, but a FIRST AID roll can staunch the bleeding well enough to get him to a hospital. Clutched in his hand is the torn, floppy ear from some sort of white, stuffed animal.

If asked what happened, both Danny and Kacey agree on the rough timeline of events. They had dinner at Leland’s, then



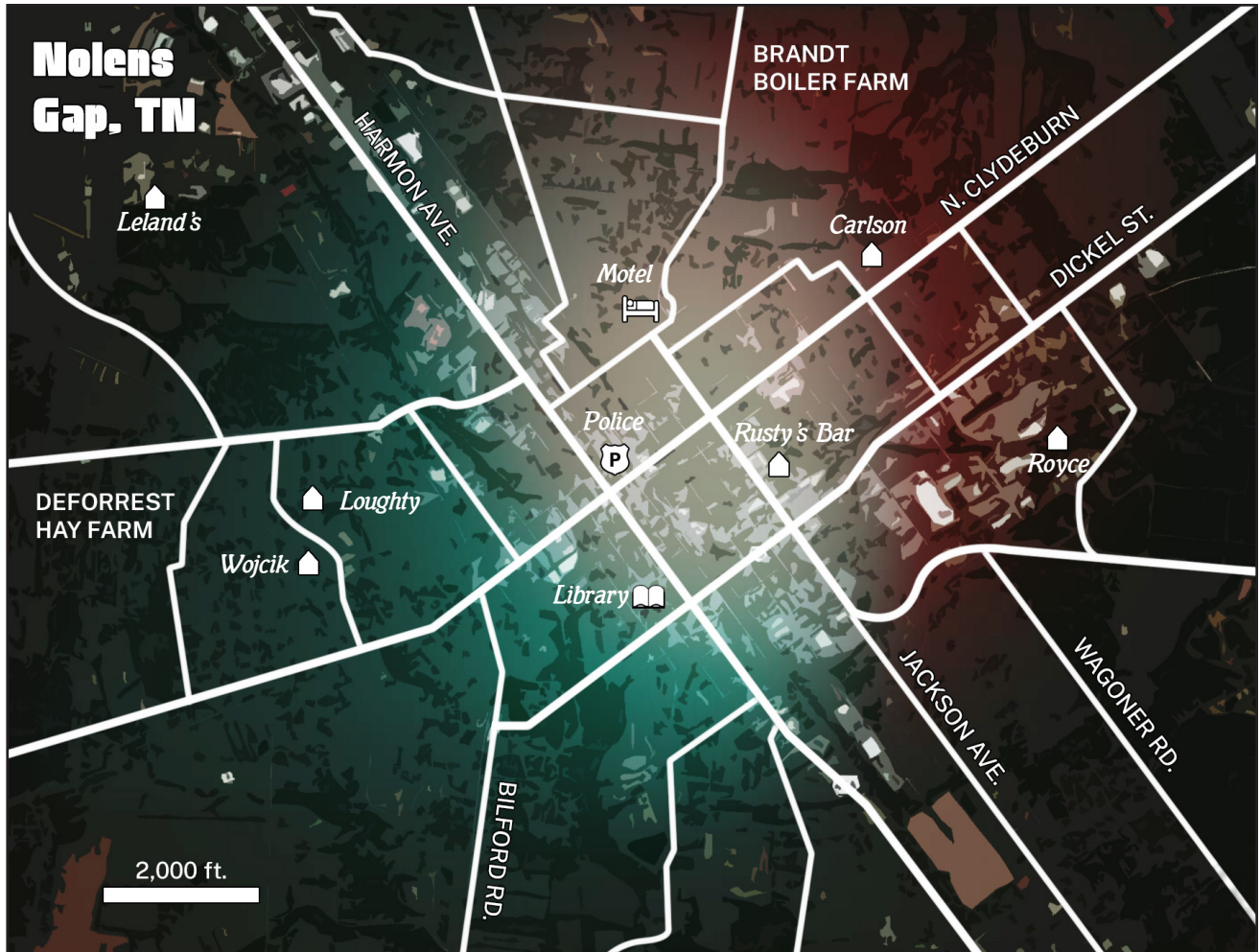
decided to sneak into the woods for a make-out session before heading home. Suddenly, a man in a white animal mask snuck up on them and stabbed Danny. Both Danny and Kacey struggle to identify the kind of animal on the mask. “Looked like a long-necked cow,” shrugs Danny.

If the investigators search the woods some more and make a TRACK roll (Hard if using flashlights, but that is cancelled out if they heard the sound of footsteps and are investigating that part of the woods), they’ll find heavy boot prints in the dirt along a trail. The boot prints eventually end a hundred yards away or so near a creek.

Keeper's Note: An extreme success, or clever play on the part of the investigators might get them a faraway glimpse of “Long-handle,” standing in the woods, staring malevolently, machete in his hand. This is, of course, not the real Longhandle, but Tucker DeForrest in a llama mask – so people don’t recognize him.

Sheriff Dober has no explanation for this attack. He explains that kids often use the woods behind Leland’s for “hot teenage shenanigans” but says he’s never seen any real violence here before. If asked about Longhandle (e.g., from the pre-made investigator Ronnell, who lost her brother to him), he’ll dismiss it, firmly stating that Mitchell Meachum is in a maximum security prison hours away from Nolens Gap.

Nolen's Gap, TN



NPC Relationship Map



This map helps the Keeper understand the various relationships between the key characters in the adventure.

The Investigation

Once the investigators have had their initial encounter at Leland's, Sheriff Dober, ever the workaholic, will urge them to go check out Ellis Loughy's house before heading to the local motel for the night.

At this point, the adventure is an open investigation. There are three locations in town with mounds, all of which give clues that will lead to Tucker DeForrest's experiments at the Broiler Farm. Meanwhile, Tucker DeForrest will begin stalking the investigators, striking their allies and friends first, before arranging a big ambush for them at the farm.

July 4th

It is important for Keepers to remember that the next morning is Saturday, July 4th. Almost all of the town's businesses are closed for the Independence Day holiday. The exceptions include Rusty's Bar, the library (which is closing early), and the two farms, which are maintained by a small staff.

At 9 p.m. on July 4th, the town is planning a small fireworks celebration at the town park. The loud fireworks make perfect distractions for Tucker DeForrest's murderous plans that night!

Ellis Loughy's House

Ellis Loughy was excited to be a new homeowner when he moved into the rambler on Dogwood Street. He had just gotten a good job as an accountant at the DeForrest Hay Farm, which gave him the income to buy the place and fix it up. He lived in the house for about six months before the mysterious mound appeared in his backyard. Within a week of the mound appearing, Ellis went mad trying to get rid of it. A few days later, he ended up dead atop it, his body rotted away as if it had been there for months.

Ellis' House

Ellis Loughy's house is a small, one-story rambler. The nearest neighbor is Tolo Wojcik, a middle-aged engineer who lives a quarter-mile up the road.

The unpainted porch looks newly built, and there's extra planks laid neatly to the side of the porch steps. Ellis' worn pickup truck still sits in the driveway, its dirty bed crusted with dried mud.

If someone looks around the perimeter of the house, a SPOT HIDDEN roll will spot that one of the windows has been broken from the outside, and the window itself is open. If asked, Sheriff Dober says that's new to him. He says he checked out

The Real Longhandle Arrives

As the investigators are examining the mounds and dodging Tucker DeForrest, the real "Longhandle" – Mitchell Meachum – is headed for Nolens Gap. Finally remembering what happened to him the night of the '71 Longhandle killings, he's vowed get eye-for-an-eye revenge on Joe Royce and Absalom Brandt for framing him.

Mitchell Meachum arrives at Nolens Gap by bus around noon on July 4th. He rents a room at the town motel, though stays out of sight, wearing sunglasses and a DeForrest Hay Farm-branded trucker hat whenever he's out and about (which isn't much). If the PCs are nearby and specifically looking for him, they must win a contest of his Disguise-10 versus their PERCEPTION, OBSERVATION, or CRIMINOLOGY skill to spot him.

Meachum's plan is to go to the Broiler Farm around nightfall to confront Absalom Brandt, who he knows won't attend the fireworks celebration. He wants answers from his old employer before he kills him. However, after confronting Absalom, Meachum realizes that Joe Royce is the real villain. Unable to kill his old employer, Meachum steals his pickup truck and tries to find Royce – first at his house, then at Rusty's dive bar.

What happens at this point is up to the GM. It is far more dramatic if the PCs are involved in this confrontation between Royce, Meachum, and potentially Tucker DeForrest. See The Finale (p.15) for some ideas!

the house just yesterday and all was fine.

The broken window leads to the small bathroom that is connected to the master bedroom. Dirty footprints are visible on the tile floor. The only way in is either through the window, or by forcing or lockpicking the front door.

The interior of the house is disheveled and smells like fresh dirt. Stains and clods cover most of the home's thick carpet. Garden tools are scattered all over the furniture. Sheriff Dober quickly explains that he already searched the place after the body was discovered, and found nothing unusual other than the mess.

However, in the bedroom this night is JAY FLEMING, an addict that has been thrown in jail so many times for petty crimes that Sheriff Dober calls him "Junkie Jay." Jay broke into the house when he heard that Ellis had died. He figured it was a good place as any to crash, thinking no one would bother him for months.

Like most trespassers, if Jay is caught, his first impulse is to flee. He'll try to bolt out the door and run into the nearby woods to get away, *especially* if he knows police are nearby. He'll only stop if overwhelmed, intimidated, or physically threatened. If he thinks he's being attacked by strangers, he might lash out with his switchblade before making his escape.

If apprehended, Jay panics, but can be calmed down enough to talk (perhaps with a PERSUADE or PSYCHOLOGY roll):

- Jay broke into Ellis' house a couple of days ago after he heard that Ellis had died. He says he figured it would be a free "motel room" for a few months, at least.
- Last night, Jay woke up and heard something outside. When he looked outside, he saw a man in a baseball cap and heavy coat filling a box up with earth from the mound. *Keeper's Note: This was Joe Royce, gathering dirt from the mound to see if it matched the one in his yard.*
- Jay admits he's had nightmares every night since staying in Ellis' house, but doesn't connect them to any particular event. "Dead man's house freaks me out, man..."

If he's scolded or intimidated, Jay *swears* he won't come back to the house. Sheriff Dober's preference is to let him go unless Jay hurt someone, in which case he'll put him in the back of his patrol car and bring him to the police station to book him on charges of breaking and entering and possession of illegal substances – and potentially assault with a deadly weapon.

Ellis' Mound

The one acre backyard is ringed by an old split rail fence. In the middle of the yard is a fetid, car-sized mound. It is composed of moist earth, detached roots, gravel, worms, and clumps of noisome, fecal material that gives the entire pile a strong stench of ammonia and decay. Scattered garden tools – shovels, pitchforks, and picks – are scattered around the yard, many with broken handles, some smeared with a sticky, rust-colored oil.

If the investigators examine the mound, a SCIENCE (GEOL-OGY) or NATURAL WORLD roll verifies that the mound is highly unusual. There's just no ordinary explanation for how this kind of mound erupted out of the earth in this part of the state, which is usually known for its clay-heavy soil. There's little-to-no clay in the soil in this mound.

If the investigators *excavate* the mound, which will take many hours and/or heavy machinery to get through the earth, they'll find a large, **broken pipe** about six feet under the ground. The 1-foot diameter pipe is made from beveled wooden slats, pressed together with steel banding. The old wooden slats are hard and nearly petrified. An successful HISTORY roll identifies the pipe as a stave-style sewer pipe, common in the mid



to late 1800s, and unlikely to be part of any modern sewer system.

Tolo Wojcik's House

Ellis' nearest neighbor is located about a quarter mile up the road. His name is Tolo Wojcik, and he is a retired civil engineer originally from Kentucky. He'll politely answer his door, though will be ornery if bothered in the middle of the night.

