

THE MOUND IN THE YARD

by JC Connors

About the Adventure

The Mound in the Yard is an investigation-heavy *GURPS Horror* adventure, although it can easily be adapted to other game systems (a *Call of Cthulhu* 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 100 point characters. The end of this adventure includes six pregenerated characters so GMs 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 icon are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific PCs, 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 barn 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 PCs 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 1980s 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 PCs investigate 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 PCs. He'll first spot the PCs as he tries to murder his girlfriend's new boyfriend behind the diner. From that point on, he assumes that the PCs are hot on his trail (even if they aren't).

Tucker DeForrest keeps careful watch on the PCs, 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 PCs befriend and leave behind is vulnerable to being killed off. The GM should handwave offscreen 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. PCs who have succumbed to disadvantages like Greed and Cowardice will be targeted before others.
- He hides his victims. 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 FRIGHT CHECKS!). 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 PCs 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 his 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 PCs are meeting SHERIFF BILL DOBER just outside of town, in the parking lot of a small country diner called Leland's.

The PCs 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 Loughty.

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

- Nolens Gap is small, maybe about a thousand residents. PCs 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 PCs were supposed to meet the sheriff much earlier, but

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 PCs find Junkie Jay in Ellis Loughty'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 PCs 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 PCs, and asks them to stay in town to help.

Once Sheriff Dober communicates Longhandle's escape, his role in the story has been served. GMs 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.

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 patrol car doing a crossword puzzle and waiting for the PCs 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 Loughty'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 PCs 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 (-7 to all vision-related rolls), but a PERCEPTION (HEARING) roll can pick something up:

- Success – Crickets and occasional owl hoots, and the distant sound of what *might* be shuffling footsteps.
- Success by 2+ – Soft moaning from up ahead, maybe about 25 yards north of the diner.
- Success by 4+ – 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



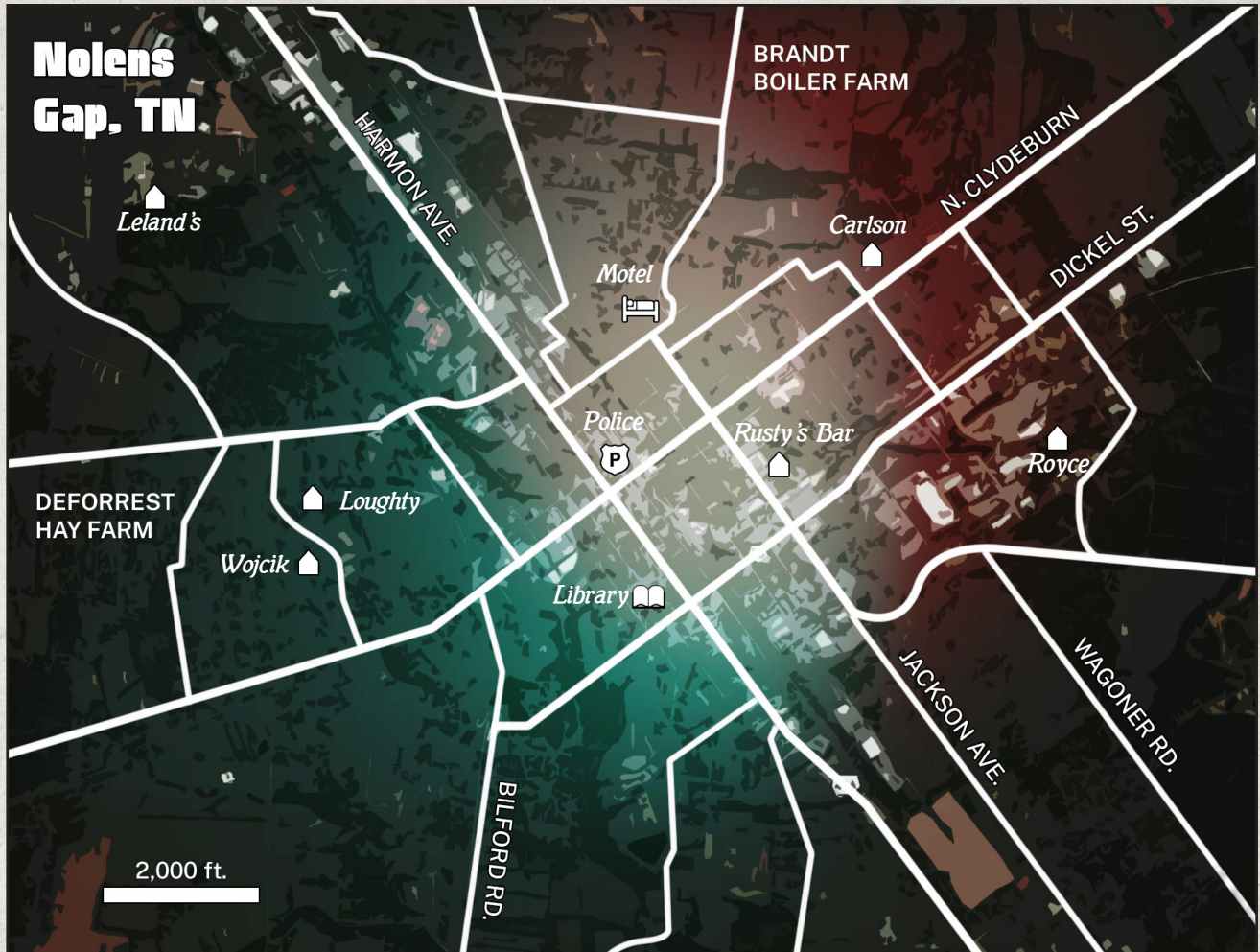
decided to sneak into the woods for a make-out session before heading home. Suddenly, a man in a white animal mask snuck up on them and stabbed Danny. Both Danny and Kacey struggle to identify the kind of animal on the mask. "Looked like a long-necked cow," shrugs Danny.

