

# Our Ladies of Sorrow

## Trail of Cthulhu Conversion notes

### Introduction

This text provides notes and considerations for running the campaign, *Our Ladies of Sorrow*, written by Kevin Ross and published by Miskatonic River Press.

Please note that the text uses two different notations for two types of Stability tests. **X-point Stability test** is made in order to avoid losing X points of Stability, as described on page 69 of *Trail of Cthulhu*. **Difficulty X Stability test** is made to overcome some obstacle, in the same manner as Athletics tests is made to jump over the chasm.

### Gods, Titans, and the True Nature of The Sorrows

The campaign, as with many written for Call of Cthulhu, includes a number of physical confrontations with powerful entities of the sort that Trail of Cthulhu refers to as Gods and Titan. While this is unusual for Trail of Cthulhu, this can be rationalized if need be. The Sorrows take mortal form to interact with the world (supernaturally powerful mortal form, but mortal nonetheless). The Sorrows often adopt the forms of those who died under their influence; they also possess the living.

Who precisely are The Sorrows in a Lovecraftian universe? The campaign mentions a few possibilities for Keepers to mull over. In particular, Nyarlathotep is given as a likely connection. Keepers may also refer to the entry for Mormo on pages 95-96 of *Trail of Cthulhu*, which mentions Hecate, Lilith, and the Three Sorrows, among others. Keepers who wish to tie The Sorrows directly to the Mythos have much to consider.

### Spell Conversions

Conversions for the campaign's spells and general information about the use of the Magic ability from *Rough Magicks* can be found in the appendix at the end of the document.

### Modern day skills and equipment

Keepers wishing to run this particular campaign for Trail of Cthulhu in its modern-day setting needs to make few concessions.

No new abilities need to be added. Certainly, advances in technology expand what some abilities are capable of. Library Use, for instance, can be used to conduct computer information searches, including internet searches. Keepers should be aware of anachronisms, but the era will have little effect on ability use.

Similarly, while modern technology is capable of much more than it was during the Great Depression, this will also have little effect on the mechanics of the game. Most of the firearms listed in *Trail of Cthulhu* are still in use, and if any more modern firearms are desired, the Keeper should be able to easily determine if the gun is light or heavy.

### NPC Statistics

While the campaign provides statistics for practically every NPC, the conversion provides them only for those NPCs who might physically struggle with or who can provide assistance to the Investigators.

If statistics are required for any other NPCs, Keepers can provide whatever stats seem reasonable. Health ratings will generally be 7. Fighting abilities will usually be 0-2 points.

### Stability Losses

The scenarios are designed to steadily drain the Stability of the Investigators. Many of the terrors are minor, causing a loss of 1 or 2 points. These minor losses add up quite quickly in a Trail of Cthulhu game, so Keepers must decide how to manage the loss to fit his or her game and the campaign as a whole. Refer to the information about capping total Stability loss on page 70 of *Trail of Cthulhu*. What precisely constitutes a given incident is up to the Keeper to determine.

Also, it is mostly up to the Keeper to decide which potential Stability losses constitute Mythos shocks (and, in fact, the degree to which The Sorrows are related to and involved in the Mythos).

## Anagnorosis

During the campaign, some Investigators will come to the special attention of The Sorrows. Targeted Investigators may be tempted to accept the dubious salvation offered by these entities. Depending on the Drives of the targeted Investigators, Keepers and players may be able to involve the big reveal (page 76 of *Trail of Cthulhu*) during the confrontations with *Maters Tenebrarum* and *Suspiriorum*. And depending on their ultimate choices during the epilogue, Investigators may be subject to *anagnorosis* at the very end as well.

With this option, even if the Investigator's companions save him or her from temptation, the Investigator is now forever changed by the experience and unable to return to normal society or continue investigating the paranormal.

# Book One: Tenebrarum

## House of Shadows

The Investigators are thrust into the thick of this scenario by what appears to be random chance, when they witness an accident. Even if they don't initially think to follow the old woman who departs the scene or realize that no one else present saw her at all, once they begin to experience nightmare visitations, they will certainly investigate further.

The Investigators should soon discover the Three Sisters apartment building; if they don't follow the old woman, they will learn of it in Frank Ryder's obituary.

Once they are aware of The Three Sisters, they should soon discover that there is a history of strange deaths and nightmares surrounding it. After a thorough investigation and more macabre events, a murder occurs in The Three Sisters. The Investigators are hand and may discover the human identity of the murderer, Mater Tenebrarum. While it is best for the Investigators figure out her identity themselves, the climax occurs shortly thereafter nonetheless.

One particular Investigator may come to the attention of Mater Tenebrarum. The Keeper should look over the Investigators' Drives and Pillars of Sanity. Also, the Keeper should consider the backgrounds of the Investigators. Ideally, one or more Investigators will be exactly the type of person that Mater Tenebrarum would prey upon. The Keeper may also decide which Investigators are targeted by Mater Tenebrarum during the climax; if more than 10 Stability points are lost by a single individual (even if some of the points return), it could become important in this scenario's final stage.

### The Accident

(Pages 14-15)

- The Investigators should make a single **Sense Trouble** test each, and the results determine what they observe leading up to the accident.
- With a successful **Difficulty 4 Sense Trouble** test an Investigator makes note of the old man from the time he comes in view.

- If a **Difficulty 5** was made, the Investigator sees the old man's demeanor change to sharp surprise, even dismay, while the woman smiles.
- And if a **Difficulty 6** was made, it allows an investigator to hear the old man saying something.
- Anyone witnessing the accident and seeing the woman's bizarre reaction must make a 1-point Stability test.

### The Victim

(Page 15)

- **Medicine** shows him to be fatally injured, surmising that he has several broken ribs and a punctured lung.
- Anyone who tends to the man or otherwise views his wounds and his subsequent death must make a 1-point Stability test. Occupations such as policeman, soldier, physician, or EMT make the test at a difficulty of 3.

### The Police

(Page 15)

- Any Investigators present who eavesdrop on the witness statements note that no one mentions the old woman.
- If none of the Investigators catch this, **Assess Honesty** while making their own statement to the patrolmen notes the cops are surprised at the mention of the old woman.

### The Old Woman

(Pages 15-16)

- If one or more of the investigators decide to pursue the old woman, they see her nearly 100 yards away.
- Sprinting to the corner to try to keep pace is a **Difficulty 3 Athletics** test, and they see that again she has somehow outpaced them and is nearly 500 yards away.
- Allow a **Difficulty 4 Athletics** test to sprint and halve the gap between them before she turns yet another corner.
- Choose a random pursuing Investigator and have him make a **Difficulty 6 Stability** test. If they succeed they feel momentarily dizzy. Failing, they find they must stop in their tracks,

breath gone, chest tight, their whole body chilled.

- If the woman checking her mail is asked about an old woman who might live there, she claims not to know, and **Assess Honesty** notes her growing suspicion and fear of the intruders.
- A **1-point Reassurance spend** or some form of proof of a reliable or official authority (police, doctor, EMT, FBI, etc.) is necessary to keep her from quickly begging out of the interview.
- The woman in number 10 is curt, **Assess Honesty** noting her suspicion of strangers.

## The First Night

(Page 16)

Once they've gone to bed, all Investigators present at the old man's death should roll 3d6. The numbers rolled should be added, and if the result matches or is less than the Investigator's Stability *rating*, the Investigator suffers an old hag attack. If none of the rolls match or is less, then the Investigator who rolls nearest to their Stability *rating* suffers the attack.

## The Nightmare

(Pages 16-17)

- A **Sense Trouble** test should be made. A result of 3 allows an investigator to hear light footsteps from an adjacent room or hallway. This calls for a 2-point Stability test.
- As the footsteps approach, if the previous **Sense Trouble** test result was a 4, the Investigator roll reveals a dark hazy human shape. Without this result, the Investigator never sees their assailant.
- The shape crawls onto the bed atop the paralyzed sleeper, calling for a 2-point Stability test.
- If the **Sense Trouble** test result was a 7, the terrified victim sees through the dark hazy features.
- Anyone actually seeing the demented crone must make a 3-point Stability test.
- When the nightmare entity finally withdraws, it leaves the Investigator weak. If the Magic ability from *Rough Magicks* is used in the game, the Investigator is temporarily drained of 1d6-1 Magic pool points. Points refresh as normal. If the amount of points drained exceeds the Investigator's Magic pool points, the excess is drained from Stability pool points. If the Magic ability is not used in the game, all points

are drained from Stability. One Stability point refreshes every two hours. If the Investigator is reduced to 0 or fewer Magic or Stability pool points, he doesn't awaken for a number of hours equal to the point loss, regardless of any and all attempts to awake them.

- A **Difficulty 4 Stability** test allows the victim to write off the experience as no more than a bad dream, and his or her Stability losses are halved, dropping any fractions.
- An investigator making a **2-point Occult spend** or with **Psychoanalysis** realizes the victim has suffered what is called night hag, or old hag attack, sometimes referred to as "hag riding."
- If any of the Investigators learn that their comrades had similar nightmares, all who had the dreams must make a 2-point Stability test.

## The Victim Frank Ryder

(Pages 17-18)

- A **1-point Library Use spend** or specifically taking the time to look into the fine details of his background (a **simple search**) turn up a reference to Ryder's parents fleeing Nazi Germany during the Second World War, and that Ryder was born Franz Reuter in Germany in 1934, and that his parents fled the country in 1944.
- **Cop Talk** gleans the name and address of the van's driver, Susan Simon, a housewife who has no useful information.

## The Nightmares

(Page 18)

- **Library Use** discovers that as many as 15% of the populace have suffered at least one such attack in their lives.
- **Occult** or **Anthropology** notes the hag attacks are vaguely similar to tales of alien abductions.
- A **1-point Library Use spend** turns up a book on the subject.
- It can be pored over in 6 days, and adds a dedicated pool of 2 points to Psychoanalysis usable once a scenario (Keepers may determine that only Investigators who already have a Psychoanalysis rating can benefit from this, or Keepers may otherwise restrict its use). A quoted passage nearby (*Tenebrarum Papers #1*) can be found by skimming (2 hours) and lists the common elements and other information about old hag attacks. Skimming also adds a dedicated pool of 1 point to Occult for matters

involving night hags, succubi, and witches, also usable once an adventure.

## “The Three Sisters”, 401 21st Street

(Page 18)

- The old tenement appears well over a century old, and **Architecture** or **Evidence Collection** notes what appears to be old soot and fire damage to the uppermost floors of the structure’s five stories.

### The First Floor

#### Apartment 1: Bill and Connie Duke

(Page 18)

- If specifically asked about nightmares, **Assess Honesty** might notice his startled reaction.

#### Apartment 3: Todd Beach, Superintendent

(Page 19)

Todd Beach, building superintendent, 49  
Firearms 2, Health 7, Scuffling 6

**Hit Threshold:** 3

**Weapon:** -2 (fist), +1 (.38 special)

### The Second Floor

#### Apartment 5: Kurt Winter

(Page 21)

- Winter is shy and solitary, and prone to fits of depression, as anyone spending a few hours with him and making a **1-point Assess Honesty spend** will surmise.
- A **1-point Biology spend** notes the scientific name of the creature is *Acherontia atropos*.

#### Kurt Winter, journalist, 25

Assess Honesty 2, Evidence Collection 3, Fleeing 3, Health 7, History 3, Library Use 4,  
Photography 2

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapon:** -2 (fist)

#### Apartment 6: Vacant

(Page 21)

- If an Investigator has criminal problems in his or her background, they may make appropriate point spends to cover them up.

## The Three Sisters Apartment Building

(Page 22, boxed text)

A **Difficulty 4 Electrical Repair** or **Mechanical Repair** test is needed to rig the elevator. A **Difficulty 4 Athletics** test is needed to pry open the plywood.

#### Apartment 8: Bridget and Naomi Wills

(Page 23)

- Bridget won’t allow the investigators to talk to Naomi about Gramma or other odd topics without a good explanation and a **1-point Reassurance spend** or if the Investigator has **Psychoanalysis**.

### The Third Floor

#### Apartment 9: Maddie Mercier

(Page 23)

- A **1-point Assess Honesty spend** notes that like Winter, she too is subject to periods of depression.
- **Library Use** finds that she is indeed enrolled at the college in town. Contacting the college to check on her records requires **Bureaucracy**, or a **1-point Reassurance spend** if trying to pull a fast one, and reveals nothing out of the ordinary. If a pursuer fails a **Difficulty 4 Shadowing** test, Maddie spots him or her.

#### Maddie Mercier, nursing student, 19

(Page 24)

Fleeing 5, Health 6

**Hit Threshold:** 3

## A History of The Three Sisters Apartment Building

(Page 24, boxed text)

Each item requires **Library Use** and thirty minutes or so of searching (a **1-point spend** lets the Investigator spend half the time looking). The revelation of the first item calls for a **2-point Stability test**.

#### Apartment 11: Frank Ryder

(Page 25)

- A **1-point Assess Honesty spend** notes that like Winter, she too is subject to periods of depression.

- Investigators knowledgeable about authors might identify such luminaries as Mickey Spillane, Rod Serling, Richard Matheson, Robert Bloch, Ramsey Campbell, Isaac Asimov, Harlan Ellison, Philip K. Dick, and Stephen King, among many others.

## A History of The Three Sisters Apartment Building

(Page 26, boxed text)

If the Keeper wishes to play Miss Kingerey up as a suspect, he might allow the Investigators with **Evidence Collection** to note that many of the building's tragedies occurred during her residence in the building, and the fact that she lived in the same apartment where another tenant committed suicide – and where Frank Ryder lived as well.

### The Fourth Floor

#### Apartment 13: Walter Park

(Page 23)

- If the investigators can get him to open up, perhaps with a **1-point Oral History or Flattery spend**, or if they speak to him in his native Korean, Park admits he too has had strange nightmares about an invisible evil presence that sought to crush and kill him.

#### Apartment 16: Danny Fitzgerald, Joshua Place, Ben Schlatter

(Page 28)

- Fitzgerald and Place are reluctant to talk about their nightmares in any serious way, but if told that their roommates and other tenants have had similar nightmares an **Assess Honesty** notes their surprise and a twinge of unease. A **1-point Oral History spend** is needed to get them to admit they've had several such experiences themselves, both involving invisible assailants.
- If shown a photograph of Elizabeth Salmon, Ben says that's her, and is visibly distressed.
- Fitz knows one other interesting bit of information, but the Investigators need to either ask him about Ryder while making a **1-point Oral History spend**, or buy him several drinks to get him to spill it.

## The Basement

(Page 29)

Beach won't allow an investigator inside, but if a tenant gets a result of 1-3 on a die roll is given the key as Beach is too trusting or too busy to accompany them.

## The Closed-Off Sections

(Page 29)

- The wall can be loudly and messily hacked through in ten minutes or so, or a **Difficulty 6 Mechanical Repair** test notes that if the baseboard and edging are removed the wall can actually be made to pivot to allow access to Apartments 14 and 15.
- This floor is also accessible via the fire escapes, though the windows into these apartments are boarded up (**Difficulty 10 Athletics test** (cooperating is allowed) to force open, or 18 points of damage to hack a man-sized hole through).

## Inside

(Page 29)

- **Evidence Collection** or a **simple search** notes the undisturbed dust in the hallways shows no sign of footprints, suggesting no one—no one *physical* at least—has been here recently.
- Anyone venturing into the damaged areas must make a **Difficulty 3 Sense Trouble** test. A failed test indicates an Investigator has stepped through fire weakened floorboards or snagged themselves on a rusty nail, taking 1D6-2 points of damage.
- All the apartments are locked, but easily bypassed by forcing them (**Difficulty 3 Athletics test**) or picking the old locks with **Lockpick**.
- The roof can be accessed via the stairs from the fifth floor, but the door to the roof is locked (**1-point Locksmith spend or Difficulty 4 Athletics test**) and Beach has the key.
- Exploring the burned out areas, some Investigators think they hear faint twittering sounds, or what seems to be a footstep or two, but no source can be found. They also catch, from the corner of the eye, what seem to be shadows moving and shifting along the walls. The Keeper should choose the most anxious Investigators (especially those with low Stability or Sanity) to experience this.