Stoic and speaking with a thick Polish accent, Tolo Wojcik explains that he befriended Ellis Loughy shortly after the young man moved in. Tolo helped Ellis demolish the rotting porch on the house, and plan a new one.

"Ellis was a good fellow, pretty handy, though he'd take short-cuts like most young men, and I'd have to yell at him for it. But he always owned up to his mistakes," the old man tells.

If asked about Ellis' mound, Tolo recounts the same story he told the police. Around mid-June, Ellis stopped by to tell Tolo about the unusual mound in his yard. Tolo thought it was just a burst pipe, and told Ellis to check with the county clerk's office. But Ellis refused and tried to remove the dirt himself. A few days later, he was back, begging to borrow Tolo's heavier tools, which Tolo reluctantly agreed to. When Tolo stopped by Ellis' the next day, Ellis was drooling and screaming and pointing at the mound, saying it was *talking to him* at night. Tolo had no patience for what he thought was drunken ravings, and left Ellis to himself. A few days later, he came back to find Ellis' corpse atop the mound, rotted away as if it had been there for weeks.

If pressed, Tolo still insists the mound is caused by a burst pipe. If Sheriff Dober is asked about that theory, he insists that the county clerk already cross-checked the locations of the three mounds against Nolen Gaps' sewer system, with no match. *Keeper's Note: This is not quite true – older sewer pipes from the 1870s runs underneath the mounds, but the county clerk never checked the 19th century historical records.*

The Carlsons' House

The Carlsons' yard is the location of the second mysterious mound. Strangely, the Carlsons themselves haven't been seen in town since shortly after the mound appeared.

Their home is a small, rambler located on two fenced acres of property, with two other houses sharing the property line. The house is locked up; peaking through the windows doesn't reveal anything out of place. A HAM radio antennae is mounted on the roof.

Jen and Phillip Carlson moved from Chattanooga to Nolens Gap when Jen got a job teaching chemistry at the high school. Phillip reluctantly took a job at the DeForrest Hay Farm. The couple was known to argue a lot in public, and the town gossips had bets on how long their marriage would last.

When their neighbors noticed the strange mound in the Carlsons' backyard, they thought they were digging a new septic tank. A couple days later, Jen Carlson didn't show up at her high school job, and Phillip didn't show up at the hay farm. Nosy neighbors soon discovered the two had hurriedly packed their bags and left town. No one's been inside their house, though peeking in the window, it seems like most of their belongings are still in place. The neighbors now wonder if they had an emergency out of town... or if something sinister has happened to one of them.

Either way, the police haven't had enough cause to break into the Carlsons' house. "Nothing illegal going on vacation for a couple of weeks," explains the sheriff, though he admits he's poked around a bit on the property looking for anything out of place.

The Carlsons' Mound

Like Ellis' yard, the Carlsons' backyard holds a large, squamous mound of fetid black dirt. The police taped off the mound, as they didn't want kids playing near it while the Carlsons were gone. Unlike Ellis' mound, this mound features clumps of tar-like material that have a faint smell of sulfur. A NATURAL WORLD roll these clumps as biological material; a Hard success identifies them as **weirdly decomposed bird eggs**.

The Nosy Neighbor

Any investigation of the mound brings the Carlsons' nosiest neighbor, LATANISHA JACKSON, over to ask questions. LaTanisha recently moved to Nolens Gap and claims her first friend was Jen Carlson. LaTanisha works as a school nurse at the high school, and the two of them would share stories of the "bobos" – the most unruly of the high schoolers.

LaTanisha has plenty of her own theories about the Carlsons'

disappearance, her favorite being that Phillip was jealous of Jen's job, so he killed her, started to bury her here, but then decided that was too obvious and buried her in the hay farm where he worked. He then, *obviously*, fled the county. Of course, LaTanisha has no real proof of her theory.

If befriended, LaTanisha has a few things to say about the Carlsons:

- Jen was diligent and well-liked by her fellow teachers and students. Jen teaching summer school at the time of her disappearance. It wasn't like Jen to just not show up for work and not tell anyone.
- Jen often hinted at being unhappy in her marriage. "I could tell she didn't like talking about him," whispers LaTanisha.
- LaTanisha knew Phillip was from Nolens Gap originally, but hadn't lived here in ten years. He was resentful that Jen "made him" move back here when she got a job at the high school.
- LaTanisha didn't like Phillip. "He was always grouchy. Made Jen feel bad that they moved from Chattanooga to Nolens Gap, even though he didn't give anything up. He got fired from his construction job over there because he started a fight and pushed some other guy off a roof. Jen said Phillip was lucky the guy only broke an ankle."
- If asked about students Kacey or Danny, LaTanisha knows both of them. She thinks Danny's one of the bobos – good at football but nothing much else – but likes Kacey and thinks she's bright. **She knows Kacey broke up with her college boyfriend a few weeks ago** to date Danny. "Don't know what that girl was thinking." If asked who the college boyfriend was, **she remembers he was a DeForrest**, but doesn't remember his first name.
- If asked about the HAM radio antennae, LaTanisha only knows that Phillip was a HAM hobbyist.

Inside the Carlsons' House

The Carlsons' house is locked. Investigators wishing to enter must either pick the front door lock or break in some other way. It's important to note that Sheriff Dober won't let anyone break into the house on his watch, as he believes there's no lawful reason to break and enter.

The house is neat and tidy. There's nothing obviously unusual inside the house. A successful SPOT HIDDEN roll in the bedroom finds clues that the Carlsons' packed their suitcases before they left, as evidenced by missing suitcase outlines in the dust of their closet top shelf.

In the back corner of the living room is a small HAM radio setup. An ELECTRONICS roll can get the setup working. This also reveals that the radio is set to local police channels. If the

investigators listen to that channel, they'll hear police chatter that Mitchell "Longhandle" Meachum has escaped prison:

"Officials have confirmed one escape from Tennessee State Penitentiary in Nashville. Nearby residents in the area received phone calls about the prison escape about 3 p.m. Thursday and were urged to lock their doors. Law enforcement officers are looking for convicted mass murderer, 57-year-old Mitchell Meachum. Authorities say Meachum escaped by climbing over two of the security fences. Meachum had already left the area before authorities were notified of their escape. The Department of Corrections is working with local law enforcement officials. According to records, Meachum was convicted of numerous 1st degree murder charges in Warren County. He was also convicted of battery of a prisoner in 1978 and an escape charge in 1979.

"If you have information regarding the escape, contact your local law enforcement agency, the penitentiary, or call the Department of Corrections."

Next to the HAM equipment is a callbook (see [Handout B](#)). Scrawled on the callbook in pencil is "Meachum" and "Mike - RIP".

Keeper's Note: This is a reference to Mike Carlson, Phillip's brother, who everyone thinks was killed by Longhandle Meachum years ago. Phillip Carlson heard on his HAM radio that Longhandle Meachum escaped prison. Terrified that Meachum was coming for him, he fled town with his wife.

Joe Royce's House

Joe Royce's yard is the site of the third unusual mound. Joe Royce is a long-time resident of Nolens Gap. For years, he drove chicken trucks from the Broiler Farm to processing facilities elsewhere in the state. About ten years ago, shortly after the Longhandle killings, he abruptly retired.

Joe Royce is a violent, dangerous man, and few in town like him. Folks in the area whisper he was dishonorably discharged while caught executing villagers in Vietnam. He's been arrested a few times for starting bar room brawls in town. Last year, he sent someone to the hospital after stabbing him with a hunting knife arguing over the *Galaxian* arcade cabinet at Rusty's Bar.

Joe's small, rundown house is posted with a "Beware of Dog" sign. As investigators approach the house, they'll hear aggressive barking from inside; this is Cougar, Joe's ill-tempered guard dog. Joe will answer the door, especially if he sees police are out there (in which case he will keep his pistol in his waistband). The smell of dog food and body odor emanates from his place.

Unstable Joe Royce

Joe Royce is already a dangerous, unhinged man, and he'll grow more unpredictable as the investigators get closer to the truth about how he set up the '71 Longhandle murders.

Royce will not know about Longhandle's escape from prison until the morning of July 4th, when the town is alerted to the murder of Deputy Steigler. Once this happens, Royce suspects that Longhandle is coming for revenge on him and Absalom for framing him.

The more people that Tucker DeForrest kills, the more Royce starts to suspect that his old employer, Absalom Brandt is behind the killings somehow. Around 1pm on the 4th, Royce heads over to the Broiler Farm to meet with Absalom, looking for a payday. Absalom has no love for Joe and fears his "help". After a heated exchange, Absalom pays Royce to hole up and stay out of things.

Hiding is not in Royce's DNA, especially since he fears being exposed by Meachum or Absalom. First, Royce visits Rusty's dive bar to urge its patrons to kill Longhandle on sight. "The man's a dangerous serial killer, and that's what he deserves."

Next, Royce decides to hunt for Meachum himself, intending to gun him down and proclaim himself a hero again. This puts Joe Royce on a collision course with the investigation. If at any point he sees the investigators as a threat to the status quo, he'll try to kill them and pass it off as another "Longhandle Murder".

Cougar

STR 45 DEX 70
CON 60 POW 40
SIZ 40 HP 9

Damage bonus: -1
Build: -1 Move: 12

ATTACKS

Attacks per round: 1
Fighting 50% (25/10), damage 1D6
Dodge 42% (21/8)

Armor: N/A

Skills: Listen 75%, Scene Something Interesting 90%

Special: As a trained guard dog, Cougar can go for a *crushing bite* in combat. On a hard success, he does +1 damage.

Equipment: Spiked collar.



- Royce is annoyed, moody, and quick to threaten violence. He might give the investigators a few minutes of his time if they look harmless. In no way will he let anyone investigate his backyard.
- If asked about the mounds, Royce just makes fun of the investigators for “caring about a man’s dirt clods.” He seems to show no interest in the mound. *GMs Note: In reality, Joe is curious about the mounds and visited Ellis Loughty’s house the night before to see if the two were similar. He’s unlikely to admit this.*
- Royce claims ignorance about the attack outside Leland’s diner, or the murder of Deputy Steigler. He really doesn’t know anything.
- If asked about the Longhandle murders, Royce proudly thumps his chest and recounts the false story of how he caught Longhandle red-handed, “found him at the chicken farm, slitting the throats of those workers with his machete. Hit him with a chain and called the police.” *Keeper’s Note: In reality, Royce killed those people and framed Longhandle Meachum.*

Royce’s Mound

Joe Royce’s mound is similar in composition to the other two mounds. However, if the investigators dig through the mound for several minutes and succeed a SPOT HIDDEN roll, they’ll find some **small bones mixed into the earth**. A NATURAL WORLD or SCIENCE (BIOLOGY) roll identifies them as chicken bones. Anyone from Nolens Gap, or asking Sheriff Dober, or making an appropriate KNOW roll, recalls that the nearby Brandt Broiler Farm is obviously a huge source of chickens!

Inside Royce’s House

While it’s unlikely the investigators will be able to enter Joe Royce’s house with his permission, it’s possible that clever investigators can find a way in when he’s gone at some point. Breaking into the house isn’t terribly difficult, but Cougar, Royce’s guard dog, will fearlessly attack anyone who enters.

The inside of the house is unhygienic. Dirty dishes and dog bowls are everywhere. Various handguns, rifles, and ammunition are lying on every surface. A live grenade can even be found in a drawer by the couch!

There is only a single clue inside Royce’s house. On the kitchen table is a **\$2,000 check payable to Royce from Absalom Brandt, dated a week ago**. It says “quarterly payment” in the memo area of the check. This payment has been made to Royce for his help framing Mitchell Meachum all those years ago.

