



The Festering **LOCUSTS of FENMORE**

Horror on the frontier of the French & Indian War

by J.C. Connors

About the Adventure

The Festering Locusts of Fenmore is a *Call of Cthulhu: Down Darker Trails* adventure inspired by Ramsey Campbell's Lovecraftian short story, "The Insects of Shaggai." The adventure can easily be adapted to other horror systems – a *GURPS Horror* version is also available at www.1shotadventures.com.

The adventure is set in 1758 along the colonial frontier north of Albany. This is the time of the French & Indian War, where poor farmers and fur trappers eke out a living from the land, even as conflict flares up around them. Worse than any human conflict, however, are the sentient insects that are festering on the frontier, waiting to emerge and enslave the unsuspecting men and women building settlements nearby!

The Loathsome Locusts of Fenmore is suitable for three-to-five investigators. The end of this adventure includes six pregenerated characters so you can get started right away – including an extra investigator should one of the PCs meet a grisly fate before the adventure's conclusion!

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. 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 investigators, notably the pregenerated investigators from the end of this adventure.

Adventure Summary

It is the late summer of 1758. After the costly British defeat at Fort Carillon (aka Fort Ticonderoga), peace has seemingly returned to the British frontier. The colonists who were drafted to seize the fort from the French have been allowed to return to their land. It's been over three months since French war parties were seen in the wilderness near Saratoga.

The adventure begins in a small British trading settlement named Wood Creek, not too far from modern-day Whitehall. The investigators receive a visit from a neighboring settler, Jacob Fenmore. Jacob had served at Fort Ticonderoga and received a field promotion. He returned home to tell his father and sister that he planned to winter at the fort, but his family was nowhere to be found. Jacob believes they might have been out on a hunting trip or resupplying at Saratoga village. He asks that the investigators check on his father, Enoch, and sister, Clara, in a few days time.

Fenmore's homestead lies ten miles west from Wood Creek. When the investigators arrive, Enoch, is unsettled and nonsensical, and Clara is nowhere to be found.

Enoch tells the investigators that he suffered an accident in the river a few days ago, and then shares a strange story about how he discovered a hive of "unnatural locusts" in the woods. He witnessed one of the Insects crawl into the skull of a Frenchman that he had befriended. Enoch ran for his life back to his cabin. What Enoch does not know is that he was also possessed by one of the Insects! Now, from inside

his skull, the creature is slowly feeding him aeons of lore from the Insect's home planet, and slowly converting Enoch into a loyal follower.

Enoch is withholding two dark secrets. One, he captured the possessed French militiaman and is secretly holding him hostage in his cellar. Two, he buried his daughter Clara alive on the edge of the forest, believing that she is protected from the Insects while deep underground.

Eventually, the investigators discover these dark secrets. While they rescue Clara, they have to deal with the Frenchman, who has gone utterly mad from the Insect inside his skull.

Soon, however, Enoch's cabin is surrounded by the Purple-Painted Men, a cult who has devoted themselves to the Insects. They've come to recover the two men, who they now see as one of their own. What's more, the cult is disappointed that the Insect has driven one of the men mad. Part of their plan is to free the Insect from his brain so that it can incubate inside one of the investigators with better results!

Eventually, the investigators must fend off the Cult and flee the Fenmore homestead, either escaping through the woods with stealth, or paddling down the Hudson. The cult, however, will not let them escape the wilderness peacefully, and summon a monstrous *gnawing tendril* to devour the investigators before they can alert the British to their presence.

If the investigators escape with their minds and bodies intact, they can claim victory. Otherwise, their fate is to become slaves to the festering locusts of Fenmore...!

Part 1: A Sunday Surprise

The investigators begin the adventure in a "hall and parlor" log house near Wood Creek. It is time for a traditional Sunday supper, where several local families sit down, eat, and give thanks together.


Tonight, boiled stew, apple dumplings, and pop-robbins (flour and egg balls boiled in milk) are served at the large central table. Talk at the table invariably drifts to the ongoing war with the French, the flax crop, beaver pelt and deerskin prices, and occasional family scandals in nearby Saratoga.



It is not unusual for the families of Wood Creek to host guests on Sundays. British soldiers, militiamen, fur trappers, and even traders and warriors from the friendly Iroquois tribes have been known to visit and sup with the colonials of Wood Creek.

To kick off the adventure, the Keeper should hand each player a "banter card" from the handout section (see [Handout A](#)). Players should introduce their characters, then take turns reading or improvising a statement from their card. This method is a fun and easy activity to get the players familiar with the events and concerns of 1758 New York!

Just as prayer is held and dinner is served, there is a loud knock at the door. It is JACOB FENMORE, a familiar young man in his mid-twenties, known for his impulsiveness, loyalty to his family, and bravery. Dressed handsomely in a neat but worn red coat, he enthusiastically embraces his friends at the table, apologizing he is both unexpected and late.

 *Keeper's Note: To add weight to Jacob Fenmore's role, one of the PCs can be related to Jacob. If using the pregenerated characters from the end of the adventure, both Nathan and Abby Keales are noted as his cousin.*

As dinner progresses, Jacob explains his unexpected visit:

"General Abercromby up at Fort George offered me a commission to winter up there. We're gathering troops up north, so he needs folks familiar with the area to keep an eye out for French rangers. There's four thousand French soldiers up at Carillon, no doubt they'll come south soon.

"I was allowed leave to tell my family that I wouldn't be returning until the spring, and also tell them that it'd be wise for them to relocate to Saratoga. I don't like the idea of my father and sister all by themselves west of Waggon Road.

"Unfortunately, when I knocked on my father's cabin, I found the two of them were gone. I waited for a few days, but they didn't come back. It's possible they're resupplying in Saratoga, or maybe trapping west of the Hudson.

"I'm due back at Fort George in two days. I'm hoping one of you fellows can visit my father Enoch in a few days time and tell him my news. I just don't want family out there when the raiders come south."

The investigators remember that Jacob's father Enoch is a well-known, industrious trapper who has always preferred to live in remote areas, better to trap valuable beavers with less competition. A bit of a curmudgeon, has a reputation for being a shrewd negotiator. Jacob's younger sister CLARA has received many offers of marriage, but she's refused to move away from her father until the war's ended.

A successful NAVIGATE roll recalls that Fenmore's homestead is located about 15 miles west of Wood Creek. There's no direct road to Fenmore's house, though the main roads will take travelers about halfway there, then it's a straight shot along the Hudson River. The trip is at least a 10 hour hike, likely longer taking into account terrain, rests, and stream crossings.

Asking Jacob more about current events (or making a KNOW roll) recalls that the French pulled their soldiers back to Fort Carillon a year ago; they haven't been seen in the area for a while. However, Shawnee or Lenape raiders allied with the French attacked a small settlement west of Lake George over the summer.

In the morning, Jacob sets off to Fort George, wishing the PCs luck that they find his family without much trouble. He again asks them to make the trip in the next few days.

Stopping at Fort Edward

Fort Edward is en route to the Fenmore homestead. PCs may decide to stop there for the night. The fort is a sprawling complex with thick, 15' high palisade walls. Eight cannon and twenty mortars protect the fort, along with a few hundred British soldiers. Also, the elite Rogers' Rangers reconnaissance company is often stationed here. This independent unit of elite New Hampshire scouts has the respect of everyone in the area, British and French alike.

As British colonials, the investigators will be welcomed into Fort Edward, and allowed to spend the night in one of the fort's supply areas. Friendly and respectful folk might be able to convince the new commander of the fort, MAJOR GENERAL PHINEAS LYMAN, to purchase some additional supplies, such as a musket or two, extra powder, or foodstuffs. Additionally, a CHARM or PERSUADE roll at the fort discovers a few random rumors:

- 1 - Fort Anne is rebuilding its palisade walls, and has employed Mohawk scouts to protect the valley.
- 2 - Algonquins have raided two groups of colonial traders on Waggon Road in the last month.
- 3 - The French have seen a startling amount of desertion over the summer; this is why they haven't moved south yet.
- 4 - Morale is low among the British troops since the July defeat at Fort Carillon (aka Fort Ticonderoga).
- 5 - Prices have risen greatly in Saratoga over the summer.
- 6 - There's no plan for a campaign for the rest of the summer; the valley should stay largely peaceful.

As he departs, Jacob hands one of the investigators a sealed envelope with a letter to his father in it, saying it "explains the situation, the trade in Saratoga, and other family matters." (The Keeper should seal **Handout B** in an envelope, tempting the players to open it! While there's nothing nefarious in this letter, it does warn his father that a dangerous "devil beaver" may be living near his cabin. This can prove handy later.)

West Across the Frontier

The most efficient way to get to Fenmore's homestead is to travel south along the road to Fort Edward, then north along Waggon Road, then cut west along the Hudson. With a successful NAVIGATE roll, this trip can be made in a hurry in 12 hours, though the weather is hot, and it's best to spend the night halfway there. A failed roll costs an additional hour or two once the group leaves the road. If the whole group makes a CON roll, they can cut the time down to about 10 hours and make it in one, exhausting march.

Keeper's Note: The adventure works best if the investigators arrive at Enoch Fenmore's house in the morning. That way they have the whole day to deal with Enoch and his hostage, and rescue Clara from being buried alive. This times the arrival of the Purple-Painted Men at nightfall, which makes the situation especially creepy and tense.

Part 2: The Fenmore Homestead

Enoch Fenmore lives in a two-building homestead just a couple hundred yards from the Hudson River. His log house is finely built and well-maintained. In contrast is his nearby, decrepit bark-house that serves as a workshop. This is where Enoch Fenmore skins, fleshes, stretches, and dries his beaver pelts before selling them in nearby Saratoga.

As the investigators approach the homestead, they see smoke rising from one of the two chimneys in the cabin. Regardless of the time of day, a successful PERCEPTION (HEARING) roll hears mumbled singing coming from the house. The song is somewhat recognizable as the Scottish tune, "Johnnie Cope," which commemorates a 1745 battle. A KNOW roll (or appropriate musical skill) can tell the person is not very familiar with the actual lyrics. Scottish investigators roll with a bonus die!

