

**The Road
to Hell
is Paved in Blood!**

CRITICAL HIT PUBLISHING
PRESENTS

Highway of Blood

HANDOUTS

IF YOU RACE ON THIS HIGHWAY

YOU'LL BE BEATEN... TO DEATH!

R RESTRICTED
UNDER 17 REQUIRES ACCOMPANYING
PARENT OR ADULT GUARDIAN
VIOLENCE, GRISLY IMAGES, LANGUAGE,
SOME NUDITY AND SEXUALITY

Credits

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Instructions

This book provides images, maps, and handouts for the Call of Cthulhu RPG scenario *Highway of Blood*, available through Miskatonic Repository on DriveThruRPG.com.

Just to be clear, this book is intended to be cut up and used. For that reason, most of the images have nothing on the back. The first step is to carefully remove the staples to release the pages. We recommend keeping the outside cover intact to be used as a folder for the loose handouts. Then carefully cut out each image, omitting the flavor text, particularly if it contains spoilers.

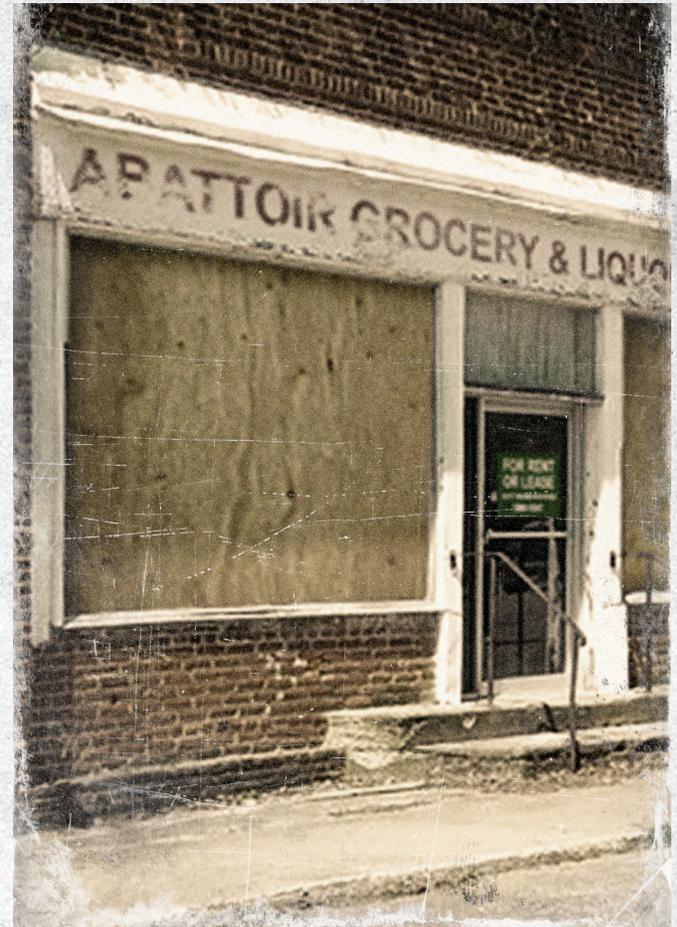
The only two-sided image is the menu which should be cut out, folded, and provided to the players when they visit *The Last Stop Bar & Beds* for a bite to eat. All the other images have notes on the back so the Keeper can keep track of when they are supposed to be used.

If you have the PDF version of this book, then simply print out the appropriate images and cut out as needed. Of course if you have the means to print on two sides then doing so for the menu is recommended. If not, then you can print out both sides of the menu and glue them together using a window or other back lit surface to align them properly.





*We don't know who took this picture,
but it was found at a rest stop just
outside Marathon, Texas.*



*Russo's not a bad
fella once you get to
know him.*

*The Abattoir Grocery & Liquor Store
used to be the best damned store in
town before the fucking dustbillies
came along!*

This is one of the many
abandoned stores in Abattoir.

This is the turnoff that takes the characters to
Abattoir, Texas. While not critical for immersion,
it could be used as a fun teaser that the Keeper
can show players prior to the game session.

The Esso gas station is owned
and operated by Russel
Williams (called Russo by
most of the locals).



Reverend Scott would
like to welcome you to
the Blood of the Lamb
Pentecostal Church.

He'd like to... but he's
probably too drunk.

The Blood of the Lamb Pentecostal Church looks like it was built sometime in the early to mid 1800s. Sitting atop a low rise near the center of town, this faded wooden, country church has a single, narrow steeple that reaches up into the cloudless sky, its copper roof covered with a patina of green. The belfry's shutters are closed and look as if they haven't been opened in a long time.

The front doors were once painted blue, but most of the paint has long since crumbled away revealing only gray, weathered pine beneath. A series of four tall windows line each side of the church, their stained glass depicting unidentifiable martyrs being executed in various gruesome ways. The front steps are in disrepair, but still functional if one is careful.



*These were some fine homes back in the day.
Now they ain't much more than nests for
rattle snakes and the occasional squatter.*

*Still, there's plenty of secrets in that place
waitin' to be found.*

*Make sure you stock up on water before
setting out of town on Red Road.*

*Out on the Devil's Backbone it's hotter
than a whore in church.*



There are many abandoned mobile homes throughout Weyland Estates. Most of them look something like this.

This is the view when leaving Abattoir on Hackett Road.