If the PCs search the woods some more and make a TRACKING roll (-3 for using flashlights, but +3 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.

GM's Note: A critical success, or clever play on the part of the PCs might get them a faraway glimpse of "Longhandle," standing in the woods, staring malevolently, a machete in his hand. This is, of course, not the real Longhandle, but Tucker DeForrest in a llama mas – 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 PC 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 GM understand the various relationships between the key characters in the adventure.

The Investigation

Once the PCs 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 PCs, striking their allies and friends first, before arranging a big ambush for them at the farm.

July 4th

It is important for GMs 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 PERCEPTION (VISION) 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

The Real Longhandle Arrives

As the PCs are investigating 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 night-fall 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 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!

checked out 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 and requires a Good or better reaction roll to calm down enough to talk:

- 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. *GM'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 PCs investigate the mound, a GEOLOGY or FARMING 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 PCs *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 ENGINEERING (CIVIL) or HISTORY-2 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 shortcuts 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. *GM'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 BIOLOGY or NATURALIST roll these clumps as biological material; a success by 3 or more 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. PCs wishing to enter must either pick the front door lock or break in through some other more forceful method. It's important to note that Sheriff Dober won't let the PCs 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 SEARCH 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 OPERATIONS (COMMUNICATIONS)+2

roll can get the setup working. This also reveals that the radio is set to local police channels. If the PCs 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".

GM'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 PCs 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).

Unstable Joe Royce

Joe Royce is already a dangerous, unhinged man, and he'll grow more unpredictable as the PCs get closer to the truth about how he set up the original 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 PCs' investigation. If at any point he sees the PCs as a threat to the status quo, he'll try to kill them and pass it off as another "Longhandle Murder".

Cougar

ST	9	HP: 9
DX	12	Will: 10
IQ	4	Per: 12
HT	10	FP: 10

Basic Speed: 5.5 Bite: 1d-3 cut
Move: 9 SM: 0 (95 lbs)
Dodge: 8

Traits: Acute Smell +3; Bloodlust; Born Biter 2; Discriminatory Smell; Domestic Animal; DR 1 (tough skin); High Pain Threshold; Night Vision 4; Parabolic Hearing 2; Quadraped; Sharp Teeth; Sense of Duty (Royce); Ultrahearing.

Special: As a guard dog, Cougar can go for a *crushing bite* in combat. He rolls to attack at -4, but does 1d-1 cr damage.

Skills: Intimidation-11; Running-10; Tracking-15.

Equipment: Spiked collar.



The smell of dog food and body odor emanates from his place.

- 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 PCs 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 Loughy’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.” *GM’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 PCs dig through the mound for several minutes and succeed a PERCEPTION roll, they’ll find some **small bones mixed into the earth**. An IQ roll (or BIOLOGY+6 or NATURALIST+6) identifies them as chicken bones. Anyone from Nolens Gap, or asking Sheriff Dober, or making an appropriate AREA KNOWLEDGE roll, recalls that the nearby Brandt Broiler Farm is obviously a huge source of chickens!

Inside Royce’s House

While it’s unlikely the PCs will be able to enter Joe Royce’s house with his permission, it’s possible that clever PCs 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. PCs have to pass themselves off with a STREETWISE-3 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 a Good reaction or better) 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 Loughy 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 PCs are investigating the sewer systems, a RESEARCH roll confirms that the modern sewer system does not run under the mounds. However, if the roll is made by 2 or more, 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 PCs are investigating the original Longhandle murders, a RESEARCH+2 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 PCs has serious medical skills (and equipment), they can perform a full autopsy themselves. This takes about three hours and requires a DIAGNOSIS roll. A success discovers that Ellis died of a brain aneurism, although full lab results would have to confirm with 100% certainly. The cause of his unusually fast decay is more difficult to determine. If a FORENSICS 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 PCs inquire about either of the attacked 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 PCs 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 PCs 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 FRIGHT CHECK at -2!

Studying the crime scene and succeeding at a CRIMINOLOGY 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 SEARCH 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. PCs 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 PCs insist on seeing the letter; Mr. Hopkins himself has been away hunting in Alabama with his family for the long weekend).

Also, anyone who gets a Good or better reaction roll from 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 a FARMING+2 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 another FARMING 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 the PCs off the property if they're there without permission; he avoids violence unless he's physically attacked.