A minute or two later, Enoch booms out, *"I will restore the years that the swarming locust has eaten, the hopper, the destroyer, and the cutter, my great army, which God has sent among us!"* He then stomps his feet loudly on his wooden floor. A KNOW roll identifies this as a Bible verse from the Book of Joel (2:25).

If the investigators spy on Enoch, they'll see him exhausted and frantic inside his cabin. He's simultaneously frying up some goats meat in a pan, singing, quoting Bible versus (*"He spoke, and the locusts came!"*), and kicking at the floor. This is an unwell man. There is no sign of his daughter, Clara.

If Enoch hears the investigators approach without warning, he'll spring to his door with his rifle in an instant. He knows that any number of dangers can show up as his home in the wilderness, and he'll be ready.

Once Enoch recognizes the investigators as fellow British colonists, he beckons them inside, telling them to hurry. It is clear the man is tired and anxious.

Enoch Fenmore's Cabin

Enoch's cabin is a well-maintained, hall-and-parlor log house. A successful CARPENTRY roll sees that the cabin was built with expensive tools.

Hall

Enoch's main room is sparse, furnished only with a rectangular, spruce table and a few chairs. A few shelves holds some basic dry goods. A new Kentucky rifle is mounted above the fireplace, and a large chest holds a wool blanket, some dining ware and utensils, and a note from Enoch's son Jacob (see **Handout C**).

Underneath the table is a trap door that leads into a small root cellar. Spotting the trap door while the table is on it is difficult and requires a Hard SPOT HIDDEN roll to find (or a regular SPOT HIDDEN roll with some time). Once the table is physically moved, the trap door is fairly obvious to spot.

The investigators may hear moans of the captured Frenchman in the root cellar, particularly in the quiet after Enoch is finished with his story. A LISTEN roll hears them (it is a Hard roll if loud conversation is also happening in this room).

Parlor and Bedroom

A bed and two homemade down mattresses are in the smaller room, shared by Enoch and his children. A large trunk holds some clothes and blankets. A woman's wool traveling cloak hangs one wall (which a SPOT HIDDEN roll will *immediately* see as out of place), signalling that Clara might not be away like her father claims.

The Root Cellar

The cramped root cellar is only accessible from the trap door in Enoch's house. The ceiling is low, requiring anyone who drops into the cellar to hunch over.

Bound and gagged in the root cellar is Rigobert Dieupart, the round-faced Frenchman from Montreal. He joined the French forces a year ago, but deserted after the French defeated the British at Fort Carillon (Ticonderoga) in July. He was heading west when he stumbled upon Enoch Fenmore. After his encounter with the locusts, he followed Enoch back home, where he was hit over the head, captured, and locked in the cellar.

Like Enoch, Rigobert's brain is infested by a locust. However, he has succumbed to the insect's mind control far faster than Enoch, and is an incoherent mess when the investigators find him. He holds his head and moans about "shrouded planets," "ships that sail the stars," and "sacrifices to 'The Purple God Who Devours'."

If the investigators free Rigobert while Enoch is around, Enoch protest almost to the point of violence. He'll scream that the man has an Insect in his brain, and that he's not to be trusted. *"He's a slave to them! I know! And he'll bring them upon us!"*

Enoch Fenmore

The adventure begins in earnest when the investigators meet Enoch Fenmore. Believing he narrowly escaped death at the hands of the French, unnatural locusts, and devil beavers, he's excited to share his story:

Fenmore's Story

"I was trapping north of here, a place where the beavers grow conspicuously large and heavy, more like dogs than like rodents. Them beavers are hateful, and they shriek like the devil when they see a man, and are often likely to attack you like a rabid thing!"

"Well, I was hunting these devil beavers when I tripped and fell into the river. The things were on me in an instant, biting my skull and neck with their teeth."

Enoch points to a vicious, likely infected, puncture wound on his collarbone to emphasize the point.

"The devils wouldn't let me leave the river, and my powder was wet, so I swam for it. I fell down over a fall and knocked my head."

"Somehow, the Lord was with me and He saw to it that I didn't drown. I was fished out of the water by a cowardly, round-faced Frenchman. The shag-bag had deserted his unit, see. But he was God-fearing so he saved me from the river. I didn't trust the man, but my leg was hurt so I told him he could winter at my place. We spent a day or two lost in the wild, and that's when we saw it."

"It was a pyramid or cone of sorts, dirty, white, and jutting out of the ground about fifteen feet. A circular door was at the top. I told the Frenchman to leave it be, but he was all curious and climbed up. Suddenly, locusts the size of my fist poured out of it. I went to run away, but a horrible thing happened. One of those locusts fell on the roundface of the stupid Frenchman... and I swear to God... it crawled into his head. The shag-bag screamed bloody murder and I fled. Thank the Lord I found my way back here!"

Enoch rambles on, but his story becomes more unfocused and difficult to follow. The investigators will likely have questions!

- If asked where his daughter Clara is, he stammers that he thinks she went to go find him while he was injured and lost. He doesn't seem concerned, thinking she'll be back in a few days. "Girl's tough and knows the woods well. On friendly terms with the tribes too." *Keeper's Note: This is a lie, Enoch buried Clara alive to protect her from the Insects.*
- If asked about the Frenchman, Enoch chuckles and describe him having a face like a full moon. He says he thinks the man's is RIGOBERT, but scoffs at the foreign name. Enoch says he doesn't know what happened to the man, but just last night he spied *another* French scout

sneaking around his settlement, north of the house. He got a glimpse of the man and fired a shot at him with his rifle. "Think I hit him too, but it was dark and I haven't looked for his body yet."

- If asked more about the locusts, he'll hold out his fist and describe them as "evil buzzing, flailing things, which makes sounds like CHAW-ANN! CHAW-ANN! from the largest of their three, moist mouths."
- If asked about the strange structure in the woods, he'll describe it as "made of smooth stone, cold to the touch." He doubts he could find it again.
- A PSYCHOLOGY roll reveals that Enoch doesn't seem to be sharing everything he knows... and in fact seems like he's acting as if someone else might be listening to him.

When told that his son was looking for him, and wants him to travel south to Saratogha or take shelter in a fort, Enoch refuses.

"The locusts come back at night, looking for me. Seems they know I got away, and have more to tell me... plus, I have to wait for my Clara to get back..."

Confronting Enoch

Eventually, Enoch's story unravels. The most likely way this happens is if the investigators hear Rigobert trapped in the root cellar. If they rescue Rigobert, Enoch screams angrily and tries to stop the players, even reaching for his rifle:

"You can't free him! He has an INSECT in his skull!"

If the investigators confront Enoch about Clara's disappearance – either because Rigobert told them he heard something happen to her or because they discovered Clara's traveling cloak in the parlor – Enoch grows more anxious, finally admitting she's not away.

"You don't think I was going to let one of the locusts get her do I? No... I buried her! No one can find her, not even THEM. I'll free her when it's safe! I'm a good father..."

No amount of pleading will get Enoch to reveal the location of Clara's "grave." Instead, the investigators will have to search the woods.

Once Clara is recovered, Enoch grows hopeless and deeply ashamed. He'll simply sit in his chair and babble and moan, saying the locusts will come for everyone soon enough. From this point forward, the Enoch is useless and prone to panic. The Keeper should use him as a foil at this point, distracting the investigators and adding to the chaos, until the Insect in his head fully takes control of him (see p.10).

Fenmore Settlement



With Enoch held at bay a calm approach, it's possible to get some useful information out of Rigobert:

- If asked about Clara, Rigobert nods his head frantically and say, "Yes! *The girl in the ground! The pretty girl in the ground!*" He'll then make violent motions with his hand, and point to Enoch. *Keeper's Note: After he was captured, Rigobert heard Enoch planning to bury Clara to protect her from the Insects. He heard the scuffle outside the cabin the next morning. He does not, however, know where Clara was buried.*
- If asked about Enoch's story, Rigobert affirms most of the story. "I saved him from the water!" However, Rigobert does not realize that Enoch also has an Insect in his skull; he did not witness Enoch's attack.
- If asked about the insects, Rigobert resumes babbling. "The ships of stone do not work! The ships of stone have failed here. More slaves are needed..."

If the investigators release Rigobert, he lacks the agency and good sense to flee from the homestead. Instead, he'll wait in the area, hiding either in the skinning house or at the edge of the woods, awaiting the Purple-Painted Men – allies of the Insects – to come and retrieve him.

The Decrepit Skinning House

The windowless bark-house is where Fenmore does his work. Here, he skins, fleshes, stretches, and dries beaver pelts. A bucket of lime sits outside the door, which is usually locked with an expensive iron padlock.

Inside the foul-smelling shed are a dozen or so beaver skins, each nailed and stretched onto boards arranged around the room. One unusually-large skin is sewn and stretching on a circular loop – a gift from one of the nearby tribes. A NATURAL WORLD roll immediately identifies the beaver skin as twice as large as it should be.

Tools typical to the skinning trade can be found on a wooden table in the corner of the room – sharp knives, fleshing planks, a nice hammer, and a bucket of rusty nails.

A chest in the corner holds two expensive carpentry tools, including a fine German-made handsaw and an *unusually* fine hatchet that has a blade of unusual, unidentifiable white metal... or is it stone? It is difficult to be certain.

Keeper's Note: Jacob Fenmore found a chunk of this metallic material near where he first encountered the Insects. He honed it into an axe blade and used it to craft his home. The hatchet gives a bonus die to CARPENTRY and similar craft rolls, but causes nightmares to those who keep it on their person.

The Red Cabbage Patch

The red cabbages and carrots planted Enoch's patch are normal, healthy vegetables. A wooden shovel can be found stuck into the dirt here.