Abattoir, Texas

Locations

- 1 Esso Gas Station
- 2 Wayland Estates
- 2a Playground
- 2b Wayland Common
- 2c Wayland Memorial
- 3 Town Center
- 3a Mathers' General Store
- 3b Bob's Barber Shop
- 3c Town Hall & Post Office
- 3d The Last Stop Bar & Beds
- 3e Abattoir Grocery & Liquor
- 3f First Bank of Abattoir
- 3g Kelly Drugs
- 3h Sunshine Laundromat
- 3i Thunderbird Gifts
- 3j Best Foot Forward
- 3k Atomic Radio Electronics
- 3l Scott Brown Properties
- 3m Dr. Robert L. Brenner
- 4 Blood of the Lamb Pentecostal Church
- 5 Weyland Community Public School
- 6 Abattoir Water Works
- 7 Abattoir Cemetery
- 8 Hackett & Sons Beef Co. (Abandoned)
- 9 Benson's Hardware & Lumber
- 10 Highway 6 Diner
- 11 Vincent Bros. Scrap Yard
- 12 Abattoir Landfill
- 13 Other Houses



Scale in Feet



Handout #1

This is the Map of Abattoir, Texas. There is nothing on here that the players shouldn't see, so the Keeper can decide whether or not they want to share it with them.

The Last Stop Bar & Beds

You made it, partner!



Sponsored by

Hackett & Sons Beef Co.

"Real People, Real Meat"

Abattoir, Texas • EST. 1933

Handout #2 (Outside)

This is printed on both sides so that it can be cut out, folded, and presented to the players like the real menu.

Breakfast

Eggs, Sausage, Toast, and Coffee.....	\$1.25
Egg Scramble with Head Cheese and Coffee.....	\$1.25
Hotcakes and Sausage.....	\$1.00

Hungry-man Special

4 Eggs, Sausage, Grits, Toast, and Coffee.....	\$1.65
--	--------

Lunch/Dinner

Burger and Fries.....	\$1.55
Ham & Cheese / Potato Chips.....	\$1.10
BLT with Potato Chips.....	\$1.10
Liverwurst and Cheese w/ Potato Chips.....	\$1.10
Cheese and Lettuce Sandwich w/ Potato Chips.....	\$0.90
Pork Pie.....	\$1.00
Barbequed Ribs and Cornbread.....	\$1.20
Chili (Bowl).....	\$0.80

Last Stop Special

Sausage Sandwich with Fries.....	\$1.00
----------------------------------	--------

Drinks

Beer.....	\$1.00
Whiskey Shot.....	\$1.50
White Lightning shot.....	\$0.75
Coca-Cola, Root Beer, Tab , Orange Drink.....	\$0.15
Milk.....	\$0.20
Coffee w/ free refills.....	\$0.20
Tea	\$0.15
Iced Tea.....	\$0.15

Motel Rates

\$8.00 per night

Includes local phone service and coffee

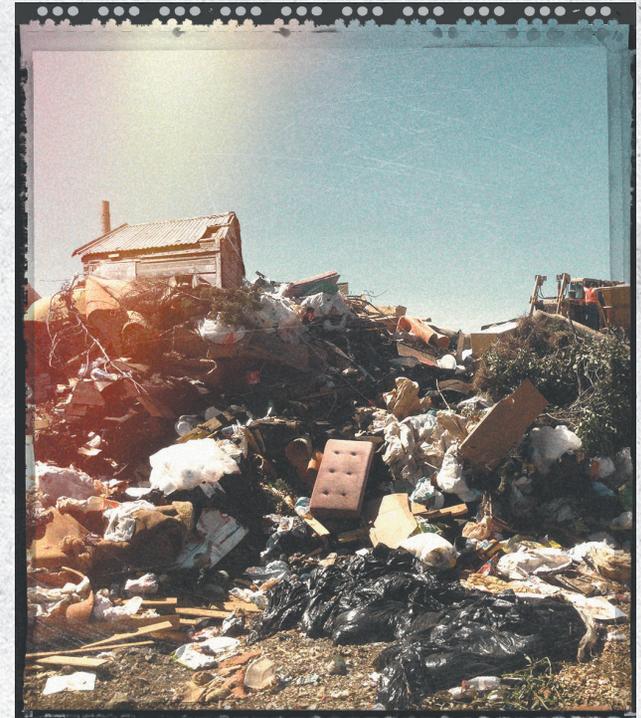
CLEAN / HOT SHOWER / AM RADIO

Handout #2 (Inside)

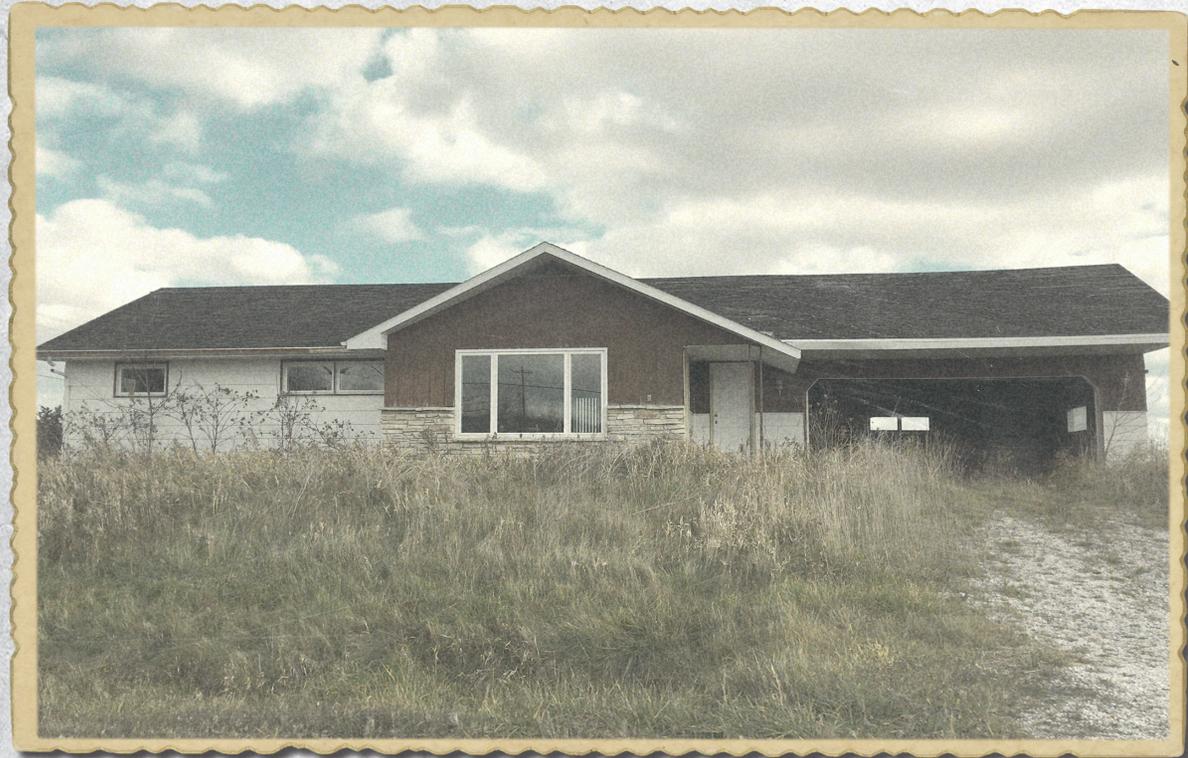
This is printed on both sides so that it can be cut out, folded, and presented to the players like the real menu.