Brandt House

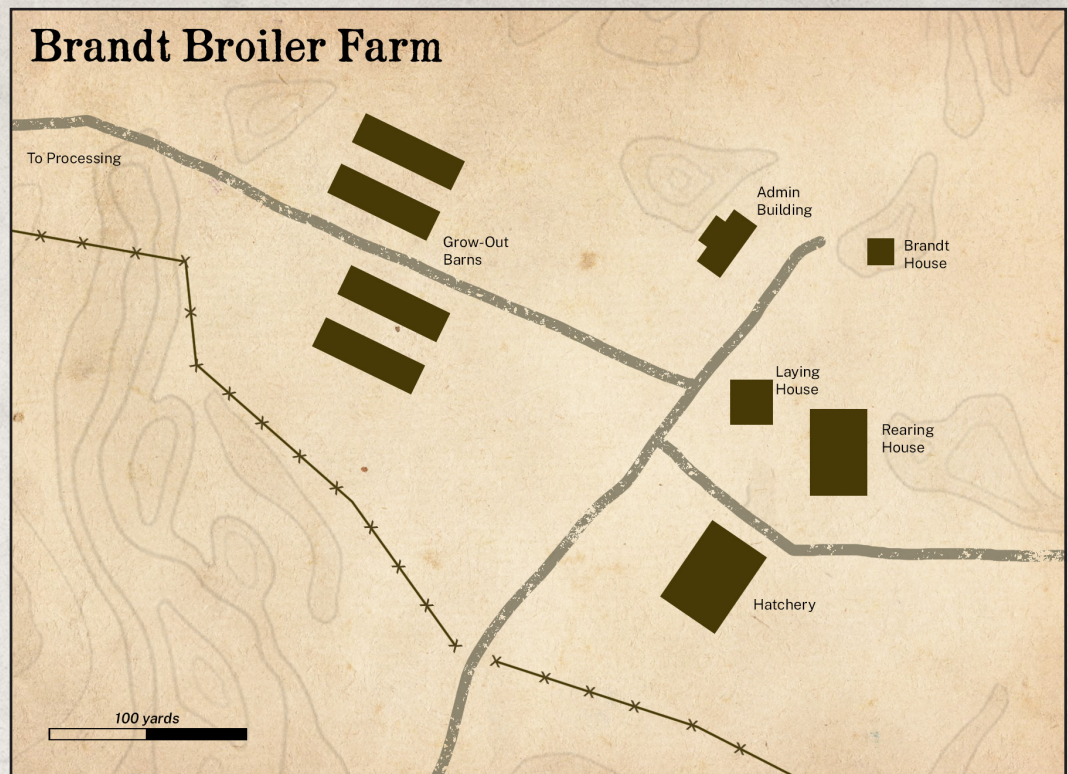
The Brandt house is a three bedroom, Victorian-style residence. The house's peeling gray paint, sharp pointed roof, and dusty windows make it an uninviting place. Chickens range in the house's front yard and iron-fenced backyard – a feature Absalom Brandt insists upon to remind everyone of the farm's 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 to buy a new vehicle every year, even though he rarely drives anymore. (In an emergency, this vehicle can be hotwired with a MECHANIC or IQ-based DRIVING-2 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 PCs can get a short meeting with Absalom, and get a Good reaction or better, 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).

GM’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 PCs 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 PCs examine the farm’s books, an ACCOUNTING+1 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 LOCKPICKING roll, or shouldered open with a FORCED ENTRY roll vs. the hinges’ ST 18.

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 FRIGHT CHECK!

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 uses Two-handed Axe/Mace skill and does sw+1d cut, Parry 0U).

Tucker DeForrest’s Office

The second is Tucker DeForrest’s office. It is always kept locked by DeForrest, and requires a LOCKPICKING roll to break into, or a FORCED ENTRY roll against the door’s ST 12 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

Grow-Out Barn #4



with dozens of photos of his high school girlfriend, Kacey Bowman). Another wall has a moldering fox skin nailed to it – a trophy from a couple of months back.

If the PCs 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 PERCEPTION (VISION)-3 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 1d cr damage. Furthermore, the horrible fumes require a HT roll or else the subject become *nauseated* (-2 to all attribute and skill rolls, and -1 to active defenses; roll to recover every 10 minutes after leaving the area). 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 PCs:

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 PCs and their investigation are his greatest threat, and will try to corner them. To draw the PCs 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 PCs.

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 PCs 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.

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

Example Finale

Realizing that the PCs 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 PCs.

Prepared for the PCs arrival, Tucker places a plywood board with nails on it over the long, dirt driveway to the Broiler Farm. Only an exceptional PERCEPTION (VISION) roll, at -3 for the darkness), sees the tire trap. Tucker's plan is to force the PCs out of their vehicle, so he can *run them over* in Absalom's pickup truck!

Once he's run down the PCs, 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 PCs 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 PCs, and kill Absalom Brandt who he suspects is going to eventually betray him.

This setup pits the PCs 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 PCs against the two "Longhandles" – Tucker DeForrest and Joe Royce.

If Meachum survives the ordeal, he'll try to convince the PCs 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 PCs 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 completing the adventure, surviving PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or leading an excellent investigation (i.e., discovering that Mitchell Meachum was originally set up by Joe Royce and Absalom Brandt).