Mounted on a post in the middle of the patch is a primitive-looking scarecrow. An enormous, rodent-like animal skull is mounted where the head should be. A NATURAL WORLD roll identifies the skull as from a massive beaver, which would at least be the twice the size of an ordinary beaver.

The Iron Tree

The "iron tree" in this clearing is in actuality a being from Xiclotl. The strange tree-like creature is enslaved to protect the Insects. Knowing that two Insects are inside Enoch's house (in Enoch and Rigobert's heads), it has stationed itself on the edge of Fenmore's homestead.

While the horrible thing is visibly different from the pines in this area – its trunk is cylindrical, with grey metallic bark, and flat fronds sprouting from it – it is good at camouflaging itself in the forest.

The Xiclotlan is carnivorous and aggressive. If it hears humans nearby, it hides itself among other trees to observe, moves up behind the weakest-looking victim, and then attempts to grab him with its tentacles and swallow them whole. Seeing a Xiclotlan come to life calls for a SANITY CHECK (0/1D6).

Being devoured by a Xiclotlan is a horrible fate. After being digested, the Xiclotlan excretes the corpse out in a gray, paste-like form. The excrement forms into a bubbling fungus that sinks into the earth and creates a Mote of Zy'tl Q'ae, an intelligent and carnivorous plant-thing who is the dominant life-form of the Xiclotlan's planet.

The Militiaman Corpse

The body of a young, French scout dangles from the tall branches of a spindly white pine tree in this area. The body can be spotted with a successful SPOT HIDDEN roll. The corpse is visibly missing a leg (which was eaten by the Xiclotlan).

Recovering the body requires either chopping down the tree or making a CLIMB roll. Seeing the ghastly injuries on the corpse up close requires a SANITY CHECK (0/1)! A gunshot wound is in the man's shoulder (which a MEDICINE roll will reveal would have been non-fatal), the man's arms are broken

Xiclotlan Guardian

Servant to the Locuft

STR 250 DEX 75 INT 35

CON 90 POW 50

SIZ 210 HP 30

Damage bonus: +5D6

Build: 5 Move: 8

Attacks per round: 3

Tentacle 50%, damage 1/2 db + Grapple

Armor: 7-point hide

Sanity Loss: 0/1D6 from seeing a Xiclotlan

Skills: Hide in Woods 35%, Sneak in Woods 35%.

Tactics: The Xiclotlan attacks by whipping its tentacles to stun its prey (2D6+1 damage) and grapple them. Escaping from a grapple requires winning an opposed STR or DEX roll. Once grappled, the Xiclotlan swallows a victim whole. This is an automatic hit if the victim is grappled for 5D6 damage per round. The Xiclotlan can only digest one human-sized creature at a time, so once it eats a victim it will not try swallowing again until it excretes the corpse (which usually takes 24 hours).



in multiple places, his skull is caved in, and his leg is entirely missing, bitten off as if by a huge bear!

If the investigators search the body, they find a small book sewn into his coat along with few livres. The book is entitled, *A Fatalist's Purge* and its author is scratched out. Even a glimpse through the manuscript's pages reveals that the book is occult in nature – strange writings, glyphs, and drawings of monstrous skulls adorn its pages. A hand-written passage at the front of the book (written in French) reveals that the owner was apparently tracking deserters and cultists (see [Handout D](#)).

Clara's Grave

Clara Fenmore is buried alive in this part of the woods, trapped in a shoddy casket and entombed a yard into the ground. Her father Enoch trapped her here to "protect" her from the Insects, who he feared were going to burrow into her brain.

Spotting the location of the dug grave is difficult without an idea where to look. A PC randomly wandering the area may spot the soft, recently-excavated earth with a successful SPOT HIDDEN roll.

If a PC is *specifically* scouting for tracks around the settlement, a successful TRACK roll finds a trail that leads to the burial site. If the roll is made with an extreme success, signs

of a skirmish at the edge of the woods is visible – this is where Enoch wrestled Clara to the ground and bound her.

Digging up the grave with the wooden shovel from the cabbage patch takes one man about four hours (our eight hours with improvised tools!).

Clara is bound, half-conscious, and an emotional wreck. She's dehydrated and terrified, and unable to speak coherently until she gets rest. She will not go anywhere near her father, who she thinks has gone mad from his encounter with the devil beavers. ("He said he got bit by them... and when he came back, he wasn't the same!")

Once calmed down, Clara recounts what happened:

"When my father didn't come back from his trapping expedition, I set out into the woods to find him. I hoped maybe I would find a Mohawk who had seen him. Nobody had.

"When I returned to the cabin I saw he had returned. I felt he was acting strange, but thought it was because he had been mauled by those devil beavers he likes to trap.

"But then that night I heard a man shouting underneath our floor. My father said he had captured a Frenchman and to go back to sleep. I had nightmares that night of horrible buzzing insects, and men chanting to the devil in the woods.

"In the morning, I told my father he should let the man go. My father agreed and asked me to help him with something in the woods first. But when we got to the edge of the forest, my father hit me with a shovel and bound me. It was horrible... he entombed me in the ground, saying it was for 'my good'. The devil's taken his mind, I tell ye, either from the bites he suffered or because he's turned his back on God!"

Once settled down, Clara has a few other pieces of information to share.

- Enoch and Clara keep a small wherry boat near the river, which they use to bring goods to Saratoga. (Unfortunately, she does not know that in a fit of madness, the boat has been damaged by Rigobert.)
- When she was looking for her father in the woods, she encountered three friendly Mohawk scouts just north of her home. She spoke to them and helped treat one of the men's horses, who had suffered an abscess in one of its hoofs. She wonders if any friendly Mohawks are still nearby (see Extending the Adventure).

Castor Diabolus

American Devil Beaver

STR 40 POW 40
CON 60 DEX 70
SIZ 35 HP 8



Damage bonus: -1

Build: -1 Move: 8

Attacks per round: 1

Fighting (Brawl) 60%, damage 1D4

Dodge: 45%

Skills: Listen 65%, Scent Something Interesting 80%,
Swim 90%.

Notes: Dog-sized devil beavers are hateful creatures and are very dangerous. They will viciously attack humans on sight, all-out attacking at the legs, knees, and groin! The large pelt of a devil beaver is quite valuable. If skinned successfully, it can be sold for £100 in a city like New York or Saratoga.

Devil's Dam

An old beaver lodge lies on the edge of the Hudson here. This was the initial location where Enoch found the huge "devil beavers".

The remnants of a three-man wherry boat is here on the shore of the river, but its hull has been shattered by axe blows. If Rigobert has been discovered already, Enoch truthfully explains he caught the man destroying it. If Rigobert has not been discovered yet, Rigobert blames the beavers.

Repairing the boat requires a carpenter and a helper. Three successful CARPENTRY rolls are needed to repair the boat, with each roll representing an hour's worth of work.

The abandoned beaver lodge stinks like carcasses. It's a smell that has outlived the original inhabitants. Enoch's hunted and skinned the original animals years ago. It's possible to swim into the lodge through an underwater entrance; this feat requires a SWIM roll to find the entrance and push through the sharp timbers into the dark dome of the lodge.

A strange and rancid tuber rots inside the lodge. The size of a small melon, the tuber is shaped somewhat like a human heart, but is infested with maggots and worms. This is clearly the source of the awful smell that emits from the lodge.

Keeper's Note: The tuber is a hybrid between a naturally-occurring plant in the area and the residue trailed by the Xiclotlan. Only an extreme success on a NATURAL WORLD roll figures this connection out (and even then, only if the investigator has seen

the Xiclotlan!). An OCCULT roll reveals that such tubers are often used in dark rituals to summon evil spirits. Anyone carrying the tuber will become the first target for the Gnawing Tendril at the end of the adventure!

Under a pile of branches in the dome is a broken axe handle, a rusty bayonet, and fine large skinning knife, crusted with dried blood.

A Dangerous New Resident

After Enoch was wounded by the devil beavers, a particularly smart and aggressive male beaver followed his trail down the river. The devil beaver has made its home here in the abandoned lodge, and will viciously attack any intruders who come near its new home.

Part 3: Purple-Painted Men

Once Rigobert is discovered and Clara is rescued, the PCs will hear drums in the distance. A KNOW roll identifies it as a military drum, though the cadence is chaotic and random.

Creeping through the brush are a dozen Purple-Painted Men. Whether through superstition or psychic powers, these men have become enthralled by the Insects and worship them as gods. The men are an eclectic mix of French and British soldiers, colonial settlers, and Iroquois. Their faces are painted with weirdly-shaped purple smears.

The leader of the cultists is a well-spoken Oneidan warrior named LITTLE SHEN. Shen also speaks fluent English, French, and several Iroquois dialects. The Insects therefore use him as their interlocutor.

Shen and the Purple-Painted Men's goal is to return Enoch and Rigobert into their brood. Both men have rare Insects in their skulls, which are precious to the men. Shen knows that the insects drive some men mad, and must be freed. Others are "educated" by the

Shen and his men approach Enoch's home, then call out to anyone inside. As the men approach, both Enoch and Rigobert become suddenly calm and attentive.

"The time has come, my friend," calls out Shen. "Come with us and we will show you the infinite smile of Xada Hgla."

An OCCULT or CTHULHU MYTHOS roll identifies "Xada Hgla" as a clam-like creature worshipped by long-extinct tribes in the area. Bizarrely, the creature is also supposedly referenced in Plato's lost dialogue, the Hermocrates; there, it is the monster that devoured the Greek gods.

Shen is there just for the two men who are possessed by Insects. He sees no need for violence, though if fired up, his men will fire a few musket shots into the house and then drift back into the woods, warning the investigators that they will return soon.

If the investigators talk with Shen, he won't approach the house, but will parley from the edge of the woods.

- Shen is diplomatic but blunt. He says he is here for the two white men who "opened the door of Xada Hgla." He insists that the men are his people and belongs to him.
- If asked who Xada Hgla is, Shen laughs with disbelief and explains that he is the "Green-Eyed Avatar of the Deep Dark," a being so powerful that it is inevitable he will devour the universe, and spare only those that worship him from afar.