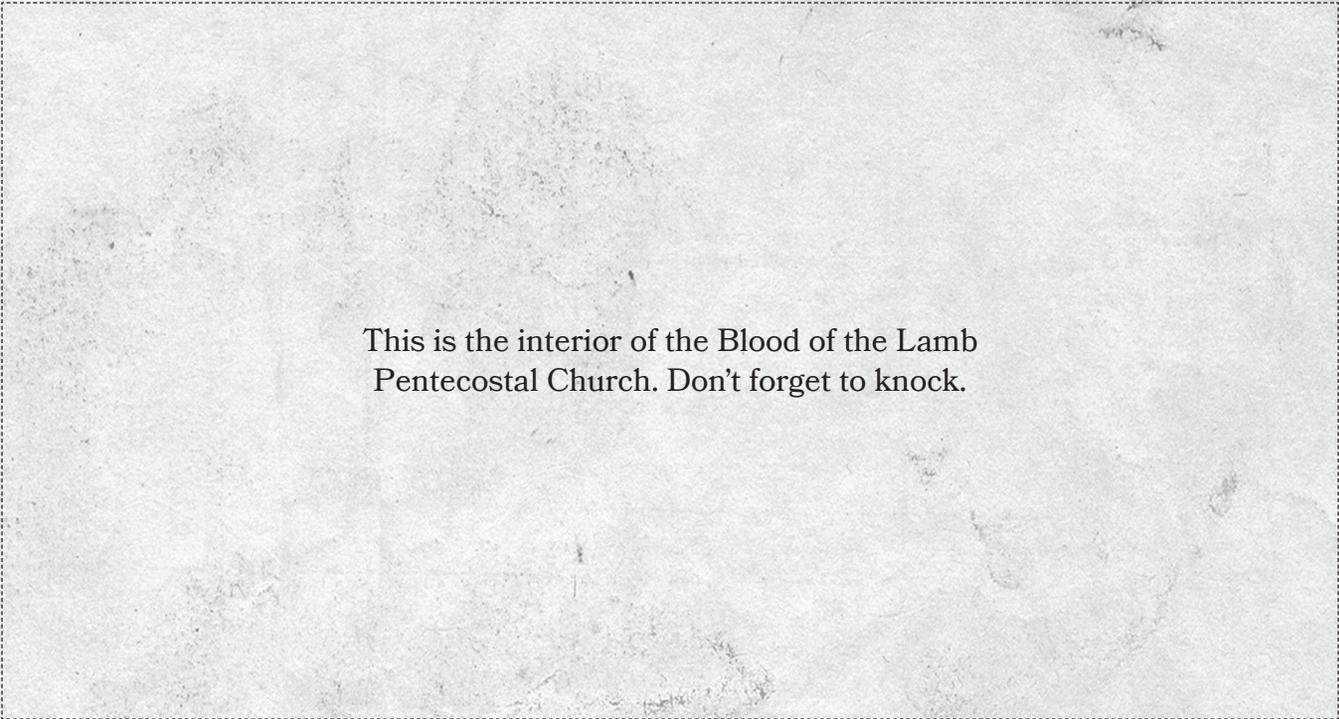
Don't forget to stop into the Blood of the Lamb next Sunday, but you should probably knock first.



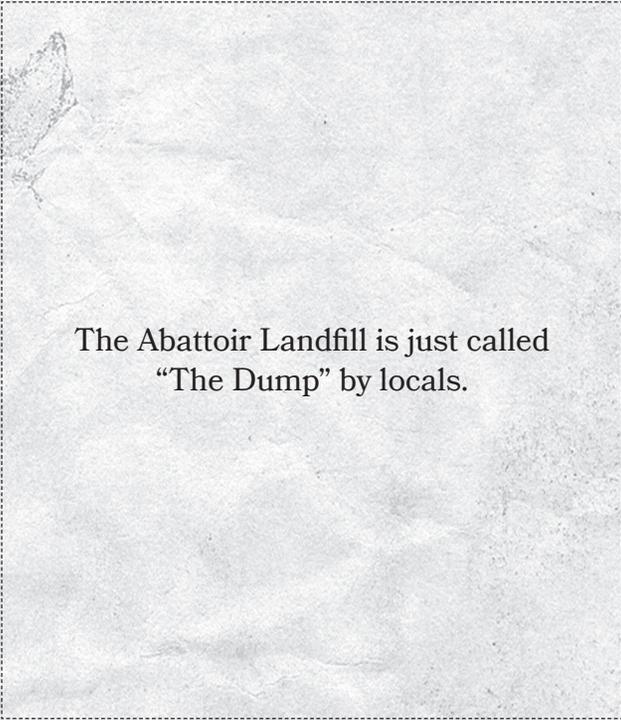
*Don't go in Gerry's shack!
He don't like that at all.*



