

Spirit of Industry

Trail of Cthulhu Conversion notes

“Spirit of Industry” is a *Call of Cthulhu* scenario written by Oscar Rios and published in *New Tales of Miskatonic Valley* by Miskatonic River Press in 2008. *New Tales of Miskatonic Valley*, which marks the return of Keith Herber to writing and editing for *Call of Cthulhu*, is a new collection of scenarios taking place in the Lovecraft Country of the Miskatonic River Valley in the 1920’s.

This scenario uses locations and characters appearing in Chaosium’s Dunwich sourcebook (published as *Return to Dunwich* and *H.P. Lovecraft’s Dunwich*). The sourcebook is not required to run this scenario. Keepers can adapt the scenario to another setting, but must place it in an isolated rural town. The scenario can easily be set in the 1930’s.

The premise of the scenario is the investigation of a reputedly haunted abandoned mill. Once the Investigators know about the mill and commence their work, there are no core clues needed to keep the scenario moving to its conclusion. The Investigators will be able to direct their own investigations (once Floyd Tobey has his accident), while events in the town of Dunwich distract and potentially thwart them. A thorough investigation of the supervisor’s house gives them their best chance to glean the nature of the entity that haunts the mill and the best way to take care of it. Without that information, the Investigators will have to rely on their own wits and draw their own conclusions.

Investigator Information

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Floyd Tobey

Athletics 2, Flattery 1, Fleeing 2, Health 5, Oral History 2, Reassurance 1

Hit Threshold: 3

Part One:

Arriving in Dunwich

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The locals in front of the store are wary of strangers, and Interpersonal abilities, while they may make the general conversation more pleasant, do not counteract their ingrained reticence. **Oral**

History 1-point spend (probably by Tobey if he is involved) gets them to relate the commonly known facts about the mill.

Floyd Tobey’s Schedule

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- Picking the lock to break into the mill or the supervisor’s house requires a **Locksmith 2-point spend**.
- The Keeper may allow an Investigator to make a **Flattery** or **Reassurance 2-point spend** to convince Tobey to visit the mill early.

Herman & Nancy Blake

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- The Blakes relate the commonly known facts about the mill. No ability use on the part of Floyd or the Investigators is needed.
- **Assess Honesty 2-point spend**, however, lets the Investigator realize that the couple is probably embellishing the tale.

A Visitor

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Marie Bishop

Fleeing 1, Health 6, Stability 10

Hit Threshold: 3

Marie Bishop’s Spells

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Note that Marie Bishop is not insane, so she must make tests to cast incantations and must pay the normal cost. Marie has a number of spells that she has developed with her fellow Believers. All of these except Call Horned Man and the Believers’ version of Warding can be found in the *Call of Cthulhu* rulebook. Call Horned Man is the Believers’ version of Contact Nyarlathotep, which can be found in the *Trail of Cthulhu* rulebook. The version of Warding in the *Call of Cthulhu* rulebook is different than the version the Believers use to ward against the Evil Eye. The Believers’ version can be found in the Dunwich sourcebook, and is converted here (as Ward the Evil Eye), along with the other spells except Call Horned Man.

Augur

Stability Test Difficulty: 4 (3 with Occult spend and the caster’s preferred divinatory materials)

Opposition: Interpreting an augury is a contest against time's Inertia of 4.

Cost: 2 Stability

Time: 10 minutes

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

Dream Vision

Stability Test Difficulty: 4

Cost: 2 Stability to cast; the resulting dream may be mentally destabilizing enough to result in a Stability test.

Time: 5 minutes

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

Ward the Evil Eye

Stability Test Difficulty: 4

Cost: 1 Stability

Time: 1 round; can be cast in reaction to the Evil Eye as that spell is cast, negating it.

Part Two: Settling In

Being Followed

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- Lem isn't subtle, so unless the Investigators are particularly obtuse, they'll spot him. Most

likely, it will be the Investigator with the highest **Sense Trouble** that notices him first.

Passing the Mills

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- Investigators lingering near the mill must make a 1-point Stability test.

Meet Harold Bishop

(Page 52-53)

- While talking to Harold about Arkham and Miskatonic University, an Investigator making an **Assess Honesty 1-point spend** realizes that Harold's body language indicates he misses being a student.

Visiting the Mill

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- At some point a random Investigator searching the mill hears a terrible noise and must make a 1-point Stability test.

The Saw Blades

(Page 53-54)

- Any Investigator spending time near the blades must make a 1-point Stability test. Failure means a lost Stability point as the Investigator experiences a sense of menace that almost paralyzes him or her with fear.
- An Investigator bold enough to touch the blades must make a 1-point Stability test (this time against Difficulty 5). Failure means a lost Stability point as he or she feels the area vibrating and gets the impression that the blades are hot and slick. The momentary vision continues with blood splattering over the area.