The Occult Version

While *The Mound in the Yard* is a slasher-inspired scenario, 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 OCCULTISM 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

ST	28	HP: 28
DX	8	Will: 10
IQ	7	Per: 9
HT	14	FP: 14

Basic Speed: 5.5

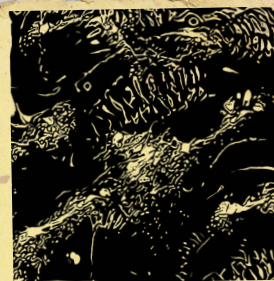
Move: 5

SM: +1 (1,000 lbs)

Dodge: 8

Traits: Acute Smell +3; Dark Vision; DR 2 (tough skin); Extra Arms 4 (Extra Flexible, Weak, No Attack); High Pain Threshold; Injury Tolerance (Homogenous); Shrinking 2; Ultrahearing.

Special: Seeing the horrible Eltdown Entity calls for a Fright Check-5! The thing attacks by enveloping and suffocating its victims. Treat this as a grappling attack, followed by a choke, with the entity rolling at +10 to its effective skill thanks to its goopy, protoplasmic arms. Victims who die from this attack are torn apart and absorbed by the entity.



This magic may have given Tucker 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](https://www.1shotadventures.com) or give a shout-out on Threads (thalcos) or Blue Sky (@1shotjc.bsky.social). For more free adventures, visit www.1shotadventures.com

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Nolens Notables

25
cents

Wednesday, July 8, 1981

KASEY BOWMAN

Tucker's Ex-girlfriend

ST 10 HP: 10
DX 11 Will: 11
IQ 10 Per: 11
HT 11 FP: 11



Move: 5 Punch: 1d-3 cr
Dodge: 8

Traits: Acute Vision 1; Animal Empathy; Appearance (Attractive); Fit. Has a thing for older men.

Skills: Animal Handling (Horses)-10; Area Knowledge (Nolens Gap)-11; Chemistry-8; Farming-10; Guns (Rifle)-11; Fast-Talk-10; Riding (Horses)-10; Running-11; Sports (Basketball)-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 Albert, the star wide receiver on the high school football team.

DANNY V. ALBERT, III

Kasey's New Boyfriend

ST 12 HP: 12
DX 12 Will: 12
IQ 10 Per: 10
HT 12 FP: 12



Move: 6 Punch: 1d-1 cr
Dodge: 9

Traits: Appearance (Attractive); Fit; Jealousy; Reputation +2 (high school football star in Nolens Gap); says the V is for victorious (but really stands for Victor).

Skills: Area Knowledge (Nolens Gap)-11; Carousing-12; Current Events (Sports)-10; Driving (Motorcycle)-11; Guns (Rifle)-12; Sports (Football)-13; Sex Appeal-11; Throwing-12; Tracking-9.

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

Notes: Danny 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

ST 11 HP: 11
DX 10 Will: 11
IQ 11 Per: 11
HT 11 FP: 11



Move: 5 Punch: 1d-2 cr
Dodge: 8

Traits: Social Stigma (Foreigner); Bad Sight (Glasses); Stubbornness; Wealth (Struggling); Big fan of James Bond. Speaks English and Polish fluently.

Skills: Area Knowledge (Nolens Gap)-10; Area Knowledge (Tennessee)-10; Carpentry-11; Cooking-10; Driving-10; Engineering (Civil)-12; Mechanic (Automobiles)-10; Research-10.

Equipment: Wallet with a few bucks; swiss army knife. In his nightstand he keeps a compact Walther PPK .32 (2d-1 pi-, Acc 1, Range 120/1300, RoF 3, Shots 7+1(3), Bulk -1, Rcl 2, 2 lbs.)

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.

LATANISHA JACKSON

Nosy Neighbor

ST 11 HP: 11
DX 10 Will: 11
IQ 11 Per: 11
HT 11 FP: 11



Move: 5 Punch: 1d-2 cr
Dodge: 9

Traits: Appearance (Attractive); Charisma 1; Curious; Fit; Odious Personal Habit (Gossiping).

Skills: Area Knowledge (Nolens Gap)-11; Current Events (Nolens Gap)-11; Detect Lies-9; Diagnosis-10; First Aid-11; Psychology-10.

Equipment: Purse.

Notes: LaTanisha is the high school nurse and nosy neighbor of Jen and Phillip Carlson. 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

ST 13 HP: 14
DX 12 Will: 12
IQ 11 Per: 11
HT 12 FP: 12

Move: 6.0 Punch: 1d cr
Dodge: 10



Traits: Bad Temper; Bloodlust; Combat Reflexes; High Pain Threshold; Intolerance; On the Edge; Reputation -2 (violent man); Secret (behind the Longhandle killings); Social Stigma (dishonorably discharged).

Skills: Area Knowledge (Nolens Gap)-12; Brawling-14; Fast Draw-12; Guns-13; Knife-13; Mechanic (Trucks)-12; Savoir-Faire (Military)-10; Soldier-10; Survival (Woodlands)-12; Thrown Weapon (Knife)-13; Tracking-11.

Equipment: Beretta Mod 92 pistol (2d+2 pi, Acc 2, Range 160/1,800, RoF 3, Shots 15+1(3), Bulk -2, Rcl 2, \$700, 3 lbs.); Ithaca Model 37 12G shotgun (1d+1 pi, Acc 3, Range 40/800, RoF 2x9, Shots 4+1 (2i), Bulk -6, Rcl 1, \$330, 8 lbs.); hunting knife (2d-3 cut, Reach 1, or 1d imp, Reach C; Parry 9); baseball cap.