Rusty’s Bar

Rusty’s Bar, affectionately nicknamed the “Rusty Nail” by locals, is a typical, smoke-filled dive bar. The bar is open from 4 p.m. to 11 p.m., and never on Sundays. Rusty’s *is* kept open on July 4th.

Everyone here is a trucker or farmhand with an attitude. The older folk crowd around the bar or play darts in the back, while the younger folk huddle around the town’s only arcade machines, *Submarine*, *Galaxian*, and the newer *Crazy Climber*, which has recently broken.

It’s tough for non-locals to get treated well at Rusty’s. Investigators have to pass themselves off with a FAST-TALK or CHARM roll as a legitimate, Southern, blue-collar worker to get any kind of respect here.

Once the murder of Paul Steigler has been discovered, that’s all everyone here talks about. Steigler was well-liked in Nolens Gap, and folks here are hot to find his killer. Once it’s discovered that Longhandle has escaped prison, folks are full of bravado, describing ways they’ll take the killer down if they ever see him in town.

Asking around the bar (with some good roleplaying) gets a few of the following tokens of information:

- Patrons here don’t like Joe Royce at all. While he’s a regular, folks avoid him because he’s bad tempered, prone to starting fights, and “doesn’t stop ‘til someone’s bleeding bad.” Before Longhandle is known to have escaped, most folks suspect that Joe Royce killed Deputy Steigler. “Deputy arrested him a year or so ago when he stabbed someone over the space game,” says the waitress, RHONDA.
- Ellis Loughty was hardly known by the people at Rusty’s. “He was a pencil neck over at the hay farm, seemed nice enough, but kept to himself.”
- If Longhandle Meachum is asked about, most folks waive him off as a crazy mass-murderer. Some folks will have been friends with one of the five people he supposedly killed and are still upset and mad.
- One patron, a truck mechanic named LISA, will share they she couldn’t believe that Phillip Carlson was “dragged back to Nolens Gap by his scrawny wife, after what happened to his brother here.” If asked, Lisa explains that Phillip’s brother, Mike, was murdered by Longhandle back in ‘71. “Longhandle gutted him worst of all, from *here* to *down there*...” she grimaces.
- One patron, a retired chicken feed specialist named CALEB, will share more, saying he was surprised when Meachum was arrested. “Mitch was always tough,

true, big guy. But he was always down-to-business and a straight shooter. That's why old Absalom Brandt put him in charge of the inspections back then. Knew things would get handled right. So I was surprised to hear Mitch lost it and killed all those folks. But I suppose anyone can just snap.

- High school football star Danny Albert is an occasional patron. He's a well-liked and seen as near-perfect to the people here. "That boy's tough. If he got hurt, it was only because someone sucker punched him."
- BEN, one of the Broiler Farm truckers, likes talking business, especially if Tucker DeForrest's name is brought up. "Don't know how the farm hasn't closed or been bought out by Big Poultry yet. I've been hauling fewer chickens every year for three years running. Last year, **Absalom hired Tucker DeForrest to improve productivity**, but he hasn't done @*#\$! yet."
- Most folks here don't know Absalom Brandt very well. To them, he's the "big boss" that they see once a year and signs their paychecks. "He's a tough old coot, been running that farm for sixty years!"

The Library and Records

The Nolens Gap public library also serves as the town records. It is maintained by FRED PEDERSON, a hard-of-hearing, 72-year old man who has maintained the archives for most of his life. He keeps the library open on July 4th, though plans on closing early, by 3pm.

Researching at the library digs up helpful information:

- If the investigators are researching the sewer systems, a LIBRARY USE roll confirms that the modern sewer system does not run under the mounds. However, on a Hard success, the PC finds the information about the original town sewers, built in 1873 and funded by Civil War reconstruction funds. The steel-strapped wooden board pipes were replaced in 1902 by the modern sewer system. **The old maps clearly show that the 1873 sewers run from the Brandt Broiler farm and runs underneath the properties where the mounds appeared.**
- If the investigators are investigating the original Longhandle murders, a LIBRARY USE roll finds a newspaper article detailing the original crime (see [Handout C](#)), as well as the fact that Phillip Carlson's brother, Mike Carlson, was killed in the event.

The Town Motel

The simply-named "Town Motel" is a one-story, L-shaped structure with about 20 rooms to rent – most of which are

Other Locations

Although the town of Nolens Gap is small, the PCs may investigate other locations hoping to find clues:

Funeral Home – This is where Ellis Loughy and Deputy Steigler's bodies are stored while the authorities await a detailed autopsies. If one of the investigators has serious medical skills (and equipment), they can perform a full autopsy themselves. This takes about three hours and requires a MEDICINE roll. A success discovers that Ellis died of a brain aneurism, although full lab results would have to confirm with 100% certainty. The cause of his unusually fast decay is more difficult to determine. If a SCIENCE (CHEMISTRY) roll is made, the decay seems to be caused by a chemical reaction. On the other hand, Deputy Steigler's cause of death is more obvious – multiple machete wounds!

Thomas C. Rye High School – The high school is where both Jen Carlson and LaTanisha Jackson work. Their colleagues are distraught that Jen has seemingly disappeared. Like Jen's neighbor, they are suspicious of her husband, Phillip, which Jen never showed any affection towards.

If the investigators inquire about either of the students, Kacey Bowman or Danny Albert, they'll discover that both were extremely well liked. Many of the staff and students of the high school clearly remember that Kacey broke up with her college-age boyfriend, Tucker DeForrest, at the beginning of the summer. **Most folks also know that Absalom Brandt hired Tucker as a senior manager over at the Broiler Farm.** Kids whose parents work at the DeForrest Hay Farm don't think kindly of Tucker, calling him a "sell out" for leaving the Hay Farm to be managed by someone in another town while he went to work for Absalom Brandt.

Deep South Guns – Nolen Gap's gun shop went out of business a few months ago when the owner died of a sudden heart attack. All the guns were bought up by a larger store in Chattanooga.

usually empty. All of the rooms face the well-lit parking lot. A small reception and manager's office is usually staffed by an old woman who goes by the nickname, APPLE. She tends to keep to herself, but is reasonably helpful to guests, giving out accurate directions and good advice about the town. She didn't live in Nolens Gap in '71, so doesn't have much of an opinion on the Longhandle murders.

Tucker DeForrest avoids the town motel as he thinks it is too central. He'll only strike here as a last resort, and only if he thinks that he can catch one of the investigators entirely alone.

The Police Station

The police station takes up the first floor of an older, three story brick building. The station itself is composed of a main office, a large workroom, and a filing room, a smaller office for the Sheriff, and two small holding cells.

If the investigators arrive at the police station the night of Deputy Steigler's murder, they will find a grisly sight. Blood is spattered all over the front desk, and a trail of gore leads to the sheriff's office. Deputy Steigler's corpse is awkwardly propped up in the sheriff's chair, an old, rusty machete sticking out of his collar bone. Discovering this sight calls for a SANITY CHECK (1/1D4)!

Studying the crime scene and succeeding at a KNOW roll discovers that the killer attacked the deputy at the front desk. The victim was still conscious when he was dragged into sheriff's office, when he was killed by a final machete stroke. The killer had tremendous strength to have broken the man's collar bone with the machete.

The next morning, the deputy's body will be removed, but much of the mess is still present.

The metal trash bin in the sheriff's office has charred papers in it. A SPOT HIDDEN roll identifies the burned remnants of the original 1971 Longhandle investigation files in the bin.

Searching the police station finds a broken filing cabinet (where the Longhandle files were removed). There's also a locked gun locker with a shotgun, rifle, and handgun in it, along with plenty of ammunition (both the sheriff and deputy have the key).

The DeForrest Hay Farm

The hay farm is made up of a dozen or so large fields and square buildings. Large rolls of hay are ever-present in the fields. Old run-down tractors can be found in the fields as well; anyone with a knowledge of farming will be surprised to see such old machinery still in working order.

There's not much to be found at the hay farm. Investigators who take the time to talk to any workers find them frustrated with the low-pay and long hours. Most suspect they will be jobless within a year.

If the investigators inquire about Phillip Carlson, who worked at the Hay Farm, they'll simply hear that he quit about a week ago. Workers say he left a terse letter to his boss, MR. HOPKINS, inside the main office. The letter said that he and his

wife had to go away, and that while he hoped they'd be back soon, they weren't sure (see [Handout D](#), if the investigators insist on seeing the letter; Mr. Hopkins himself has been away hunting in Alabama with his family for the long weekend).

Also, anyone who spends time with or befriends one of the workers here uncovers an interesting additional tidbit. The **workers here dislike Tucker DeForrest**, and blame the farm's woes on him. Everyone expected Tucker to take over the hay farm after his dad died a few years back. They felt that when he returned from college to work for Absalom Brandt, he turned his back on his family's heritage. Most of them describe Tucker as arrogant and "too smart" to help run the farm, which is now run by Tucker's wealthier cousin ANDREW DEFORREST, who lives in Chattanooga, barely pays attention, and has only visited the farm once since he took it over three years ago.

The Brandt Broiler Farm

The Brandt Broiler Farm has several large structures on its property. An administration building is where business is conducted. During most days, it's occupied by about fifty workers, mostly operations and sales staff.

Absalom Brandt's two-story Victorian house, originally built with the farm in 1857, is a hundred yards away from the administration building. Old Absalom usually does business from his venerable office on the main floor of the house.

A rearing house, laying house, and large hatchery are also on the property, tended to by various staff trained in raising the young chickens. A large processing plant on the far side of the property is where the chickens are slaughtered, chilled, and packed. Anyone vaguely familiar with poultry processing (e.g., making an APPRAISE roll or similar) knows that the structures are old and in disrepair.

Four huge grow-out barns are the mainstays of the broiler farm. Each barn, 45' x 200', holds up to 5,000 chickens, and is maintained by a few poultry workers at a time. Fans blow loudly in the windows of each barn. The acrid smell of ammonia leaks from each barn (and a NATURAL WORLD roll or similar knows that this isn't good, probably a sign of overcrowding and not enough clean air inside).

Trucks can be found near the barns, ready to haul loads of chickens to the processing plant when they are fully grown.

Only three out of the four grow-out barns are fully operational, however. The fourth barn is operated by Tucker DeForrest. If asked about it, workers simply shrug and say that

Absalom gave Tucker that barn to figure out ways to raise the broilers faster. The workers at the farm know that Tucker DeForrest's grow-out barn is off limits, and stay away.

Anyone seen snooping around the farm will be reported to security, aka HUTCH BULGER, a charismatic and burly young man who'd rather be doing any job but this one. Hutch will do his best to politely shoo trespassers off the property if they're there without permission; he avoids violence unless he's physically attacked.