Tobey Takes a Fall

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- Anyone with **First Aid** can assess Tobey's injuries and discover his dislocated shoulder. It takes no point spends to treat him, but the recuperating (and fearful) Tobey will not return to the mill.

Talking to Tobey Afterwards

(Page 54-55)

- Anyone making an **Assess Honesty 1-point spend** knows he is not only lying but also terribly frightened.
- It takes a **Reassurance 1-point spend** to convince him to talk more about what happened.

Part Three: Mystery of the Mill

An Unpleasant Surprise

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- Repairing any damaged vehicles takes two hours and a **Mechanical Repair test against difficulty 5**.

Returning to the Mill Area

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- Investigators returning to the mill area can notice the fresh horse dung with an **Evidence Collection** or **Outdoorsman 1-point spend**.

The Supervisor's House

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Important clues are located in the attic, basement and master bedroom. See below for more details.

The Master Bedroom

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- An **Evidence Collection 1-point spend** while investigating the room or a **simple search** underneath the bed finds the loose floorboard.
- The box can be opened with a **Locksmith 1-point spend**, with an **Athletics test against difficulty 6** to pry it open, or by inflicting 3 points of damage to the lock.

The Attic

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- A **simple search** finds a wooden box filled with papers and books.

The Journal of Avern Whately (English)

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Skimming the readable portions of the book reveals a number of important entries and clues. There is not enough information left in here to provide any dedicated pools or Cthulhu Mythos rating points, only hints.

The Basement

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- **Architecture 1-point spend** reveals that the basement is shorter than the house by twenty feet. A **simple search** on the wall finds the loose brick.

The Ambush

(Page 57)

Lem Whately

Athletics 8, Health 9, Scuffling 6, Weapons 5

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: -2 (fist), -1 (club)

Jubal Potter

Athletics 8, Health 8, Scuffling 6, Weapons 5

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: -2 (fist), -1 (club)

Jedediah Potter

Athletics 8, Health 7, Scuffling 5, Weapons 5

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: -2 (fist), -1 (club)

Part Four: The Demon of the Sawmill

The Creature's Powers

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The entity has six basic abilities it can employ within the area of the mill, and it may use up to two of these abilities at a time. Some of these powers can be used but a limited number of times per day.

Self-Motion: The blades cause +0 damage. This power can be employed as often as the entity wishes.

Menace: The entity can create a feeling of menace and fear, often combined with inexplicable physical sensations. Those exposed must make a 1-point Stability test or feel the emotions and experience the sensations and visions which seem to cause the Stability loss. This power extends up to a hundred yards around the mill and can be used an unlimited number of times a day. Inside the mill itself, the test's difficulty increases to 5.

Implant Nightmares: The entity can implant a nightmare in the mind of anyone spending more than an hour in the mill. The terrifying dream causes a 3-point Stability test. This power can be used up to six times per day.

Telekinesis: Moving objects less than twenty pounds can be done an unlimited number of times a

day. Moving heavier objects can be performed only five times per day. Striking someone directly with such telekinetic forces usually causes damage with a -1 modifier.

The entity can hurl objects directly at a target. It gets no bonus to its roll to overcome the target's Hit Threshold. Damage is generally the same as an improvised weapon of the appropriate size. It can attack with improvised weapons larger and heavier than a human can, though, and the heavier items cause damage with a +2 modifier.

Those witnessing or targeted by telekinetic force must make a 3-point Stability test.

Illusion: These horrifying illusions last about a minute and cause a 5-point Stability test. The entity can employ this ability up to four times per day.

Paralyze: To resist, the target must make a **Stability test against a difficulty of 5**. Affected individuals are paralyzed for 5d6 minutes and must also make a 3-point Stability test.

Destroying the Creature

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- Removing the saw blades from the wooden housing requires an hour of work and **four Mechanical Repair tests against difficulty 4**. The entity will surely use its Self-Motion ability in the meantime (as well as other powers), regardless of a test's success.
- Damaging the mounting assembly requires 26 points of damage using a heavy item like a maul or pick axe.
- Setting explosives to destroy the saw blade assembly takes 10 minutes and an **Explosives test against difficulty 5**. If the result is only 4, the assembly is still destroyed, but a fire results, causing damage to the entire building.
- Simply setting that section of the mill on fire will work as well, but may very well cause damage to the rest of the building if it gets out of hand.
- If the entity is driven from the saw blades it issues an ear-piercing cry, heard for miles around, followed by a burst of sparks that fill the air with the odor of ozone. Anyone in the mill at this time is blinded and deafened for

fifteen minutes, and must make a 2-point Stability test.

- If the Investigators significantly damage the mill in a fire, the Squire will demand full repayment. An Investigator with a lengthy and believable story accompanied by a **Reassurance 2-point spend** will get the Squire to let them off the hook.