## The Owners– Lilah and Archie Starrett

(Page 29-30)

- If the Keeper wishes to determine randomly which of the Starretts are present, roll a die. A typical meeting with the Starretts will be with Lilah alone on a result of 1-3, with both Lilah and Archie on a result of 4-5, and with Archie alone on a result of 6.
- Anyone who wants to investigate a possible haunting at The Three Sisters must either provide examples of their experience in such matters, or succeed in a **3-point Credit Rating, Flattery, or Reassurance spend**, or face being dismissed by Lilah as amateurs. A subsequent halved Fast Talk roll might work, or might completely alienate her if failed.
- Investigators befriending Archie, especially by playing golf with him, gain a dedicated pool of 1 point for Interpersonal abilities to use in negotiations with Lilah.
- Any investigator who makes a **1-point Photography or Evidence Collection spend** while inside the Starrett house notes a framed photograph on the wall, taken in front of The Three Sisters building.
- Anyone pressing the matter finds the interview at an end and further negotiations strained (all Interpersonal abilities require an additional **1-point spend**).

Lilah Starrett, building owner, 56

Firearms 3, Health 6

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (9mm Automatic)

- **Library Use** reveals Elizabeth was the oldest of the three Salmon sisters, heiresses to the fortune made by their family as a result of their support of the Union in the Civil War.
- Anyone making a search of the name Elizabeth Salmon may discover a story about an 18<sup>th</sup> century English witch named Elizabeth Salomon (sic), reproduced in the Tenebrarum Papers #5. Keepers might simply decide to introduce the red herring or give it to Investigators under certain circumstances (perhaps to an Investigator who has run out of Library Use pool points and/or one who is already jumping to conclusions or obsessively digging up information on witches).

## The Three Sisters: Ghosts? Hags? Witches?

(Page 30-31)

- Each entry should require **Library Use** and a half-hour or so of searching (a **1-point spend** lets the Investigator spend half the time looking).
- **Library Use** reveals Ryder was referring to Thomas De Quincey (1785–1859) and his story “Levana and Our Ladies of Sorrow”

## Hauntings

### The Eagle

(Page 31)

- A **1-point Outdoorsman or Biology spend** identifies the cry of a golden eagle. Having heard the cry, a subsequent **1-point Outdoorsman or Biology spend** spies the creature perched on a building ledge nearby.

### Failing Lights

(Page 32)

- If the investigators seem frightened by any of these blackouts, assess a 1-point Stability test.

### Shadows Outside

(Page 32)

- Anyone unduly unnerved by these weird shadows may have to make a 1-point Stability test.

### The Sound of Her Wings

(Page 32)

- A **Difficulty 5 Sense Trouble** test reveals what looks like a large ragged man-sized shape hanging on the side of a building, perhaps from a window.
- Investigators spooked by the event must make 1-point Stability tests.

### The Elevator

(Page 32)

- Failing a **Difficulty 6 Athletics or Fleeing** test, the Investigator shrieks and pulls away, dropping and extinguishing the light.
- This shock causes the victim a 2-point Stability test.
- If the Keeper wishes, when the Investigator flicks their light back on it rapidly fades or blows out – a 1-point Stability test.

## The Moth

(Page 32)

- This discovery calls for a 1-point Stability test.

## The Basement is Dark

(Page 32)

- As they stumble about in the dark, a **Difficulty 5 Sense Trouble** test may detect a light footprint, or breathing, or a shadow that moved. These unseen presences call for a 1-point Stability test, at the Keeper's discretion.

## Maddie and the Shadow

(Page 32)

- **Evidence Collection** detects an extra shadow next to those cast by the people present.

## Dreams & Nightmares

(Page 34)

Roll 3d6 for each Investigator each night, and if the result matches or is less than the Investigator's Stability *rating*, the Investigator is a potential victim of one of the following dreams.

### The Night Hag

(Page 34)

- If the Keeper wishes, an Investigator who has suffered a hag attack may roll 4d6. If the result matches or is less than the Investigator's Stability *rating*, after awakening, he or she remembers their attacker speaking to them.

### The TV

(Page 34)

- The Keeper may decide that the Investigator recognizes the lead actress as Frances Liston, particularly if the Investigator is familiar with films of the era.

### The Accident

(Page 34)

- Anyone having this dream must make a 1-point Stability test.

### The Return of Frank Ryder

(Page 34)

- The dreamer awakens with a start – for real this time – and must make a 1-point Stability test from his conversation with the dead.

## Hand of Glory

(Page 34-35)

- As the paralyzed investigator watches from the corner of his eye, the old crone present at Ryder's death *floats* past the open doorway, on down the hallway, causing a 2-point Stability test.
- A **1-point Occult spend** identifies the horrible light source as a Hand of Glory.
- She crawls inside, dragging her prey by the feet after her. This calls for a 3-point Stability test.
- The dragging stops and suddenly the crone's leering face is next to the investigator's own, again lit by the grisly Hand – a 1-point Stability test.
- If the Investigator wasn't dreaming, but was actually taken into the ducts by the crone, he or she suffers a further 5-point Stability test – difficulty 5 and an extra point loss if he or she is claustrophobic or nyctophobic (a fear of darkness).
- If the victim doesn't move, but shouts and waits for rescue, roll 3d6. If the result was 6 or less, multiply the result by 10 to see how many minutes it takes for someone to come. If the result was over 6, multiply the result by 10, but that is how many minutes pass before another roll can be tried again.
- If the victim tries to escape on his own, roll 3d6. If the result was 12 or less, and multiply the result by 10 to see how many minutes it takes to escape. If the result was over 12, multiply the result by 10, but that is how many minutes pass before another roll can be tried.
- Every hour or portion thereof spent trapped in the ducts calls for a 2-point Stability test; again, the difficulty increases to 5 and there is an extra point loss if he or she is claustrophobic or nyctophobic.

## Insanity: Into the Darkness

(Page 35)

- This dream occurs the first night after an investigator has been **shaken** (or worse) because of the events of this adventure, or when a potential target of the Mother of Shadows has lost 5-7 points of Stability.

## Events

### Kurt & Maddie

(Page 36)

- He is available mostly in the evenings, but may be busy with something else if the Keeper desires otherwise.
- Any additional pressure, since Mater Tenebrarum actually *wants* to tell the investigators what happened, to torment them) and the promise that the interviewer can never tell Kurt gets her to admit her betrayal.

### The Children's Drawings

(Page 36)

- **Art, Evidence Collection** or a **simple search** singles out a couple of colored pencil drawings.
- Coaxed with **Flattery**, Naomi says they're a crying lady and an angel, respectively.
- Bridget and Naomi can give them a vague idea of where to look for the drawings amid all the junk. Once there, a **simple search** finds them.
- **Art, Art History**, or **Evidence Collection** estimates the artist is eight to ten years old.
- If they seem overly disturbed by some of the images from the children's drawings, a 1-point Stability test may be called for.
- (When the events foreshadowed by these drawings happen, the Keeper should remind the Investigators of these eerily premonitory drawings, perhaps calling for Stability losses.)

### Richard Ahern

(Page 37)

- With a **point spend in Occult**, investigators prominent in similar fields may already be acquainted with Ahern.

Richard Ahern, paranormal author, 39  
Anthropology 3, Cthulhu Mythos 1, Evidence Collection 3, Health 7, History 3, Latin 1, Law 1, Library Use 5, Outdoorsman 1, Photography 1

**Hit Threshold:** 3

### Nagel's Fate

(Page 38)

- A **1-point Cop Talk spend** or law enforcement credentials, gets the interviewing officers to be more candid.
- Parris may show the investigators these items if they are law enforcement, or make another **Cop Talk spend**.

Ron Parris, police detective, 39

Athletics 5, Firearms 5, Health 6, Scuffling 6, Weapons 5

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (.38 revolver), -1 (baton)

Len McTighe, police detective, 41

Athletics 4, Firearms 5, Health 7, Scuffling 7, Weapons 5

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (9mm Automatic), -1 (baton)

### Ghost Hunting and Exorcism

(Page 38-39)

- These phenomena may call for minor Stability loss, but the worst should probably be no more than a 2-point Stability test.
- After the exorcism, the Investigator, and awakens the next morning, pale, feverish, and sweating, and must make a 4-point Stability test. If he has any Magic pool points, they are reduced to 1. This character is treated as **shaken** for 24 hours. Any drained Magic points are also refreshed the next morning.

### A Ghost Photo!

(Page 39)

- **Evidence Collection** or **Photography** detects possible fraud, but nothing seems suspicious, superficially.
- A **1-point Assess Honesty spend** notes Dorder's nervousness.
- With access to photographic and image enhancement software, a **1-point Photography spend** concludes the ghost photo could be a fake, but if so it's a good one. With a **2-point spend**, faint cropping lines will be detected along the edges of the crone's image, signifying the pic is definitely a fake.

### The Locked Room Murder

(Page 39)

- As they travel from floor to floor, they quickly discover that the noise is coming from the third floor.
- Kurt Winter is here on result of 1 to 3 on a die roll.
- With a successful **Difficulty 4 Conceal** test, an investigator can conceal the flash camera in a pocket, purse, boot top, etc.

- The Investigator has no inkling of his or her brief possession, as they heard the sinister laugh too. This unsettling moment causes all present to make a 2-point Stability test.
- If the prior Conceal test was successful, the Investigator who pocketed Dorder's camera keeps it hidden, otherwise the cops find it. This could lead to charges of interfering with a crime scene unless a the Investigator makes either a **2-point Cop Talk or Reassurance spend**, or a **3-point Credit Rating spend**, to convince Parris they merely picked it up to switch it off.
- The Investigators need a **1-point Law or Cop Talk spend** to convince the cops to let them see the photos.
- **Photography or Evidence Collection** while examining one of the blurry shots notices a tiny spot of glare amidst an indistinct shape. The Investigator realizes that by rotating the picture the shape is revealed to be a face, and the glare is a nasal stud.

## The Fall of the House of Shadows

### Lilah in Black

(Page 41)

- Those witnessing the ghastly death must make a 3-point Stability test.

### Evacuation

(Page 41)

- Any investigator making a **Difficulty 5 Sense Trouble test** smells smoke coming from upstairs.

### Ground Floor

(Page 41)

- **Apartment 1:** Even if Connie is told there's a fire, a **1-point Reassurance spend** or show of authority (police, FBI, EMT, doctor, etc) is required to get her to unlock and open the door.

### Fourth Floor

(Page 42)

- Investigators hear the strange, distant, dirge-like waltz music they may have previously heard in the building.

## The Rescues

(Page 42)

- As they rescue the last of the residents, each Investigator suffer 1d6-5 points of damage from minor smoke inhalation.
- The Investigator with the highest Sense Trouble rating estimates they have several minutes to search the remaining floors and still flee relatively safely via the stairs.

## Rendezvous in Darkness: Mater Tenebrarum

- As the Investigators enter the perpetually dark fifth floor, call for **Difficulty 4 Health** tests; those failing have the Difficulty Numbers of all sight – and physically – derived tests increased by 1, and must check for minor accidents, described in The Closed-Off Sections (above).
- The door to room 18 needs to be hacked apart or the lock destroyed, either of which requires 13 points of damage inflicted by axe or firearm.
- This attacked Investigator faces a 5-point Stability test, but it is all a hallucination.
- If the victim tries to stomp at the sea of scuttling bodies, they need a successful **Difficulty 3 Sense Trouble** test roll to keep from breaking through the weak floor, suffering 1D6-2 points, though a test result of 1 (or 2 if suffering from the air quality), damage is 1D6-1, and they plunge through the floor up to their waist. A second 5-point Stability test is called for, as now the victim is at the mercy of the roaches.
- **Psychoanalysis** can snap the Investigator into lucidity, but the Difficulty Number is 4. A successful test and spend If the test succeeds, the victim watches the roaches dissolve and vanish.

## Apartment 18

(Page 43)

- Any Investigator with a history of insanity or suicide, or who has lost 10 or more Stability points during this investigation is a likely candidate.
- If the targeted Investigator is currently **shaken** or worse, he or she begins to believe she makes a good case.
- To rouse Kurt Winter they have to break through Maddie's spell by triggering an emotional response from him while at the same time making a **3-point Reassurance spend** or

a **Difficulty 4 Psychoanalysis test**. Keepers may judge that effective roleplaying and/or using multiple triggers lower the spend requirement (possibly negating it all together, though a Reassurance rating would still be required) or Difficulty Number (by 1 point).

## Mater Tenebrarum,

young Maddie Mercier, 19

Athletics 14, Cthulhu Mythos 10, Health 15, Magic 18, Scuffling 27, Weapons 20

**Hit Threshold:** 5

**Alertness Modifier:** +3

**Stealth Modifier:** +5 (in indoor area where there are shadows), +2 (elsewhere)

**Weapon:** -2 (fist), -1 (knife)

*Armor: None, but she can instantly regenerate damage at the rate of 1 Health per point she spends from her Magic pool.*

**Stability Loss:** +0

## The Magic of Mater Tenebrarum

- While in the house, Mater Tenebrarum has an unlimited store of Magic points to draw on to pay casting costs. Her magical powers are godlike; she wins all tests and contests when casting spells against mortals. The Keeper may also choose to ignore certain spell requirements (such as casting times that take more than a couple of rounds) that would apply to mere mortals.
- Any attempt to approach Winter, or attack Mater Tenebrarum is met with a variation of the Grasp of Cthulhu spell. Details of this and other spells can be found in the Our Ladies of Sorrow Magic conversion. An Investigator who hangs back and doesn't enter the apartment with the others is unaffected by the initial spell, and can launch a surprise attack with a Difficulty 7 Stealth test.

## Escape!

(Page 44)

- The Keeper should decide if the stairs are open, based on how tough the Investigators have had it thus far.
- While they decide their escape route, call for **Difficulty 4 Health** tests, failure indicating 1d6 damage from smoke inhalation during the first few minutes of their escape; success still indicates a loss of 1 Health point.
- If the stairways are ablaze and the Investigators try to race through them anyway, they lose 1d6

Health points due to fire and smoke inhalation for each of the fourth, third, and second floors they try to pass. If they backtrack, they are injured again for each additional level they pass. This damage can be halved for each investigator who uses a fire extinguisher to blunt the effect of the flames.

- The plywood barriers have to be forced open with a **Difficulty 10 Athletics test** (two Investigators can cooperate on the test), or hacked open. Investigators must inflict 18 HP of damage to chop a man-sized hole in one. Axes do full damage; any other tool's damage is halved.
- Anyone on the fire escape falls, suffering 1D6-1 points of damage for every floor above ground they fall. Anyone making a **Difficulty 4 Athletics** test can maneuver themselves to brace for the impact, and thus reduce the damage taken by 1D6-1.

## Bloody Maddie

(Page 44)

- Seeing her dead, unsmiling form calls for a 3-point Stability test, for the first such sighting only.
- Any Investigator who was previously targeted, taunted, and tempted by her may need another **Difficulty 4 Stability test** to keep from going into the flames to join her.

## Zombie Lilah

(Page 44)

- Seeing her dead, unsmiling form calls for a 3-point Stability test, for the first such sighting only.
- She grabs a target with a Scuffling test against the target's Hit Threshold. She and the target then engage in an Athletics contest. If the target wins, he or she breaks free. If the target loses, he or she is held and dragged closer to the flames. The target can engage in another contest the following round. If a captured character has not freed himself within two rounds of being grabbed, he is dragged into the flames and killed.

## Zombie Mrs. Starrett

Athletics 5, Health 9, Scuffling 10

**Hit Threshold:** 3 (slow)

**Alertness Modifier:** -1

**Weapon:** -1 (bite)

*Armor: None, but all weapons do half damage; firearms do only 1 point of damage even if point-blank; shotguns do 2 points of damage.*

**Stability Loss:** +2

## Sifting Through the Ashes

(Page 45)

If the Investigators do not brave the raging inferno, they should suffer 6-point Stability test. They may lose 1 Credit Rating rating point if word of their abandonment of The Three Sisters residents spreads outside the city. If the Investigators suffer nightmare visitations from the dead residents, this psychic residue of their failure causes a 6-point Stability test, and may occur more than once.

In a Pulp game, saving at least some of the residents is worth a refresh of 1 Sanity point. In either a Pulp or Purist game, each Investigator gains 1 Credit Rating rating point as word of their deed spreads.

In a Pulp game, for destroying, or appearing to destroy Mater Tenebrarum, each Investigator refreshes 1 Sanity point. Any Investigator who was tempted, or targeted, by the Mother of Shadows should decide whether or not he deserves the Sanity refresh. If he decides to forego the Sanity refresh, reward him or her in some other way: a rating point in Magic, or a dedicated pool point in Occult, Cthulhu Mythos, etc. If such an Investigator surrendered to Mater Tenebrarum and was actually lost, his companions must make a 6-point Stability test.