Brandt House

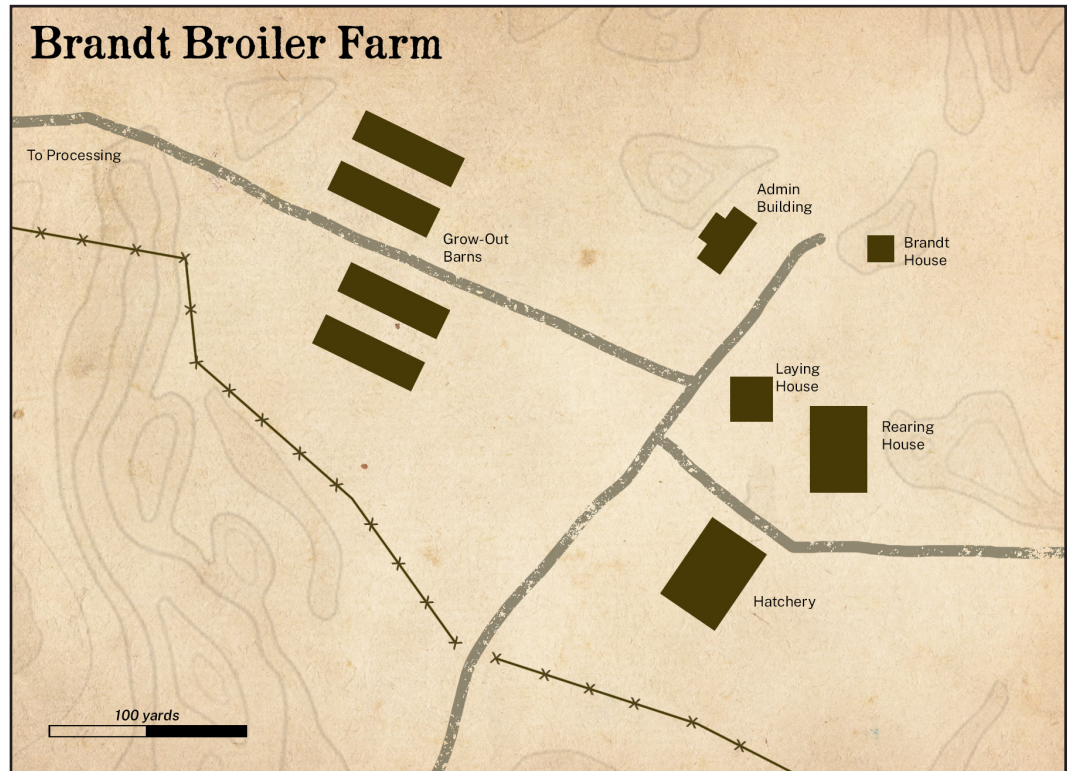
The Brandt house is a three bedroom, Victorian-style residence. The house's peeling gray paint, sharp pointed roof, and dusty windows make it an uninviting place. Chickens range in the house's front yard and iron-fenced backyard – a feature Absalom Brandt insists upon to remind everyone of the farm's humble, antebellum origins. The chicken droppings give the humid air around the house the acrid smell of ammonia.

A new pickup truck is always present in the house's driveway. The truck belongs to Absalom Brandt, who makes a habit of buying a new vehicle every year, even though he rarely drives anymore. (In an emergency, this vehicle can be hotwired with a MECHANICAL REPAIR or Hard DRIVE roll).

The only person who lives in the old house is the elderly Absalom Brandt, although his diligent, Haitian caretaker and maid, MS. BIJOU PAUL is frequently with him. During working hours, one or two of the farm's senior sales or operations managers may be present in the house, discussing business with Absalom.

Absalom is never keen to visit with strangers unless he thinks they are legitimate businessmen who can offer a significant boon to his ailing business. He also never takes meetings without appointments.

If the investigators can get a short meeting with Absalom, and succeed at good roleplaying (or a CHARM roll), he'll be willing to discuss the following:



- If asked about the unusual mounds, Absalom says he is ignorant. This is true – he has no idea that the old sewers run under several of the buildings in his farm, or that Tucker DeForrest has been using them to dispose of biochemical waste.
- He thinks Tucker DeForrest is an ambitious young man with a good education. Absalom does say that he has put Tucker in charge of “new chicken breeds,” though grumbles how much the man is costing him in salary and supplies. He hasn't decided yet whether Tucker will be a “brilliant addition to his business or one of the costliest mistakes he's made.” He won't say more about what Tucker is doing, as he knows it is likely illegal, and he fears tipping his hand to potential competitors.



- He refuses to talk much about the Longhandle murders, though he admits that Mitchell Meachum worked for him at the time of the killings. Absalom Brandt describes Meachum as a “man of numbers” but who was “clenched up inside like one of those jack in the box toys.”
- If he knows that Longhandle has escaped prison, a PSYCHOLOGY roll shows that old Absalom seems fearful of the escaped convict, though he won’t openly admit it. (Absalom will carry his gun on him once he hears that Longhandle has escaped).
- If asked about Joe Royce, Absalom lies and simply says that he only vaguely remembers the man. “I seem to recall he quit shortly after the killings... but so did others.” If he’s accused of paying off Joe Royce (perhaps with proof of the check found in Royce’s home), Absalom changes his tune and lies that he’s paying Joe Royce off because he’s afraid of him. This statement is partially true – Absalom doesn’t trust Joe Royce at all, and thinks the man still suffers from shellshock from ‘Nam).

Keeper’s Note: Once one or more killings have happened in town, Joe Royce pays Absalom Brandt a visit (this likely happens around 1 pm on July 4th, several hours after the deputy’s murder has been discovered). Each man suspects the other of being behind the murders. The meeting ends up in the two men shouting at each other (something some farm hands will notice), and then Absalom Brandt agreeing to pay Joe Royce a larger stipend through the rest of the year in exchange for “silence and solitude.”

If the investigators somehow manage to search Absalom’s office (either by distracting him or sneaking in), they won’t find much evidence critical to their investigation. They find several letters of correspondence with larger poultry companies. In each of them Absalom seems to be turning down a mediocre acquisition offer. If the investigators examine the farm’s books, an ACCOUNTING roll reveals that the farm is bleeding

cash, largely due to expensive and continuing orders of supplies bound for Grow-Out Barn #4.

Grow-Out Barn #4

Grow-Out Barn #4 looks like all the other windowless barns on the property. The door, however, is kept locked by Tucker DeForrest at all times. Only he and Absalom Brandt have keys. The door can be picked open with a LOCKSMITH roll, or shouldered open with a Hard STR roll.

All of the chickens are dead inside Tucker DeForrest’s barn. They died overnight, victims of Tucker DeForrest’s last feed experiment. The entire barn smells like strange chemicals, ammonia, and rot. Anyone venturing in who sees the carnage must make a SANITY CHECK (1/1D4)!

The interior of the barn is a vast open space. Pipes filled with water run down the length of the barn, just over the floor. Feed baskets are mounted every few feet along the water pipes. At the rear of the barn are two enclosed rooms.

Supply Room

The first room is a small supply closet. The supply room holds typical tools – shovels, feed bags, a small toolbox, and a chainsaw (providing a dramatic weapon for Tucker if he’s cornered here – it has a base 20% chance to hit and does 2D8 damage).

Tucker DeForrest’s Office

The second is Tucker DeForrest’s office. It is always kept locked by DeForrest, and requires a LOCKSMITH roll to break into, or a STR roll to break open the door’s hinges. The office is strewn with whitepapers, chemistry textbooks, and poultry raising books (*The ABCs of Raising Chickens* is particularly worn and highlighted). One wall is covered with dozens of photos of his high school girlfriend, Kacey Bowman). An-

Grow-Out Barn #4



other wall has a moldering fox skin nailed to it – a trophy from a couple of months back.

If the investigators thoroughly search the office, they'll find the plastic packaging for the llama mask that Tucker wears to disguise himself in the garbage bin. Also, one of the desk drawers contains a decade old newspaper that reports on the original Longhandle killings.

The Sewer Opening

At the other end of the barn is an ominous looking hole. It's usually covered up by a thin plywood board, but Tucker has grown careless lately. Anyone examining the dark hole and succeeds at a SPOT HIDDEN roll sees the glint of water at the bottom of the hole, about 5 yards down. This is the opening to the old sewer system, where Tucker DeForrest dumps feed, dead chickens, and experimental chemicals.

Anyone falling into the hole takes 1D6 damage. Furthermore, the horrible fumes require a CON roll or else the subject become *nauseated* (all rolls become Hard; make a CON roll every 10 minutes after leaving the area to recover). From the bottom of the hole, it's easy to see the rotting wood of the town's original sewer pipes. Crawling into the pipes is out of the question, as they are only about one foot in diameter.

The Finale

Ideally, the investigation culminates in a lonely place just as the town lights up its late night fireworks! There are three potential threats that can converge on the investigators:

The first is Tucker DeForrest, crazed from chemicals and his murdering spree and desperate to kill his real and imagined enemies. Eventually, he'll decide the investigators and their work are his greatest threat, and will try to corner them. To draw the investigators out to a lonely place (such as the Broiler Farm late on July 4th), he will use his ex-girlfriend, Kacey Bowman and/or her boyfriend, Danny Albert as bait. He'll have either one call the Town Motel and leave urgent messages for the investigators.

Second, by the time Saturday evening hits, Joe Royce is in full vigilante mode. Determined to kill Mitchell Meachum, who he fears will expose him, he's roving around Nolens Gap with his dog in an effort to track the man. If Joe Royce suspects that the investigators are close to discovering that he was involved in the original killings, he'll mark them as targets.

Third, Mitchell Meachum is determined to get revenge on Joe Royce and Absalom Brandt. He suspects that Absalom Brandt has once again hired Royce to do his dirty work, and wants to see them both arrested or dead. While he doesn't have the

heart to kill Absalom Brandt, he will try to kill Royce, who he believes is disturbed and beyond redemption.

Keepers can flexibly create an ending that is based on the investigators open-ended investigation, or use one of the following, which would be triggered once the investigators have figured out enough of the mystery:

Example Finale

Realizing that the investigators are hot on his trail, Tucker DeForrest decides it is time for a final slaying. He lures Kacey Bowman out to the Broiler Farm, claiming he's been hurt and needs help. When Kacey shows up, in his llama-mask disguise, he chases her into the Brandt House.

Holed up inside the house, Kacey calls her boyfriend's house, the dive bar, and the town hotel, looking for someone to help. This call for help reaches the investigators.

Prepared for the investigators arrival, Tucker places a plywood board with nails on it over the long, dirt driveway to the Broiler Farm. Only an Extreme success on a SPOT HIDDEN roll sees the tire trap. Tucker's plan is to force the investigators out of their vehicle, so he can *run them over* in Absalom's pickup truck!

Once he's run down the investigators, Tucker plans to kill any survivors off as they run for the house. At this point, Kacey and Absalom are potential victims as well.

Adding complication, however, Kacey's frantic calls also catch the attention of Joe Royce. Joe Royce heads to the Brandt House to kill what he thinks is Longhandle Meachum. When Joe sees the investigators at the house, he thinks they're in league with Absalom, and that they are, in fact, setting up a trap *for him*. Craving vigilante violence, unhinged Joe Royce arrives fully armed and loaded to take out the investigators, and kill Absalom Brandt who he suspects is going to eventually betray him.

This setup pits the investigators against two bloodthirsty killers!

The final complication is the arrival of Mitchell Meachum. While Mitchell definitely wants to get revenge for being falsely sentenced to death and imprisoned for a decade, he'll be genuinely shocked to find a murderous rampage in progress at the Brandt Farm. Not knowing who to trust, Meachum will demand answers from Absalom Brandt – assuming he's still alive! Once he figures out what's happening, he'll actually offer his assistance to the investigators against the two "Longhandles" – Tucker DeForrest and Joe Royce.

If Meachum survives the ordeal, he'll try to convince the investigators he's innocent of the original killings, and that Joe Royce was guilty. While Absalom Brandt will refuse to admit that the '71 killings was a botched setup, overconfident Joe Royce will happily admit his guilt, thinking he's going to kill everyone anyway.

Conclusion

With some cleverness and luck, the investigators unmask and stop Tucker DeForrest, apprehend Joe Royce, and help affirm that Mitchell Meachum was an innocent man, not responsible for the original Longhandle killings.

Once news of the adventure's events hit the press, and assuming there's no killers left on the loose, Phillip and Jen Carlson emerge from hiding. The two of them went "off the grid" to escape from Longhandle, renting a lake house outside of Savannah, Georgia.

For surviving the adventure, investigators receive a 1D4 SAN reward, or 1D6 if they led an excellent investigation (i.e., stopped the killers and discovered that Mitchell Meachum was originally set up by Joe Royce and Absalom Brandt).