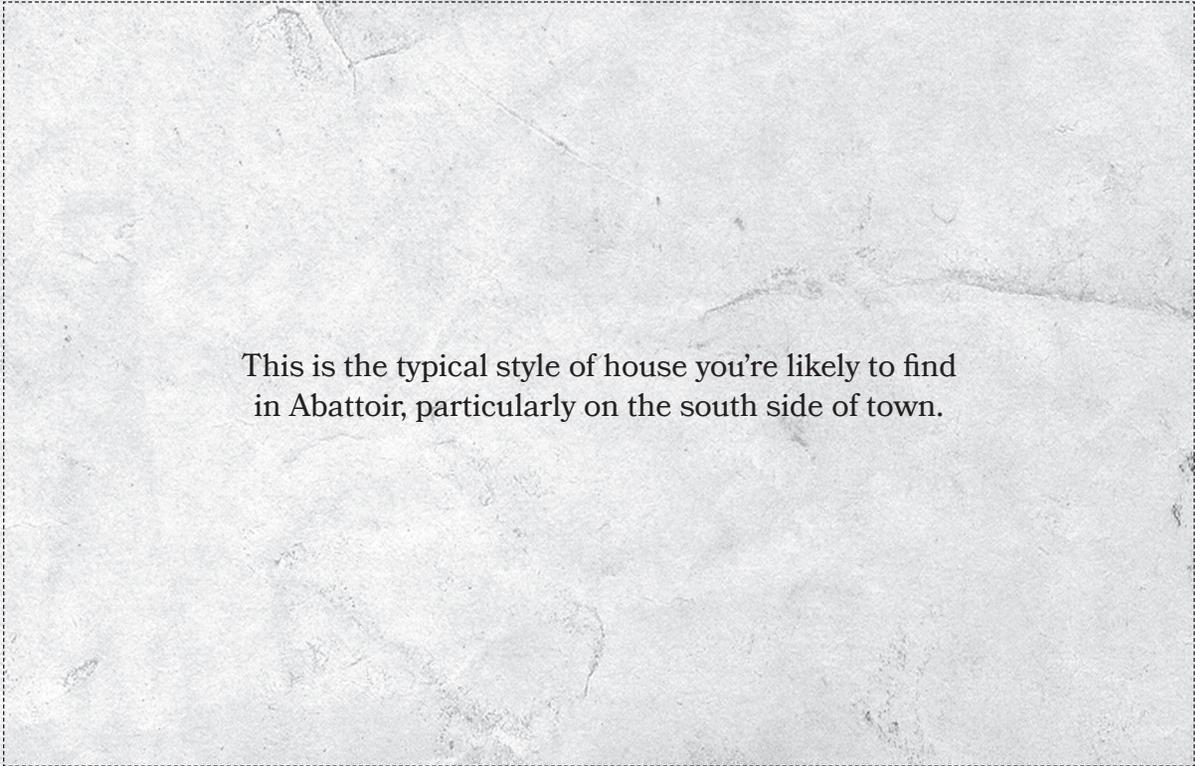
Real estate is goin' for cheap in Abattoir these days. Ask Scott Brown about it, but make damn sure you got an appointment!



This is the interior of the Blood of the Lamb Pentecostal Church. Don't forget to knock.



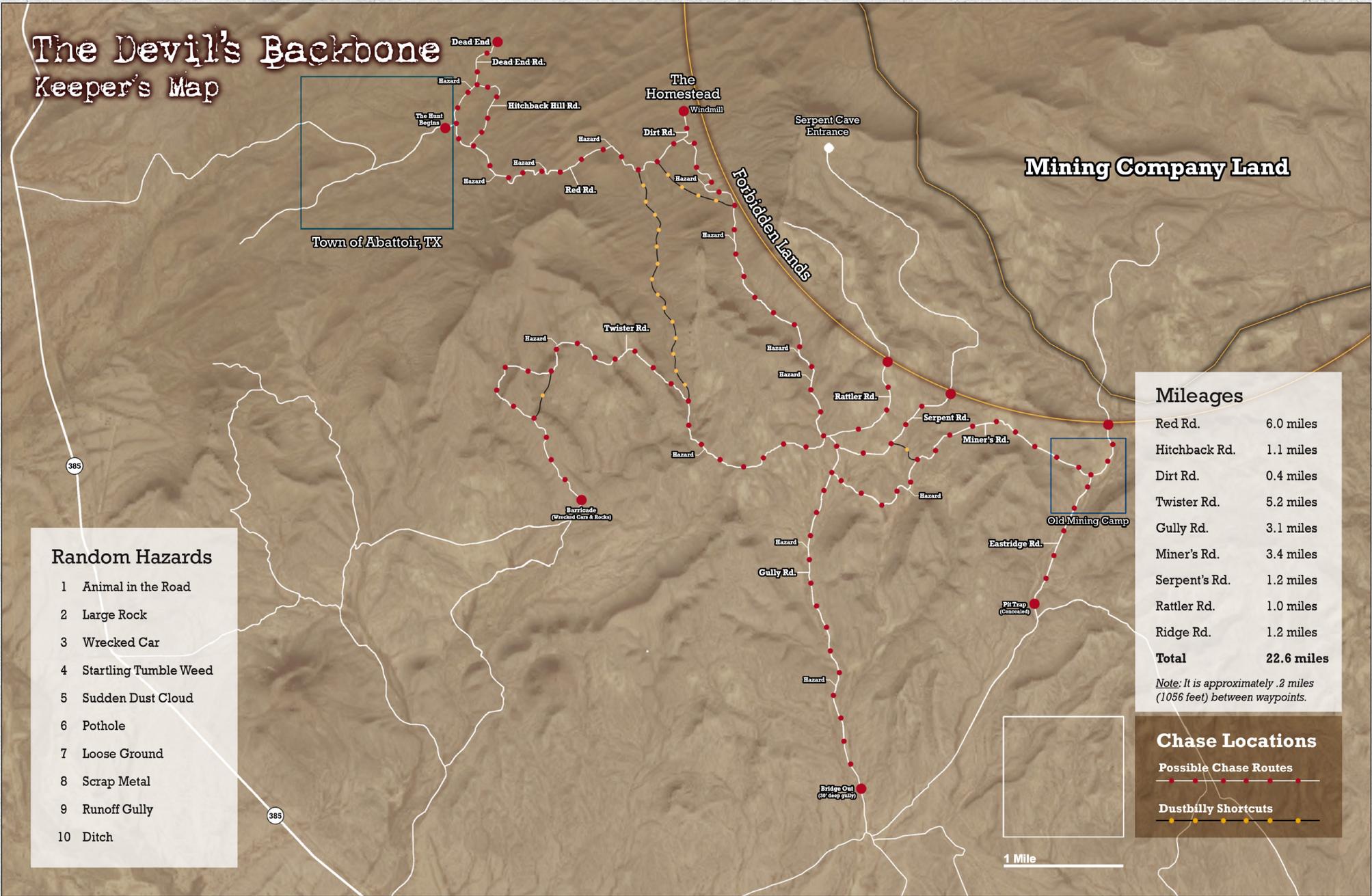
The Abattoir Landfill is just called "The Dump" by locals.