Upon hearing that Shen has come for him, Rigobert does everything possible to join the Purple-Painted Men, even becoming angry and violent. His desperation gives him strength, and he may be able to break any normal restraints the PCs have used on him. If Rigobert is *utterly* restrained, he begs and pleads and wails that he needs to join with Shen and the Insects – "Can't you see I was born to see his infinite smile?" Then he sinks into utter madness.

Turning Over Enoch and Rigobert

If the investigators succumb to Shen's demands and decide to turn the men to Shen, a few events may happen:

Enoch resists going over to the Purple-Painted Men... at first. After an hour or two, the Insect in his skull soothes him, and he will quietly rejoin the cultists. Before this happens, he'll begin speaking of long-dead histories of faraway planets, of ice-blue oceans, green suns, and crystalline mountains. To him, the sites he sees in his mind are familiar and comforting.

If the investigators turn over Rigobert (or he escapes to rejoin them), Shen embraces the man. Suddenly, the others violently force Rigobert to his stomach and horribly begin to split the man's skull open to wake the Insect inside. Rigobert was unable to receive the "gift" of the Insect's histories, so Shen and his cultists simply desire to free it.

Once free, the investigators see a iridescent insect, the size of a bird, lazily circle above the men. The insect flies in strange patterns, then races towards the house to look for a new host. Witnessing this entire event causes a Sanity Check (1/1D6).

The Insect Freed

Once Rigobert is dead, the Insect in his skull is released. It flies into the house, using its transdimensional properties to phase through the wooden walls of the cabin. While the Insect's motives are alien and sinister, what is clear is that it wants a more stable host to enslave. After all, those that survive the Insect's parasitic process stay loyal to the Insects forever.

Before trying to attach itself to the brain of a subject, the Insect will first attempt to disable any obviously armed opponents that could stop it. It uses its ability to inflict agony, and then dives towards a suitable victim to embed itself into his skull. Once another victim is infected with an Insect parasite, Shen demands that the investigators turn that poor soul over to him.

Departure of the Purple-Painted Men

Eventually, Shen departs the Fenmore homestead. This likely happens when the investigators either turn over Enoch and Rigobert to Shen, or they refuse altogether. Or, perhaps the investigators mounted enough of a defense of the cabin that Shen decided it is prudent to retreat into the woods to regroup. Either way, Shen's last words will be a threat: *"Soon, this land will be harvested and the locusts shall rule and make all their slaves!"*

That spoken, Shen and his men disappear into the woods to begin the next phase of their plan.

Keeper's Note: If the investigators get lucky and kill Shen (perhaps with a musket shot), his men retreat into the woods to elect a new leader. If Enoch is with them, he will assume leadership, the Insect in his brain teaching him the ritual that is to be performed...

Part 4: The Ritual

Shen has no desire to let the investigators warn the British of what happened here. Not wanting to endanger his men or the Insects some of them host, he withdraws a half-mile into the forest to summon a Gnawing Tendril, an otherworldly monstrosity that is easily capable of devouring the investigators.

Shen's summoning ceremony takes an hour, and requires five of his men. At first, the investigators hear strange shouts and groans coming from the wood. Soon the human noises are accompanied by an earsplitting droning sound. An OCCULT roll identifies the cacophony as some kind of dark ritual.

The Summoning

If the investigators sneak into the woods to observe the ritual, they will find Shen and his men in a rocky glade. Shen has drawn an irregular pentagon on the ground with what looks

The Insect

Unnatural Parasite

STR 10 DEX 80 INT 80
CON 10 POW 85
SIZ 05 HP 1



Damage bonus: none

Build: -2 Move: 4/20 (fly)

Attacks per round: 1

Nerve Whip 50%, see below

Meld into Brain 60%, see below

Dodge 77%. All attacks against the insect are Hard due to its size and ability to flicker out of existence.

Tactics: The inscrutable Insect disables opponents with its nerve attack, which appears to be an oddly-colored beam of light. If the victim fails an opposed Pow roll, they are useless and overcome by agony until the Insect ceases the attack. If the attack fails, the victim still suffers a penalty die for 24 - (1/5 x CON) hours. When an insect finds a suitable host, it tries to latch itself on to a person's face, which requires it to be physical for at least one second. Then it will sink into the victim's skull and infest the subject's mind. Each night thereafter, the victim must make an opposed Pow roll with the Insect. After three failures, the victim is a slave to the Insects; a horrible failure causes utter madness. The only way to remove the insect is through *trepanning*, which requires four hours and a Hard MEDICINE roll. This procedure causes the Insect to flee. Failure inflicts 3D6 damage!

like white ash. His men stand at each of the points of the shape. Additional Purple-Painted Men guard the others.

In the center of the pentagon is a large, heart-shaped tuber (similar to the one the investigators may have found in the beaver lodge). As the men chant in a strange language, the tuber writhes and pulses as if something grows inside it.

There are only two ways the ritual can be stopped. One, the investigators can kill Shen, who leads the ritual. Or, if Shen has less than four men to perform the ritual, it fails.

In the event of a failed ritual, the tuber twists and mutates and finally bursts into a horrible swarm of maggot-like Gnawing Larvae. Seeing this causes a SANITY CHECK (1/1D3)! The wriggling larvae are hungry and will swarm to the nearest living beings to devour them.

The swarm of larvae has Move Rate 8. It hits automatically and does 2 HP damage per turn (armor not protecting). The swarm is dispersed if it takes 12 HP damage. The swarm is diffuse, meaning most ranged attacks do 1 HP damage, and other attacks do 2 HP damage. If the swarm devours a cursed tuber (e.g., the one from the beaver lodge), it will spawn a second, smaller swarm (dispersed after 6 HP damage).



The second, and more difficult, way to stop the ritual is to destroy the tuber with fire *before* the ritual is completed. Once the tuber takes more than 4 HP of fire damage, it swells and bursts, leaving a purplish and foul-smelling oil on the ground.

Ignoring the Ritual

If the ritual is not stopped, the tuber grows and forms into an alien Gnawing Tendril, a horrifying, multi-eyed worm that obeys the command of the Insects. Seeing the Tendril form calls for a SANITY CHECK (1D3/1D12)!

Shen orders the Tendril to hunt down and devour the investigators before they can escape and warn others. Able to swim through the air, the Tendril makes for a deadly stalker.

Part 5: Escape

The adventure can conclude in a couple ways. Combat-minded investigators might strike out at Shen, stop his ritual, and defeat the unnatural Gnawing Tendril. This approach takes careful planning and plenty of luck and bravery. Even if Shen is killed early on, his men will hunt down

Or, wise investigators might decide to flee, perhaps planning to get aid at one of the nearby forts. While Shen is a formidable foe, his small band is no match for a brigade of British soldiers!

There are two good routes to escape the Fenmore settlement. The most obvious is by land, cutting through the woods and hoping to outrun Shen and the Tendril. It's a ten mile run to either Fort Edward or Fort Anne, which would take about four hours (or three with a successful NAVIGATE roll).

The second method of retreat is via boat, paddling down the Hudson towards Fort Edward and Saratoga. The most obvious boat in the vicinity is the damaged three-man wherry boat kept near the beaver lodge. Or, industrious investigators might think to fashion their own primitive log raft – this would take six successful, appropriate CRAFT rolls, with each roll representing an hour of labor.

A trip down the river to Fort Edward can be made in about two hours with a successful PILOT BOAT roll. A failed roll results in a three hour trip, as the boat is stalled by river hazards.

As soon as the investigators flee the Fenmore homestead, Shen and his band give chase. If it was successfully summoned, Shen unleashes the Gnawing Tendril to fly after them. The Keeper can handwave the chase, or run it with some simple chase rules (see inset). Either way, the Keeper should describe the horror of running through the woods, a band of crazed cultists and a screaming, gnawing horror at the investigators' heels!

The chase has three likely set-piece climaxes, although GM's are welcome to make up more, depending on the players' own clever tactics:

Cornered at Clay Hook Falls

Winded and off the trail, the desperate investigators find themselves scrambling to the top of Clay Hook Falls. An 18' cascade makes the terrain treacherous. Anyone slipping from the falls takes 1D6 damage from the fall on to the rocks below.

A successful IDEA roll will be able to use the falls as high ground; the rocks at the top provide cover, and the trail is difficult to climb. Otherwise, the investigators find themselves pinned at the top with their foes coming from both directions. (Obviously, if the Tendril has caught up to the investigators, its ability to fly lets it scale the falls without difficulty!)

Battle of the Canoes

In this scenario, the investigators have taken the wherry boat down the river. Unfortunately, Shen's more agile canoes have caught up with them in a shallow part of the river. Shen's men are armed with muskets and bows and can easily start to pick the investigators off.

If the investigators succeed with a PILOT BOAT roll, they can take advantage of a fast-moving current, race ahead, and have enough time to disembark.

Keeper's Note: The Keeper can allow one more chance for the investigators to dash into the woods and outrun their pursuers. In this case, the investigators must to win an opposed Chase Roll to escape! Investigators can also hide and use STEALTH as their chase skill, but the roll is Hard due to the proximity of Shen's forces.

If the investigators stay in the river, the two forces engage in an epic water battle. Keepers should start combat at about 15 yards, with Shen's forces closing by a yard or two each turn. The Gnawing Tendril flies in like a drunk fly, planning to destroy the PCs boat before swallowing them.

The wherry boat does not offer much cover (treat as Armor Value 1) and has 30 HP. Shen's canoes are more fragile, with Armor Value 0 and 11 HP.

Escape to the Forts

In this scenario, the investigators skillfully escape through the wilderness and make it to the walls of one of the nearby forts (likely Fort Edward or Fort Anne).

Shen is smart enough not to charge at the walls of a well-defended British fort. He orders his men to fade into the woods, where they make their way back to Fenmore's house to loot its valuables and burn it to the ground.