The Occult Version

While "The Mound in the Yard" is intended to be a slasher investigation, GMs can easily add supernatural elements. Here are a few ideas:

The Eltdown Almanac

Tucker DeForrest is experimenting with something more sinister than illegal chemicals. He uncovered an occult book, *The Eltdown Almanac*. On the surface, the 1819 book looks like an old almanac that discusses 18th century, New England farming techniques. However, an OCCULT roll reveals that it is actually a grimoire of corrupted folk magic. Tucker DeForrest has been using the book's secrets, but has botched its magic entirely. His dabbling not only poisoned his barn's chickens, but also mutated some into bloodthirsty, frenzied devils that he keeps in a contained pen in his barn.

His magic may have accidentally summoned something more unnatural as well – a shapeless, protoplasmic entity of chicken bones, sewage, and mud. It is this entity that drove Ellis Loughy to madness and death. The eldritch entity still floats through the old sewer system, liable to erupt from any point when it senses someone who is mentally exhausted and vulnerable.

Eltdown Entity

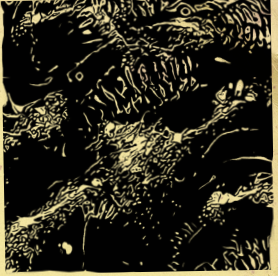
STR 130	INT 40
CON 65	POW 75
SIZ 130	DEX 40
HP 19	

Damage bonus: +2D6
Build: 3 Move: 6

ATTACKS
Attacks per round: 3 tendrils
Fighting 40% (20/8), damage 1D6+db
Dodge 23% (11/4)

Special: The thing attacks by enveloping and suffocating its victims. A victim that is hit by three of its tendril attacks, the victim automatically takes 3D8 damage the next turn. Victims who die from this attack are torn apart and absorbed by the entity.

Armor: 4-point hide. Bullets do half damage.
Sanity Loss: 1/1D10 to see the entity, or see someone consumed by it.



This magic may have given Tucker more supernatural abilities as well, including additional damage resistance, and the ability to turn into shadow and warp away when he is unobserved.

A Labyrinth of Sewers

In the adventure, the old sewers are realistic depictions of early sewer systems – steel-banded, wooden pipes that are impossible to crawl into.

In a more sinister and unreal version of the adventure, these old sewers are much larger, easily able to be walked around in and explored. The sewers are also much more expansive, enabling Tucker to use the tunnels to easily move around, popping up like a ghost where he is least expected.

Special Thanks

Special thanks to Saffron Connors for editing help, and thispersondoesnotexist.com for helping create illustrations of the various characters. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or give a shout-out on Threads (thalcos) or Blue Sky (@1shotjc.bsky.social). For more free adventures, visit www.1shotadventures.com

The material presented here is an original creation, intended for use with the Call of Cthulhu system from Chaosium Inc. This material is not official and is not endorsed by Chaosium.

Nolens Notables

25
cents

Wednesday, July 8, 1981

KASEY BOWMAN

Tucker's Ex-girlfriend

STR	40	APP	65
CON	60	POW	50
SIZ	40	EDU	45
DEX	50	SAN	46
INT	55		



HP: 10 Damage Bonus: none
Build: 0 Move: 8

Brawl 25% (12/5), damage 1D3
Dodge 25% (12/5)

Skills: Charm 40%, Climb 20%, Drive 20%, Fast-Talk 15%, Natural World 15%, Ride 40%, Science (Chemistry) 10%.

Equipment: Purse.

Notes: Kasey Bowman is Tucker DeForrest's younger ex-girlfriend. After he graduated college, she felt that the age gap was too great and broke up with him to date Danny, the star wide receiver on the high school football team.

DANNY V. ALBERT, III

Kasey's New Boyfriend

STR	60	APP	65
CON	65	POW	40
SIZ	60	EDU	40
DEX	60	SAN	46
INT	45		



HP: 12 Damage Bonus: +1
Build: 1 Move: 8

Brawl 45% (22/9), damage 1D3+1
Dodge 30% (15/6)

Skills: Charm 40%, Climb 40%, Drive 25%, Firearms (Rifle) 35%, Jump 50%, Stealth 15%, Throw 70%.

Equipment: Wallet with a few bucks; swiss army knife.

Notes: Jealous Danny "the V is for Victory" Albert is the star wide receiver of the high school football team, and boyfriend of Kasey Bowman. He's only met her ex, Tucker DeForrest once, and seriously dislikes him out of jealousy for him being the "older man."

TOLO WOJCIC

Ellis Loughty's Neighbor

STR	50	APP	50
CON	45	POW	55
SIZ	50	EDU	60
DEX	50	SAN	50
INT	60		



HP: 9 Damage Bonus: none
Build: 0 Move: 7

Brawl 25% (12/5), damage 1D3
Dodge 25% (12/5)

Skills: Drive 25%, Elec. Repair 20%, Natural World 15%, Mech. Repair 35%; Op. Heavy Machine 25%; Spot Hidden 35%.

Equipment: Wallet with a few bucks; swiss army knife. In his nightstand he keeps a compact Walther .32 (1D8 damage, 8 shots).

Notes: Tolo Wojcik was Ellis Loughty's neighbor and friend. He liked Ellis and helped him fix up his house for a few months before the mound appeared. He chalks Ellis' madness on bad alcohol, something he remembers seeing in his native Poland as a boy. He's a huge Bond fan.

LATANISHA JACKSON

Nosy Neighbor

STR	50	APP	60
CON	55	POW	60
SIZ	50	EDU	60
DEX	55	SAN	60
INT	60		



HP: 10 Damage Bonus: none
Build: 0 Move: 8

Brawl 25% (12/5), damage 1D3
Dodge 27% (13/5)

Skills: Charm 25%, First Aid 50%, Medicine 25%, Psychology 30%; Stealth 25%.

Equipment: Purse.

Notes: LaTanisha is the high school nurse and nosy neighbor of Jen and Phillip Carlson. She's curious and obsessed with gossip. LaTanisha thinks something horrible has happened to Jen, given that couple's poor relationship.

Nolens Notables

25
cents

Wednesday, July 8, 1981

JOE ROYCE

Absalom Brandt's Fixer

STR 65 APP 50
CON 65 POW 60
SIZ 50 EDU 40
DEX 60 SAN 20
INT 40



HP: 13 Damage Bonus: +1
Build: 1 Move: 8

Brawl 65% (32/13), damage 1D3+1
Dodge 40% (20/8)

Skills: Drive 45%, Firearms 65%, Intimidate 60%, Navigate 30%, Spot Hidden 40%, Stealth 40%; Survival 60%.

Equipment: Beretta pistol (1D8 damage, Shots 16); Ithaca Model 37 12G shotgun (4D6/2D6/1D6 damage); hunting knife (1D4+3 damage); baseball cap.

Notes: Joe is on the edge, with a bad temper and liable to set him off without notice. He claims to be a hero and Army vet, but was dishonorably discharged back in '68.

HUTCH BULGER

Farm Security

STR 70 APP 50
CON 60 POW 55
SIZ 80 EDU 40
DEX 50 SAN 55
INT 45



HP: 14 Damage Bonus: +1
Build: 1 Move: 7

Brawl 60% (30/12), damage 1D3+1
Dodge 30% (15/6)

Skills: Charm 50%, Drive 25%, Firearms (Handgun) 35%, Intimidate 40%, Ride 25%, Stealth 15%, Spot Hidden 40%.

Equipment: Small knife, AMT backup pistol (1D8 damage, 6 shots.)

Notes: 6'5" Hutch is an honest and charismatic local. He got hired as "security" at the Broiler Farm because he's the biggest guy in town. He'd much rather be working in the laying house.

BILL DOBER

Diligent Town Sheriff

STR 50 APP 50
CON 55 POW 60
SIZ 55 EDU 40
DEX 50 SAN 50
INT 50



HP: 10 Damage Bonus: none
Build: 0 Move: 6

Brawl 45% (22/9), damage 1D3
Dodge 25% (12/5)

Skills: Drive 35%, Firearms 45%, First Aid 35%, History 15%, Navigate 30%, Persuade 30%, Spot Hidden 50%, Stealth 20%.

Equipment: S&W .38 revolver (1D10 damage, 6 shots); police baton (1D6 damage); handcuffs; badge; tidy uniform; flashlight; money clip with \$20 cash.

Notes: Diligent and curious, Sheriff Bill Dober's been running the Nolens Gap police force for twenty years. He's a trusted man in town, as he's always shown loyalty to the townsfolk.

JUNKIE JAY

Harmless Drug Addict

STR 40 APP 55
CON 40 POW 30
SIZ 45 EDU 40
DEX 50 SAN 35
INT 50



HP: 8 Damage Bonus: none
Build: 0 Move: 8

Brawl 25% (12/5), damage 1D3
Dodge 25% (12/5)

Skills: Fast-Talk 15%, Listen 25%, Stealth 30%.

Equipment: Switchblade (1D4 damage); a couple of candy bars; wallet with a few bucks; drug paraphernalia.

Notes: Junkie Jay isn't critical to the adventure, but the Keeper can use him to distract the investigators at inopportune times.

Nolens Notables

25
cents

Wednesday, July 8, 1981

ABSALOM BRANDT

CEO Brandt Broiler Farm

STR	40	APP	55
CON	40	POW	70
SIZ	50	EDU	60
DEX	50	SAN	40
INT	65		



HP: 8 Damage Bonus: -1
Build: -1 Move: 5

Brawl 30% (15/6), damage 1D3
Dodge 25% (12/5)

Skills: Accounting 50%, Appraise 25%, Credit Rating 60%, Fast-Talk 75%, Firearms 40%, Intimidate 55%, Psychology 35%.

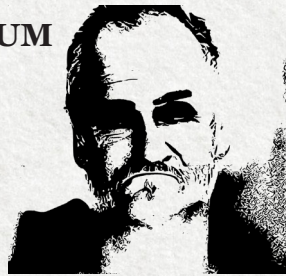
Equipment: Pocketwatch. He also keeps an old Walther .32 pistol in a nearby desk drawer at all times (1D8 damage, 8 shots).

Notes: Greedy, lonely Absalom is tormented by the grudges and secrets that he keeps, especially that Joe Royce was behind the '71 killings. The only person he cares about is his caretaker, Ms. Bijou Paul.

MITCHELL MEACHUM

"Longhandle"

STR	70	APP	40
CON	70	POW	50
SIZ	50	EDU	50
DEX	50	SAN	35
INT	60		



HP: 14 Damage Bonus: +1
Build: 1 Move: 7

Brawl 60% (30/12), damage 1D3+1
Dodge 30% (15/6)

Skills: Accounting 40%, Disguise 50%, Fighting (Sword/Machete) 40%, Intimidate 50%, Stealth 55%, Spot Hidden 40%, Track 40%.

Equipment: Machete (1D6+2 damage).

Notes: Meachum has grown cold and callous after ten years on death row. He's vowed to kill Absalom Brand and Joe Royce. He still suffers bouts of forgetfulness, from the old head wound Royce gave him years ago.

TUCKER DEFORREST

Slasher

STR	75	APP	55
CON	90	POW	90
SIZ	50	EDU	65
DEX	70	SAN	-
INT	70		



HP: 14 Damage Bonus: +1
Build: 0 Move: 10

Brawl 90% (45/18), damage 1D3+1
Dodge 30% (15/6)

Skills: Accounting 40%, Disguise 40%, Fighting (Sword/Machete) 90%, Intimidate 50%, Natural World 40%, Persuade 30%, Science (Chemistry) 50%, Spot Hidden 50%, Stealth 90%, Track 70%.

Slasher Abilities

Tucker's murderous willpower gives him 2-points of armor.

He's also a maniac with his machete. This gives him two attacks per turn, each doing 1D6+2 damage.