Any player who notes that Maddie Mercier, Lilah Starrett, and Elizabeth Salmon might have formed some sort of maiden/mother/crone motif should be awarded with a 1 point dedicated pool in Occult for investigations involving witches, the Triple Goddess's various forms, and the Ladies of Sorrow. If the Investigators are afraid they were supposed to meet and destroy three different entities in the House of Shadows, but that they might have missed one – say, Elizabeth Salmon – the Keeper may wish to withhold the 1 point Sanity refresh available in Pulp games for defeating Mater Tenebrarum.

# Book Two – Suspiriorum

## Desert of Sighs

In the second part of the campaign, the Investigators are brought in to investigate the disappearance of a young man and his friends in the Mojave Desert. After a number of strange events, including some chillingly familiar nightmares, the Investigators must find a way to journey to the secret heart of the desert. Like the first part, there is a distinct lack of specific core clues, though the Keeper can consider many of the events to be floating core clues, pacing the scenario to his or her sense of drama.

Exploring the desert is greatly aided by the use of the old GPS of one of the missing hikers. But even with it, the Investigators will be stymied by their initial forays into the desert. At best, they will find a single body. To go further, the Investigators will have to resort to other means.

There are many possible methods by which the Investigators can penetrate the mysteries of the Sighing Desert. Once on a viable path, the Investigators will be guided by symbolic encounters and move to the climax. Joseph Two Knives provides assistance to those willing to place their trust in him.

As with the first part, one of the Investigators will be chosen for special attention. The Keeper should carefully consider the backgrounds of the Investigators when deciding which Investigator will be targeted by Mater Suspiriorum. She brings final solace to the hopeless, particularly those who have shameful scandals in their pasts.

### Missing Hikers in the News

(Page 49)

- **Library Use** reveals that Jack Delaney is one of the largest auto dealers in the Appalachian states.

### The Mojave Desert and The Sighing Desert

(Pages 49-50)

- **Library Use** finds that it gets its name from the way the wind sighs and moans. A **1-point spend** reveals that the name is said to be a corruption of the Hualapai name for the region.

- A **1-point Library Use spend** digs up all the information about the disappearances in the area (without a spend, the Keeper should give some basic details; Enrique Echevarria will come to their attention one way or the other).
- Unless otherwise desired, an Investigator needs to make a 2-point **Cthulhu Mythos** or **Occult spend** to find either of the following passages (Suspiriorum Papers #1). If the volume consulted covers topics related to the Dreamlands, the Keeper should lower the spend to 1 point.
- The Keeper may want to allow them to also predict (possibly with an **Occult** or **Cthulhu Mythos spend**) that Mater Suspiriorum's preferred targets may be outcasts, the scandalized, the poor, the downtrodden, and the socially or economically or even physically "lost."

### Kingman, Arizona

(Page 51)

- Each day, an Investigator who makes a **1-point Streetwise spend** spies a long-haired Amerind motorcyclist somewhere nearby and notes they've seen the biker elsewhere in Kingman during their stay. Once an Investigator first notes him, point spends are no longer required to spot him again on subsequent days.

### The Survivor: Jeremy Brenton

(Page 51)

- With a successful Difficulty 3 **Psychoanalysis** test, an investigator can briefly rouse Jeremy from his shock. If this initial test fails, no further progress can be made that day.

### The Mojave County Sheriff

(Page 52)

- When the investigators visit the Sheriff's Office, a **1-point Cop Talk spend** or **Credit Rating 5+** is necessary to see Sheriff Gus.
- If asked to see the photos of these wounds **1-point Cop Talk or Law spend** is required. **Biology** or a **1-point Outdoorsman spend** notes the claw marks aren't deep enough to be those of a big cat like a mountain lion, and the bite marks on the fingers show signs of

worrying – shaking the head to saw through the bone.

Mohave County Sheriff Tom Gus, 37  
Athletics 5, Firearms 5, Health 7, Scuffling 6

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (.38 revolver), +1 (12-gauge pump shotgun)

Typical Sheriff's Deputy, 25-45  
Athletics 5, Firearms 5, Health 7, Scuffling 6

**Hit Threshold:** 3

**Weapons:** +1 (.38 revolver), +1 (12-gauge pump shotgun)

## The Families

Kim Polling

(Pages 52-53)

- If she is pressed for any problems Chad might have had, a **1-point Reassurance spend** gets her to admit she has had some minor trouble with Chad since the divorce.

David and Wendi Mohrman

(Page 53)

- Jessi was smitten with Jeremy Brenton, and **Assess Honesty** reveals the Mohrmans blame Jeremy for their daughter's disappearance.

Jack and Sharon Delaney

(Pages 53-54)

- With a **2-point Credit Rating spend** or proof of some kind of law enforcement background, Danny allows the investigators access to Ann's parents.
- A **1-point Assess Honesty spend** notes that Delaneys are holding something back, and if pressed they admit only that Ann had some trouble with grades last year, and dropped out for a semester.
- If the investigators take Danny Delaney aside and ask him for more details, a **1-point Reassurance spend** and their sworn promise never to repeat what he tells them convinces him to reveal that Ann dropped out of her first year in college because she'd gotten pregnant.
- With law enforcement credentials or other experience finding missing persons, and a successful **1-point Bargain spend**, the investigators can convince the Delaneys to put them on a retainer of \$1000 a day for the next three days. A further **1-point Bargain or**

**Reassurance spend** gets Jack to agree to pay for expenses such as vehicle rental and helicopter flights.

## Into the Desert

(Pages 54-55)

- Investigators who fly over the area gain a 1 dedicated Outdoorsman pool point usable while searching the Sighing Desert.
- Investigators may recall that Nick Karras' Jeep Cherokee was found in the desert. If the players don't think of it themselves, the Keeper may want to remind them.

## Sighing Desert Phenomena

(Page 55, boxed text)

- Each time the Investigators enter the desert, they should make a Difficulty 4 **Stability** test. If the Investigator succeeds at the test, there is no effect. If the Investigator fails, however, he or she experiences one of the following odd events.
- **The Eagle: Outdoorsman** hears the call of a desert eagle. A **1-point spend** spies it sitting on a rock. Anyone who saw the eagle near the Three Sisters building must make a **1-point Stability test**.
- **Voices on the Wind:** A potential target of Mater Suspiriorum must make a **1-point Stability test**. If the test is failed, the Investigator hears his or her name in the sighing wind.

## Desert Sojourns

(Page 56)

- **Anthropology** or **Archaeology** guesses it to be of Hopi or Navajo origin.

## Heat Stroke and Dehydration

(Page 56, boxed text)

- Any character whose skin is unprotected from the sun will take 1D6-3 damage or more per day from sunburn, depending on how much skin was exposed, and for how long.
- After spending twenty-four hours in the desert without water, an Investigator temporarily loses 1 Health *rating* point. Each day thereafter he or she loses another 1d6-1 rating points. In addition, after the first day without water the character must make a **Difficulty 4 Stability or**

**Health test** to avoid suffering from one or more hallucinations due to heat stroke.

- Health points lost to heat stroke and dehydration may be restored at a rate of 1d6-1 points per hour if the sufferer is given water and rest (Health rating points return first).

## Following Nick's Trail

(Pages 56-57)

- Investigators without a four-wheel drive vehicle must make a **Difficulty 4 Driving test** every 20 miles.
- Using **Evidence Collection** or making a **1-point Outdoorsman spend** in the area where the fire was discovered discovers two things—a cigarette butt, and a feather; **Biology** or a **1-point Outdoorsman spend** identifies it as a golden eagle feather.
- The feather is a talisman, a minor magical item, as a **2-point Occult spend** divines, at the Keeper's discretion.
- Nick's path takes them past the lower reaches of Mount Tipton, where **Outdoorsman** spies the first of Nick's landmarks.
- Soon, with **Outdoorsman**, the Investigators come across another of Nick's landmarks.
- Anyone who attempts to follow the maze must make a **Difficulty 4 Stability test** to reach the center. Failure indicates he or she finds a dead end instead. Any Investigator who reaches the center on his first attempt should **Difficulty 6 Stability test**, and if successful, they glimpse, from the corner of their eye, a hazy, distant figure, pointing southeast.
- **Outdoorsman** and the use of the GPS discovers yet another of Nick's landmarks.
- The Investigators note the full chests of the "Sisters," and the Investigators should recall their involvement in the case of The Three Sisters building.
- **Geology** or **Chemistry** guesses it's some kind of rust caused by rainwater reacting with part of the stone.
- **Outdoorsman** finds Nick's "shrooms".
- A **1-point Outdoorsman spend** indicates another maze has been seen (if no points are spent, but the Investigators search the area, they should eventually discover the maze).
- As before, anyone attempting to follow the maze needs a **Difficulty 4 Stability test** to reach the center. Failure indicates he or she finds a dead end. If an Investigator reaches the

center on his first attempt, he should make another **Stability test**, if the result is a 4, he or she gets a brief glimpse of a distant hazy. If the result is a 6, the investigator clearly sees a large man wearing nothing but a loincloth, with a cow skull for a head. It is a **3-point Stability test** for seeing this sinister figure.

- **Outdoorsman** posits their vehicle is probably parked along this road to the northwest.
- If the Investigators see the bizarre skull-headed man, and follow his pointed directions from whichever maze, they come across a patch of untrodden sand some fifty yards across.
- Finding the remains calls for a **1-point Stability test**.
- **Medicine** or **Forensics** guesses the body has been here for weeks, at least.
- The clothing and the small stature of the body indicate that the victim is female.
- Investigators may surmise that the body may be that of Jessi Mohrman, as photos of the missing girl showed her hair to be the right color and length.

## The Camera

(Page 59)

- A **1-point Photography** or **2-point Evidence Collection spend** while studying these pics notes a blurry human-like figure in the distant background of one shot.
- If an Investigator made the earlier **Photography** or **Evidence Collection spend**, he or she again notices a strange blurry figure in the background of some of these photos.
- It is clearly a tall man wearing only a loincloth, with a cow's skull for a mask. Viewing the mysterious figure in the group shot calls for a 1-point Stability test.
- **Art History** or **Architecture** make out what appear to be tall modern buildings amid primitive domed huts and wickiups.
- A **1-point History** or **Anthropology spend** identifies the design as probably Hualapai or Yuma.

## Dreams and Nightmares, Part One

(Page 59)

Roll 4d6 for each investigator, and if the result matches or is less than the Investigators Stability rating, he or she has one of the following dreams.

## Disgrace

(Page 59)

- Recalling this low point in the Investigator's life calls for a **1-point Stability test**, perhaps more if the deed was especially upsetting.

## The Visitor

(Page 59)

- If an Investigator seems unduly alarmed by this dream, call for a **1-point Stability test**.

## The Hikers

(Page 59)

- This dream calls for a **2-point Stability test**.

## The Cave

(Page 60)

- A **1-point Anthropology, Archaeology, or Art History spend** postulates it might be Assyrian, perhaps a thousand years BC.
- This dream only causes a **1-point Stability test** if the dreamer seems unduly spooked by it.

## The Skull-Headed Man

(Page 60)

- A **1-point Theology or Biology spend** identifies the objects as peyote buttons.
- This dream causes a **2-point Stability test**.

# Hualapai Indian Reservation

## Chief Dave Youngblood

(Page 61)

### Tribal Police Chief Dave Youngblood, 32

Athletics 9, Firearms 6, Health 8, Outdoorsman 6, Scuffling 6

**Hit Threshold:** 4

**Alertness Modifier:** +1

**Weapons:** +1 (.45 revolver), +1 (.30-06 bolt-action rifle)

### Typical Reservation Patrolman, 20-50

Athletics 4, Firearms 5, Health 7, Outdoorsman 5, Scuffling 6

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (.45 revolver), +1 (.30-06 bolt-action rifle)

## Old Tom

(Page 61)

- On a result of 1 to 3 on a die roll, Old Tom is exactly where Chief Youngblood said he'd be.

- A **1-point Bargain** or **Evidence Collection spend** made while passing or perusing the silver jewelry dealers spots a vaguely similar – but better crafted – thunderbolt trinket for sale there for \$20.

## Anna Rainbird

(Page 62)

- If asked about alcohol with **Reassurance**, she says her husband, a Hualapai, used to be a river tour guide, but he ran off the road in his truck one night, blind drunk, and broke his neck.
- **Streetwise** or **Evidence Collection** notes the youth is dead drunk.

## Interested Parties

### Enrique Echevarria

(Page 62)

- A **1-point Library Use spend** finds that each of these divorces appeared amicable.

### Enrique Echevarria, artist and author, 71

(Pages 63-64)

Athletics 8, Health 7, Scuffling 10, Weapons 6

**Hit Threshold:** 4

**Alertness Modifier:** +1

**Weapon:** -1 (claw); he can make two claw attacks against the same target in a single round.

### Joseph Two Knives

(Page 64-65)

- At the Mohave County Sheriff's Department, a **1-point Law spend** made while researching Two Knives' record reveals no such cases or fatalities, however.
- They can make a **1-point Bargain spend** to get him to accept half up front and half when they return.
- If the investigators try to trap Two Knives or turn him in to the Sheriff, and one of them makes a **1-point Law** or **Streetwise spend**, Joseph is caught and taken into custody.

### Joseph Two Knives

Athletics 8, Firearms 4, Health 9, Scuffling 10, Weapons 6

**Hit Threshold:** 4

**Alertness Modifier:** +1

**Weapon:** -1 (knife), -1 (.44 revolver)

## Dreams and Nightmares, Part Two

### Time to Go Home

(Page 65)

- Turning, the Investigator finds himself in the desert, and the man with the cow skull head stands facing him – this causes a **3-point Stability test**.
- Once the city has faded, the dream ends, and the investigator must make another **3-point Stability test**.

### Two Knives

(Pages 65, 67)

- **Anthropology** or **Theology** recalls that the coyote is a common trickster figure in American Indian lore.

## Miscellaneous Desert Events

(Page 66, boxed text)

- **The Sandstorm:** If Two Knives isn't with them, **Outdoorsman** or a **Difficulty 4 Sense Trouble test** suggests proper course of action. Those who don't cover their mouth or nose suffer 1d6-4 damage. The sandstorm lasts for 4d6-2 hours (1 hour minimum). If anyone seems overly aggrieved by the storm's duration, they must make a **3-point Stability test**.
- **The Cave Painting:** **Anthropology** or **Theology** recalls that leaving handprints like this was a custom of some southwestern American Indians during pilgrimages to holy places. A **1-point Anthropology** or **Art History spend** reveals these designs are vaguely similar to Paleolithic cave paintings found in Europe dating back 20,000 years. Viewing the painting calls for a **2-point Stability test**. An Investigator hearing his or her name sighed calls for a **1-point Stability test**.

## The Three Talismans

(Page 67)

- **The Eagle Feather:** A **Biology** or **Outdoorsman** identifies it as a golden eagle feather.
- **The Silver Bolt:** The "silver" bauble worn by Old Tom is, as **Geology** notes, actually a sliver of meteoric iron in the shape of a lightning bolt. The bearer of this item gains 5 dedicated points for any contest or test to resist magic. These points can either be used as a pool or contribute to a rating, and the points refresh after each

contest or test. The Investigator will not necessarily realize the points are available or that they are being used; the Keeper should factor them in whenever applicable. If the Investigator does spend points on a contest or test, the Keeper should deduct them from the talisman first, and either keep track of the true pool total or let the Investigator know that a certain amount have refreshed. In addition, any time the wielder has not attacked a foe who wishes to attack him, the attacker must succeed in a Stability or Magic test vs. the Investigator's Stability or Magic *rating* (whichever is higher) in order to perceive the holder of the bolt. The additional 5 dedicated points imparted by the talisman apply to this test. If the attacker fails, then the bearer and anyone in physical contact with him or her is basically invisible to that attacking person or creature.

- **The Kachina Doll:** **Archaeology** or **Anthropology** identifies the ancient weathered wooden doll found by Paul Springfield as of Navajo origin, from the early 19th century. This process is more subtle than the previous talismans', as the kachina allows its carrier an occasional **Difficulty 4 Stability or Magic test** which, if successful, subconsciously tells him or her the direction they need to travel to reach the nearest "safe haven".

## Into the Desert, Part Two

(Pages 67-68)

- **(Floating Core Clue)** There are several possible ways Investigators might choose to go "off the map." Joseph Two Knives will volunteer his services when the time is right.
- If they haven't figured it out yet themselves, **Occult** should suggest that a good step toward leaving the real desert behind is to become lost themselves.
- If they accept Two Knives' deal, he wants his money up front, or half up front and half on return if an Investigator makes a **1-point Bargain spend**.