Running the Chase

The finale of the adventure is likely to end with the PCs fleeing towards Fort Edward, Shen and the Gnawing Tendril in hot pursuit. The following rules can be used:

Every hour of the chase, the *leader* of each side makes an opposed Chase Roll (Keepers should roll separately for Shen and the Tendril):

Flight by Land

Roll DEX or RIDE (if horses are available). Add +10% if everyone in the party has Move Rate 8, or +15% for Move Rate 9. Keepers may cancel this bonus if the party is wounded. This means unless injured, Shen rolls against a 70%. The Tendril rolls against a 85% thanks to its flight!

Flight by River

Roll PILOT BOAT. The wherry boat gets +20% to the roll; a primitive log raft gets +15%. Shen has agile, two-man canoes near the river to chase after the PCs. These more agile canoes give +25% to the roll, which means Shen rolls against an 85%.

Catching Up

If Shen or the Tendril wins the opposed Chase Roll, they catch up to the investigators. However, if the investigators fled immediately (without wasting any time checking out the hour-long ritual), they have a head start. Shen or the Tendril only close the distance on the first success; on a second success, they catch up.

The Tendril, however, is not as clever as Shen. It hungers for the investigators and will chase them straight into the fort! The British are on edge, expecting an attack from the French, and if they see folks screaming and running towards the fort, there's a good chance they'll open fire.

If the investigators spent time at Fort Edward at the beginning of the adventure, there's a reasonable chance the fort guards will recognize the investigators. With brutal efficiency, a firing line of British soldiers take to the walls to fire at whoever – or whatever – is chasing the investigators. Unless the Keeper has different ideas, the Tendril will likely explode in a hail of musket fire and unsurvivable cannon fire (6D8 in case Keepers want to roll...).

If the investigators didn't spend time at Fort Edward, or fled to Fort Anne, then there's a chance the British soldiers will mistake the PCs for enemy scouts. Keepers can have the players roleplay moments of begging not to be fired upon, or

quickly roll CREDIT RATING for each investigators. A failure indicates a musket is fired at the PC (1D10+4 damage, effective skill 35%); a bad failure might indicate a 12-lb cannon is fired at the whole party...

While escaping from a horrible Gnawing Tendril only to be shot dead by frightened British allies sounds like a terrible end for the heroes... it's a perfectly appropriate end for a Lovecraftian horror adventure!

Conclusion

The adventure concludes with the investigators fleeing the evil that lurks in the wilderness and returning to civilization.

For completing the adventure, surviving investigators should receive a 1D6 SAN reward. They should receive an additional point for good roleplaying, and another point for excellent performance (e.g., rescuing Clara, defeating Little Shen and his Tendril).

Extending the Adventure

Keeper's wanting to extend the adventure can add an encounter with Mohawk scouts, who are ranging from Fort Anne to protect it from raiders:

The Mohawk Scouts

In 1758, the Mohawk peoples were still reeling from the Battle of Lake George, three years prior to this adventure. There, British-allied Mohawk fought French-allied Mohawk with terrible losses. Since that battle, the Mohawk in New York – while still allied with the British – have been hesitant to join in any conflicts where they might face against the brethren.

Two Mohawk scouts are traveling through the Hudson River valley at the time of this adventure – TSIOKWARIS and his companion, KANATASE.

The investigators might encounter the Mohawk scouts while traveling to Enoch Fenmore's cabin. The initial encounter will likely be tense, with the Mohawks unsure whether the PCs are French scouts, and the PCs unsure whether the native scouts are Huron or Algonquins, allied with the French.

Tsiokwaris speaks reasonably good English, and his natural curiosity will lead him to talk to the investigators. If befriended, he explains that he and his friend are scouts in service to Fort Anne. Tsiokwaris explains that the fort is undergoing a significant upgrade, rebuilding its palisade wall and adding 12-pound cannons to its defense. While the fort is undergo-

Gnawing Tendril

Harbinger of Doom

STR 170 DEX 45 INT 20
CON 65 POW 65
SIZ 200 HP 26



Damage bonus: +3D6

Build: 4

Move: 10 (fly)

Attacks per round: 1

Bite 45%, 1D6 + db

Dodge 30%

Armor: 7-point hide

Sanity Loss: 1D3/1D12

Tactics: The gnawing tendril flops awkwardly through the air on the strange, humid air currents it creates. While it follows the telepathic orders of the Insects, it also has an independent, bloodthirsty streak which can occasionally override their commands.

The tendril attacks with its jaws, sinking its shark-like teeth into its victims. The bite causes excruciating pain to its victims; anyone bit must make a CON roll or suffer agony. Agonized victims fall down helpless and in pain. Each round, they can make a CON roll to recover.

ing repair, and colonials are working in the woods to bring in timber, the fort's commander LT. COL ARCHIBALD REYNOLDS is paying the Mohawks to extend their patrols.

If asked about what he knows about the are, Tsiokwaris admits the frontier has been quiet lately. He says that he's heard a few strange stories of cowardly deserters who have banded together to live in the wilderness. His friend, Kanatase, gestures to his face and laughs. "Purple-painted men," chuckles Tsiokwaris.

Tsiokwaris will not agree to accompany the investigators all the way to the Fenmore cabin, but will agree to go with them to Waggon Road. Tsiokwaris explains that Algonquin raiders have been seen along Waggon Road, harassing British trade, and so he is going to spend a week patrolling along the road.

Finding the Mohawks on Waggon Road

At some point, the investigators might think to go get aid from the scouts. Waggon Road is seven miles from Fenmore's cabin. Someone making a CON *and* a NAVIGATE or roll can make the run in under two hours; assume it takes an extra hour for each failure. Finding the Mohawks along the road takes either luck or a reasonably good plan – perhaps a signal fire, or a SURVIVAL roll to know where the Mohawks would start their patrol.

If Tsiokwaris is convinced that there's an emergency (e.g., great roleplaying or a good social skill roll), he agrees to accompany the investigators back to Fenmore's cabin. This will be especially true if he thinks any cowardly deserters are harassing them; he has no respect for men who desert their promises.

Once involved, Tsiokwaris and Kanatase will stay loyal to the investigators, and volunteer their help either defending them against Little Shen, or using their wilderness skills to help them escape. However, if either Enoch or Rigobert is killed, both Mohawks make suitable hosts for the released Insects.

Helping During the Chase

Even if the investigators do not try to find the Mohawk scouts after the initial encounter, Keepers can add them back into the adventure during the final chase. This is especially appropriate if the investigators decide to flee across Waggon Road.

Again, if the two scouts see that the investigators are in trouble, they will jump to their aid, firing on Shen and his men, and (assuming they can summon the courage). If the two Mohawks see a Gnawing Tendril flying after the investigators, they may be more hesitant to join the fray. The Keeper should decide the general helpfulness of the Mohawks depending on how well the investigators have befriended them up until this point.

Home of the Insects

In Enoch's story, he explains that he found a strange, dirty white pyramid in the woods. The investigators might be tempted to go visit the structure themselves.

Ideally, this makes a great sequel to the adventure. The investigators and some British soldiers venture deeper into the dark woods beyond the Hudson. There, they'll discover a brood of Insects, patiently planning to infiltrate civilization and take over the colony. The pyramid is the buried tip of the Insects' massive ship, which lost power and became trapped on Earth due to the oxygen in its atmosphere. Keepers should read Ramsey Campbell's short story "The Insects of Shaggai" for further inspiration.

If the investigators insist on venturing to the site in the middle of this adventure, the Keeper can handle it in a couple of different ways. One, the woods are vast and Enoch's memory is fading. He may very well not know the location of the pyramid anymore. The investigators may become turned around and lost, eventually having to turn back to familiar territory.

Or, Keepers can let the investigators find the pyramid. At its top, a circulate hatch gapes open, waiting for would-be explorers to venture inside. Without further planning on the Keeper's part, entering the pyramid is a death sentence. As



Xiclotl guardians surround the area, Insects pour from the hatch, sinking themselves into the minds of the hapless investigators. Perhaps one of them will escape to warn others, or perhaps no one survives to return from the wilderness...

Special Thanks

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For more free one-shot adventures and their VTT assets, visit 1shotadventures.com. 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 tweet @SageThalcos on Twitter.

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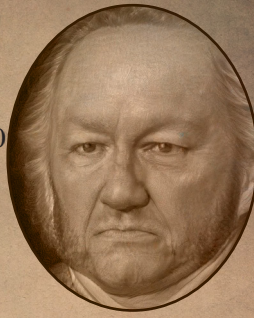
The material presented here is an original creation, intended for use with the *Call of Cthulhu* system from Chaosium, Inc. This material is not official. If you're not familiar with *Call of Cthulhu*, a free lite version of the rules can be found [here](#).

Notable NPCs

Enoch Fenmore

Old Trapper

STR 65 DEX 55 INT 55
CON 60 APP 40 POW 60
SIZ 55 EDU 45 HP 11



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 60%, damage 1D3
Dodge: 30%

Skills: Carpentry 70%, Firearms 50%, Intimidate 40%, Language (English) 45%, Language (Iroquois - Mohawk) 10%, Listen 45%, Pilot Boat 60%, Spot Hidden 40%, Stealth 40%, Survival 65%, Swim 50%, Track 50%.

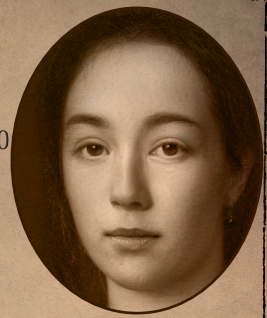
Gear: Kentucky rifle .45 (50%, 1D10+3); large skinning knife (60%, 1D4+2); beaver felt hat.

Personality: Stubborn, teeth-sucking Enoch Fenmore hates laziness and loves work. He has no desire to return from his quiet cabin in the wilderness, and has no fear of either the French or their Indian allies.