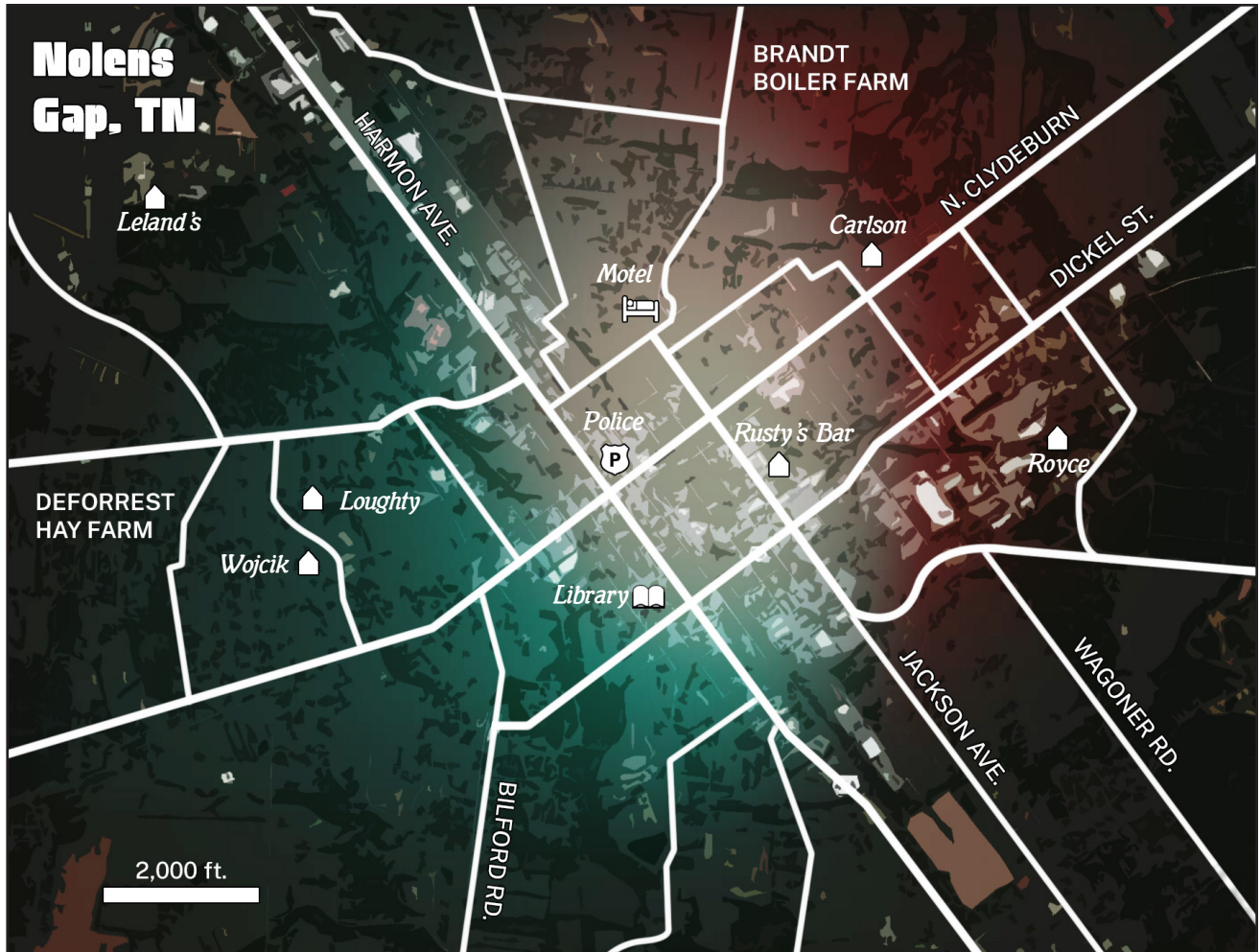
Tucker also has *extraordinary* luck. Treat him as having 100 Luck points. He can spend Luck as in *Pulp Cthulhu*, i.e., spend 20 Luck points to immediately gain 1D6 hit points... even after he's dead!

Equipment: Llama mask; fine machete (1D8+2 damage).

In his secret grow-out barn, Tucker will also make use of more creative weapons, including a power drill (1D6+1 damage), a pitchfork (1D8 damage), or even a chainsaw (2D8 damage).

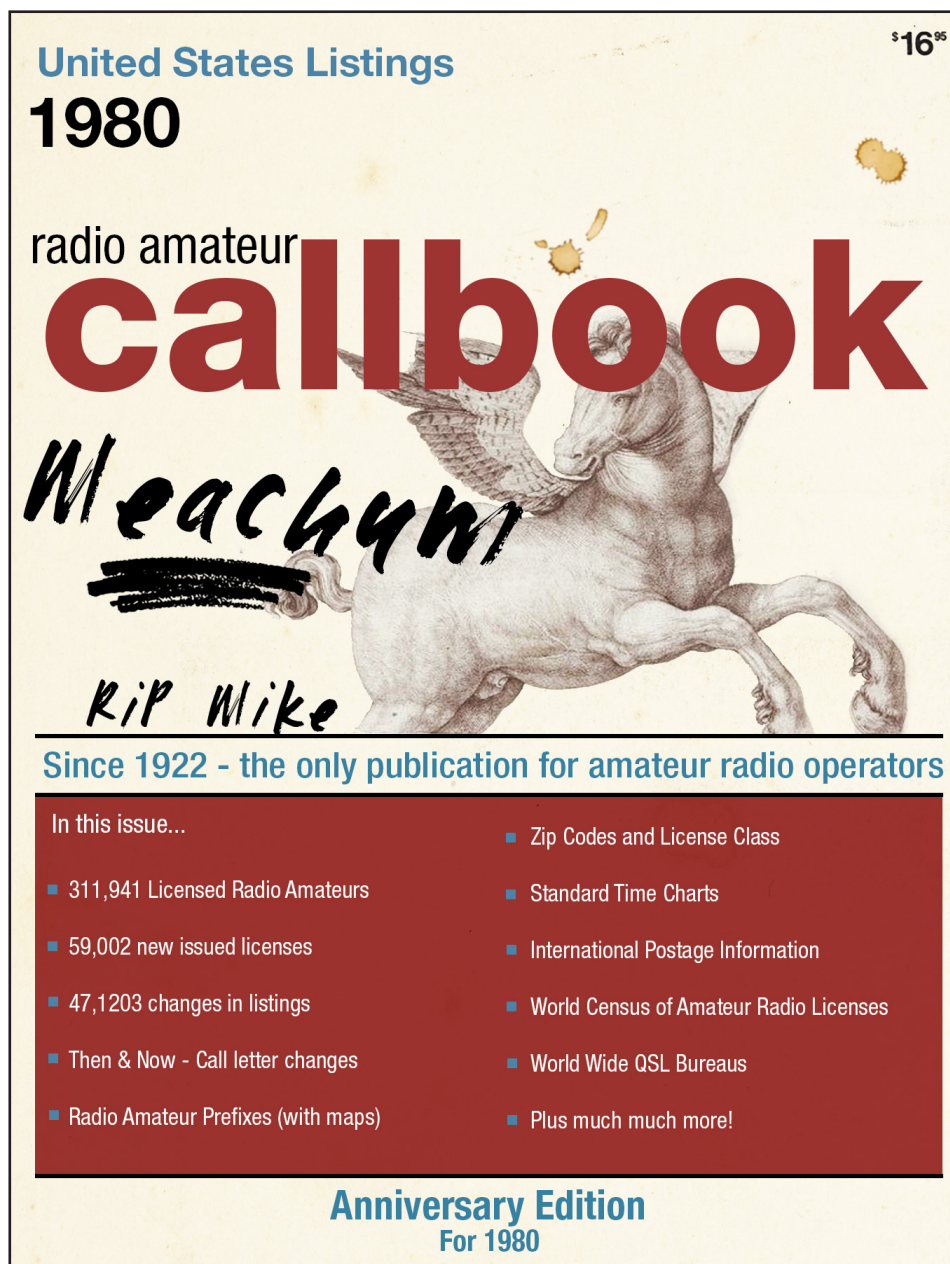
Notes: Compulsive murderer Tucker DeForrest lives in a small, nondescript apartment located on Harmon Ave, not too far from the library. When he's not stalking his victims, he'll either return to his home or drive to his barn at the Broiler Farm. If he's ever encountered while not in "slasher mode," he's unusually calm, well-spoken, and arrogant. He will only get emotional if the subject of his ex-girlfriend comes up, in which case he'll be visibly upset and shaky that she's moved on from him. Otherwise, he talks business, saying how Absalom Brandt hired him -- the most educated man in Nolens Gap as far as he is concerned -- to turn the Broiler Farm around. Tucker detests Absalom, though is afraid of the old man, seeing him as a powerful influencer in the town.

HANDOUTS



Handout A - Player Safe Map

HANDOUTS



Handout B - HAM radio Callbook found in the Carlsons' house.

HANDOUTS

“Longhandle” Sentenced to Death

By THOMAS Q. HARGARTEN

NOLENS GAP - Mitchell Meachum, aka “Longhandle,” was found guilty this week of five counts of first degree murder. The jury of six men and six women deliberated for less than four hours before reaching a verdict. In closing arguments, prosecutors argued that Meachum had been planning the death of five fellow employees of Brandt Broiler Farm for months, while the defense called evidence presented during the trial “made up,” with Meachum saying he had no memory of the killings.

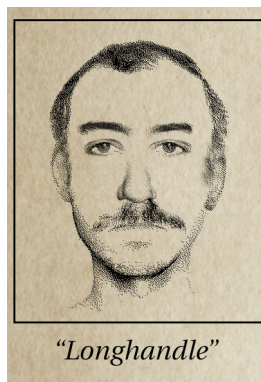
The afternoon of Aug. 13, Joe Royce, 34, army veteran and employee of the farm, was delivering chickens on his route at the Brandt Broiler Farm. His truck had suffered a breakdown earlier, so he was making his delivery later than usual. Royce said he heard a commotion inside the rearing house. When he entered, he saw Meachum, visibly upset, brutally attacking five bound farm employees with a long-handled machete.

Royce snuck up behind Meachum and struck him over the head with a chain. Meachum ran

from the scene but was seen by other employees dropping the murder weapon into a nearby bush before collapsing. According to police reports, Royce said, “I don’t know why I did that. I even had a gun in the truck. But I guess my army instincts just took over.”

Four of Meachum’s victims were already dead when police arrived. The fifth victim, Mike Carlson, 24, died at the scene. In a statement, Brandt CEO, Absalom Brandt, said, “He’s a sociopath. I believe he has no feelings of remorse whatsoever. I only wish I had seen it before it was too late.”

Handout C - 1971 Newspaper Article found in the Library



Bonus Handout - Court sketch of Mitchell Meachum at the time of his arrest

HANDOUTS

Dear Mr. Hopkins,

You've been a fine boss. Unfortunately I need to leave town with Jen for a spell. I do not know if I'll be back. I hope to come back. But please don't keep my job for me since I know you need help and there's others deserving.

Sorry.

Phillip

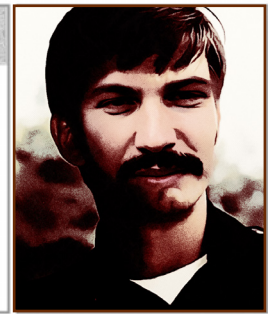
Handout D - Phillip Carlson's Resignation Letter
The letter is addressed to his boss, Kip Hopkins.