## The Ceremony

(Page 68)

- Any ingester who fails a **Difficulty 5 Health test** is sickened by the foul concoction.
- Two Knives gives them water and has them drink more tea. This time a **Difficulty 3 Health test** is needed to keep it down.

## Dawn and Rebirth

(Page 69)

- About an hour later, any psychonaut that makes a **Difficulty 4 Stability test** finds himself walking the path of the maze.
- At the far end of the narrow trail that leads through the cleft, a psychonaut making **Difficulty 3 Stability test** turns and sees the passage they have just left looks exactly like the female sex organ.
- By now the peyote is taking full effect. Those who ingested it must make a **5-point Stability test**. If the psychonaut fails the test, at some time during the quest they suffer some type of harmful hallucination.
- In all such cases of bad trips, the hallucinating Investigator can be calmed down if one of his sober companions uses psychological triage (see page 79 of *Trail of Cthulhu*) or with a **3-point Reassurance spend**.

## The Three Sisters

(Page 69)

- Investigators might realize they must be close to the Three Sisters – Injuns rock formation. Nevertheless, they spend the next 1d6 GPS-less hours vainly searching for signs of the rock formation they may have visited before.
- Though anyone with **Outdoorsman** guesses it shouldn't be much later than early afternoon, it begins to darken as if dusk were approaching.
- The third figure's eyes are a deep golden brown, filled with such pity and love and sadness and forgiveness the peyote users must make a **5-point Stability test** when they see her. Those making the test can't hold that gaze for long, while those failing their test find themselves stumbling forward to fall at her feet.
- Sober viewers of this scene must make a **2-point Stability test** when they see their companions blubbering before lumps of stone.
- Anyone chosen by Mater Suspriorum loses twice the Stability points listed above, and if Investigator's mind is **blasted**, they now realize they are in danger of losing their mind and soul to this entity.
- **(Core Clue)** If anyone asks where they should go from here, everyone who has lost any Stability in this place now hears a low voice on the wind saying: "Follow my dead sister's gaze." If none of the Investigators have lost any Stability here, the Keeper should choose one of

the psychonauts to hear this. If they don't think of it on their own, the Keeper should point out this must mean going in the direction faced by the cold, gray, sightless figure.

- Two Knives warns that it's getting dark, and the drug should be wearing off very soon – they should camp. The psychonauts each get a **Difficulty 3 Stability test**, which, if successful, tells them they're close to... something.

## The Fire and The Watcher

(Pages 69-70)

- Two Knives sees the fire, and **Assess Honesty** discerns an uncharacteristic change in his usually smug manner.
- The sober investigators still see no fire, no figure. This realization causes all of them to make a **3-point Stability test**.
- Anyone who can see the man's head is actually a cow skull must make a **3-point Stability test**.

## The New Dawn

(Pages 70-71)

- The desert is bathed in a dim, unchanging twilight, like the hour the sun rises or sets, a realization that causes a **1-point Stability test**.
- **(Core Clue)** If they checked a compass, they know which way to go, otherwise **Outdoorsman** points it out.
- **Medicine** or **Biology** guesses that while some handprints are faded white paint, others are a rusty brown, likely dried blood.
- **Anthropology** or **Theology** recalls that leaving handprints like this was a custom of some southwestern American Indians during pilgrimages to holy places.
- If an Investigator who took peyote attempts to travel the maze, he or she needs a successful **Difficulty 4 Stability test** to reach the center. The same is true for any investigator who has been chosen as a target by Mater Suspriorum. Any other character must make a **Difficulty 6 Stability test** to reach the center.
- Any Investigator may mark his passing as previous pilgrims have done. This requires some ink or paint, or slashing themselves for 1d6–4 points of damage.
- His fellow Investigators must make a **3-point Stability test** when they realize he or she has completely vanished.

## Crazy from the Heat

(Page 71)

- Using the heat stroke method, the investigators need **Outdoorsman**, **Biology**, or **Medicine** to decide their suffering friend should be denied water several hours or even a day before they enter the desert.
- After around 2-4 hours in the desert without water, he or she may begin to feel weak and start having brief hallucinations.
- The suffering one must make a **3-point Stability test** from the brief hallucination of The Three Sisters, and if the roll fails he is momentarily stricken and unable to go on.

## Lost

(Page 71)

- A **1-point Biology** or **Outdoorsman spend** identifies the bird as a golden eagle.
- At the formation any Investigator who may be chosen by Mater Suspriorum feels a sense of unease that causes a **1-point Stability test**.
- This vision of The Three Sisters causes the Investigator a **1-point Stability test**.

## Talisman

(Page 72)

- From the maze the feather leads them to The Three Sisters, where again those chosen by Mater Suspriorum feel uneasy in their presence, causing a **1-point Stability test**.

## The City of Gloom

(Page 72)

- As they cross the eerily twilit waste, a Difficulty 3 **Sense Trouble** test detects occasional blurred movement around them, usually fifty to a hundred yards distant.
- A **1-point Cthulhu Mythos spend** likens them to the creatures known as sand dwellers, but their hazy appearance and flickering movement are not normal for that species.
- Everyone seeing the dwellers faces a **3-point Stability test, which is a Mythos shock**.
- The intensely lonely atmosphere and the mutability of their surroundings unnerves them enough to cause a **3-point Stability test**.
- Have each Investigator make **Difficulty 6 Sense Trouble tests** to get a clearer glimpse of one of the things.

- Even though the creatures still don't approach, such a clear view calls for a **3-point Stability test**.
- Anyone who made the previous **Cthulhu Mythos spend** now definitely identifies them as some subspecies of sand dwellers.
- Use the standard stats and information for sand-dwellers on page 146 in the *Trail of Cthulhu* rulebook.

## The Ghosts

(Page 73)

- **Assess Honesty** notices they do not smile or laugh.
- **Anthropology** or a **1-point Credit Rating spend** notes that with few exceptions the ghosts appear to be of the lower classes, in cases where such distinctions can be.
- Seeing these phantasms causes a **2-point Stability test**.

## The Vanished

(Page 73)

- He or she should make an **8-point Stability test**. A successful test still results in the **loss of 2 Stability**. If the Stability test fails, or the successful Stability test results in being **shaken** or worse, he or she believes it has been several days since they vanished from the maze.

## The Gallery

(Page 73)

- The statue is disturbingly lifelike, and the Investigators must make a **1-point Stability test**.
- If they don't think of it themselves, **Anthropology** or **History** may remind the investigators of the legend of the gorgons, whose gaze turned men to stone.
- Seeing these statues – there may be dozens in this part of the city – calls for a **2-point Stability test**.
- As they wander the gallery of lifelike statues, an Investigator who makes a **1-point Evidence Collection spend** does a double take while passing one of the statues.
- Those who see Nick's petrified form must make a **3-point Stability test**.

## Home

(Pages 73-74)

- If any of the Investigators seem spooked by finding the childhood home, call for a **1-point Stability test**.
- The target Investigator must make a **3-point Stability test** as a flood of memories and emotions engulfs him.
- If the chosen Investigator goes to his own room, this calls for another **3-point Stability test**. The Keeper should consider this to be a separate incident, so even if the Investigator lost the first test, he or she must make the second one.
- If both tests are failed, or if he or she has been **shaken** or worse, the Keeper should take the player aside and remind him of the scandalous act in this investigator's past which made him a target of Mater Suspiriorum.
- If the test fails, tell the player the Investigator feels a strange sad relief, like he has come home. He can do as he wishes, and if the other investigators want. Of course, in this situation, anyone would be feeling somewhat sad or nostalgic, and only a **2-point Assess Honesty spend** notes the afflicted investigator's sad acceptance of all that has occurred. What they can do about it – who knows? Perhaps on-the-spot **Psychoanalysis** to cheer him up?

## Survivor

(Page 74)

- As they wander through the city, an Investigator can make a **1-point Evidence Collection spend**.
- Ann drinks and eats what she is given, but only responds to questioning if an Investigator makes a **Difficulty 3 Psychoanalysis test** or a **2-point Reassurance spend**.

Ann Delaney, surviving hiker, 21

Athletics 4, Health 6, Stability 5

**Hit Threshold:** 3

## Ann's Story

(Page 74)

- A **1-point Assess Honesty spend** tells an Investigator that there's something more to the story.
- **Reassurance** may calm her down.

## In the Garden of Sand and Bone

## Mater Suspiriorum

(Page 75)

- Below them, the city shifts and contorts beneath the mirage – like haze, a mind bending sight that calls for a **3-point Stability test**.

## Graves

(Pages 75-76)

- A **1-point History spend**, or skill in the proper language, identifies it as Sumerian cuneiform, a written language used over 4000 years ago. They can guess the inscription to be a name.
- As they cross the garden of graves, each investigator – and Ann Delaney, assuming she is with them – should try to **Difficulty 6 Stability test** (Ann will not spend points on this test). If two characters make the test, they each find one of the graves.
- Ann automatically loses **4 Stability point** per grave found, if she sees them. The Investigators make **3-point Stability tests** per grave.

## The Woman with the Inescapable Eyes

(Page 76)

- Any Investigator who saw the children's drawings in Tenebrarum now recalls the drawing there of the woman kneeling within dozens of crosses. Recognizing this eerie coincidence calls for a **1-point Stability test**.
- **Art** or **Evidence Collection** may recognize her, as this is the face of the woman in one of Enrique Echevarria's paintings – his mother! If they haven't already guessed the woman's identity, the realization calls for a **3-point Stability test**.
- A chosen investigator who attempts to kill her must make an **8-point Stability test** as he gazes into her eyes and is wracked with guilt and shame; with a successful test, he still loses **4 Stability**.

## Enrique Echevarria

(Page 77)

- The revelations of what happened to the Echevarrias, what came back in Enrique's place, what has been leading the unwitting to their deaths for several decades, and what has been leading the Investigators on in a variety of guises calls for a 7-point Stability test.

- If he is attacked, the other 1d6+2 sand dwellers rush to his aid, but they flee after losing half their number, or when The Fury appears.
- A 1-point **Occult, History, or Anthropology** spend identifies Tisiphone as one of the dreaded Furies of Greek mythology.

## A Mother's Embrace

(Page 77)

- Ann and any chosen investigators must now make a **Difficulty 4 Stability test**. If the test succeeds, the character is able to make his own decision about his fate. If the test fails, however, he or she feels the weight of guilt, or shame, or loneliness, or whatever it was that brought them to the garden of the Mother of Sighs.
- And as Mater Suspiriorum kisses the victim's forehead, he or she begins to **lose 1d6+1 Health rating points a round**, as well as an equal amount of rating points from other General and Investigative abilities (the Keeper may decide which ratings to deplete, or allow the player the dubious honour of doing so). If the embrace is interrupted, rating losses are permanent, as the victim's mind and body have shrunk and calcified.
- Anyone witnessing this scene must make an **8-point Stability test**.
- To try and talk them out of it, the other Investigators must make a **3-point Reassurance spend** or a **Difficulty 4 Psychoanalysis test**. For each solid point made against surrendering to the Mother of Sighs, the arguing investigator may lower the spend or difficulty by 1 point.

Mater Supiriorum,

as Belinda Echevarria, 32

Athletics 10, Cthulhu Mythos 10, Health 12, Magic 20, Scuffling 22

**Hit Threshold:** 4

**Alertness Modifier:** +3

**Weapon:** +1 (throw victim)

**Stability Loss:** +0

## If Blood is Shed in the Garden

(Page 78)

- When first attacked, her initial response is to cast a spell such as Fist of Yog-Sothoth (she spends an extra Magic point to lower the difficulty another 3; if the target is at near or

further range, she spends enough Magic point to negate the increased difficulty caused by the distance) to knock out a powerful opponent, followed in the next round by an attempt to Mesmerize an opponent into attacking his friends. Later attacks may include spells such as Shrivelling (she'll spend 12 points of Stability on the test against the target's current Stability) and Wither Limb. Note that Mater Suspiriorum has access to an unlimited number of Magic points here in the garden, thanks to the billions of souls interred here. Her godlike power means that she wins all tests and contests when casting spells against mortals.

- Anyone hearing the terrible ragged gasp of the dead must make a **5-point Stability test**, and anyone failing is also too awestruck to act for that round.
- A **1-point Occult, History, or Anthropology spend** identifies Tisiphone as one of the dreaded Furies of Greek mythology.
- There is no place to run, though if someone is carrying Paul Springfield's kachina doll, a successful **Difficulty 3 Stability test** at least suggests the proper route to exit the twilight desert.
- Tisiphone and its horrific birth causes a **6-point Stability test** as it attacks.

Tisiphone, blood avenger

(Page 79)

Abilities (on ground/in air): Athletics 8/10, Health 17, Scuffling 25, Weapons 19

**Hit Threshold:** 4

**Alertness Modifier:** +3

**Weapon:** +1 (whip), +1 claws; can either attack with whip (at point-blank or close range) or two claw attacks against the same target

**Armor:** none, but she is only affected by spells and magical weapons.

**Stability Loss:** +1

## Escape

(Page 79)

- Without the doll, it takes 1-3 days to find their way back to the desert, by which time they may be suffering from dehydration.
- Once they reach the desert they feel relieved, as the endless twilight they've lived with for several days now gives way to a blazing afternoon sun.

- If they still have them, **Outdoorsman** allows a GPS device to tell them they are within the Hualapai Indian Reservation.

## Grains of Sand

(Pages 79-80)

- If they did not witness Ann's acceptance of Mater Suspriorum's embrace, or were unable to find her, each of them must make a **4-point Stability test**. Failure to save a fellow investigator from this fate also causes a **4-point Stability test**.
- In a Pulp game, on the other hand, if Ann or a fellow Investigator was saved from Mater Suspriorum each **refreshes 1 Sanity** pool point total. In addition, anyone who escapes the Sighing Desert both alive and sane gets another **1-point Sanity refresh**.
- Thoughtful Investigators may also try to concoct a story to deter future hikers from delving too deep into the Sighing Desert. If this is accomplished, the Keeper may award an additional **1-point Sanity refresh**, depending on the viability of the story.
- Regardless of their success or failure in finding and rescuing any of the hikers, their mere involvement in a national news event like this results in a **1-point increase to their Credit Rating**.
- If Ann Delaney was rescued and survived, the Investigators get **another point of Credit Rating**, as Jack Delaney and his family go out of their way to thank them for their brave service.
- On the other hand, if Ann doesn't come back from the desert, the Delaneys are among the few to speak less forgivingly of the Investigators' inability to find the lost hikers, resulting in a **loss of 1 point of Credit Rating**.
- Surviving investigators automatically receive **pool point in Outdoorsman and Driving for desert situations**, usable once an adventure.
- If the investigators found Jessi Mohrman's remains and reported it to the authorities, they gain a **dedicated pool point in Cop Talk** usable once an adventure when dealing with law enforcement in the American Southwest from the connections developed at the grateful Mohave County Sheriff's Department and the Hualapai Nation Tribal Police Department.

## Coda

(Page 80)

- The Investigator awakens with a start, and must make a **3-point Stability test**.

# Book Three: Lachrymarum

## River of Tears

In the third part of the campaign, an Investigator is asked for by name. The ideal target is someone who has children or who has close familial ties with someone else's. But ultimately, Mater Lachrymarum is out for revenge on behalf of her sisters.

This scenario features something of a false climax. The Investigators have a few potential encounters with La Llorona during the course of their investigation. Most of these encounters are short enough and spaced out enough that the Investigators will be able to refresh most of their General abilities. But the final encounter with La Llorona has the potential to leave the Investigators with few to no points left in abilities like Scuffling and Weapons. Immediately afterwards, they must face a protracted battle with the real Mater Lachrymarum and her animated proxies. Keepers may, therefore, elect to allow Investigators to refresh some of their General abilities as if they had created a temporary haven (see page 80 of the rulebook), even though they are racing against the flood waters to the reach the climax.

Once the Investigators arrive, they will investigate the legend of La Llorona. While doing so, they will experience now-familiar nightmares, as well as haunting visitations. As well, they have opportunities to save some potential victims of the spirit.

Soon, their attention will be drawn to the dead actress, Frances Liston, when her movies begin appearing inexplicably on the television in the middle of the night. Then, at some point, the Investigators will learn that her childhood home is nearby and will investigate further.

Later, the floods begin and the Investigators learn that two children have gone missing. Eventually, they track down La Llorona and hopefully defeat her. But they quickly discover that their task is not yet finished; a bedraggled wig points them back to the museum dedicated to Frances Liston and the ultimate climax.