BILL DOBER

Diligent Town Sheriff

ST 11 HP: 12
DX 11 Will: 11
IQ 11 Per: 11
HT 11 FP: 11

Basic Speed: 5.5 Punch: 1d-2 cr
Move: 5
Dodge: 8



Traits: Acute Hearing 1; Curious; Legal Enforcement Powers; Police Rank 3 (Sheriff); Reputation +2 (Diligent sheriff, citizens of Nolens Gap); Sense of Duty (citizens of Nolens Gap); Workaholic; unusually patient; enjoys rabbit hunting.

Skills: Area Knowledge (Nolens Gap)-12; Brawling-12; Connoisseur (Old Cars)-12; Criminology-11; Diplomacy-10; Driving-10; Electronics Operation (Communication)-10; Intimidation-10; Law-11; Guns-11; Search-10; Shortsword/Baton-10; Stealth-10; Tracking-10; Wrestling-11.

Equipment: S&W Model 10 M&P .38 revolver (2d pi, Acc 2, Range 110/1,200, RoF 3, Shots 6(3i), Bulk -2, Rcl 2, \$500, 2 lbs.); police baton (1d+1 cr, Reach 1, Parry 8); handcuffs; badge; tidy uniform; flashlight; money clip with \$20 cash.

HUTCH BULGER

Farm Security

ST 13 HP: 13
DX 11 Will: 10
IQ 10 Per: 10
HT 10 FP: 10

Move: 5 Punch: 1d cr
Dodge: 8



Traits: Charisma 1; Honesty. Doesn't like his job. Thinks baby chicks are the best.

Skills: Area Knowledge (Nolens Gap)-10; Animal Handling (Chickens)-9; Boxing-12; Carousing-10; Diplomacy-10; Farming-9; Guns-11; Intimidation-11; Observation-10; Wrestling-11.

Equipment: Small knife, AMT backup pistol (2d-1 pi, Acc 1, Range 160/1800, RoF 3, Shots 5+1 (3), Bulk -1, Rcl 2, 3 lbs.)

Notes: 6'5" Hutch 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.

JUNKIE JAY

Harmless Drug Addict

ST 11 HP: 10
DX 12 Will: 10
IQ 10 Per: 10
HT 10 FP: 10

Basic Speed: 5.5 Punch: 1d-2 cr
Move: 5
Dodge: 8



Traits: Addiction (various drugs); Bad Sight (eyeglasses); Delusion (thinks he's in a band); Impulsiveness; Panic Attacks (Mild).

Skills: Area Knowledge (Nolens Gap)-10; Carousing-10; Fast-Talk-10; Knife-11; Merchant-10; Singing-10.

Equipment: Switchblade (1d-2 imp, reach C, 1 or 1d-2 cut, reach 1); a couple of candy bars; wallet with a few bucks; drug paraphernalia.

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

Nolens Notables

25
cents

Wednesday, July 8, 1981

ABSALOM BRANDT

CEO Brandt Broiler Farm

ST	9	HP: 9
DX	10	Will: 13
IQ	12	Per: 12
HT	9	FP: 9



Move: 4 Punch: 1d-4 cr
Dodge: 7

Traits: Greed; Loner; No Sense of Humor; Overconfident; Secret (Knows that Joe Royce is behind the Longhandle killings); Selfish; Status 2; Wealth (Wealthy); Never lets go of grudges. Truly appreciates his maid and caretaker, Ms. Bijou Paul.

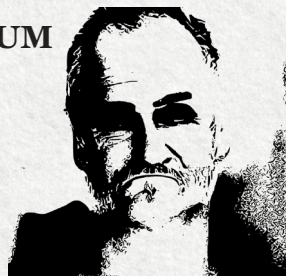
Skills: Area Knowledge (Nolens Gap)-13; Accounting-12; Acting-13; Fast-Talk-13; Finance-11; Guns-10; Intimidation-12; Merchant-12; Riding-10.

Equipment: Pocketwatch. He also keeps an old Walther .32 pistol in a nearby desk drawer at all times (2d-1 pi-, Acc 1, Range 120/1300, RoF 3, Shots 7+1(3), Bulk -1, Rcl 2, 2 lbs.).

MITCHELL MEACHUM

"Longhandle"

ST	15	HP: 15
DX	11	Will: 11
IQ	11	Per: 12
HT	12	FP: 12



Move: 5 Punch: 1d+1 cr
Dodge: 8

Traits: Callous; Enemy (Police, 12 or less); Hard to Subdue 1; Reputation -3 (Murderer); Social Stigma (Criminal); Bad Sight (Reading Glasses); Vow (Kill Absalom Brandt and Joe Royce); has bouts of forgetfulness, due to old head wound.

Skills: Administration-11; Area Knowledge (Nolens Gap)-10; Brawling-13; Disguise-10; Escape-12; Knife-11; Literature-10; Savoir-Faire (Prison)-11; Shadowing-11; Stealth-11; Swimming-11.

Equipment: Machete (2d cut; reach C, 1, Parry 8).

TUCKER DEFORREST

Slasher

ST	13	HP: 15
DX	14	Will: 14
IQ	12	Per: 13
HT	14	FP: 14



Move: 6.0 Punch: 1d cr
Dodge: 10

Advantages: Appearance (Attractive); Charisma 1; Combat Reflexes; DR 2 (tough skin); Extraordinary Luck; Hard to Kill 2; High Pain Threshold; Injury Tolerance (Homogenous); Recovery; Weapon Master (Machetes).