1980s Era Investigator

Name Det. JJ Lewis
 Player _____
 Occupation Police Detective
 Age 27 Sex Male
 Residence Nashville, TN
 Birthplace Franklin, TN

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 70 ³⁵/₁₄ POW 50 ²⁵/₁₀
 CON 70 ³⁵/₂₅ APP 60 ³⁰/₁₂ EDU 50 ³⁰/₁₀
 SIZ 60 ³⁰/₁₂ INT 50 ²⁵/₁₀ Move Rate 8 ⁺¹/₋₁



Major Wound	<u>13</u> ^{MP}		
Dying	<u>00</u>	01	02
Unconscious	<u>03</u>	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane		Indef. Insane		<u>50</u> ^{Max}	Insane	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27	28	29	30	
	31	32	33	34	35	36	37	38	39	40	41	42
	43	44	45	46	47	48	49	50	51	52	53	
	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	
	77	78	79	80	81	82	83	84	85	86	87	88
	89	90	91	92	93	94	95	96	97	98	99	

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30					
	31	32	33	34	35	36	37
	38	39	40	41	42	43	44
	45	46	47	48	49	<u>50</u>	51
	52	53					
	54	55	56	57	58	59	60
	61	62	63	64	65	66	67
	68	69	70	71	72	73	74
	75	76					
	77	78	79	80	81	82	83
	84	85	86	87	88	89	90
	91	92	93	94	95	96	97
	98	99					

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Mech. Repair (10%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Spot Hidden (25%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)	<u>25</u> ¹² / ₅	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hiv. Machine (01%)		<input type="checkbox"/> Track (10%)	<u>40</u> ²⁰ / ₈
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>30</u> ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Electronics (10%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

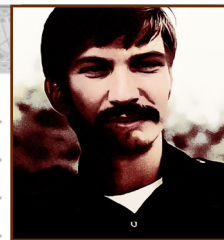
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>40</u>	<u>20</u>	<u>8</u>	1d3 + db	-	1	-	-
.38 Police Special	<u>70</u>	<u>35</u>	<u>14</u>	1D10	15	2	6	-

COMBAT

Damage Bonus +1
 Build 1
 Dodge 35 ¹⁷/₇

BACKSTORY



Personal Description

Soft-spoken and super polite

Traits

Stubborn
Loves cooking (and eating) hot wings

Ideology/Beliefs

Won't harm innocents
Enjoys duck hunting and college football
Vastly prefers city living vs. small town living

Injuries & Scars

Significant People

Respects the heck out of Sheriff Bill Dober

Phobias & Manias

Insomniac

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Police badge
Leather jacket (1 armor point)
Handcuffs
Pencil and notepad
Chevrolet Nova 9CI patrol car

CASH & ASSETS

Spending Level

Cash \$300

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You met Sheriff Bill Dober a few years ago when he tried to convince you to join the Nolens Gap police department. You didn't like saying no to him, but you had no desire to return to a small town like that. You'd seen plenty of the drama and politics that go along with a small southern town as a kid.

However, a few days ago Sheriff Nolan asked for some help. Apparently, some strange mounds have been popping up in people's yards, and Dober and his deputy need a hand investigating. You got permission from your sergeant to lend a hand, and drove down to Nolens Gap to help out.

Name Cynthia Forrester
 Player _____
 Occupation Geology Prof.
 Age 26 Sex Female
 Residence Nashville, TN
 Birthplace Nashville, TN

STR	50	$\frac{25}{10}$	DEX	50	$\frac{25}{10}$	POW	50	$\frac{25}{10}$
CON	60	$\frac{30}{12}$	APP	60	$\frac{30}{12}$	EDU	70	$\frac{35}{14}$
SIZ	50	$\frac{25}{10}$	INT Idea	70	$\frac{35}{14}$	Move Rate	8	$\frac{4}{2}$



Major Wound	Dying		00	01	02
	Unconscious		03	04	05
	06	07	08	09	10
	11	12	13	14	15
	16	17	18	19	20

Temp. Insane		Indef. Insane		50																Max																Insane																01																02																03																04																05																06																07																SANTY																				
08		09		10		11		12		13		14		15		16		17		18		19		20		21		22		23		24		25		26		27		28		29		30		31		32		33		34		35		36		37		38		39		40		41		42		43		44		45		46		47		48		49		50		51		52		53		54		55		56		57		58		59		60		61		62		63		64		65		66		67		68		69		70		71		72		73		74		75		76		77		78		79		80		81		82		83		84		85		86		87		88		89			90		91		92		93		94		95		96		97		98		99	

[illegible]

MAGIC POINTS				
00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%) Geology	80	40 16
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	60	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	50	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)		
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	55	27 11
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	35	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	17 7	<input type="checkbox"/> Natural World (10%)	50	<input type="checkbox"/> Survival (10%)	50	25 10
<input type="checkbox"/> Charm (15%)	45	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)	40	<input type="checkbox"/> Swim (20%)		
<input type="checkbox"/> Climb (20%)	50	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)		
<input type="checkbox"/> Credit Rating (00%)	50	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)		
<input type="checkbox"/> Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	40	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>		
<input type="checkbox"/> Electronics (10%)		<input type="checkbox"/> Language (Own) (EDU)	70	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>		

[illegible]

Damage Bonus	+0	
Build	0	
Dodge	25	12
		5

BACKSTORY



Personal Description

Charismatic and outgoing

Curious, but panics when in actual danger

Traits Lives for being outdoors

Enjoys spelunking

Ideology/Beliefs

Easily impressed by athletes

Injuries & Scars

Driver's license mistakenly revoked - frustrating!

Significant People

Uncle Rob, who bribed her way into her teaching position

Phobias & Manias

Math-shy

Dates her students (though keeps it secret)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Geology tool kit

Hiking boots

Mountaineering backpack

Pencil and notepad

10 yards 1/2" rope

Geology reference book

Compass

CASH & ASSETS

Spending Level

Cash \$100

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

It's been a boring summer. A few hiking trips, a few camp outs, lots of pool time, etc. You can't wait for classes to resume at Tennessee State this fall.

You were shocked when Nashville P.D. called you to get some help with a case. Apparently, some strange dirt mounds have been erupting in people's yards inside small town of Nolens Gap. The authorities there are spazzing out and have no idea what to do. You're stoked to get out of town and check out the mounds, although you're 99% sure it's a burst water main or something ordinary like that. But any excuse to get away, right?

CHARACTERISTICS

Name Daniel Boone
 Player _____
 Occupation Journalist
 Age 31 Sex Male
 Residence Nashville, TN
 Birthplace Atlanta, GA



Major Wound	10			
	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
Hit Points		09	10	
	11	12	13	14
	15	16	17	18
		19	20	

Temp. Insane		Indef. Insane		70																Max																Insane																01																02																03																04																05																06																07																SANTY																				
08		09		10		11		12		13		14		15		16		17		18		19		20		21		22		23		24		25		26		27		28		29		30		31		32		33		34		35		36		37		38		39		40		41		42		43		44		45		46		47		48		49		50		51		52		53		54		55		56		57		58		59		60		61		62		63		64		65		66		67		68		69		70		71		72		73		74		75		76		77		78		79		80		81		82		83		84		85		86		87		88		89			90		91		92		93		94		95		96		97		98		99	

CALL of CTAULAU

																			Out of Luck					01	02	03	04	05	06	07
LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53							
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76							
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99							

00	01	02	03	04	MAGIC POINTS
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	50 ²⁵ ₁₀	<input type="checkbox"/> Law (05%)	15 ⁷ ₃	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	60 ³⁰ ₁₂	<input type="checkbox"/> Library Use (20%)	50 ²⁵ ₁₀	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Nunchucks	25 ¹² ₅	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	40 ²⁰ ₈	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25%)	70 ³⁵ ₁₄
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%)	40 ²⁰ ₈
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/>	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	40 ²⁰ ₈	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> History (05%)	50 ²⁵ ₁₀	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>	<input type="checkbox"/> Throw (20%)	<input type="checkbox"/>
Credit Rating (00%)	40 ²⁰ ₈	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	55 ²⁷ ₁₁	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	60 ³⁰ ₁₂	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Electronics (10%)	30 ¹⁵ ₆	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WEAPONS

[illegible]

COMBAT

Damage Bonus	+0	
Build	0	
Dodge	55	27

BACKSTORY

Personal Description

Upstart journalist with a reputation for airing grievances
Attractive hair (takes care of it too)

Traits

Lives for being outdoors
Has a good sense of intuition
Awkwardly aggressive in interviews



Ideology/Beliefs

While outwardly humble, he's very proud of his green belt
Pretends that he's well-liked at the paper (he's not)
Proud that he worked construction (though hated it)

Injuries & Scars

Significant People

Phobias & Manias

Hates his name, tells people to just call him Boone

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Black Nikon FE camera

Camera bag, 8 rolls film, flash

Pocket comb

Pencil and notepad

1967 Chevrolet C10 pickup

CASH & ASSETS

Spending Level

Cash \$40

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

When the jerk owner of the largest car dealership in Nashville took a swing at you in a bar, you responded with a big expose in the paper the next weekend. You accused him of all kinds of crimes... even solicitation. And it was almost all made up, except for a few parts based on some gossip from a drunk ex-salesman who didn't like the guy.

Your evidence was so flimsy you got fired. But the next day, that jerk was arrested for... guess? Solicitation. Suddenly, your story was "accurate enough." Your boss rehired you, but told you to pick up a story out of town for a while. That's when he told you about these strange mounds appearing in Nolens Gap. Sounds dull, right?

1980s Era Investigator

Name Ronnell Carlson
 Player _____
 Occupation Waitress & Sales
 Age 27 Sex Female
 Residence Nashville, TN
 Birthplace Atlanta, GA

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 70 ³⁵/₁₄ POW 60 ³⁰/₁₂
 CON 70 ³⁵/₁₄ APP 50 ²⁵/₁₀ EDU 40 ²⁰/₈
 SIZ 50 ²⁵/₁₀ INT 60 ³⁰/₁₂ Move Rate 9 ⁺¹/₋₁



Major Wound	<u>12</u> ^{MHP}
HIT POINTS	<u>00</u> ^{Dying}
	<u>03</u> ^{Unconscious}
	<u>06</u> ⁰⁷
	<u>08</u> ⁰⁹
	<u>10</u> ¹¹
	<u>12</u> ¹³
	<u>14</u> ¹⁵
	<u>16</u> ¹⁷
	<u>18</u> ¹⁹
	<u>20</u>

Temp. Insane	<u>60</u> ^{Max}
Indef. Insane	<u>01</u> ⁰²
	<u>03</u> ⁰⁴
	<u>05</u> ⁰⁶
	<u>07</u> ⁰⁸
	<u>09</u> ¹⁰
	<u>11</u> ¹²
	<u>13</u> ¹⁴
	<u>15</u> ¹⁶
	<u>17</u> ¹⁸
	<u>19</u> ²⁰
	<u>21</u> ²²
	<u>23</u> ²⁴
	<u>25</u> ²⁶
	<u>27</u> ²⁸
	<u>29</u> ³⁰
	<u>31</u> ³²
	<u>33</u> ³⁴
	<u>35</u> ³⁶
	<u>37</u> ³⁸
	<u>39</u> ⁴⁰
	<u>41</u> ⁴²
	<u>43</u> ⁴⁴
	<u>45</u> ⁴⁶
	<u>47</u> ⁴⁸
	<u>49</u> ⁵⁰
	<u>51</u> ⁵²
	<u>53</u> ⁵⁴
	<u>55</u> ⁵⁶
	<u>57</u> ⁵⁸
	<u>59</u> ⁶⁰
	<u>61</u> ⁶²
	<u>63</u> ⁶⁴
	<u>65</u> ⁶⁶
	<u>67</u> ⁶⁸
	<u>69</u> ⁷⁰
	<u>71</u> ⁷²
	<u>73</u> ⁷⁴
	<u>75</u> ⁷⁶
	<u>77</u> ⁷⁸
	<u>79</u> ⁸⁰
	<u>81</u> ⁸²
	<u>83</u> ⁸⁴
	<u>85</u> ⁸⁶
	<u>87</u> ⁸⁸
	<u>89</u> ⁹⁰
	<u>91</u> ⁹²
	<u>93</u> ⁹⁴
	<u>95</u> ⁹⁶
	<u>97</u> ⁹⁸
	<u>99</u>