### Investigator Information

(Page 83)

- A **1-point Assess Honesty spend** notes Ahern is both angry and scared, and himself uncertain of the truth.
- With a **1-point Reassurance spend**, Ahern finally believes the investigator and offers the names of his contacts in Baleford, and the names and dates of most of the murders and disappearances that have plagued the town for the past century.

### Research

(Page 84)

- With **Library Use**, they can easily glean the information on La Llorona contained in The Three Sisters appendix. A **1-point spend** also finds information on the similar legend of the Faceless Woman, also found in that appendix. Doing a combined search for La Llorona *and* Baleford, a **1-point Library Use spend** brings up a quote, from *Mississippi River Ghosts*.
- **Library Use** discovers Baleford is a small town on the Vista River, not far from the Mississippi.
- If the investigators continue to dig, **Library Use** turn up the reports of La Llorona sightings and other tragic events that have occurred in the city the past few months, most likely on the *Baleford Tribune* newspaper's website.

### Baleford, Illinois

(Page 86)

- Sometime during the Investigators' first pass or two through Baleford, they note an older woman behaving strangely by the side of the road.
- **Assess Honesty** quickly gathers she is a little simple-minded.

Abby Gordon

Fleeing 2, Health 6

**Hit Threshold:** 3

## The Baleford Tribune

(Page 86)

- A result of 1-3 on a die roll, Lauraine Sibbett is in the office when they visit.

### Lauraine Sibbett

(Pages 86-87)

- **Assess Honesty** intimates she is somewhat starstruck by them.
- With a **1-point Flattery spend** Sibbett can be convinced to give the Investigators a tour of some of the sites of the disappearances, murders, and La Llorona sightings.
- Two to four days after the Investigators come to Baleford, Dale Sibbett tracks them down.

Lauraine Sibbett, local journalist, 47

Health 7, Library Use 3

**Hit Threshold:** 3

**Alertness Modifier:** +1

Dale Sibbett, suspicious husband, 47

Athletics 9, Health 7, Scuffling 6

**Hit Threshold:** 4

**Alertness Modifier:** +1

**Weapons:** -2 (fist)

## Vista County Sheriff's Department

(Page 87)

- On a roll of 1-3, Sheriff Czerny is present whenever the investigators visit, otherwise he's on a call or otherwise indisposed. Deputy Margulies is in the office on a roll of 1-2.

### Sheriff Czerny

(Page 88)

- Sheriff Czerny won't discuss the details of any of the recent cases, and a **1-point Assess Honesty spend** guesses this is because he has nothing to go on.
- If asked about the remains recently exposed by the floodwaters, a **1-point Law spend** gets him to admit that so far tests indicate that while one of the bodies has been identified as Diego Paredes, who disappeared in 2005, the other bodies are much older.

County Sheriff Robert Czerny, lawman, 56

Athletics 7, Firearms 6, Health 8, Scuffling 7

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (9mm Automatic Pistol), +1 (12-Gauge Pump Shotgun)

## Deputy Margulies

(Page 88)

- Information-wise, Margulies can supply many of the same details as Sheriff Czerny, but each time the Investigators speak with him they must make a **1-point Law** or **Cop Talk spend** to get him to open up to them.

Deputy Scott Margulies, potential ally, 37

Athletics 5, Firearms 5, Health 7, Scuffling 6

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (9mm Automatic Pistol), +1 (12-Gauge Pump Shotgun)

## Casebook: Miscellaneous Details

(Page 89)

- A **1-point Library Use spend** is needed to find any information that has not already been found by either Richard Ahern or Mrs. Sibbett. If the Investigators are lazy, or so inclined, they can try **1-point Flattery spend** Mrs. Sibbett to do some more digging, either with them or in their stead.
- Each piece of information represents three hours of searching. All the items are found with the **1-point Library Use spend**, but another point spend (either by the same Investigator or by another one assisting) finds one piece of information an hour instead.

## Dreams & Nightmares

### The TV Dream

(Page 90)

- Using the remote to check the station and program, the investigator finds it's supposed to be an episode of *Star Trek: Voyager*. *Star Trek* was made in color in the past decade, and this movie looks to be something from the 40s or 50s.
- **Library Use** discovers that the film is a non-descript film noir from the 40s.
- The Investigator may also remember a similar TV-related event during the "Tenebrarum" chapter. The film even looks to be the same one, perhaps calling for a **1-point Stability test**.

### Your Children, Part One

(Page 91)

- The dreamer must make a 2-point Stability test from the nightmare.

- If he or she is worried, a phone call home, or to the child's parents, finds nothing amiss. Unless a **1-point Reassurance spend** is made to calm down the parent, he or she is upset with the investigator for causing needless panic.

### The Crying One

(Page 91)

- From somewhere nearby the investigator hears an eerie wailing cry that sends a cold razor of fear down his spine, causing a **1-point Stability test**.
- The Investigator must make a **Stability test**. If the result is less than 4, 2 Stability points are lost. If the result is less than 6, the Investigator awakens with a scream.

### Your Children, Part Two

(Page 91)

- The Investigator finally sees the child a stone's throw distant.
- **Anthropology** notes that more than half are Hispanic children.
- The dreamer awakens, and must make a **1-point Stability test**.

## Investigations in Baleford

### The Vista River

(Page 92)

- Running, jumping, or other physical activity on the riverbanks may call for a Difficulty 5 **Athletics** test to keep from slipping and falling and perhaps plunging into the river itself.

### The Vista Bridge

(Page 92)

- In a pinch, there might be enough room for three vehicles to pass at the same time, provided all made **Difficulty 5 Driving** tests.

### The Water Treatment Plant

(Page 92)

- A **Difficulty 3 Driving test** is needed to navigate the mud soaked access road – one test in each direction. Failure indicates the vehicle is stuck, and must be rocked or pushed free, achieved with a successful Difficulty 3 **Driving** test. If this test fails, the car must be towed or pulled out by a larger vehicle.

### Henry Meat Packing Plant

(Page 93)

- If the Investigators want to speak with Clifford, a roll of 1-4 finds him in his office.
- Unless the Investigators try to do their questioning in Spanish, or if Lauraine Sibbett is on hand to handle introductions, all attempts to use Interpersonal abilities require **1-point spends**.
- To get the workers to talk about the recent disappearances and deaths, **Flattery, Bargain, or Reassurance** is needed to break through their reluctance to speak with strangers.
- Each Investigator who makes a **1-point Oral History spend** finds a witness who has seen or heard La Llorona somewhere in Baleford, and has a tale to tell.

Esteban Rodriguez, the Mexican Mayor, 50

Health 7, Scuffling 6, Weapons 5

**Hit Threshold:** 3

**Weapons:** -1 (fist), -1 (Meat Cleaver or Cutting Knife)

Robert Larriva, father of missing man, 46

Health 7, Scuffling 6, Weapons 5

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** -1 (fist), -1 (Meat Cleaver or Cutting Knife)

### The Hispanic District

(Page 93)

If they are acquainted with Esteban Rodriguez, his name will help open most doors.

### Garcia

(Page 93)

- **Assess Honesty** notes Guy has an axe to grind with whites.

### Paredes

(Pages 93-94)

- A **1-point Reassurance spend** (no spend required if speaking Spanish or accompanied by Lauraine Sibbett) might get Diego's now sixteen year old sister to say that she heard a woman in Diego's room that night, but their mother denied visiting him after bedtime.

### Larriva

(Page 94)

- If the Investigators mention La Llorona, Miranda flinches, and a **1-point Reassurance spend** (no spend required if speaking Spanish

or being accompanied by Lauraine Sibbett) gets her to confess that Vincente once claimed to have heard the Weeping Woman.

## Rios

(Pages 94-95)

- With a **1-point Reassurance spend** (no spend required if speaking Spanish or being accompanied by Lauraine Sibbett) they name the other kids with Oscar when he died.
- Each kid can be found with some time, but none have anything of note to add.
- Shawna says Oscar was her boyfriend and she misses him, but **Assess Honesty** suggests there's more to it than that.

## The Gravesite

(Page 95)

- **Outdoorsman** is needed to follow the directions several hundred yards from the road down to the wooded fence row.
- There is little to find here, but noting the inaccessibility of the site, **Evidence Collection** suggests that whoever buried the bodies must have had some measure of strength, and perhaps a four-wheel drive vehicle or a boat, as the gravesite is some distance from the access road and the river itself.

## The Old Thorson House

(Page 95)

- If the Investigators try to find the place without Lauraine, a **1-point Outdoorsman spend** is needed to follow the meager directions.

## Fullerton Antique Emporium

(Page 96)

- The exact nature of these items is left for the Keeper to determine, but an Investigator who makes a **2-point Occult or Cthulhu Mythos spend** may find something of interest to him or her somewhere among Max's goods.
- A **1-point Reassurance or Bargain spend** – or an actual purchase – is needed to get him to talk about his discovery of the corpse.

## Little Hawk Park

(Page 96)

- **Evidence Collection** or **Outdoorsman** postulates that even if the park were 50% or even 25% as occupied as it is now, someone should have noticed something when the boy disappeared.

## Seven Hawks Resort

(Page 96)

- With a **1-point Oral History spend**, one of the housekeeping staff refers them to another staffer, a young college student named Jennie Determan.

## Frances Liston Birthplace & Museum

(Pages 96-97)

- (**Floating Core Clue**) At some point, an Investigator hears someone mention the Liston Museum.
- If the Investigators arrive during open hours, they find Barry Philips present on a roll of 1-3, his wife Kathy on a roll 4-5, and both of them on a roll of 6.

## The Frances Liston House

### The Upstairs

(Page 98)

- **Frances' Bedroom:** Any Investigator who gazes into the mirror should make **Difficulty 6 Stability test**. If successful they get a fleeting glimpse of a raven-haired, middle-aged woman whose dark eyes briefly bore into their own. This causes a **1-point Stability test**.

### The Basement

(Page 98)

- **Storage Areas:** One part of the basement is kept locked (the doors require a **Difficulty 4 Athletics test** to force; it is a **1-point Locksmith spend** to pick the lock). If the players don't recognize the mannequins outright, the Keeper should point out that an Investigator notices the first one's resemblance to Maddie Mercier, the second to Belinda Echevarria, and the third the reported appearance of La Llorona. Finding these mannequins calls for a **2-point Stability test**.

## Frances Liston 1919-1962

(Page 98, boxed text)

- This information is available through various film biographies, the Internet Movie Database, other sources print and online: **Library Use** finds it all.

## Barry Philips

(Page 99)

- **Assess Honesty** might imply that Philips is obsessed with Frances Liston, but given his boundless enthusiasm for all things filmic it's hard to say exactly how deep that obsession may be.
- If the Investigators suggest that the ghost might be that of Frances Liston, a **1-point Assess Honesty spend** notices Barry briefly flinch.

## Barry Philips, possessed film fan, 33

Health 7, Scuffling 6, Weapons 2

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** -1 (fist), +0 (Improvised Club)

## Kathy Philips

(Page 100)

## Kathy Philips, devoted and loyal wife, 36

Health 6, Scuffling 5, Weapons 3

**Hit Threshold:** 3

**Weapons:** -1 (fist), +0 (Improvised Club)

## Abby Gordon

(Page 101)

- If an Investigator uses **Intimidation** or **Interrogation** on her, or is otherwise forceful while talking with her, she breaks into tears and a **1-point Reassurance spend** is needed to calm her down.
- **Cop Talk** or **Law** may extricate them from harassment charges, but unless a **1-point Reassurance spend** is made along with it, Sheriff Czerny and even Deputy Margulies end all cooperation with them.

## Vanessa Gordon Dukes

(Page 101)

- She is less argumentative and even deferential to anyone with Credit Rating 5+.

## Events

### Rain, Rain, Rain

(Page 102)

- To roughly determine the type of precipitation, roll a die: the higher the result, the more fierce and plentiful the rainfall. A roll of 1 or 2 indicates no or very little rain. A roll of 3, for instance, might indicate a series of light showers, while a 5 could be a series of

thunderstorms that start in the evening and don't let up till dawn.

## The Shadow

(Page 102)

- **Streetwise** notes either the vehicle or its owner lurking nearby.
- Without **Assess Honesty**, the Investigators may be suspicious of about her motives, but she's really just excited to be on the hunt.

## Visitations

(Page 102)

- If the investigators seem spooked by the visitations, they cause a **1-point Stability test**.

## The Damn TV Again

(Page 102)

- The program shown is again a black and white movie, which looks like it was made in the 1930s or 1940s.
- Viewing the mystery scene calls for a **1-point Stability test**.
- **Library Use** finds the scene was from the movie *The Devil's Eyes*.
- Learning the nature of the scene and the movie it comes from may trigger another **1-point Stability test**, if the investigators seem unnerved by it.

## Sightings

(Page 103)

- **3.** Crossing over the Vista Bridge, an investigator sees a long-haired figure on the riverbank slowly walk into the waters and sink into the river without a trace. This may call for a **1-point Stability test**.
- **4.** Searching the waters finds no trace of the figure. Again, this may call for a **1-point Stability test**.
- **5.** She may disappear if the investigator turns around again, or she may growl some threat before departing. This calls for a **3-point Stability test**.
- **6.** The ghost may appear only once, or lead them a merry chase through the wet woods, appearing and disappearing, perhaps attempting to get them lost or lead them into a physical confrontation on a slippery riverbank. This might call for a **1-point Stability test**.

## Encounters with La Llorona

### Strangled

(Page 103)

- If a strangled investigator is brought to 0 or fewer Health points, they pass out, regaining Health pool points at the rate of 2 per hour until healed of the strangling damage.

### Drowned

(Page 103)

- A **Difficulty 7 Sense Trouble** test may detect her coming; otherwise her target's Hit Threshold is lowered by 2 for her initial strangling attack.
- It is a **Difficulty 7 Athletics** test to break her grip. Other investigators may cooperate to break her grasp, but 2 of the points each of them pays are lost, rather than the normal 1 (the water handicaps their efforts), otherwise he or she begins drowning on the second round of the attack.

### Confrontation

(Page 103)

- Reduced to her last few Health points – even 0 or less – Mater Lachrymarum makes one last strike against her foes.
- She makes two final claw attacks, but instead of inflicting damage each success gives her a chance to successfully hurl her and her target into the river. If she misses with both her attacks, she throws only herself into the black waters, but if at least one claw hits the victim must make a **Difficulty 7 Athletics or Scuffling** test or be taken with her.
- If the Investigator goes into the river he begins making Athletics tests next round to hold his breath. Each round the Investigator must make a **Difficulty 7 Athletics** test to break free, and if he succeeds a **Difficulty 3 Athletics** test is needed to reach shore.

### The Flood

(Page 104)

- Investigators driving in town may need to make **Difficulty 3 Driving** tests to keep from stalling in the deeper waters.

## More Victims

### La Llorona

(Page 104)

- An Investigator staying at the hotel near the river hears it in the night if he or she makes a **Difficulty 5 Sense Trouble** test. Hearing the Wailing Woman's cry calls for a **2-point Stability** test.
- Each investigator needs to make a **Difficulty 6 Athletics** test to reach the specter and her victim before she can reach the river. If all the tests fail, the Investigators arrive in time to see La Llorona walk into the swirling waters hand in hand with her enthralled prey, or perhaps carrying a child victim.
- The body is found somewhere along the river 1-3 days later, dead by drowning. Witnessing this tragedy causes a **3-point Stability** test.
- As in the Encounters section above, even if brought to 0 Health points she is not slain, and her body slips into the waters and disappears.

### Barry Philips

(Page 104)

- If the Keeper wishes, the Investigators may learn about the possible disappearance shortly after it occurs while interviewing someone and making a **1-point Oral History** spend. The person relates that they saw a strange looking woman with long dark hair in the area, possibly walking with the child; otherwise no one sees anything strange in the area. Within 1d6x12 minutes all of Baleford has heard the sirens of the Sheriff's vehicles and knows at the very least that a child is missing.
- If the Investigators suspect Philips, his wife, or Frances Liston, and hurry to the Museum, they find Barry Philips there, with the usual chance (a result of 1 or 2 on a die roll) Kathy is present as well.
- A **1-point Assess Honesty** spend notes that Barry seems nervous.
- If the Investigators don't believe the story, allow a **1-point Assess Honesty** spend to detect the false pretenses.
- With a few days' research, a **1-point Library Use** spend, and quite a few phone calls, they find no traces of anyone selling such an item – at any price.

## The Storm

(Page 105)

- Each volunteer receives 1 dedicated pool point that can be used for any Interpersonal ability later in the adventure; the player can decide which ability during the adventure.