This is the typical style of house you're likely to find in Abattoir, particularly on the south side of town.

The Devil's Backbone

Keeper's Map



Mining Company Land

Forbidden Lands

Town of Abattoir, TX

Random Hazards

- 1 Animal in the Road
- 2 Large Rock
- 3 Wrecked Car
- 4 Startling Tumble Weed
- 5 Sudden Dust Cloud
- 6 Pothole
- 7 Loose Ground
- 8 Scrap Metal
- 9 Runoff Gully
- 10 Ditch

Mileages

Red Rd.	6.0 miles
Hitchback Rd.	1.1 miles
Dirt Rd.	0.4 miles
Twister Rd.	5.2 miles
Gully Rd.	3.1 miles
Miner's Rd.	3.4 miles
Serpent's Rd.	1.2 miles
Rattler Rd.	1.0 miles
Ridge Rd.	1.2 miles
Total	22.6 miles

Note: It is approximately .2 miles (1056 feet) between waypoints.

Chase Locations

- Possible Chase Routes
- Dustbilly Shortcuts

1 Mile

Handout #3: The Devil's Backbone: Keeper's Map
Do NOT Show to Players!

The Devil's Backbone

Player's Map



Town of Abattoir, TX

Mining Company Land



Mileages	
Red Rd.	6.0 miles
Hitchback Rd.	1.1 miles
Dirt Rd.	0.4 miles
Twister Rd.	5.2 miles
Gully Rd.	3.1 miles
Miner's Rd.	3.4 miles
Serpent's Rd.	1.2 miles
Rattler Rd.	1.0 miles
Ridge Rd.	1.2 miles
Total	22.6 miles

Note: It is approximately 2 miles (1056 feet) between waypoints.



Handout #4: The Devil's Backbone: Player's Map

This can be shared with the players at the Keeper's discretion.

Muscle Car Stats

MOV: 16; Build: 6; Armor: 2; Passengers: 4

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard Drive* check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* success, the driver can gain 2 extra Movement Actions or one Driving Stunt. On an *Extreme* success, they gain 3 extra Movement Actions or kick up a cloud of obscuring dust (Sudden Hazard) for their immediate pursuer.

Passenger or Cargo Van Stats

MOV: 15; Build: 7; Armor: 3; Passengers: 6-8

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard Drive* check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* Success, the driver can use the momentum of their vehicle to plow through the next Hazard without having to roll. On an *Extreme* success, the driver can slam on the brakes, causing a pursuer one location behind to slam into the rear of the car or veer off the road. If the pursuing car rear-ends the braking car, they suffer 1D6 points of Build damage, while the braking car suffers half of that amount. If they go off the road, they lose 2 Movement Actions.

Handout #7, The Player's Van

This is an alternative vehicle for the PCs, particularly if there are more than five players. This would also work if the PCs are a television news crew or are from a federal inspection agency (like the EPA).

Handout #6: The Player's Car

This is the type of car that the PCs are likely to be driving.

Motorcycle Stats

MOV: 17; Build: 2; Armor: 0; Passengers: 1

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Special Features

On a *Hard* success, the rider gains an extra Movement Action or a Bonus Die to their Dodge roll. On an *Extreme* success, they gain 3 extra Movement Actions or they manage to hide in a vehicle's blind spot (rider's choice). The motorcycle can easily cut across rough terrain with no penalties to movement.

Dustbilly Car Stats

MOV: 15; Build: 5; Armor: 2; Passengers: 4

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard Drive* check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* success, the driver can get one extra Movement Action or Dodge an attack. On an *Extreme* success the driver can coax 2 extra Movement Actions out of the car or one Driving Stunt.

Handout #9: The Dustbilly Cars

While their cars may be different makes and models, they all use these same stats.

Handout #8: The Dustbilly Motorcycles

This could also be used if the PCs are bikers or have dirt bikes with them for recreation.