Clara Fenmore

Settler

STR 55 DEX 55 INT 65
CON 65 APP 50 POW 60
SIZ 40 EDU 40 HP 10



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 30%, damage 1D3
Dodge: 35%

Skills: Charm 35%, Climb 40%, Craft (Sewing) 70%, Firearms 40%, Language (English) 40%, Language (French) 25%, Language (Iroquois - Mohawk) 10%, Listen 25%, Spot Hidden 50%, Survival 55%, Track 40%.

Gear: None

Personality: Charismatic and strong-willed, Clara Fenmore has been hardened by a life on the frontier. However, although she's tough, she's empathic and slow to outright aggression.

Rigobert Dieupart

French Defelter

STR 60 DEX 50 INT 50
CON 60 APP 45 POW 25
SIZ 50 EDU 55 HP 11



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 45%, damage 1D3
Dodge: 40%

Skills: Firearms 40%, Language (French) 55%, Language (English) 40%, Listen 65%, Persuade 30%, Pilot Boat 20%, Spot Hidden 40%, Stealth 40%, Survival 60%, Swim 25%, Track 40%.

Gear: None

Personality: Possessed by the Insect in his skull, Rigobert is utterly loyal to them. This loyalty really only manifests at night; the rest of the time, he's confused, paranoid, and prone to telling exaggerated stories about his days as a Caribbean smuggler.

Little Shen

Leader of the Enthralled

STR 65 DEX 70 INT 70
CON 70 APP 55 POW 70
SIZ 50 EDU 40 HP 12



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 65%, damage 1D3
Dodge: 60%
Armor: 1-point (leather jacket)

Skills: Firearms 55%, Language (Oneida, English, French) 40%, History 50%, Listen 65%, Persuade 60%, Pilot Boat 60%, Spot Hidden 55%, Stealth 70%, Survival 70%, Swim 55%, Track 70%.

Gear: Pennsylvania longrifle (55%, 1D10+3); war club (65%, 1D6); leather jacket; small knife (65%, 1D4).

Personality: Loyal to the alien Insects, Shen's emotions have long left his consciousness. Callous but persuasive, Shen only desires for more men to join the cult of the Insects.

Notable NPCs

Purple-Painted Men

Loyal Cultist

STR 60 DEX 60 INT 40
CON 60 APP 50 POW 40
SIZ 50 EDU 35 HP 11



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 50%, damage 1D3
Dodge: 30%

Skills: Firearms 40%, Language (various) 40%, Listen 45%, Pilot Boat 40%, Spot Hidden 45%, Stealth 60%, Survival 70%, Swim 50%, Track 60%.

Gear: A few have Kentucky rifles (40%, 1D10+3) or bows (40%, 1D6); some carry war clubs (50%, 1D6) or large knives (50%, 1D4+2).

Keeper's Note: For a challenging adventure, Keeper should include three Purple-Painted Men for every investigator in the group. For a more forgiving adventure, include two for every investigator.

Tsiokwaris

Mohawk Scout

STR 60 DEX 65 INT 55
CON 60 APP 55 POW 50
SIZ 50 EDU 40 HP 11



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 40%, damage 1D3
Dodge: 32%

Skills: Appraise 50%, Firearms 60%, Language (Mohawk) 40%, Language (English) 40%, Listen 50%, Navigate 70%, Pilot Boat 40%, Spot Hidden 60%, Stealth 50%, Survival 50%, Swim 45%, Track 60%.

Gear: Tsiokwaris carries a Pennsylvania longrifle (60%, 1D10+3) and a spike tomahawk (40%, 1D6+1).

Keeper's Note: Tsiokwaris is also included as a backup character, in the event one of the investigators dies horribly before the adventure's end!

Kanatase

Mohawk Scout

STR 70 DEX 50 INT 50
CON 70 APP 55 POW 55
SIZ 40 EDU 40 HP 11



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 60%, damage 1D3
Dodge: 35%

Skills: Firearms 55%, Language (Mohawk) 40%, Language (English) 10%, History 30%, Listen 65%, Pilot Boat 40%, Spot Hidden 55%, Stealth 60%, Survival 70%, Swim 75%, Track 60%.

Gear: Kanatase carries a Kentucky longrifle (55%, 1D10+3) and a large knife (60%, 1D4+2).

Personality: Although quiet and severely shy, Kanatase is keen to keep innocents away from the dangers of the war. He is loyal to his best friend Tsiokwaris, and usually follows his lead.

Handouts

Nathan Keales

- I hear Fort Anne is rebuilding their walls. They've hired Mohawks to keep the colonials safe while they work in the woods.
- I don't understand why we're involved in a war started by two kings across an ocean.
- It's been a hot summer. I should have replaced my roof.
- After the British defeat at Fort Carillon, it's lucky the French haven't swept through the valley yet.

Abby Keales

- It's been three months since the French have been seen south of Fort Carillon. Maybe the war is winding down?
- Fort Edward has a new commander, General Lyman. The troops have a lot of faith in him after the disaster earlier in the summer.
- Sunday suppers in Wood Creek are my favorite. So many good friends here today.
- I heard the elite Roger's Rangers are stationed at Fort Edward again.

Duncan Mackintosh

- Why are we drinking cider?
- Pelt prices are way up in New York. Anyone selling them in Saratoga this year is a fool.
- The British deserve to lose this war. All the commanders are paper-skulls. The loss at Fort Carillon was insanity. We outnumbered the French five to one and still lost!
- What the devil am I eating? Whoever heard of squash inside a corn pancake?

Newt Pepperell

- I hope no one needs medical attention. I'm unlicensed. Just like every single other surgeon in the army.
- Is there brandy today? Fort Anne has been out for months.
- I'm happy to play a little music for us after supper.
- The humidity is a beast today. I'd water the horses again after supper. And everyone drink some more water.

Gilberte Aurette

- I heard the Mohawks are abandoning the war. They're tired of fighting each other again and again.
- The war is definitely not going to be over anytime soon. All the violence moved west near Ontario.
- I heard Algonquin raiders have been spotted along Waggon Road. I don't know if they're acting for the French or independently.
- I cooked something a little special this afternoon. Something I learned from the Huron.

Handouts A - Banter Cards

Instructions

Hand each player their banter card at the start of the session.

Tell everyone they're gathering for Sunday supper in Woods Creek. The food is hot, the afternoon is sweltering, but everyone is in good spirits.

Then, each player should take turns reading or paraphrasing a line from their banter card. The scene ends when everyone's gotten through all the information. Encourage them to improv and make it organic!

Handouts

August 19th 1759

My dearest father

As I was travelling to Wood Creek, I recalled that I did not impart everything I had intended in the letter I left you. First, Beaver Pelt prices in New York are substantially *higher* than in Saratoga. You and Clara may want to wait to sell goods there in the Fall. Second, near the place where you keep your wherry boat, I ~~had seen~~ observed one of the Devil Beavers lurking in the old lodge. Please use caution and do warn Clara.

Always your obedient son,

Jacobs

Handout B - Letter from Jacob Fenmore to his father. This letter should be sealed in an envelope. The text reads: "My dearest father. As I was travelling to Wood Creek, I recalled that I did not impart everything I had intended in the letter I left you. First, Beaver Pelt prices in New York are substantially higher than in Saratoga. You and Clara may want to wait to sell goods there in the Fall. Second, near the place where you keep your wherry boat, I observed one of the Devil Beavers lurking in the old lodge. Please use caution and do warn Clara."

Handouts

August 14th 1759

My dearest father,

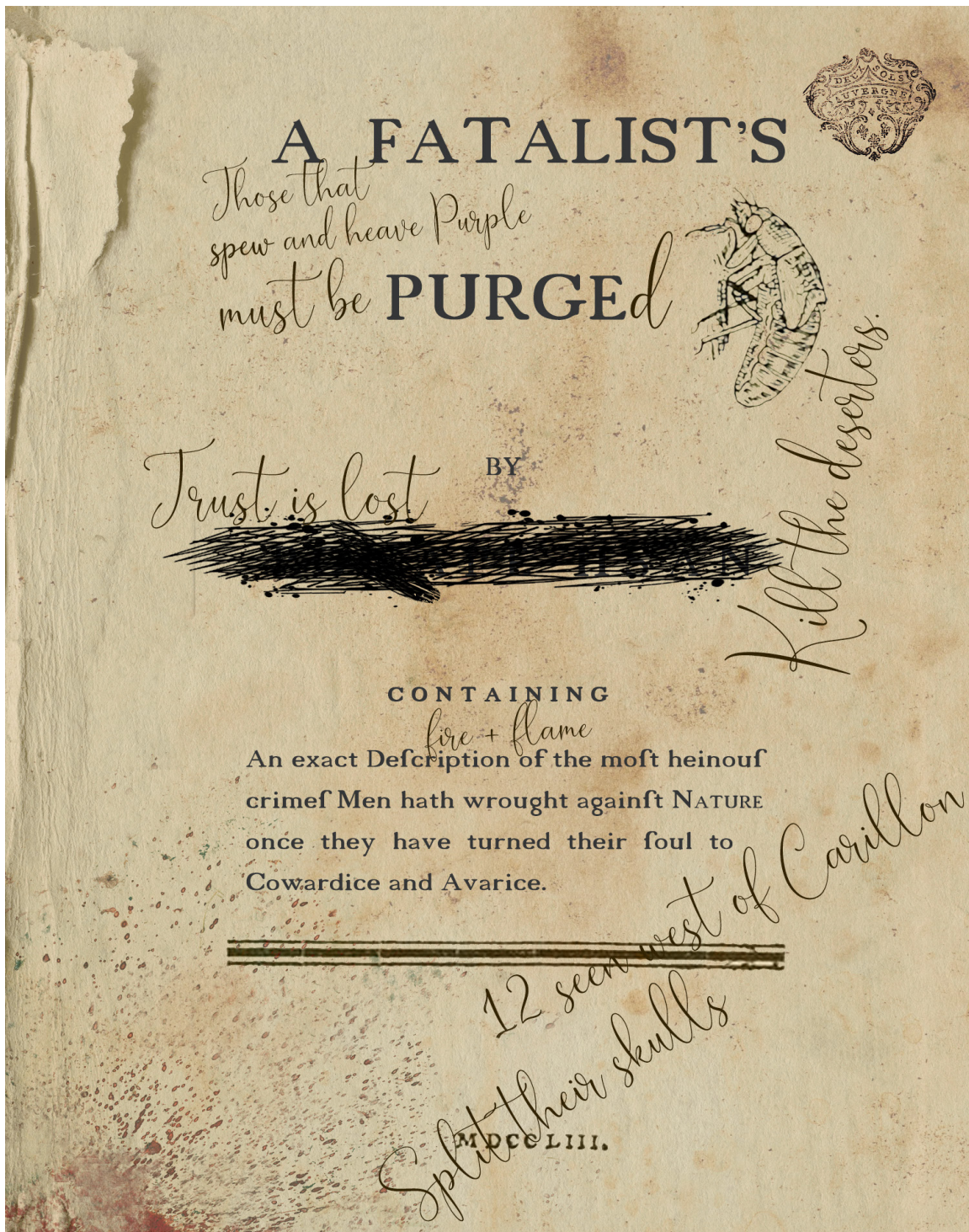
I have good news to share, but regret that neither you nor Clara are here to hear it from my lips. General Abercromby has offered me a commision to winter at Fort George. I fear this autumn will bring enemy forces to the area. There is much danger from the French, Indian raiders, and rapacious deserters. Please take Clara and winter in Saratoga or Albany.

