

Disaster at Monongah Mining Company  
Trail of Cthulhu  
Wesley Cole (wes220)  
RPG Geek One Sheet Contest 2015

Setting: a small mining town called Monongah, West Virginia in 1927.

hook: a official for the Fairmont Coal Company has disappeared while inspecting a disturbance at the Fairmont Coal Company mine #6.

Horrible truth: a week prior to the start of the scenario miners broke through into a chamber that looks liked worked stone instead of rough hewed earth. What they have found is the burred remains of a serpent folk research outpost complete with hibernating serpent men. The miners fetch one of their mangers who intern fetches a higher up who goes into the area and investigates. He and the men who go in with him are captured by the serpent men who have since woken from hibernation. They are confused by these large mammals that they've found and after exploring the memories of the men decide that they had better take a closer look to determine if these mammals pose a threat to them. Using their advanced sorcery and science the serpent men take the mining offical and use his genetics as a base to create disguises for themselves.

Suspicious aroused: the missing official is reported by the mining company and pinkertons as well as local authorities may get involved.

Ominous seems innocuous: The mining company is worried about retaliation for safety issues and not having enough pay roll on hand, they think that the miners might be planning a strike. They have a list of possible agitators that they can give the PC's to investigate

Floating clues: if the players start asking around town about relationships with the mine they will quickly find out that profits have been down recently and the owners are looking to expand the mine to find a new vein of coal. The owners though have been cutting corners leading to safety issues, particularly with the ventilation system being over tasked and recent timbers not being as reinforced as they should.

Something Nasty: At some point during the early investigation when asking about the missing miners or the official they will be told that no one of the miners is in town he freaked out and attacked some one in town he was subdued and is being held at the local police station. When the investigators arrive at the station it is a mess they see a serpent man biting one of the police officers as the others around them are dying. The serpent man is dressed though in the cloths of a miner. The serpent man will try its best to escape into the night, but if killed allow the players to inspect the body.

Layer Revealed: if the players have the body of the serpent man or investigate the aftermath they will finds things pointing them towards the mine and to the serpent man not being human. The bodies of the local police have large puncture wounds in their necks you also fine traces of anthracite or coal on the body and in the cell where the serpent man was being held. If no one in the party has any relevant science skill then you can also have things like a hard hat the miner had or just the fact that it was a miner be a clue to where these things came from.

Twist: after the attack at the police station the players start to here reports that the same man who was in the police station is being seen in other places in town (even if he is dead) this is because the serpent

men have used the same man as a template for their disguises. The serpent around town are acting odd to observers trying to assess if the mammals they are seeing are a threat to them. After the incident at the police station the serpent men have decided that they are a threat in order to cover their tracks and avoid any mammals they have sabotaged the already taxed ventilation equipment and shut down the mine and will try to ignite the coal under the town to drive the mammals out. The serpent

Final Truth: if the players confront a serpent man or capture one, you can also have this be the hissing dying utterances of one, but the players will find out that the serpent men will ignite the coal in the mine to drive the mammals from the surface of this area.

Horror Confronted: the players will descend into the mine to stop the serpent men, for characters who have never been in a mine before have them make low stability roles. Once they are through the mine to the point where the miners broke they find the serpent men research post inside are 3-5 serpent men who are armed with advanced weaponry you can describe it like a electrical pulse being fired through the characters bodies. When the PC's arrive though they are not noticed initially as the serpent men are working on a device they have embedded into the natural stone.

Ending the scenario: this scenario can end in several ways. You could have the serpent men wipe out the PC's in which case the mine disaster still happens but is far worse than historically recorded causing the whole town to be evacuated and cordoned off due to the underground fires. The investigators could defeat the Serpent Men stopping all of this but because of the strangeness of it all the official report states that the miners and towns people killed or missing were lost in an accident at the mine involving the ventilation system. A more explosive approach if your playing with an experienced group who decide to blow the whole thing up anyway to still have the machine trigger and make the climax of the scenario having to escape a mine that is now catching fire,

a note on player characters: if running the at a con I would suggest creating pawns hired by the mine possibly pinkertons or other investigators hired by the company to look into this.

Disclaimers

**"GUMSHOE, Trail of Cthulhu are a trademarks of Pelgrane Press Ltd and used with permission."**

**I agree to allow Pelgrane Press, Ltd and to allow anyone to redistribute my submission non-commercially. This submission cannot be distributed commercially**