Luxury Car Stats

MOV: 15; Build: 6; Armor: 2; Passengers: 5

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard Drive* check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard Success*, the driver can use the momentum of their vehicle to plow through the next Hazard without having to roll. On an *Extreme success*, the driver can slam on the breaks, causing a pursuer one location behind to slam into the rear of the car or veer off the road. If the pursuing car rear-ends the braking car, they suffer 1D6 points of Build damage, while the braking car suffers half of that amount. If they go off the road, they lose 2 Movement Actions.

Handout #10: Reverend Scott's Car

He doesn't drive it a lot, but Rev. Scott keeps his Cadillac Eldorado in perfect running condition.



Seth's Pickup Truck Stats

MOV: 15; Build: 6; Armor: 2; Passengers: 2+

Stunts

Bootlegger Turn – One of the more difficult stunts, the bootlegger turn is performed by putting the vehicle quickly into a lower gear and quickly turning the wheel in the direction of the opposite lane. If performed correctly, the vehicle will enter a controlled skid, enter the opposite lane, and turn completely around. In a perfect bootleg turn, the car will be at a complete stop at the end of the maneuver and ready to accelerate and depart in the opposite direction.

The driver performing this stunt will have to make a *Hard Drive* check in order to complete it. Failure means that they end up sideways across the road. Any cars behind must either stop, if more than two car lengths, or crash into them, if two car lengths or less (see Crash rules).

Drifting – When entering a curve, the driver can intentionally over-steer, with loss of traction in the rear wheels, while maintaining control and driving the car through the entirety of a corner. This has the advantage of allowing the driver to take the corner faster, giving them an extra Movement Action next turn. If there is a hazard on the turn, the driver will have a Penalty Die to avoid it.

Kick-Up Gravel – When using this stunt, the driver suddenly stomps on the gas, kicking up a cloud of dirt and gravel. This has the effect of blinding the enemy for that turn, giving them a Penalty Die on attacks and Drive checks to avoid hazards. Note that this applies only to opponents located behind the vehicle.

Slamming the Brakes – This stunt is useful when the pursuing vehicle is only one or two car lengths behind. When the driver slams on the brakes, the other vehicle is compelled to swerve to avoid a collision. The pursuing driver must make a *Hard Drive* check or go off the road, suffering 1D4 points of Build damage and spending 2 Movement Actions getting back onto the road.

Special Features

On a *Hard* success the driver can gain 1 extra Movement Action or give passengers a *Bonus* Die to attack another vehicle. On an *Extreme* success, the driver gains 2 extra Movement Actions next round. The truck can cut across difficult terrain at half speed.

Seth's Pick-up is rigged with nitrous oxide, giving him the ability to move 8 additional locations per use, per round. This boost can only be used two times before being recharged at The Homestead.

Harpoon Bow. The dustbillies have managed to cobble together a crossbow-style harpoon launcher using old truck parts including an axle, metal scraps, and heavy-duty leaf springs. It takes one full combat round to load, and so can shoot a harpoon every other round. Each harpoon is tethered to fifty feet of towing cable, which in turn is secured to the frame of the pick-up truck. At any one time, Seth is likely to have 1D6 harpoons ready in the bed of the truck.

[*Skill*: Firearm (Crossbow); *Damage*: 1D10+2; *Base Range*: 50 feet.; *Uses per Round*: 1/2; *Magazine Cap.*: 1; *Malfunction*: 95]

Whatever you do, don't touch Seth's truck without permission!

Handout #11: Seth's Pickup Truck

Seth doesn't let anyone drive his truck. If the PCs find themselves in the driver's seat, they had better pray that Seth doesn't catch them.