Always your obedient son,

Jacobe

Handout C - Letter from Jacob Fenmore to his father, found in his cabin. The text reads: "My dearest father, I have good news to share, but regret that neither you nor Clara are here to hear it from my lips. General Abercromby has offered me a commision to winter at Fort George. I deeply fear this autumn will bring enemy forces to the valley. There is much danger from the French, Indian raiders, and rapacious deserters. Please take Clara and winter in Saratoga or Albany."

Handouts



Handout D - The book found inside the dead body in the woods.

The man
was on the hunt for the Purple-Painted Men when he was killed.

Handout — Player Safe Map



I700s

Name Nathan Keales

Player _____

Occupation Farmer

Age 29

Residence Wood Creek, NY

Nationality English

CHARACTERISTICS

STR 60 30/12 DEX 60 30/12 INT 50 25/10

CON 80 40/16 APP 50 25/10 POW 50 25/10

SIZ 60 30/12 EDU 40 20/8 Move Rate 8



Major Wound 14 Temp. Insane _____ Indef. Insane 50 Insane 01 02 03 04 05 06 07

Hit 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 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

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

Sanity 10 Magic Points _____

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%) <u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> English	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> _____
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (20%) <u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Musket) (25%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%) <u>65</u> <u>32</u> / <u>13</u>
<input type="checkbox"/> Carpentry (05%) <u>70</u> <u>35</u> / <u>14</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%) <u>40</u> <u>20</u> / <u>8</u>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> _____	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (20%) <u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Swim (20%)
Credit Rating (00%) <u>45</u> <u>27</u> / <u>9</u>	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Navigate (10%) <u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> Throw (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%) <u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%) <u>30</u> <u>15</u> / <u>6</u>	<input type="checkbox"/> Trap (10%) <u>20</u> <u>10</u> / <u>4</u>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot Boat (10%) <u>45</u> <u>22</u> / <u>9</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Wagon/Coach (20%)	Language (Other) (01%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> French <u>21</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Ride (15%)	<input type="checkbox"/> _____
	<input type="checkbox"/> Mohawk <u>15</u> <u>7</u> / <u>3</u>		<input type="checkbox"/> _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed	40	20	8	1D3+db	-	1	-	-
Brown Bess musket	50	25	10	1D10+4	60y	1/5	1	95
Small knife	40	20	8	1D4+db	-	1	-	-

COMBAT

Damage Bonus +0

Build 0

Dodge 30 15/6

BACKSTORY



Personal Description

Hard-working and diligent settler, protective of his land
Missing a finger on his left hand

Traits

Easy to read
Hidebound and not creative

Ideology/Beliefs

Stubborn
Frugal - often too much so
Rarely drinks anything more than cider

Significant People

His sister, Abby

Injuries & Scars

Missing a finger on his left hand

Phobias & Manias

Makes no secret he thinks the war is stupid
Hates being the center of attention

Meaningful Locations

Your small flax and cabbage farm in Wood Creek

Arcane Tones, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

POSSESSIONS

Boots

Cloth bag

Personal basics

ASSETS

Spending Level

Cash £100

Assets

NOTES

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	1/5 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

Just weeks ago, you served in the colonial militia and fought at the Battle of Carillon. It was a disaster for the British, with over 2,000 men killed. The battle cost you a finger too, when the breech on your musket exploded.

You returned home to Wood Creek, vowing to never again help the British in one of the ill-fated wars. Fortunately, your sister Abby did a wonderful job maintaining your household. You're about to have your best harvest ever. Seeing how high the flax prices are in Saratoga this year, you're confident you'll do well. Then you can expand your crops, replace your roof, and hire some workers for next season.

I700s

Name Abby Keales

Player _____

Occupation Settler

Age 23

Residence Wood Creek, NY

Nationality English

CHARACTERISTICS

STR 60 30/12 DEX 70 35/14 INT 80 40/16

CON 60 30/12 APP 60 30/12 POW 50 25/10

SIZ 50 25/10 EDU 40 20/8 Move Rate 9



Major Wound II Temp. Insane 50 Indef. Insane 50 Insane 01 02 03 04 05 06 07

Hit 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 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

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

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

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Fast Talk (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Language (Own) (EDU) <u>English</u> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Rope Use (05%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Animal Handling (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Fighting (Brawl) (25%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Law (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Science (01%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Anthropology (01%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Firearms (Handgun) (20%) <u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Library Use (20%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Sleight of Hand (10%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Appraise (05%) <u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Firearms (Rifle/Musket) (25%) <u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Locksmith (01%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Spot Hidden (25%) <u>45</u> <u>22</u> / <u>9</u>
<input type="checkbox"/> Archaeology (01%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> First Aid (30%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Mech. Repair (10%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Stealth (20%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Art / Craft (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Gambling (10%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Medicine (01%) <u>21</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Survival (10%) <u>60</u> <u>30</u> / <u>12</u>
<input type="checkbox"/> Carpentry (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> History (05%) <u>25</u> <u>12</u> / <u>5</u>	<input type="checkbox"/> Natural World (20%) <u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> Swim (20%) <u>30</u> <u>15</u> / <u>6</u>
<input type="checkbox"/> Charm (15%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Intimidate (15%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Navigate (10%) <u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> Throw (20%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Climb (20%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Jump (20%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Occult (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Track (10%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Credit Rating (00%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Language (Other) (01%) <u>French</u> <u>21</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Persuade (10%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Trap (10%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Cthulhu Mythos (00%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Pilot Boat (10%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Psychology (10%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Disguise (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Ride (15%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Dodge (half DEX) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> Drive Wagon/Coach (20%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> <u>50</u> <u>25</u> / <u>10</u>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
<u>Unarmed</u>	<u>25</u>	<u>12</u>	<u>5</u>	<u>1D3+db</u>	<u>-</u>	<u>1</u>	<u>-</u>	<u>-</u>

COMBAT

Damage Bonus +0

Build 0

Dodge 35 17/7

BACKSTORY



Personal Description

Whip-smart and inquisitive woman

Traits

Shy

Dyslexic

Loves keeping up with events and politics

Ideology/Beliefs

Strong empathy for animals

Pacifist - believes in self defense only

Injuries & Scars

Significant People

Her brother, Nathan Keales

Her friends at Wood Creek

Phobias & Manias

Meaningful Locations

Your small flax and cabbage farm in Wood Creek

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Locket with father's portrait

Encounters with Strange Entities

POSSESSIONS

Shoes

Cloth satchel

Locket with father's portrait

Silver earrings

ASSETS

Spending Level

Cash £5

Assets

NOTES

QUICK REFERENCE

Skill & Characteristic Rolls

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

When your brother Nathan joined the colonial militia, you took over the house and farm. Without him around to tell you what to do, you made some big changes of your own. By the end of the summer you doubled the yield of not just your own crops, but the crops of all the Wood Creek settlers! This feat earned you the reputation of being the sharpest person in Wood Creek.

Now that Nathan is back, with a crippled hand and wounded ego, you're devising your next moves. You really want to move to Albany, or even New York, but you lack the confidence to do it on your own. And with the war with the French still raging, you doubt it's the time for any big moves right now.