SANITY

CALL of CTHULHU

Out of Luck	<u>01</u> ⁰²
	<u>03</u> ⁰⁴
	<u>05</u> ⁰⁶
	<u>07</u> ⁰⁸
	<u>09</u> ¹⁰
	<u>11</u> ¹²
	<u>13</u> ¹⁴
	<u>15</u> ¹⁶
	<u>17</u> ¹⁸
	<u>19</u> ²⁰
	<u>21</u> ²²
	<u>23</u> ²⁴
	<u>25</u> ²⁶
	<u>27</u> ²⁸
	<u>29</u> ³⁰
	<u>31</u> ³²
	<u>33</u> ³⁴
	<u>35</u> ³⁶
	<u>37</u> ³⁸
	<u>39</u> ⁴⁰
	<u>41</u> ⁴²
	<u>43</u> ⁴⁴
	<u>45</u> ⁴⁶
	<u>47</u> ⁴⁸
	<u>49</u> ⁵⁰
	<u>51</u> ⁵²
	<u>53</u> ⁵⁴
	<u>55</u> ⁵⁶
	<u>57</u> ⁵⁸
	<u>59</u> ⁶⁰
	<u>61</u> ⁶²
	<u>63</u> ⁶⁴
	<u>65</u> ⁶⁶
	<u>67</u> ⁶⁸
	<u>69</u> ⁷⁰
	<u>71</u> ⁷²
	<u>73</u> ⁷⁴
	<u>75</u> ⁷⁶
	<u>77</u> ⁷⁸
	<u>79</u> ⁸⁰
	<u>81</u> ⁸²
	<u>83</u> ⁸⁴
	<u>85</u> ⁸⁶
	<u>87</u> ⁸⁸
	<u>89</u> ⁹⁰
	<u>91</u> ⁹²
	<u>93</u> ⁹⁴
	<u>95</u> ⁹⁶
	<u>97</u> ⁹⁸
	<u>99</u>

Magic Points	<u>00</u> ^{MHP}
	<u>01</u> ⁰²
	<u>03</u> ⁰⁴
	<u>05</u> ⁰⁶
	<u>07</u> ⁰⁸
	<u>09</u> ¹⁰
	<u>11</u> ¹²
	<u>13</u> ¹⁴
	<u>15</u> ¹⁶
	<u>17</u> ¹⁸
	<u>19</u> ²⁰
	<u>21</u> ²²
	<u>23</u> ²⁴

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> Fast Talk (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Law (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Science (01%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Anthropology (01%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Fighting (Brawl) (25%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Library Use (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Sleight of Hand (10%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Appraise (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Listen (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Spot Hidden (25%)	<u>40</u> ²⁰ / ₈
<input type="checkbox"/> Archaeology (01%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Locksmith (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Stealth (20%)	<u>70</u> ³⁵ / ₁₄
<input type="checkbox"/> Art / Craft (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> First Aid (30%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Mech. Repair (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Survival (10%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Charm (15%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> History (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Medicine (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Swim (20%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Climb (20%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Intimidate (15%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Natural World (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Throw (20%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Credit Rating (00%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Jump (20%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Navigate (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Track (10%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Cthulhu Mythos (00%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Language (Other) (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Occult (05%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Unarmed	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Disguise (05%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Language (Own) (EDU)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Op. Hv. Machine (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Dodge (half DEX)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Dodge (half DEX)	<u>50</u> ²⁵ / ₁₀			<input type="checkbox"/> Persuade (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Drive Auto (20%)	<u>50</u> ²⁵ / ₁₀
<input type="checkbox"/> Drive Auto (20%)	<u>50</u> ²⁵ / ₁₀			<input type="checkbox"/> Pilot (01%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Electronics (10%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Electronics (10%)	<u>20</u> ¹⁰ / ₄			<input type="checkbox"/> Psychology (10%)	<u>40</u> ²⁰ / ₈		
				<input type="checkbox"/> Psychoanalysis (01%)	<u>40</u> ²⁰ / ₈		
				<input type="checkbox"/> Ride (05%)	<u>40</u> ²⁰ / ₈		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>60</u>	<u>30</u>	<u>12</u>	<u>1d3 + db</u>	<u>-</u>	<u>1</u>	<u>-</u>	<u>-</u>

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>50</u> ²⁵ / ₁₀

BACKSTORY



Personal Description

Strong-willed and acerbic - but with cleverness
Has a criminal record (credit card fraud)
Photogenic

Traits

Cool under fire
Overconfident
Loves arcade games

Ideology/Beliefs

Hard working - works two jobs
Always has to keep moving
Braggs about how many times she's been fired (thirteen)

Injuries & Scars

Significant People

Her older brother, Phillip
Magnum P.I. - she is a huge fan

Phobias & Manias

Obsessed with finding her brother
Won't be caught dead in a hoopty (worn out car)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather boots
Beginner's auto repair book
Purse

CASH & ASSETS

Spending Level

Cash \$150

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

In '69, your family moved to Nolens Gap while you were sent away to reform school in Mississippi for beating the snot out of another girl. Then in '71, your brother Mike was killed in a horrible murder. He and five others were butchered by the infamous Mitchell "Longhandle" Meachum. You were away at school when it happened, and you never forgave yourself for not being there.

Today, your oldest brother Phillip is the only family you have left. When you heard he moved back to Nolens Gap, you were shocked. And then he disappeared. No calls, no letters. His neighbor LaTanisha said he and his wife Jen just vanished. So you quit your two jobs and hitched a ride to Nolens Gap to find him.

CHARACTERISTICS

Name Molly Lennon
 Player _____
 Occupation Law Student
 Age 24 Sex Female
 Residence Nashville, TN
 Birthplace Louisville, KY

STR	50	$\frac{25}{10}$	DEX	75	$\frac{37}{15}$	POW	50	$\frac{25}{10}$
CON	55	$\frac{27}{11}$	APP	50	$\frac{25}{10}$	EDU	60	$\frac{30}{12}$
SIZ	55	$\frac{27}{11}$	INT	60	$\frac{30}{12}$	Move Rate	8	$\frac{+1}{-1}$



Major Wound	Dying		00	01	02
	Unconscious		03	04	05
	06	07	08	09	10
	11	12	13	14	15
	16	17	18	19	20

Temp. Insane		Indef. Insane		50																Max																Insane																01																02																03																04																05																06																07																SANTY																				
08		09		10		11		12		13		14		15		16		17		18		19		20		21		22		23		24		25		26		27		28		29		30		31		32		33		34		35		36		37		38		39		40		41		42		43		44		45		46		47		48		49		50		51		52		53		54		55		56		57		58		59		60		61		62		63		64		65		66		67		68		69		70		71		72		73		74		75		76		77		78		79		80		81		82		83		84		85		86		87		88		89			90		91		92		93		94		95		96		97		98		99	

CALL of CTAULAU

																			Out of Luck						01	02	03	04	05	06	07
Luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	(50)	51	52	53								
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76								
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99								

MAGIC POINTS				
00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	25 ¹² / ₅	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	40 ²⁰ / ₈	<input type="checkbox"/> Library Use (20%)	65 ³² / ₁₃	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	70 ³⁵ / ₁₄
Credit Rating (00%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Persuade (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	57 ²⁸ / ₁₁	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	25 ¹² / ₅	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Electronics (10%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

[illegible]

COMBAT

Damage Bonus	+0
Build	0
Dodge	57
	28
	11

BACKSTORY



Personal Description

Ex-college basketball star
Forgettable face

Traits

Pacifist - won't harm innocents
Argumentative

Ideology/Beliefs

Wishes she had the guts to do sketch comedy
Credulous - believes what others tell her
Truthful

Injuries & Scars

Easily gets carsick

Significant People

Phobias & Manias

Spends too much - credit card maxed!
12 is her lucky number (her jersey number)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Bar exam study guide
Messenger bag
Purse
Clan of the Cave Bear paperback

CASH & ASSETS

Spending Level

Cash \$30

Assets

In a ton of debt from loans

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

One of your lawyer mentors reached out to you a few days ago because he heard that several properties in Nolens Gap were suffering from broken water mains. Broken pipes means serious property damage and serious lawsuits against the town. He said that if you went to Nolens Gap and found a few clients, he'd give you 20% of the settlement fees.

As a second year law student, you're broke, and summer has been nothing but studying, sleeping, and watching the new Mel Brooks movie (three times). So making some real cash for a couple days of travel is too good of a deal to turn down. And you have a friend who can give you a ride.

1980s Era Investigator

Name Gatlin Maxton
 Player _____
 Occupation TV Host
 Age 46 Sex Male
 Residence Chicago, IL
 Birthplace Chicago, IL

CHARACTERISTICS

STR 70 ³⁵/₁₄ DEX 50 ²⁵/₁₀ POW 65 ³²/₁₃
 CON 50 ²⁵/₁₀ APP 40 ²⁰/₈ EDU 50 ²⁵/₁₀
 SIZ 60 ³⁰/₁₂ INT 50 ²⁵/₁₀ Move Rate 7 ⁺¹/₋₁



Major Wound HP
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

Temp. Insane 65 Max 65 Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
 SANITY

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
 LUCK

Magic 13 MP
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24
 MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%) <u>25</u> ¹² / ₅	<input type="checkbox"/> Fast Talk (05%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Law (05%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%) <u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) <u>70</u> ³⁵ / ₁₄
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Op. Hiv. Machine (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%) <u>30</u> ¹⁵ / ₅	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Electronics (10%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
Ruger .22	30	15	6	1D6	15	2	10	-

COMBAT

Damage Bonus +0
 Build 0
 Dodge 25 ¹²/₅

BACKSTORY



Personal Description

Big-boned sensationalist TV show host- "Heinous Crimes"
Great in front of the camera

Traits

Compulsive Liar
Bully
Talks down to people not in TV business

Ideology/Beliefs

Always looking after his TV ratings
Never admits he's wrong

Injuries & Scars

Significant People

His always-by-his-side cameraman, Bob Buckley

Phobias & Manias

His hair has to be perfect
Tells people he's loaded (but blew all his money in Vegas)



Locations

Arcane Tomes, Spells & Artifacts

Sessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Fancy leather shoes
AIWA TP-S40 tape recorder
Notepad and pencil
Leather briefcase
Kodak 15-shot disc camera (prepro!)
GMC Vandura TV van

CASH & ASSETS

Spending Level

Cash \$400

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

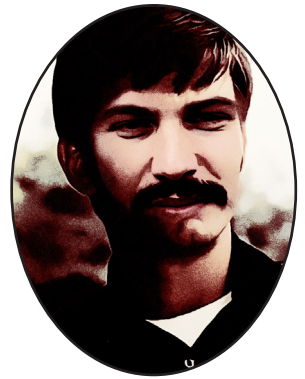
Ratings are down five weeks in a row, and that new show, Unexplained & Unsolved, has been stealing your audience! You knew your viewers were stupid, but even this surprised you.

Well, it's time to take a cue from a new playbook. If TV fans want overly-dramatic, unexplained mysteries accompanied by creepy music, you'll give them exactly that!

When you heard weird mounds have been sprouting up in Nolens Gap, you hopped in the van with Bob and left Chicago to film a show. You have zero desire to spend a week in Tennessee looking at dirt, but your producers swear this is the hotness you need.

J.J. Lewis

Police Detective



Cynthia Forrester

Adjunct Geology Professor



Daniel Boone

Upstart Journalist



Ronnell Carlson

Car Saleswoman and Waitress



Molly Lennon

Law Student



Gatlin Maxton

Sensationalist TV Host