## The First Victim

(Page 105)

- The Investigators may get more details from contacts such as Lauraine Sibbett or Deputy Margulies, or with a visit or call to the Sheriff's Department using **Law** or a **1-point Cop Talk spend**.

## When the Levee Breaks...

(Page 105)

- If the Investigators seek a Hispanic witness whom they've previously spoken to, on a roll of 1 or 2 they find him or her in one of the shelters, otherwise he or she has left town.

## The Second Victim

(Page 106)

- Neither caller can hear the other, but **Evidence Collection** recalls Lincoln Street passes through the center of the Hispanic district.
- If they walk, each Investigator should make a **Difficulty 5 Athletics test** to avoid stumbling or stepping on some submerged object that sprains an ankle or gashes a calf or some similar mishap. A failed test causes normal damage without a modifier.
- If they look for a boat or canoe to steal, a **Preparedness** test finds one, depending on the degree of success:

| Roll    | Result   |
|---------|--|
| failure | A jet ski that carries two people.             |
| 3       | A canoe that can carry four people.            |
| 4-6     | A flat hulled fishing boat with room for four. |
| 7       | A high-powered cruiser that holds six.         |

- **Outdoorsman** is needed to reach the rendezvous point indicated by Esteban's call. Without a spend, it takes a half hour to reach it. Each point spent reduces this by 10 minutes; a maximum of 2 points may be spent, though more than one Investigator can contribute. If no Investigators present have an Outdoorsman rating, it takes 50 minutes. Add 20 minutes to the trip's total length if the Investigators are wading for part or all of the journey. If using a

watercraft, it also requires a **Difficulty 4 Piloting test** for every 10 minutes of travel to reach the rendezvous safely. Failing one test ruins a jet ski and the second such failure leaves a canoe or fishing boat swamped, while a third failure leaves a larger craft with a disabled motor.

- For every 10 minutes of travel, the Investigators can make **Difficulty 5 Sense Trouble tests**. If successful, the Investigator sees a bedraggled wet female figure walking with a child a block or so distant.
- A quick call to the Sheriff brings help in 1d6x5 minutes.

## Blackout, and Deep Trouble

(Page 106)

- If they haven't found Abby Gordon and Nathan Dukes yet, the Investigators can make another **Difficulty 5 Sense Trouble tests** to catch a brief lightning-strobed glimpse of two figures struggling along the dark, water choked street.
- If the test fails, instead of Abby and her grandson the investigators come across two search parties, one white, one Latino. Neither side knows if either victim is still missing. Each group has 1D6 members and 1 to 2 boats (1 on a roll of 1-3, 2 on a roll of 4-6), and they are shouting threats and curses at each other as they jostle each others' vessels.
- An Investigator firing a gun gains their attention, otherwise a **1-point Reassurance spend** is needed to halt the melee. Don't forget the dedicated pool points awarded to Investigators who helped in the sandbagging detail earlier.

## Typical Search Party Members

Athletics 3, Health 7; 7; 6; 8; 7; 5; 7; 7, Piloting 4, Scuffling 5, Weapons 3

**Hit Threshold:** 3

**Weapon:** -1 (knife); only one or two party members have knives, +0 (boat oar)

## La Llorona at Last

(Pages 107-108)

- Anyone failing their Stability test loses their first round of action as those dead black eyes glare straight into his or her soul.
- An Investigator making a **1-point Evidence Collection or Assess Honesty** senses something not quite right about her – she seems strangely familiar.

- She may well kill an Investigator or two before she falls, and if the Keeper decides the combat is going too badly for the Investigators, La Llorona may “give up the ghost” when she has taken more than 75% of her Health points.

La Llorona, ghost of Mexican folklore, 27

**Grappling:** She may grapple Investigators in order to drown them with a Scuffling test. The grapple itself causes no damage, but it is a **Difficulty 7 Athletics test** to break her grip. Other Investigators may cooperate to break her grasp, but if they are in water, 2 of the points each of them pays are lost, rather than the normal 1. Otherwise he or she begins drowning on the second round of the attack.

**Abilities** (on ground/in water at least knee deep):

Athletics 8/10, Health 12, Scuffling 25

**Hit Threshold:** 4

**Alertness Modifier:** +3

**Stealth Modifier:** +1/+3

**Weapon:** -1 (claw); can attack up to two targets twice a round; +0 (strangle); once she begins strangling, damage continues each round, and it is a **Difficulty 7 Athletics test** to break free. Other Investigators can cooperate (see above).

**Armor:** firearms cause no damage; all other non-magical attacks cause half damage (round up); magical weapons and spells do normal damage.

**Stability Loss:** +0 Note that she can also appear as a normal, if strangely detached—seeming young woman; it is a 2-point **Stability test** to hear her eerie wail.

- **(Core Clue)** If the Investigators didn’t find the black wig while groping for La Llorona’s corpse, when they wade in to rescue Veronica one of them feels something wrap around his submerged hand – this causes a **1-point Stability test**.
- **(Core Clue)** However they find it, **Evidence Collection** recalls the large number of black-haired wigs in the Frances Liston Museum. If they don’t think of it themselves, Keeper should prod the Investigators to wonder whether or not they should go check on the Museum to make sure the bitch is really dead.

## Curtain Call:

### Mater Lachrymarum

(Page 108)

- The front door is locked (it is a **1-point Locksmith spend** or a **Difficulty 6 Athletics test** to force it).
- All along the way **Evidence Collection** note wet handprints – some tinged with blood – on the doorframes and walls.
- Realizing the dentist was somehow La Llorona causes a **3-point Stability test**.
- It shouldn’t take Psychoanalysis to see he’s now totally insane. **Medicine**, however, notes that Philips is very badly injured, in fact dying before their eyes. A **Difficulty 5 First Aid test** saves his life for now, but he needs serious medical attention soon.
- If an Investigator tries to speak with him and makes a **3-point Reassurance spend** or uses psychological triage (see page 79), Barry has a brief moment of lucidity.
- As they ponder the devastated Philips, each Investigator should attempt a **Sense Trouble** test. Those who fail hear nothing but the battering storm outside. Those who make a **Difficulty 6** hear running footsteps somewhere on the second floor. Anyone making a **Difficulty 4** hears voices coming from downstairs.
- A **1-point Evidence Collection spend** notices that some of the dolls seem to have been moved from where they were on previous visits.
- If the Investigators find the scissors and knitting needles, it calls for a **1-point Stability test**.

### The Voice in the Basement

(Pages 108-110)

- Anyone familiar with her films realizes these are all lines from her different films, which calls for a **1-point Stability test**.
- The power is out all across the city – so how can the projector be running? Again, call for a **1-point Stability test**.
- The Seal House spell prevents anyone from leaving the house – or entering it – via the ground floor, at least, for a number of minutes equal to twice Lachrymarum’s *Magic rating*.
- Note also that Mater Lachrymarum’s animation of intact dolls and mannequins costs her no Magic points while in this stronghold. The only Magic points she expends are those she uses to

reform ruined mannequins and dolls, and to cast spells, including Seal House.

- Viewing the bizarre manifestation of the film projection, and understanding the nature of the entity behind it, causes a **3-point Stability test**.
- Mater Lachrymarum adds the Stability or Magic *rating* (whichever is higher) of each slain victim to her Magic pool.
- Anyone passing in front of the projector for even a second is struck by its beam and loses 1D6-3 *rating* points of Magic or Stability (Magic *rating* points are lost first).
- Hearing her chilling laughter in response to the projector's destruction causes **2-point Stability test**, and – assuming the investigators haven't destroyed the mannequins and dolls upstairs – **Difficulty 3 Sense Trouble tests** hear the patter of many footsteps on the floor above.
- If the Investigators have already destroyed all the mannequins and dolls upstairs, Mater Lachrymarum can repair and reanimate one at a cost of 2 Magic points for a doll, or 5 points for a mannequin.
- Lachrymarum can cast more spells at the Investigators, undetected unless a **Difficulty 3 Sense Trouble test** notes the faint glow in the mannequin's eyes from Mater Lachrymarum's animating spirit.
- Seeing the first animated doll or mannequin causes a **Stability test**; subsequent ones should be considered the same incident for purposes of capping Stability losses (see page 70).

### Animated Doll

Athletics 6, Health 4

**Hit Threshold:** 4

**Weapon:** -2 (grapple and trip), -2 (scissors and knitting needles); animated dolls use Mater Lachrymarum's Scuffling and Weapons pools to attack with.

**Armor:** dolls takes half damage from impaling weapons, including bullets.

**Stability Loss:** +0

### Animated Mannequins

Athletics 8, Health 7, Strangling 12

**Hit Threshold:** 4

**Weapon:** -2 (strangle); animated mannequins use Mater Lachrymarum's Scuffling pool to attack with. Once a mannequin begins strangling, damage continues each round, and it is a **Difficulty 4**

**Athletics** test to break free. Other Investigators can cooperate in making the test.

**Armor:** mannequins takes half damage from impaling weapons, including bullets.

**Stability Loss:** +0

### Mater Lachrymarum, Mother of Tears, 43

**Grappling:** She may grapple Investigators in order to drown them with a Scuffling test. The grapple itself causes no damage, but it is a **Difficulty 7 Athletics** test to break her grip. Other Investigators may cooperate to break her grasp, but if they are in water, 2 of the points each of them pays are lost, rather than the normal 1. Otherwise he or she begins drowning on the second round of the attack.

Athletics 10, Health 13, Magic 25, Scuffling 23, Weapons 15

**Hit Threshold:** 4

**Alertness Modifier:** +3

**Stealth Modifier:** +1

**Weapon:** +1 (claw); can attack up to two targets twice a round, +1 (strangle); once she begins strangling, damage continues each round, and it is a **Difficulty 7 Athletics** test to break free. Other Investigators can cooperate, +1 (throw victim).

**Armor:** firearms cause no damage; all other non-magical attacks cause half damage (round up); magical weapons and spells do normal damage.

**Stability Loss:** +0, if her nature is known.

**Spells:** Mater Lachrymarum can cast her spells through any mannequin that hasn't been destroyed.

- When Lachrymarum finally appears, all seeing her must make Stability tests. If the Investigators broke her vanity mirror, she is vulnerable to all weapons. Otherwise she takes no damage from firearms, half damage from fire and most other weapons, and full damage from magic and magic weapons.
- Kathy Philips gets out her cellphone and calls the Sheriff, never taking her eyes off the Investigators. 1D6x6 minutes later two boats carrying Sheriff Czerny and three deputies show up.

### The Days After

(Page 111)

- The civil case against them darkens their reputation enough to cost each Investigator 1 Credit Rating *rating* point.

- Each borrowed vehicle they damaged increases the Credit Rating loss by 1, in addition to any monetary damages.

## Rewards

(Page 111)

- On the other hand, in a Pulp game, each Investigator should be awarded a **1-point Sanity refresh** for destroying Mater Lachrymarum. If they managed to save a victim from La Llorona (other than Veronica Ferrara) or Barry Philip, their heroism gains them another **1-point Sanity refresh**.
- The Investigators may also receive a reward for more mundane acts: they gain a point of Credit Rating for either helping the sandbagging effort, for stopping the racially charged brawl during the flood before it turned lethal, or for finding Abby Gordon and the missing Dukes boy.
- If the Investigators are involved in a legal action, either against Barry Philips or themselves, the Keeper might wish to give them a dedicated pool point in Law. The Keeper may also give them a dedicated pool point in Piloting, even if their tests failed. The Keeper can also award a dedicated pool point that can be used for any Investigative ability involving film lore.

## Coda: Vista Bridge

(Pages 111-112)

- As they drive across the bridge, everyone in the car should make a **Sense Trouble** test. Regardless of success or failure, the highest result spies a figure in a dress, standing on the bank on the Baleford side of the river.
- **Evidence Collection** identifies it as Abby Gordon, waving at the traffic crossing the bridge.
- If none remember it on their own, any Investigator who saw the children's drawings in the House of Shadows now recalls a picture of a woman standing and waving beside a bridge. Recalling this, and now understanding the point of view is from under the water, causes a **1-point Stability test**.
- If they accelerate, the driver needs to make two Difficulty 4 **Driving** tests: one to speed up enough, the other to avoid an accident as he or she weaves through traffic. Failing the second test, the car sideswipes an oncoming vehicle, causing 1d6-1 damage to all occupants of both

cars. The occupants should also make a **Difficulty 5 Athletics or Fleeing** test. If the test is failed, the character takes an additional 1d6+1 damage. If the driver makes both Driving tests, the car speeds to safety on the other side of the bridge.

- If the Investigators don't make it off the bridge, they are still on it when the weeks-long pressure of the floodwaters weakens the supports, causing it to collapse into the Vista River. Anyone driving across the bridge plunges into the rushing waters, taking 1d6+1 damage. If an Investigator makes a **Difficulty 4 Athletics or Fleeing test** or the Investigators stopped their car and braced themselves for a catastrophe the damage is reduced to 1D6-1. If the car is stopped and the Investigator makes the test, the damage is reduced to 1D6-2.
- The cars are now sinking into the river and a **Difficulty 4 Athletics test** is needed to get to the surface. Failure begins the Drowning process. Only one successful test is needed to reach safety, unless an investigator seeks to rescue other drowning victims. There are probably 1d6+1 other victims in the water with them, at least 1-3 of whom may need assistance.
- If an Investigator rescues a non-Investigator victim, he gains a *rating* point of Credit Rating skill, as news of the heroism is reported.
- This disaster ultimately costs the lives of 1d6 persons whose vehicles were too distant for the investigators to reach.
- Questioning Abby, if they make **1-point Occult or Cthulhu Mythos** or a **2-point Assess Honesty spend** (more than one Investigator can contribute), they determine she doesn't seem to be anything more than the slow-witted woman they met when they first came to town.

# Book Four: Epilogue

## The Final Cut

The epilogue provides one final confrontation with The Sorrows and the power behind them. Keepers (and Investigators, even) may, however, decide to continue the Investigators relationships with The Sorrows. The ramifications of the revelations and the events of the campaign provide numerous possibilities for future games.

Most of the first part of the epilogue (Keeper Information – Kurt Winter and The Second Dream of the Crossroads) is actually designed to be spread through scenarios taking place prior to the epilogue itself. Then, the epilogue proper begins The Phone Call.

Because the first part of the epilogue takes place either between or during other scenarios, the Keeper must decide how to handle point refreshes from the events therein. If the communications with Winter and the dream occur during other investigations, any point spends will likely refresh at the end of those investigations with the rest.

There is very little investigation required once the Investigators reach North Fork, Pennsylvania. The Investigators will certainly come to the climax through the machinations of Hecate. Then, the Investigators must make a perilous choice.

### Keeper Information: Kurt Winter

(Page 114)

- Anyone with **Assess Honesty** who meets or speaks with him realizes his depression has worsened.
- **Library Use** finds the number for the newspaper where he works.
- **Assess Honesty** (a **2-point Assess Honesty spend** is required if the conversations are made by phone rather than face to face) now find Winter sounding more and more tired and depressed.
- If the Investigators visit Winter in person, Winter tries to allay the Investigators' fears about his welfare; a **3-point Assess Honesty spend** allows the Investigator to realize Winter is becoming more and more insular.

### The Second Dream of the Crossroads

(Pages 114-115))

- Anyone with **Assess Honesty** who meets or speaks with him realizes his depression has worsened.
- All who have the dream have it on the same night, but when it is over, only those making a successful **Difficulty 4 Stability test** recall the dream.
- A **Outdoorsman** or **Geology** identifies the desert as somewhere in the southwestern United States.
- There are four more shuttered windows along each side of the building, and a small locked door (a **1-point Locksmith spend** to pick or **Difficulty 4 Athletics test** to force) at the back.
- If the Investigators choose to linger outside, after several minutes, perhaps an hour or more, a figure is seen slowly walking down the road toward them. **Evidence Collection** recognizes the elderly man as the late author Frank Ryder, from "Tenebrarum". This causes a **1-point Stability test**.