Disadvantages: Bloodlust; Compulsive Murderer; Loner; Low Empathy; Obsession (Murdering, and covering his tracks to look like Longhandle); Sadism; Secret (Psycho Killer). Afraid of Absalom Brandt. Hates his family name.

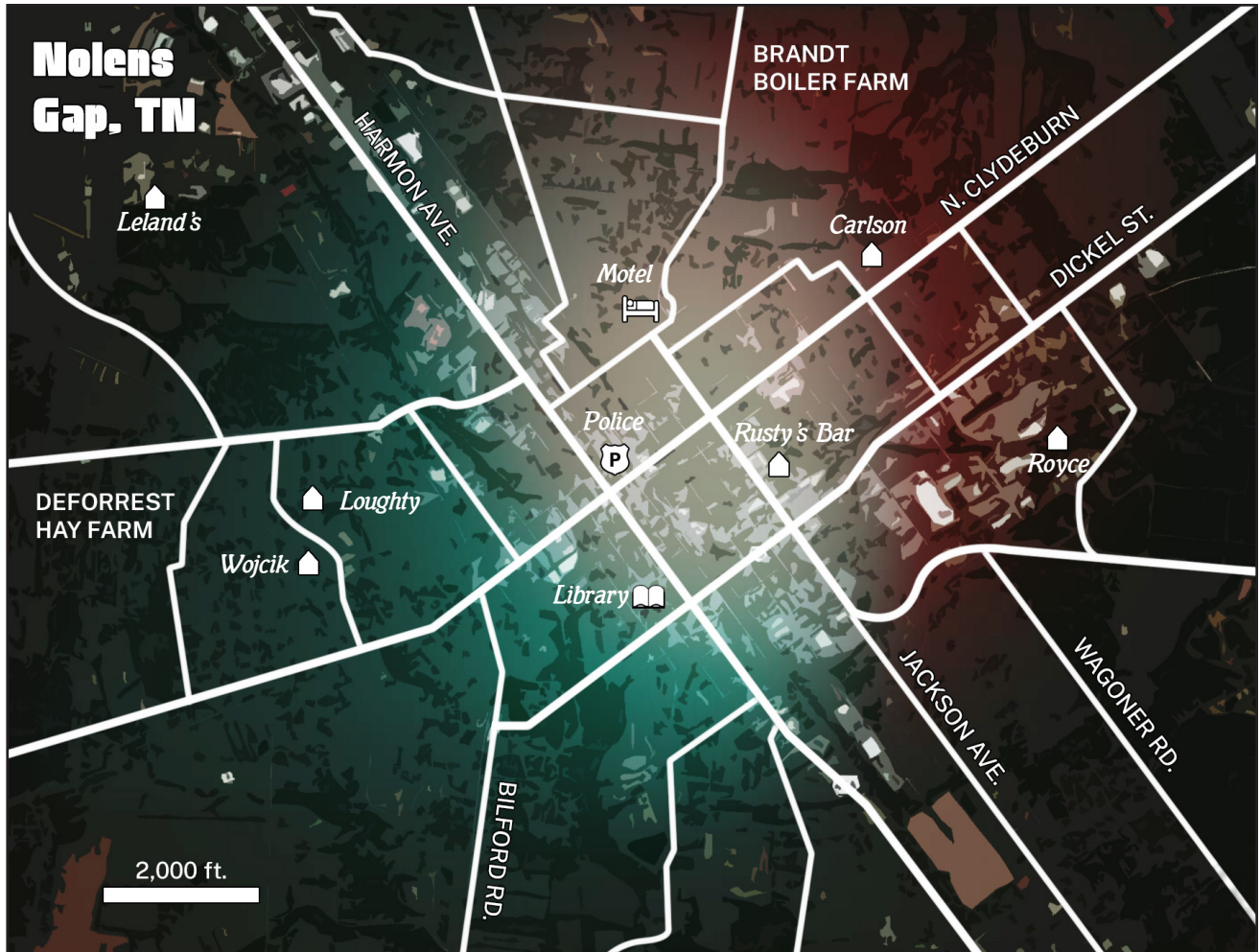
Skills: Axe/Mace-13; Acting-12; Animal Handling (Chickens)-12; Area Knowledge (Nolens Gap)-15; Brawling-16; Chemistry-12; Intimidation-11; Knife-16; Pharmacy-12; Staff-12; Stealth-16; Two-handed Axe/Mace-13.

Equipment: Llama mask; fine machete (2d+4 cut, reach C, 1, Parry 12). Because he is a crazed weapon master with this weapon, he has *half* the usual penalties to rapid strike.