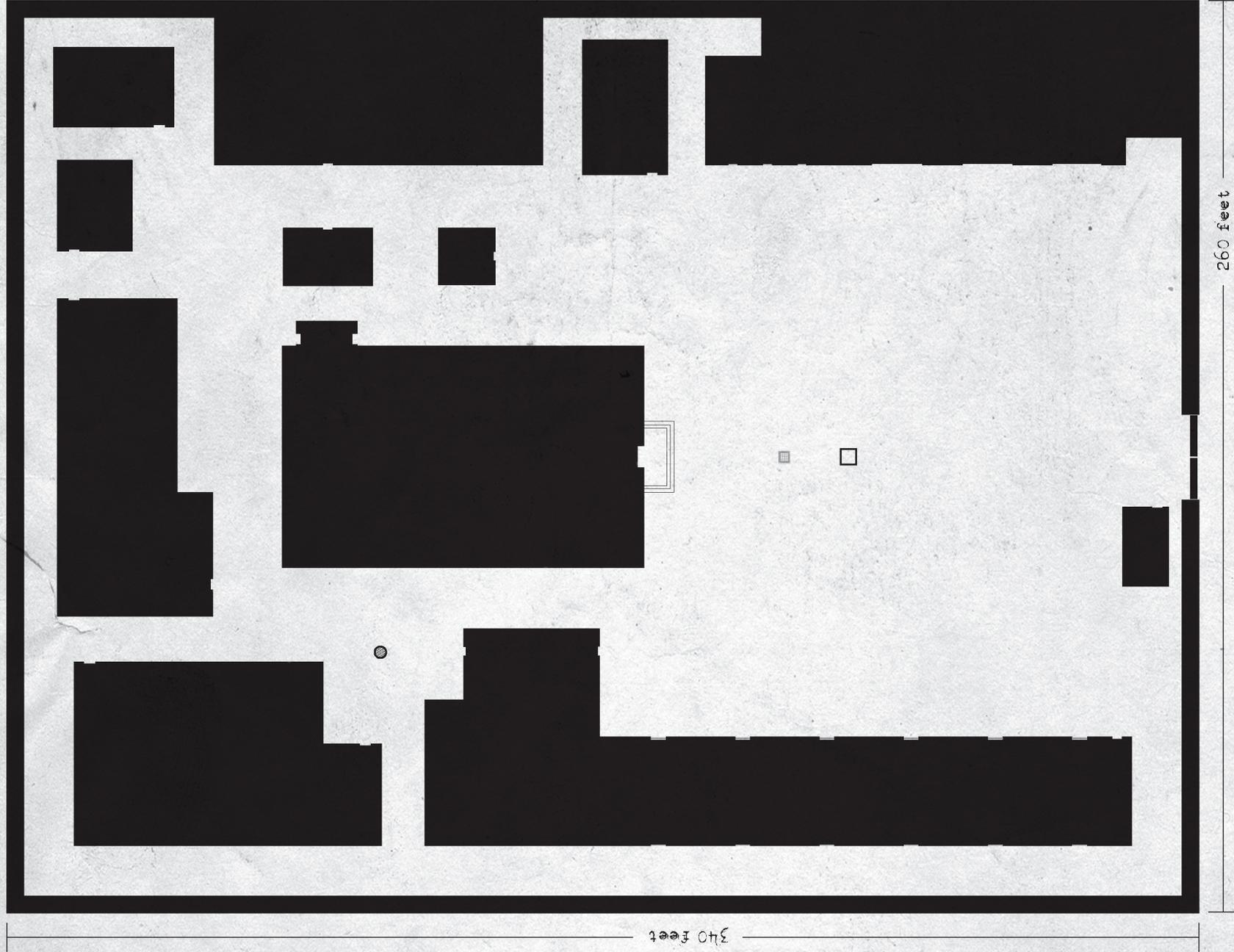


Welcome to The Homestead!
There ain't no other place like it.

The Homestead

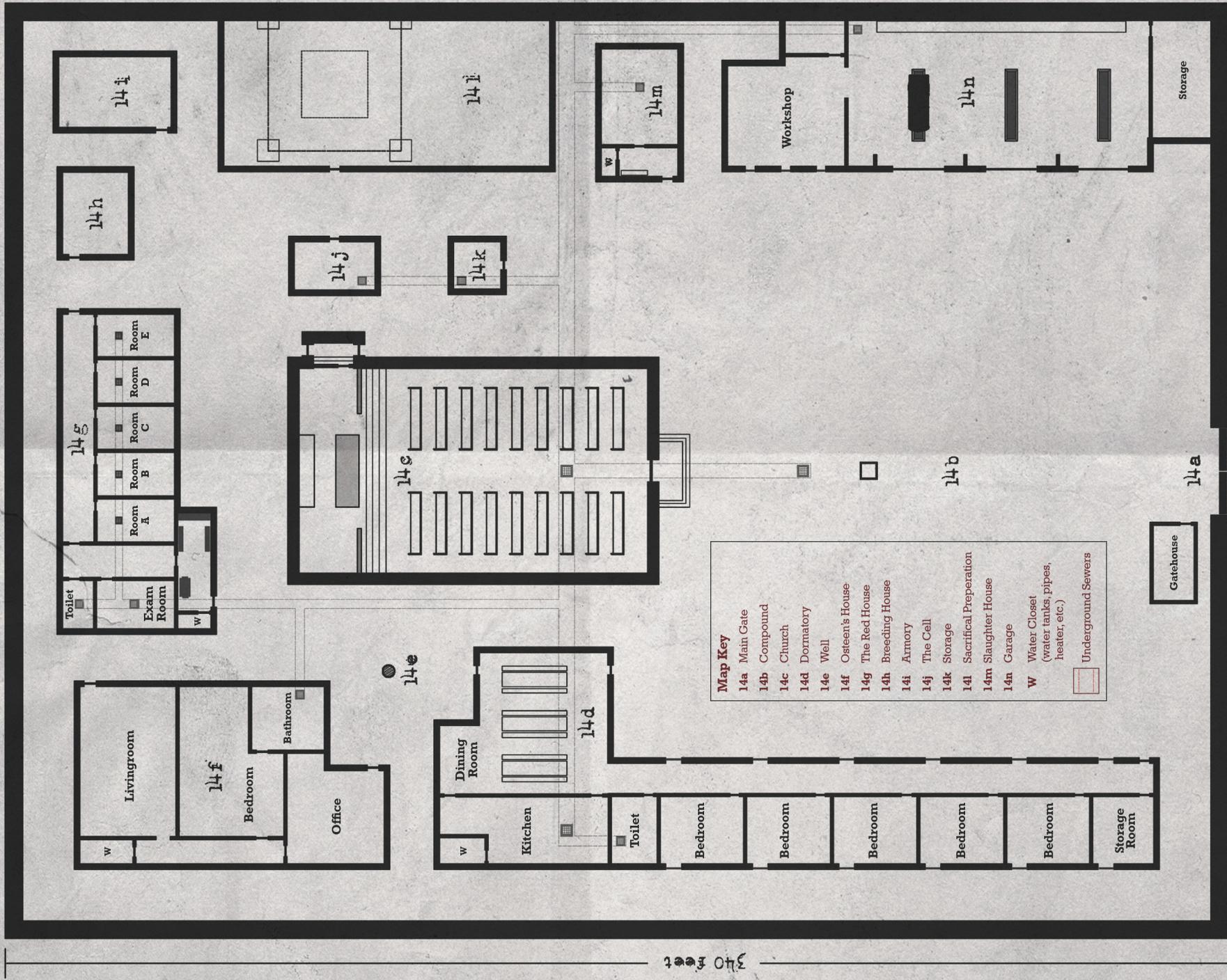
Often called “The Compound” by locals, this is the home of the Dustbillies. If the PCs find themselves here, their chances aren’t great.

The Homestead



Handout #12

The Homestead



50 ft.
50 July

340 feet

10 ft.

260 feet

Handout #13

Do NOT show to the players unless
they have already explored The
Homestead thoroughly.



Build a man a fire and you'll warm him for a day.