### The Sermon

(Pages 115-116)

- If any Investigator pays more than a few minutes' attention to the sermon (including debating her), allow him or her a **Difficulty 4 Sense Trouble test**, which, if successful, takes note of the priestess' dazzling green eyes.
- **Occult** recalls that the name Montesclaros is sometimes given as the name of the woman who was the original La Llorona. **History** remembers the names of Andrea Yates and Susan Smith, famous recent murderesses who killed their young children
- "For the murder of a mother by her child is the most vile crime imaginable." Here the priestess turns to look at the investigators, if they are present – this causes a **1-point Stability test**.
- If the investigators interrupt the sermon, perhaps to argue with the priestess' statements, they are free to do so. If they argue, the congregation listens to their protestations, but unless **Intimidation, Anthropology, History, Occult, or Theology** are used they soon turn

their attention back to the priestess (the Keeper may allow other abilities to be used as well, if the players come up with a clever use). Run this as an Investigative Contest, with the Investigator who starts the argument acting first. The Difficulty is 4, and the Investigator may use whichever ability he or she chooses. If the test is successful, the priestess counter argues. Each time she does so, she spends 2 points from her pool of 10. If she succeeds, the contest continues, either with the Investigator making another test (choosing again which ability to use) or another Investigator may take over for the turn.

- If the investigators interrupt the sermon and win the debate with the priestess, reward each of them by allowing them to **refresh 1 Stability** and allow them an opportunity to increase their Stability *rating* as well. The player may roll three dice and if the sum is greater than the Investigator's Stability rating, the rating increases by 1. The rating cannot go above the maximum Stability rating allowed for the game.

## The Congregation

(Page 116)

- **Evidence Collection** recognizes one or more of the children in attendance as the Hispanic and Caucasian victims of La Llorona in Baleford, Illinois. A **1-point spend** recognizes faces decades old. This causes a **1-point Stability test**. Other faces require no ability to recognize. These faces require a **1-point Stability test**.
- The disturbingly familiar faces of the monks cause a **2-point Stability test**, and the loss increases to 3 points if an investigator is among the dead or doomed faces viewed.

## The Windows

(Page 116)

- **Occult** or **Archaeology** recognizes the figures depicted on the window on the right side as the Fates of Greek mythology, and the silver thread as the thread of Man's life.
- Below them figures depicted on the windows on the back wall, a scroll-like roll of parchment reads "*Dominae Dolorosae Nostrae.*" **Latin** translates this as "Our Ladies of Sorrow."
- The stained glass windows on the left-hand side show several sets of figures. Three winged feral female figures armed with whips and torches pursue a young man. **Occult** or **Archaeology**

recognizes them as the Furies of Greek mythology.

- A second set of figures shows three women with serpents in their hair, one of whom holds her severed head in her hands. **Occult**, **Archaeology**, or **History** recognizes them as the Gorgons.
- A third figure stands alone among these triumvirates. **Occult** recognizes her as Hecate, a Greek Titan.

## The Crypt

(Pages 116, 118)

- As the Investigators blunder in the dark, they hear a children's choir singing a hymn in Latin far above them. **Latin** realizes it is a hymn to Our Ladies of Sorrow.
- From the high ceiling hang vines festooned with skulls and bones. The eerie scene causes a **3-point Stability test** for those who make it this far.
- The cackling creature truthfully but cryptically answers any question she is asked, but each question has a price: with each question, the Keeper rolls 1D6 and compares this (and the amount accrued from previous questions) to the speaker's Stability *rating*. The speaker becomes slightly transparent, eventually vanishing altogether when the total equals or exceeds his or her Stability rating.
- A **1-point History spend** recalls that Thomas De Quincey, who wrote "Levana and Our Ladies of Sorrow," was a lifelong drug addict, but lived a long and full life.
- As they question her, allow each Investigator a **Difficulty 5 Sense Trouble test**, which, if successful, notes the peculiar green of the hag's eyes.

## Waking

(Page 118)

- The dream ends when an Investigator either disappears while questioning the crypt hag, or when he or she leaves the church with the intent to get in the car and leave.
- If the Investigators compare dream tales, they realize they all shared a single dream. This, combined with all the imagery reminiscent of their encounters with The Sorrows, costs those who remember the dream to make a **2-point Stability test**.

- **Occult** recognizes not only the stained glass window depicting Hecate, but also the fact the strange church was located at a crossroads, a site sacred to Hecate. A **1-point Occult spend** notes Hecate is often depicted with three faces or heads, and with Artemis and Selene is a triple goddess. A **1-point Cthulhu Mythos spend** infers that Hecate's reputation would seem to equate her with Nyarlathotep, the Crawling Chaos. Keepers also may equate her with Mormo instead of (or in addition to) Nyarlathotep (see pages 95-96 of the corebook).

## The Phone Call

(Pages 118-119)

- Using Library Use to conduct an Internet search finds no Dr. Katrina Hackett in Pennsylvania.
- A call to the North Fork Police Department and a **1-point Law or 2-point Cop Talk spend** eventually finds an officer who informs them that Winter did indeed suffer an overdose a few nights ago, and that he is in the hospital in stable condition.

## North Fork, Pennsylvania

(Page 119)

- Call for a **Difficulty 4 Driving test** as they drive through town, failure indicating a bad skid on the ice that does no damage, but leaves the driver's and passengers' hearts beating a little faster.
- If the Investigators wait 1d6x5 minutes, Dr. Miller has time to talk with them.

## At the Crossroads

(Pages 119-120)

- Each Investigator takes 1D6+1 points of damage from the brutal crash, or 1D6-1 if he or she was wearing a seatbelt.
- Any Investigator who had the first dream of the crossroads, earlier in the campaign, now recognizes this intersection as the setting of that dream, right down to the same billboard; this realization calls for a 1-point Stability test.
- **Reassurance** calms the woman down long enough to learn her name – Ellen Carver – and that she is in labor.
- **Medicine** reveals her husband, Troy, has a concussion, but a **1-point spend** is required to stop his bleeding. Otherwise, a **Difficulty 5 First Aid** test diagnoses and treats him.

- A middle-aged black woman jumps out of her car and rushes to the accident. **Evidence Collection** or **Medicine** notes she is dressed in hospital scrubs, and she immediately assesses the situation and takes charge.
- **Occult** recalls that the crossroads was a sacred site for Hecate, whose appearance was often accompanied by the barking and howling of dogs.
- The tiny, wriggling, bloodsuck creature croaks at her holder, maybe causing a **1-point Stability test** if that person is squeamish or easily spooked.
- Meanwhile, other dogs have joined the howling chorus, and the mad streetwoman does a weird, slow, twirling dance in the street, smiling all the while. If the Investigators seem disturbed by these developments, call for a **1-point Stability test**.
- **Latin** knows that the word “levare” means “raise aloft.” Any investigator who has read De Quincey's “Levana and Our Ladies of Sorrow” recalls this Latin word is mentioned there as the origin of Levana's name. A **1-point Occult** or **Anthropology spend** recalls that Levana was the Roman goddess of childbirth. Assess a **1-point Stability test** if they seem especially distressed by this situation.

## Winter's House

(Page 120)

- **Evidence Collection** sees the woman's family resemblance to Kurt.
- If the Investigators come without the police, **Assess Honesty** notes her fear and suspicion of the Investigators until they identify themselves.
- A Simple Search quickly finds more photos of Kurt and his parents, including the woman claiming to be his mother.
- An Investigator making a **Difficulty 4 Stealth** test can slip upstairs. If the test fails, Teddy asks the Investigator to please not disturb Kurt, that she'll check on him in a few minutes.

## The Hill, And the Choice

(Pages 121-124)

- Each Investigator must make a **3-point Stability test** due to this rough transition.
- If an Investigator persists in doing anything but moving uphill, he or she must make a **Difficulty 7 Stealth test** or the hounds pick up his scent,

and he is confronted with 1-3 black hounds with blazing orange eyes.

## Hecate's Hellhounds

Athletics 12, Health 6, Scuffling 11

**Hit Threshold:** 4

**Alertness Modifier:** +3

**Weapons:** -1 (bite)

**Armor:** -1 vs any (fur)

**Stability Loss:** +0

- An Investigator may think to climb a tree, and a **Difficulty 3 Athletics test** finds a suitable perch.
- The mummified corpse never moves, but the bizarre warning still causes a **3-point Stability test**.
- If the investigator stays, he or she must make a **Difficulty 8 Stealth test** or he is treed by 1d6+1 hounds; because the creatures are dark themselves, and the investigator is in the tree, their Hit Thresholds are increased by 2.
- If he remains in the tree, moments later there is a shuddering of the earth, and unless he makes a **Difficulty 4 Athletics test** he is caught in the tree when it topples to the ground.
- If the Investigator successfully made the test, he takes no damage, but if he is caught in the tree or fails the roll, he takes 1D6-1 damage, and all subsequent Athletics and Fleeing tests have their Difficulty Numbers increased by 1 due to a sprained ankle or twisted knee.
- **History, Architecture, or Archaeology** guesses the ruined pillar to be Greek, and as the Investigator continues, additional ruins are found.
- The Investigators reach the top of the hill in order of **Athletics ratings**, highest to lowest, with hobbling Investigators treated as having ratings of one less than normal.
- Again, **History, Architecture, or Archaeology** identifies the small open-air temple as Greek.
- Lying on the altar beside his head is a curved silver dagger with a black onyx handle (-1 damage).
- Suddenly the night is torn by the howling of countless dogs, one after another, blending into an awful shriek. Each Investigator must make a **4-point Stability test** (for seeing supernatural creatures up close).

- If attacked, all the hounds slip back into the woods, where their Hit Thresholds increase by 2 due to darkness and distance.
- Finally, the torches approach the clearing, held aloft by figures in dark hooded robes. **Evidence Collection** notes that while two of the figures seem to have said “we,” one said “I.”
- Anyone examining Winter with **Medicine** or with a **Difficulty 4 First Aid test** realizes the dark sisters are telling the truth.
- If they do sacrifice Winter, it is over quickly and painlessly for all involved. The scores of dogs howl insanely (a **4-point Stability test**).
- If the investigators decline Hecate's offer, the sisters scowl, and the dogs begin to howl again, calling for a **3-point Stability test**.
- If the Investigators choose to fight the hooded figures and their hounds, they are almost certainly doomed. Also, 1d6-2 rounds after Hecate is attacked each investigator is attacked by 1-3 hellhounds.
- A surprise attack with the blade encorcelled by Hecate reduces her Hit Threshold by 2, and does normal damage. However, Hecate's unspecified magic also allows another roll of the die. If the result of the second roll equals or is less than the first roll, the target is killed. This magic is only good for the first successful attack, however.
- If the Investigators didn't figure it out before, a **Difficulty 3 Stability test** now may suggest that perhaps they can save themselves by doing what De Quincey did.

## HECATE, Queen of Darkness, age infinite

Athletics 10, Health 30, Magic 50, Scuffling 28, Weapons 20

**Hit Threshold:** 5

**Alertness Modifier:** +3

**Stealth Modifier:** +4

**Weapon:** +1 (hurl opponent), +0 (claws); can attack with both claws in one round.

**Armor:** Hecate is unharmed by anything but silver, magic, or fire. Normal weapons, cold, electricity, radiation, and poison have no effect on her whatsoever.

**Stability Loss/Sanity Loss:** +2/+1

## The House

(Page 124)

- Any physical wounds they suffered are now gone, but Stability and Sanity losses and other

point spends remain. Any slain investigators are indeed dead.

## Consequences

(Pages 124-125)

- In a Pulp game, if the Investigators manage to save Winter, perhaps by dooming themselves to future persecution by Hecate or The Sorrows, each should be awarded with a **1-point Sanity refresh**.
- On the other hand, if the Investigators cravenly sacrifice Winter in order to save themselves, each should make an **8-point Stability test** for their cowardly act. If the Investigators refuse to sacrifice Winter and he dies anyway, they still make **5-point Stability tests** for their friend's death.
- If the Investigators somehow managed to kill Hecate herself, each survivor **refreshes 1 point of Sanity**.
- The issue of the Investigators possibly making a deal with The Sorrows is a tricky one. If an Investigator stops to ponder this fact, and is troubled by it, they must make a **4-point Stability test** for the realization; this counts as a **Mythos shock**. If The Sorrows' commission is completed, and meets the sisters' approval, the Keeper may award any surviving Investigators with 1 *rating* point of Magic (if using *Rough Magicks*) – a gift from the grateful *Dominae Dolorosae*.
- If the Investigators made some other deal with Hecate in order to save their lives, perhaps offering her sacrifices or agreeing to worship her, they are also moving into dark territory. Each midnight rendezvous should cause at least **5-point Stability tests**.
- Throughout this campaign the investigators have spent a great deal of time researching topics on the occult, folklore, literature, and history, among other things. The Keeper should consider rewarding each survivor dedicated pool points based on their researches.

# Magic Conversion

Here are included conversions of spells appearing in the campaign.

The Sorrows all have Magic ratings. Though the spells here primarily refer to Stability, the Keeper should have them pay any necessary costs from their Magic pools.

The following spells from the campaign appear in the *Trail of Cthulhu* rulebook: Contact Ghoul, Contact Nyarlathotep, Contact Rat-Thing, Shrivelling, Summon/Bind Byakhee.

The following spells from the campaign appear in *Rough Magicks* supplement: Contact Sand-Dwellers, Dominate.

## Spell Conversions

### Alter Weather

The Keeper establishes the base conditions of the weather. Every 5 Stability points spent effects one level of change (see further below). Anyone else participating in the ritual can also spend points, but those who do not know the spell may only contribute 1 point.

The effective radius of the base spell is two miles; this area can be widened by spending 5 Stability points for each additional mile. The change in the weather lasts thirty minutes for every 5 Stability points of the total contributed, but violent weather lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 5 Stability points to change.

The levels of change can be found in the *Call of Cthulhu* rulebook's description of the spell.

**Stability Test Difficulty:** 4

**Cost:** 1 Stability from each participant to cast, plus any additional points to affect the weather itself.

**Time:** A half hour of chanting to cast.

### Bind Enemy

If the spell is successful, the target cannot harm the caster for one week. The spell is broken if the caster attacks the target or the effigy is broken.

**Stability Test Difficulty:** 5 (4 with Art spend while creating the effigy)

**Opposition:** The caster sacrifices a number of Stability or Health points (or combination thereof) into a small effigy of the target. These points are used in a contest against the target's Stability. If the caster wins, the target cannot harm the caster for one week.

**Cost:** Variable (see above)

**Time:** One day

### Black Binding

This spell offers one method to create a zombie. The test is made and the Stability is spent during the final ritual.

**Stability Test Difficulty:** 5 (4 with a Chemistry spend)

**Cost:** 9 Stability

**Time:** 15 minutes to brew the ritual liquid; one week for the corpse to mature; a half-hour for the final ritual.

### Breath of the Deep

The target must be seen by the caster and within long range or closer. After the test to cast the spell, the caster makes a second Stability test against the target's Stability *rating*. If the caster wins, the victim begins to drown for 1d6 rounds.

**Stability Test Difficulty:** 4

**Cost:** 6 Stability

**Time:** One round

### Cause Blindness

**Stability Test Difficulty:** 5

**Opposition:** Once the spell is cast, and after paying the casting cost, the caster must succeed in one test of the caster's Stability against the target's Stability. If the caster does, the spell takes effect. If using the reverse of this spell on a willing recipient, no test is needed.

**Cost:** 7 Stability to cast; the reversal costs 4 Stability to cast.

**Time:** This ritual requires a day to perform.

### Cause Disease

If the spell is successful, the target loses 4d6 Health, at the rate of 2 points daily. This damage cannot be healed except by magic, until the full damage has been taken. At that point, and if the

target has survived, he or she regains the lost Health points. The target is also immediately considered **hurt**, and this lasts for the duration of the disease. The spell can also be broken by retrieving the buried object.

**Stability Test Difficulty:** 5 (4 with Biology or Outdoorsman)

**Opposition:** The caster sacrifices a number of Stability or Health points (or combination thereof) into a personal item obtained from the target. These points are used in a contest against the target's Stability. If the caster wins, the disease takes effect.

**Cost:** Variable (see above)

**Time:** A half hour

### Cloud Memory

This spell can be cast at any visible target at long or closer range, but the target must be able to hear and understand the caster. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target's mind is mentally blocked with respect to one specified incident. If the spell fails, the event in question becomes vivid in the target's mind.

The spell cannot undo a Stability or Sanity loss under most circumstances. Keepers might allow an Investigator another opportunity to recover a Sanity rating point through denial if the Investigator did not do so originally (see page 75 of *Trail of Cthulhu*). If proof of the Mythos experience exists and the Investigator rediscovers it, the Sanity point is lost again.

**Stability Test Difficulty:** 4

**Cost:** 2 Stability

**Time:** 1 round

### Clutch of Nyogtha

This hideous attack spell can be used on any visible target at point-blank or close range.