In his secret grow-out barn, Tucker may also make use of a power drill (skill 14, 1d+2 (2) pi++, reach C, parry 10U), a pitchfork (skill 10, 1d+4 (0.5) imp, reach 1, 2, parry 9), or even a chainsaw (skill 13, 3d-1 cut, reach 1, Parry 0U)

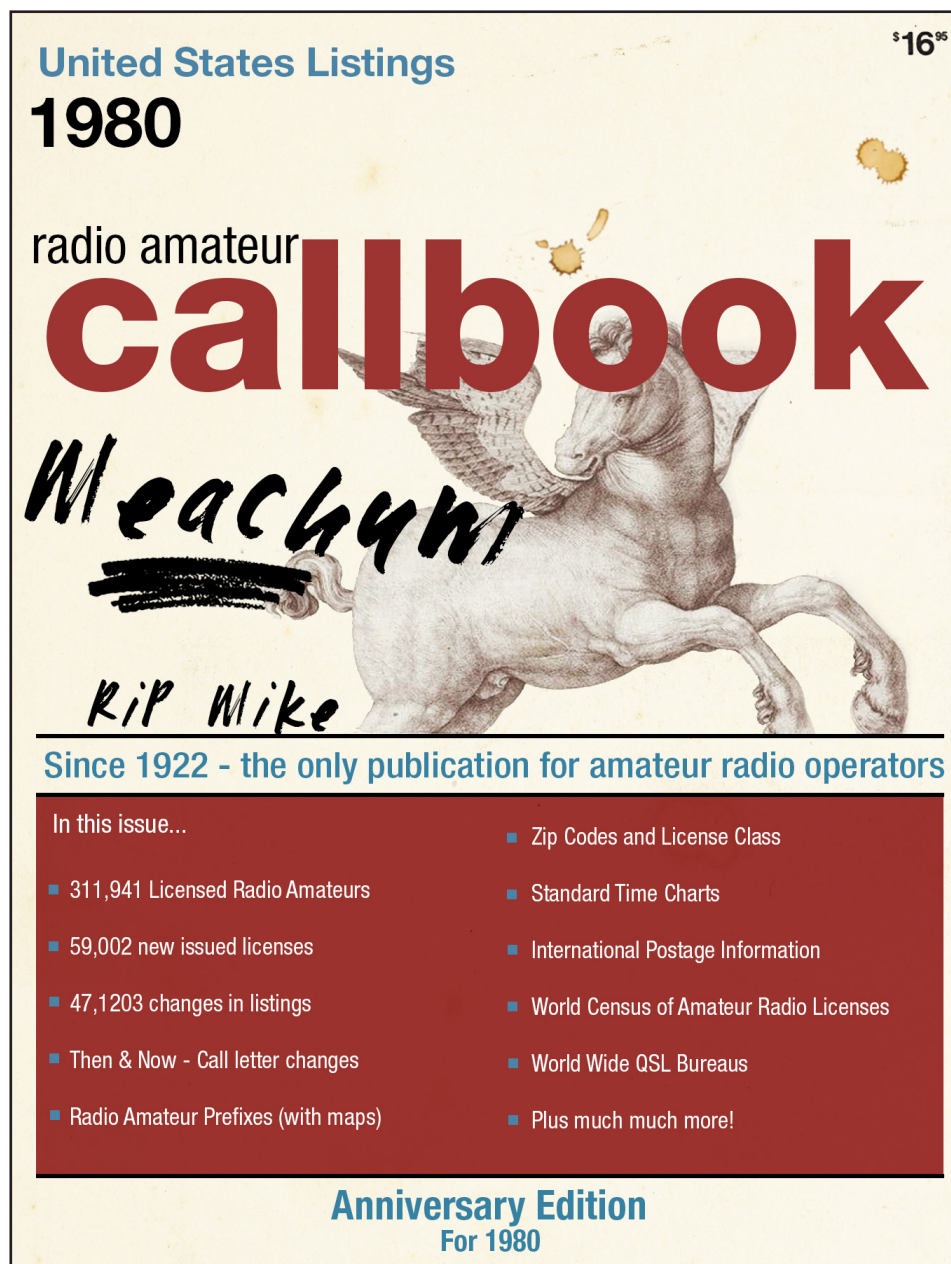
Notes: Tucker lives in a small, nondescript apartment located on Harmon Ave, not too far from the library. When he's not stalking his victims, he'll either return to his home or drive to his barn at the Broiler Farm. If he's ever encountered while not in "slasher mode," he's unusually calm, well-spoken, 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 he is concerned -- to turn the Broiler Farm around.

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.

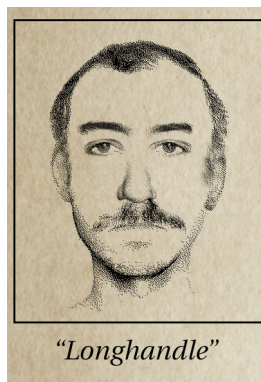
The afternoon of Aug. 13, Joe Royce, 34, army veteran and employee of the farm, was delivering chickens on his route at the Brandt Broiler Farm. His truck had suffered a breakdown earlier, so he was making his delivery later than usual. Royce said he heard a commotion inside the rearing house. When he 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.

Appearance Soft-spoken and polite police detective from Nashville

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

REACTION MODIFIERS

2000-01

[illegible]

Duty (Nashville P.D. - almost always)	[-15]
Insomniac	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Stubbornness	[-5]
	[]
	[]
	[]
	[]
Soft-spoken and super polite	[-1]
Enjoys duck hunting	[-1]
Big college football fan	[-1]
Vastly prefers city living vs. small town living	[-1]
Loves cooking (and eating) hot wings	[-1]
	[]

Weight

Weight

\$500	2 lbs.
\$450	7 lbs.