I700s

Name Duncan Mackintosh

Player _____

Occupation Tradesman

Age 72

Residence Wood Creek, NY

Nationality Scottish

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 45 ²²/₉ INT 75 ³⁷/₁₅

CON 45 ²²/₉ APP 50 ²⁵/₁₀ POW 75 ³⁷/₁₅

SIZ 50 ²⁵/₁₀ EDU 60 ³⁰/₁₂ Move Rate 7



Major Wound 9

Temp. Insane _____ Indef. Insane 75

Hit 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 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

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

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

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> English	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Sword) 40 ²⁰ / ₈	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%) 60 ³⁰ / ₁₅	<input type="checkbox"/> Firearms (Handgun) (20%) 50 ²⁵ / ₁₀	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Rifle/Musket) (25%) 40 ²⁰ / ₈	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%) 15 ⁷ / ₃	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Bagpipes 25 ¹² / ₅	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Carpentry (05%) 25 ¹² / ₅	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%) 60 ³⁰ / ₁₅	<input type="checkbox"/>	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%) 30 ¹⁵ / ₆	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Credit Rating (00%) 60 ³⁰ / ₁₅	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/>	<input type="checkbox"/> Trap (10%) 15 ⁷ / ₃
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%) 60 ³⁰ / ₁₅	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot Boat (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon/Coach (20%) 40 ²⁰ / ₈	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> French 50 ²⁵ / ₁₀	<input type="checkbox"/> Ride (15%) 40 ²⁰ / ₈	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed	25	12	5	1D3+db	-	1	-	-
Highland pistol	50	25	10	1D6+1	10y	1/4	1	95
Backsword	40	20	8	1D8+1+db	-	-	-	-

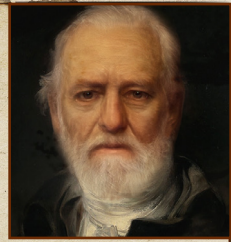
COMBAT

Damage Bonus +0

Build 0

Dodge 22 ¹¹/₄

BACKSTORY



Personal Description

Aging Scottish gentleman, unable to see his limitations
Reputation as "Immortal Duncan" in the settlement

Ideology/Beliefs

Always a gentleman
Gets angry if he's called old
Whiskey snob

Significant People

Sense of duty to fellow Scots

Meaningful Locations

Your cabin in Wood Creek

Treasured Possessions

His father-in-law's backsword

Traits

Bad temper
Absent-minded in his old age
Emotional - tears up easily

Injuries & Scars

Phobias & Manias

Has a dark secret - a Jacobite traitor
Won't admit to weakness ("I won't die dung-hill!")

Arcane Tones, Spells & Artifacts

Encounters with Strange Entities

POSSESSIONS

Boots

Cloth satchel

Gentleman's clothes

Tricorn hat

ASSETS

Spending Level

Cash £25

Assets

NOTES

QUICK REFERENCE

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

After the disastrous Battle of Culloden, you fled Scotland for the colonies. Not wanting to live anywhere near the British, you made your home on a large plot of land in Wood Creek, some forty miles from Albany. Folks said you were too old to live life in the wilderness, but you heartily disagreed! Soon you earned the nickname "Immortal Duncan" from the kind folks of Wood Creek.

Little did you know that you'd soon find yourself in the middle of another war. The English and French have been fighting for years across the frontier. You secretly hope Montcalm and his French soldiers give the English some serious bloody noses along the way.

I700s

Name Newt Pepperell

Player _____

Occupation Surgeon's Mate

Age 24

Residence Fort Anne, NY

Nationality English

CHARACTERISTICS

STR 40 ²⁰/₈ DEX 60 ³⁰/₁₂ INT 70 ³⁵/₁₄

CON 50 ²⁵/₁₀ APP 60 ³⁰/₁₂ POW 50 ²⁵/₁₀

SIZ 50 ²⁵/₁₀ EDU 60 ³⁰/₁₂ Move Rate 8



Major Wound 10 Temp. Insane 50 Indef. Insane 50 Insane 01 02 03 04 05 06 07

Hit 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 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

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

Sanity 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

Magic Points 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

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> English	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Musket) (25%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Carpentry (05%)	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot Boat (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Latin	<input type="checkbox"/> Ride (15%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
<u>Unarmed</u>	<u>25</u>	<u>12</u>	<u>5</u>	<u>1D3+db</u>	<u>-</u>	<u>1</u>	<u>-</u>	<u>-</u>

COMBAT

Damage Bonus +0

Build 0

Dodge 30 ¹⁵/₆

BACKSTORY



Personal Description

Troubled regimental surgeon's mate - dawdling before returning to Boston

Ideology/Beliefs

Indecisive - changes his mind a lot

Significant People

Annoyed by professional soldiers

Meaningful Locations

Treasured Possessions

Traits

Compulsive carouser

Alcoholic

Music brings him peace

Injuries & Scars

Phobias & Manias

Code of Honor (Hippocratic Oath)

Hates when people call him Newton

Has serious father issues

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

POSSESSIONS

Boots

Cloth satchel

Fiddle

Surgeon's uniform

Jug of brandy

ASSETS

Spending Level

Cash £175

Assets

NOTES

QUICK REFERENCE

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

Your father is the Baronet of Boston, and like all British baronets, cares little for his son's welfare. He forced you into the military where you became the assistant to the regimental surgeon. He, like your father, was also a drunk.

But it all doesn't matter, because when you're a member of the surgeon's office, there is no requirement for an actual physician's license. The only men you treat were the stupid or the unlucky. Thank you, father.

Fortunately, after the disastrous Battle of Carillon, the War Office has asked that you tend to the colonial settlements for six months before reporting back to duty at Fort Anne. This is far more interesting work, as the colonials always have a healthy supply of cider...

I700s

Name Gilberte Aurette

Player _____

Occupation Refugee

Age 20

Residence Fort Anne, NY

Nationality French

CHARACTERISTICS

STR 55 ²²/₁₁ DEX 55 ²⁷/₁₁ INT 60 ³⁰/₁₂

CON 60 ³⁰/₁₂ APP 65 ³²/₁₃ POW 55 ²⁷/₁₁

SIZ 45 ²²/₉ EDU 60 ³⁰/₁₂ Move Rate 9



Major Wound 10 Temp. Insane _____ Indef. Insane 55 Insane 01 02 03 04 05 06 07

Hit 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 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

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

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

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> French	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> _____
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Musket) (25%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Sewing	<input type="checkbox"/> Bow	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Carpentry (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Pilot Boat (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="checkbox"/> English	<input type="checkbox"/> Ride (15%)	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Huron		<input type="checkbox"/> _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed	25	12	5	1D3+db	-	1	-	-
Small knife	25	12	5	1D4+db	-	1	-	-

COMBAT

Damage Bonus +0

Build 0

Dodge 47 ²³/₉

BACKSTORY



Personal Description

Capable French refugee, now hiding from old enemies in Wood Creek
Has a reputation for being untrustworthy

Ideology/Beliefs

Loves cooking (especially corn tortillas with squash)

Significant People

Her dead husband's family - blames her for everything
The Huron - she has great respect and love for them

Meaningful Locations

Treasured Possessions

Traits

Impulsive and fearless
Easily forgets names
Enjoys being athletic

Injuries & Scars

Noticeable facial scar

Phobias & Manias

Smell of black powder makes her sick

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

POSSESSIONS

Shoes

Cloth satchel

Sewing kit

ASSETS

Spending Level

Cash £5

Assets

NOTES

QUICK REFERENCE

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 grew up in Montreal, raised by your brother after your parents died from the pox. In 1756, you married his best friend, Maximilien and moved to the frontier near Lake Ontario. But Max was callous and studied his strange books all night, rather than trapping with your brother. You always told his uncles that those books would bring him ill luck. You were right, because after six months your home was attacked by Huron. Max and your brother were killed, and you were captured.

You spent two years with the women of the Huron, learning their culture, tending to the warriors, and even helping settle disputes. Your village was attacked by Oneida and you fled east, eventually stumbling into Wood Creek, where warm-hearted British colonials took you in.

I700s

Name Tsiokwaris

Player _____

Occupation Scout

Age 24

Residence Canajoharie

Nationality Mohawk

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 65 ³²/₁₃ INT 50 ²⁵/₁₀

CON 60 ³⁰/₁₂ APP 55 ²²/₁₁ POW 55 ²²/₁₁

SIZ 50 ²⁵/₁₀ EDU 40 ²⁰/₈ Move Rate 9 ¹/₁



Major Wound 11 Temp. Insane 55 Indef. Insane 55 Insane 01 02 03 04 05 06 07

Hit 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 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

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

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

DOWN DARKER TRAILS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%) 40 ²⁰ / ₈	<input type="checkbox"/> Mohawk	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%) 50 ²⁵ / ₁₀	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Listen (20%) 50 ²⁵ / ₁₀	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Musket) (25%) 60 ³⁰ / ₁₂	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Spot Hidden (25%) 60 ³⁰ / ₁₂
<input type="checkbox"/> Carpentry (05%)	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Stealth (20%) 50 ²⁵ / ₁₀
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Survival (10%) 50 ²⁵ / ₁₀
<input type="checkbox"/> Climb (20%) 45 ²² / ₉	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Swim (20%) 50 ²⁵ / ₁₀
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Navigate (10%) 70 ³⁵ / ₁₄	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Track (10%) 60 ³⁰ / ₁₂
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot Boat (10%) 40 ²⁰ / ₈	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> English 40 ²⁰ / ₈	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Ride (15%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed	40	20	8	1D3+db	-	1	-	-
Pennsylvania rifle	60	30	12	1D10+3	60y	1/5	1	95
Spike tomahawk	40	20	8	1D6+1+db	10y	1	-	-

COMBAT

Damage Bonus +0

Build 0

Dodge 32 ¹⁶/₆

BACKSTORY



Personal Description

Curious Mohawk scout - protecting trade roads for the British

Traits

Curious

Ideology/Beliefs

Feels responsible towards innocent folk

Injuries & Scars

Significant People

Finds the French untrustworthy and dangerous

Sense of duty to his people, especially his best friend Kanatase

Phobias & Manias

Nervous to leave familiar areas

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Wears a lucky bit of string on his wrist

His lucky Pennsylvania longrifle

Encounters with Strange Entities

POSSESSIONS

Shoes

Cloth satchel

Personal basics

ASSETS

Spending Level

Cash £5

Assets

NOTES

QUICK REFERENCE

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 war made it too dangerous to trade, you and your friends traveled east to Fort Anne to offer your services as scouts. The fort's commander, Colonel Archibald Reynolds, is concerned about the French and their allies harassing the colonials while they rebuild their walls.

Reynolds pays well and give you plenty of independence to your job. You only hope that the war ends soon. You long to return to Canajoharie where you grew up, embrace your family, and return to a life of trading.

Nathan Keales

Hardworking Settler



Aby Keales

Sharpest Person in Wood Creek



Duncan Mackintosh

Aging Scottish Gentleman



Newt Pepperell

Regimental Surgeon's Mate



Gilberte Auretti

Fearless French Refugee



Tsiokwaris

Mohawk Scout & Merchant