After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. The spell does damage with a -1 modifier each round that the spell is in effect. The victim must make a 5-point Stability test. Meanwhile, the target is temporarily paralyzed and unable to take any action. If the victim dies, his or her heart bursts.

Each round the spell is maintained, the caster must spend 4 Stability points. The caster must concentrate on the spell each round it is in effect,

and must also make a Stability test against the target's current Stability each round. If the caster is distracted or the target wins the test, the spell ends, but any damage already done remains.

**Stability Test Difficulty:** 4

**Cost:** 5 Stability to cast; it costs 4 Stability points each round the spell is maintained.

**Time:** One round to cast.

### Command Animal

While most spellcasters must learn separate Command spells for specific animal or insects, Mater Tenebraum can call practically any animal she wishes and give it a specific command. The creature must be able to comprehend and perform the command.

**Stability Test Difficulty:** 4

**Cost:** 1 Stability

**Time:** One round to cast, but the animal must reach the caster by natural means.

### Contact Mater Tenebrarum/ Suspriorum/Lachrymarum

No specific details are given for these spells; the Sorrows can communicate with their sisters as they needs. Keepers may refer to page 112 for more information about Contacting Deities

### Create Window

This is an immensely powerful version of Create Hyperdimensional Gate, formed and maintained by inhuman will. Usually it is the purview of deities or similarly potent entities. At the Keeper's discretion, extremely powerful sorcerers or alien races might be able to command it (if doing so, the Keeper will have to judge any cost and test requirements).

Those passing through the gate do not lose Stability automatically for traveling (though as usual, what they find on the other side may require tests).

The gate remains in existence as long as the caster desires (if the caster is destroyed, loses consciousness, or is banished from the plane that the gate exists in, the gate dissipates). The gate does not require marks (though the caster can mark either or both sides of the gate if desired). The gate may open or close at the caster's will, temporarily or permanently.

**Stability Test Difficulty:** As Create Hyperspace Gate

**Cost:** As Create Hyperspace Gate

**Time:** One minute

### Create Zombie

This is one of the methods of creating the walking dead. The caster puts an ounce of his or her own blood in the mouth of the corpse, then kisses the lips of the corpse and “breathes part of the self” into the body.

**Stability Test Difficulty:** 4

**Cost:** 2 Stability to cast, plus the sacrifice of a Stability or Health rating point

**Time:** Ten minutes to cast.

### Dampen Light

The caster creates a zone of darkness centered on himself or herself that exists as long as the caster plays enchanted pipes or a flute. The zone expands out for a yard radius for every Stability point spent.

**Stability Test Difficulty:** 4

**Cost:** 1 Stability per 1 yard radius

**Time:** It takes three rounds for the spell to begin to take effect.

### Dampen Light (Variant)

Mater Tenebrarum can create a zone of darkness centered on herself. The zone expands out for a two yard radius for every Stability point spent.

**Stability Test Difficulty:** 4

**Cost:** 1 Stability per 2 yard radius

**Time:** 1 round

### Death Spell

This devastating attack spell causes a target within point-blank or close range to burst into flame. The spell takes 1d6 rounds of concentration to take affect, and during that time, the caster must succeed in a test against the target’s current Stability each round.

If the caster succeeds in all the tests, the target’s skin blisters and he or she takes 1d6-2 damage. In the next round, the target takes 1d6-1 damage. On the third round, the target bursts into flames and takes 1d6+1 damage then and each following round.

**Stability Test Difficulty:** 5

**Cost:** 13 Stability

**Time:** see above

### Deflect Harm

After casting, and until dropping his or her hand, the caster can deflect successive attacks by spending Stability equal to the damage of each attack.

He or she may choose which attacks to deflect and from which attacks to deflect and from which attacks to take damage, but must choose before knowing what the damage will be. Lacking the Stability to deflect a particular attack, the spell ends, and the blow or missile hits or misses as it would in ordinary circumstances.

**Stability Test Difficulty:** 4

**Cost:** 1 Stability to cast

**Time:** 1 round

### Enthrall Victim

This spell can be cast at any visible target at long or closer range, but the target must be able to hear and understand the caster. After the test to cast the spell and a round or so of talking, the caster makes a second Stability test against the target’s current Stability. If the test is successful, the target stands struck, numb and dumb, until relieved from the trance by physical assault or some similarly shocking event. If the caster fails to overcome the target, he or she may try the spell the following round.

**Stability Test Difficulty:** 4 (3 with Hypnosis)

**Cost:** 3 Stability

**Time:** 1 round

### Evil Eye

This spell can be cast at any visible target at long or closer range. After the spell is cast, the Difficulty Numbers of all General ability tests are increased by 2 for the victim. During contests, the victim’s opponent is treated as having 2 more points for its own pool (this includes all Inertia contests).

**Stability Test Difficulty:** 4

**Cost:** 3 Stability

**Time:** 1 round

### Eyes of the Zombie

The spell is effective for up to three months when cast (one month on a roll of 1 or 2, two months on a roll of 3 or 4, and three months on a roll of 5 or 6). The reverse of this spell must be cast to replace the caster’s own eyes.

**Stability Test Difficulty:** 4

**Cost:** 7 Stability

**Time:** 1 round

### Fist of Yog-Sothoth

After successfully casting the spell, the caster must make a test against the target's current Health, modified by -4. For each additional Stability point the caster spends, the difficulty is modified further by -3. If the target is at near range, the difficulty increases by 2; if the target is at long range, the difficulty is increased by 4. If the test is successful, the target is rendered unconscious. Also, the target is pushed away from the caster five feet for every Stability point spent on the test against the target's current health, whether or not the target is knocked unconscious.

**Stability Test Difficulty:** 4

**Cost:** 4 Stability to cast the spell itself.

**Time:** One round

### Grasp of Cthulhu

The targets must be within point-blank or close range. The caster and each target engage in contests of Stability vs. Stability. If the caster wins, the target is held immobile and loses 1d6 pool points from Athletics and/or Fleeing. If the target's pools drop to 0, he or she falls unconscious.

**Stability Test Difficulty:** 5

**Cost:** 6 Stability, and 4 Stability for each additional minute. Additional targets can be held for the same Stability costs each.

**Time:** One round

### Grasp of Cthulhu (Variant)

The targets must be within point-blank or close range. A target's only hope is to make a Difficulty 6 Stability test to break free of the spell. This can be attempted once per minute, including the onset of the spell.

**Stability Test Difficulty:** 5

**Cost:** 6 Stability, and 4 Stability for each additional minute. Additional targets can be held for the same Stability costs each.

**Time:** One round

### Implant Fear

This spell can be cast at a target within long range or closer. The target must make a 6-point Stability test.

**Stability Test Difficulty:** 6 (5 with Assess Honesty)

**Cost:** 5 Stability

**Time:** One round

### Implant Suggestion

This rare spell is normally only found and usable in the Dreamlands and is effective only on targets that have some genetic relation to humanity.

The target must be in point-blank or close range and must be able to hear and understand the caster. After the test to cast the spell, the caster makes a second Stability test against the target's *Stability rating*; extreme suggestions involving death or great harm require a second successful test just before the suggestion is implemented. If either test fails, the spell does not take effect.

The cost for the spell varies with the suggestion. For ordinary, unthreatening suggestions, the cost is 3 Stability. Riskier suggestions, but not ones antithetical to the target, cost 6 Stability. Dangerous or suicidal suggestions cost 11 Stability.

**Stability Test Difficulty:** 5 (4 with Reassurance spend)

**Cost:** varies (see above)

**Time:** Two rounds to cast.

### Mental Suggestion

This spell can be cast at any target at long range or closer that is visible to the unaided eye of the caster. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target is completely controlled for one round. If the test fails, the spell does not take effect. Whether successful or not, the caster may cast the spell again against the target.

**Stability Test Difficulty:** 5 (4 with Hypnosis)

**Cost:** 6 Stability

**Time:** Three rounds to cast.

### Mesmerize

This spell is only on targets that have some genetic relation to humanity. The caster must have 3 rating points in both Occult and Cthulhu Mythos to cast

this spell. The target must be in point-blank or close range and able to see the caster's eyes.

After the test to cast the spell, the caster makes a second Stability test against the target's Stability *rating*. If successful, the target stops and accepts commands from the caster. If the test fails, the spell does not take effect. Mesmerize lasts for 5 rounds per Stability rating point of the caster. If the Stability rating of the target is higher than that of the caster, a successful Stability test against the target's Stability *rating* must be made every 10 rounds, or the spell is broken.

The target carries out the caster's commands, but is considered **shaken** for the duration of the spell (if the target is already or becomes hurt or **shaken** (or worse), the spell's deleterious effect adds to the others.

**Stability Test Difficulty:** 5 (4 with Hypnosis)

**Cost:** 2 Stability

**Time:** Two rounds to cast.

### Mindblast

The target must be within near range or closer. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the caster succeeds, the target is treated as **shaken** for a number of hours equal to a die roll x 10. The target's Sanity rating is not decreased. Anytime during this period that the victim is presented with danger or an otherwise highly stressful situation, the character is treated as suffering from Shell Shock. If the victim freezes up, he or she does not suffer the additional twenty-four hours of **shaken** effects that normally accompany being Shell Shocked. Psychological triage can snap the victim out of the Shell Shock effect, but if a new source of stress appears, the victim must test again.

**Stability Test Difficulty:** 5

**Cost:** 6 Stability

**Time:** One round

### Nightmare

This spell can be cast at a sleeping target anywhere, but the caster must know the target's name. The nightmare causes the target to automatically lose 1 point from his or her Stability pool.

A Psychoanalysis test against difficulty 5 is needed to let the target recall the contents of the dream. The Keeper chooses the contents of the nightmare,

and they must be closely related to the life and habits of the caster.

**Stability Test Difficulty:** 4

**Opposition:** Sending a nightmare is a contest against dream's Inertia of 4

**Cost:** 3 Stability

**Time:** 15 minutes

### Power Drain

The target must be within near range or closer. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the caster succeeds, then the target loses 1d6-1 Magic or Stability points, and the caster gains them; if the target does not have a Stability or Magic rating, the points are drained from Health instead, and the caster's Magic or Stability pool increases by that many points. If the caster fails the test, the caster loses 5 Magic or Stability points and the target gains them.

**Stability Test Difficulty:** 4

**Cost:** 2 Stability

**Time:** One round

### Red Sign of Shudde M'ell

All those within point-blank or close range take 1d6-2 damage each round. Those at near range take 1d6-4 damage each round. Those at long range take no damage. Any opaque barrier blocks the spell's effects. The caster must stand next to the sign and concentrate to maintain the spell. The caster also takes 1d6-4 damage each round from the sign.

**Stability Test Difficulty:** 4

**Cost:** 3 Stability; each additional round it is maintained costs 2 Stability.

**Time:** One round

### Seal House

For each level of the house he wants to seal, the caster spends 1d6+1 rounds concentrating on closing the doors and windows on that level. At the end of that time the caster spends 1 Stability point for each side of the building on which there is at least one window, and an additional 1 point for each side containing at least one door.

EXAMPLE: Mater Lachrymarum wants to Seal the ground floor of the Liston Museum, which has four sides with windows (4x1 Stability) and a front and a back door (2x1 Stability), so she must put 6

Stability into the spell to close the ground floor, and another 4 if she wants to Seal the upstairs floor as well. The spell lasts for a number of minutes equal to twice the caster's Stability rating, and the House stays Sealed even if the caster dies before the spell expires. As long as the spell lasts, no one can enter or leave the house. Doors and windows not only won't open, they can't be broken or hacked through either – attacks against them bounce off. Seeing an axe bounce off a door, or a bullet ricochet off a window may call for a 1-point Stability test, if the keeper wishes.

**Stability Test Difficulty:** 5

**Cost:** Variable (see above)

**Time:** Variable (see above)

### Send Dreams

The target must be asleep and within 20 miles of the caster. If the spell is successful, the caster specifies the content of the dreams the target is subjected to. If the visions in the dreams are horrific, the target must make a Stability test (with a Difficulty Number of 4 or 5, depending on the nature of the vision) or lose 2 points of Stability. A dream-vision of a Great Old One or Outer God, however, causes the target to make a Difficulty 5 Stability test or lose 3 Stability and 1 Sanity.

**Stability Test Difficulty:** 6

**Opposition:** The caster sacrifices a number of Stability points into the burning herbs. All points beyond the first one spent are used in a contest against the target's Stability. If the caster wins, the target experiences the dreams sent by the caster.

**Cost:** Variable (see above)

**Time:** A half hour

### Soul Singing

The caster must play enchanted bone pipes to cast this spell. The target must be able to hear the music.

**Stability Test Difficulty:** 5 (4 with suitable Art spend)

**Opposition:** The caster engages in a Stability contest with the target. If the target wins the contest, the spell fails. If the caster wins, the target is entranced, and seeing what the caster wishes the target to see, is led to destruction. The Keeper may judge that the doom takes a number of rounds to come about, depending on circumstances. If so, the contest continues during those rounds, allowing the target an opportunity to break the enchantment.

**Cost:** 4 Stability

**Time:** Variable (see above)

### Stop Heart

The caster prepares the spell itself in advance for a particular target, spending a day making this involved preparation and spending the spell's cost at the culmination. Once the spell is ready, the target must be in long range or closer and visible to the caster. Discharging the spell takes one round.

**Stability Test Difficulty:** 4

**Opposition:** Once the spell is discharged, the caster must succeed in one test of the caster's Stability against the target's Health *rating*. If the test succeeds, the spell does damage with a +4 modifier.

**Cost:** 10 Stability to prepare the spell.

**Time:** See above.

### Summon/Bind Fire Vampire

May only be cast at night when the star Fomalhaut is above the horizon. The caster must prepare a bonfire.

An unbound fire vampire resists binding with an Inertia of 8.

**Stability Test Difficulty:** 4

**Cost:** 4 Stability

**Time:** 5 minutes

### Fire Vampire

**Burning Touch:** Roll damage, but before applying it, make a test against the target's Health *rating*, by rolling a die and adding the damage result to it. If the test is successful, the target takes the full damage rolled. If the test is failed, the target takes half the damage rolled (rounding up).

**Vampirism:** In an attack, the vampire may also try to steal Stability points from the target, by making a Vampirism test against *half* the target's current Stability (rounding up). If the vampire succeeds, it steals 2 Stability from the target, adding them to its Vampirism pool. If the fire vampire fails, it loses 1 point from its Vampirism pool.

Athletics 11, Health 3, Scuffling 28, Vampirism 13

**Hit Threshold:** 4

**Weapon:** See above

**Armor:** Immune to most material weapons. Water costs a fire vampire 1 Health per half-gallon poured over it. A typical hand-held fire extinguisher does

1d6-1 damage, and a bucket of sand costs it 1d6-2 Health.

**Stability Loss:** +0

### Tears of Death

The target must be seen by the caster and within long range or closer. After spending 1 Stability point and the test to cast the spell, the caster makes a second Stability test against the target's Stability *rating*. If the caster wins, he or she decides how many more Stability points to spend. Every point expended causes the spell to last for 1 round, inflicting 1D6-2 damage on the target. After the spell is cast, the caster is free to perform other actions.

In addition to the damage, the victim is considered hurt while the spell is in effect. Also, every time the victim takes 4 points of damage from the spell, there is a 1 in 6 chance that there is permanent blindness in at least one eye.

The victim must make a 5-point Stability test. Witnesses must make a 1-point Stability test.

**Stability Test Difficulty:** 4

**Cost:** Variable (see above)

**Time:** 2 rounds

### Voorish Sign

Casting this spell immediately before another spell gives the caster an extra pool point each round to spend in any contests required for the subsequent spell.

**Stability Test Difficulty:** 3

**Cost:** 1 Stability

**Time:** Negligible; it only takes a few seconds

### Wither Limb

The target must be within point-blank or close range. The caster must make a Stability test against the target's Health *rating*. If the caster wins, the designated limb withers, and the victim takes 1d6 damage; his or her Health rating is also permanently reduced by 1.

**Stability Test Difficulty:** 5

**Cost:** 6 Stability

**Time:** One round

### Wrack

The target must be within point-blank or close range. The caster must make a Stability test against the target's current Stability. If the caster wins, the victim is treated as **hurt** (though a Consciousness roll is not required) and is also blind (making many abilities unusable). Sight returns in 3 rounds, plus 1 round for every point by which the caster succeeds at the test. The victim is treated as hurt for 15 minutes, plus 2 for every point by which the caster succeeds at the test.

**Stability Test Difficulty:** 4

**Cost:** 2 Stability

**Time:** 2 rounds

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