Weight

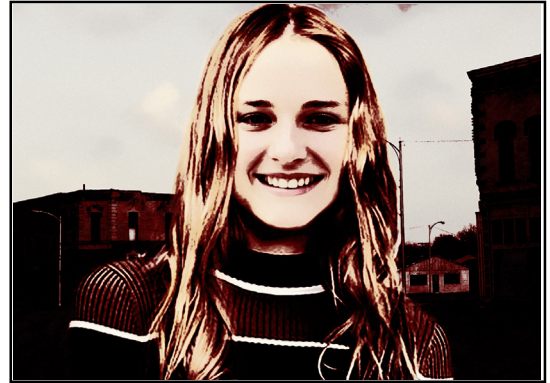
-	-
\$2	-
\$10	1 lb.
\$50	4 lbs.
\$40	2 lbs.

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 to lend a hand, and drove down to Nolens Gap to help out.

16 Lbs.

Appearance Adjunct professor of geology – she lives for being outdoors

ST	10	[0]	HP	10	CURRENT	[0]	MOVE
DX	11	[20]	Will	13		[0]	
IQ	13	[60]	Per	13	CURRENT	[0]	DR —
HT	11	[10]	FP	11		[0]	



BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

ACTIVE DEFENSES

—

+1 from Charisma

SKILLS

Name	Level
Biology	11 [2]
Bow	11 [2]
Chemistry	12 [2]
Climbing	11 [2]
Current Affairs (Science and Technology)	13 [1]
Diplomacy (add +1 from Charisma for influence rolls)	12 [2]
Driving (Automobile)	10 [1]
Driving (Motorcycle)	10 [1]
First Aid	13 [1]
Geology	13 [4]
Guns (Rifle)	11 [1]
Hiking	11 [2]
Mineralogy (Expert Skill)	13 [4]
Survival (Mountains)	12 [1]
Swimming	11 [1]
Teaching	12 [1]
Writing	13 [2]

Curious (Major, 9 or less)	[-7]
Fearfulness -2 (-2 to all Fright Checks)	[-4]
Pacifism (Cannot Harm Innocents)	[-10]
Secret (Uncle arranged her teaching position)	[-5]
	[]
	[]
	[]
	[]
Easily impressed by athletes	[-1]
Driver's license mistakenly revoked	[-1]
Math-shy	[-1]
Dates her students (though keeps it secret)	[-1]
Enjoys spelunking	[-1]
	[]

[illegible]

Weight

Weight

[illegible]

Weight

\$50	5 lbs.
\$2	-
\$80	3 lb.
\$50	10 lbs.
\$10	2 lbs.
\$15	1 lb.
\$50	-

16 Lbs.

Appearance Careless journalist with a reputation for taking out his personal grievances in the news

ST	12	[20]	HP	12	CURRENT	[0]	MOVE
DX	11	[20]	Will	11		[-5]	
IQ	12	[40]	Per	12		[0]	DR
HT	10	[10]	FP	10	CURRENT	[0]	



REACTION MODIFIERS

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge

8

Parry

8

(Unarmed)

Block

ADVANTAGES & PERKS

[illegible]

DISADVANTAGES & QUIRKS

Bad Temper	[-10]
Code of Honor (Journalist)	[-5]
Reputation -3 (Lying reporter, professionals, 7 or less)	[-2]
Wealth (Struggling)	[-10]
Hates his name, tells people to just call him Boone	[-1]
While outwardly humble, he's very proud of his green belt	[-1]
Pretends that he's well-liked at the paper (he's not)	[-1]
Proud that he worked construction (though hated it)	[-1]
Awkwardly aggressive in interviews	[-1]

SKILLS

[illegible]

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?

Totals:	\$1430	6 Lbs.
---------	--------	--------

Weight

Weight

[illegible]

Weight

[illegible]

3 Lbs.

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Boxing punch	1d-2 cr	C	9	Skill 12
				-2 to Parry kicks, -3 to parry non-thrusts

Cost	Weight
-	-

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH	
------	--

\$400



POSSESSIONS

[illegible][illegible]

CHARACTER NOTES

Bob Buckley

ST	11	HP: 11
DX	11	Will: 10
IQ	10	Per: 10
HT	10	FP: 10



Basic Speed: 5.5 Punch: 1d-2 cr
Move: 5 Dodge: 8

Traits: Overconfidence; Sense of Duty (Gatlin).

Skills: Carousing-11; Driving-12; Electronics Operation (Media)-12; Merchant-10; Motion Picture Camera-12; Photography-12; Sex Appeal-11.

Equipment: TV camera; leather jacket (DR 1); cowboy boots (DR 1).

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.

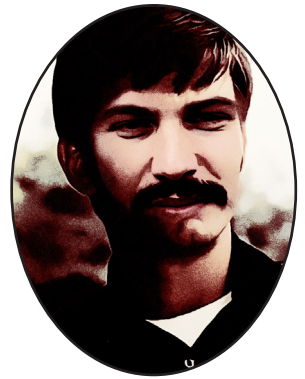
Totals:

\$675

11 Lbs.

J.J. Lewis

Police Detective



PER 11

Cynthia Forrester

Adjunct Geology Professor



PER 11

Daniel Boone

Upstart Journalist



PER 12 - INTUITION (12)

Ronnell Carlson

Car Saleswoman and Waitress



PER 12

Molly Lennon

Law Student



PER 12

Gatlin Maxton

Sensationalist TV Host



PER 11