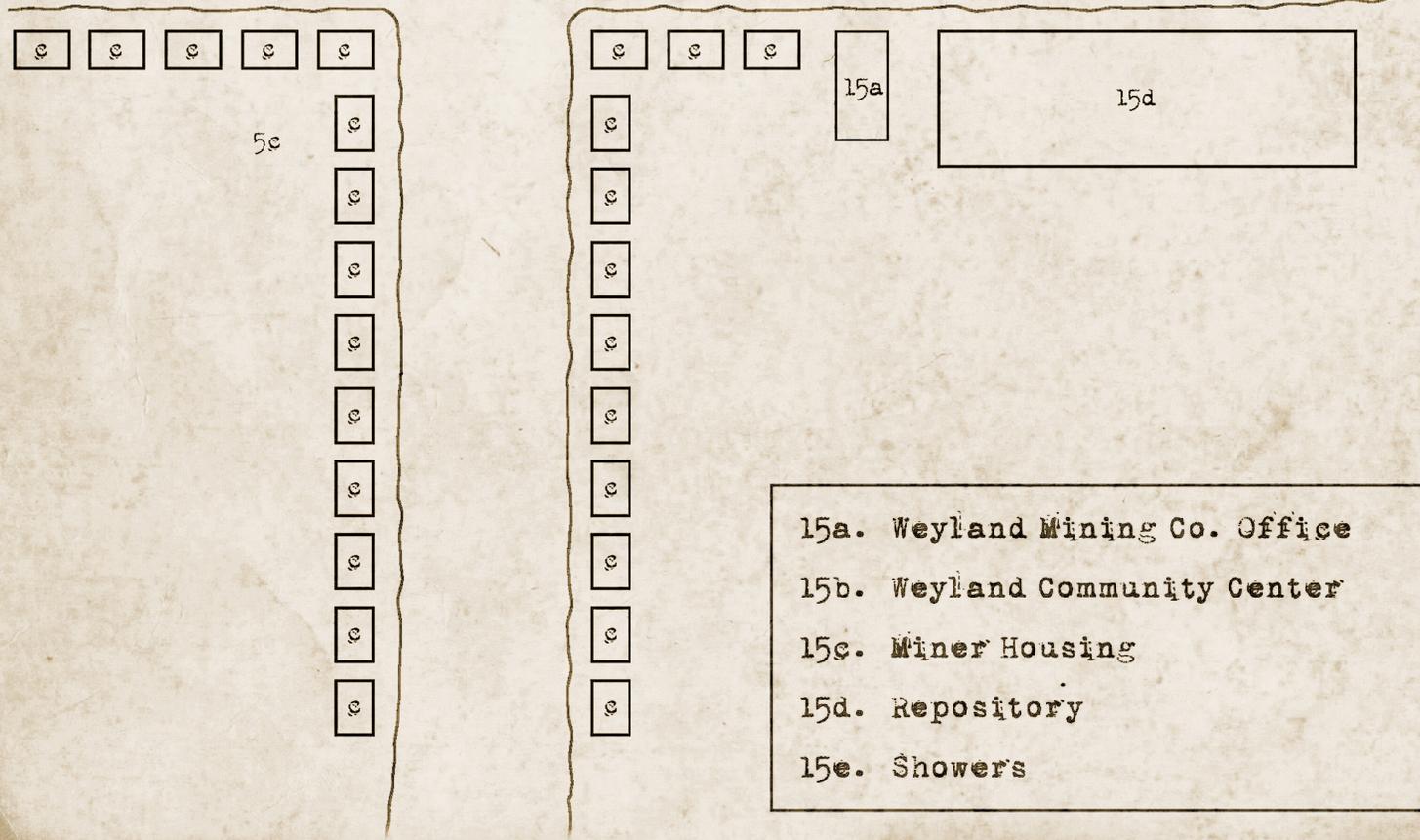
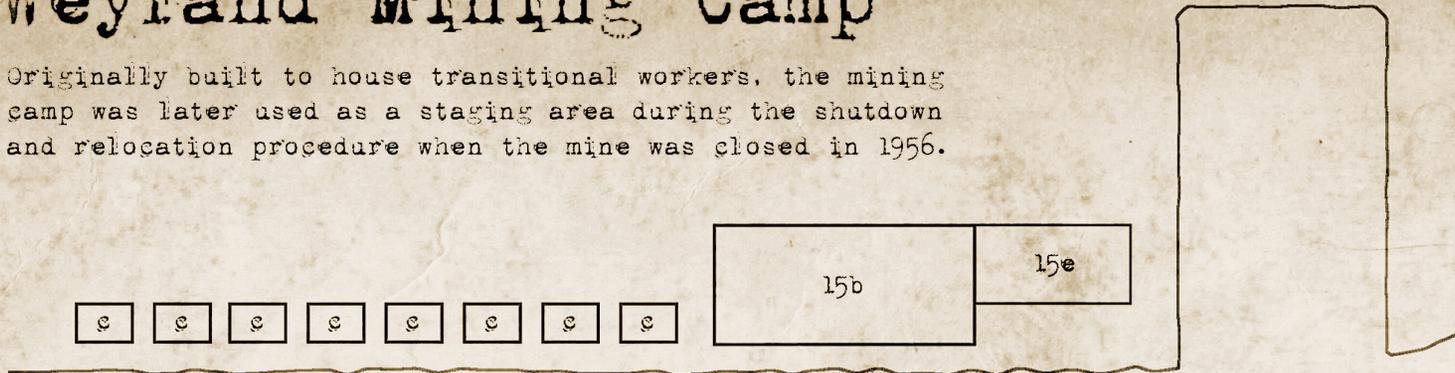
Set a man on fire and you'll warm him for the rest of his life.

All towns have their quaint
local customs, don't they.

The Keeper can show this if the
PCs are close enough to The
Homestead when someone is
sacrificed on the old windmill.

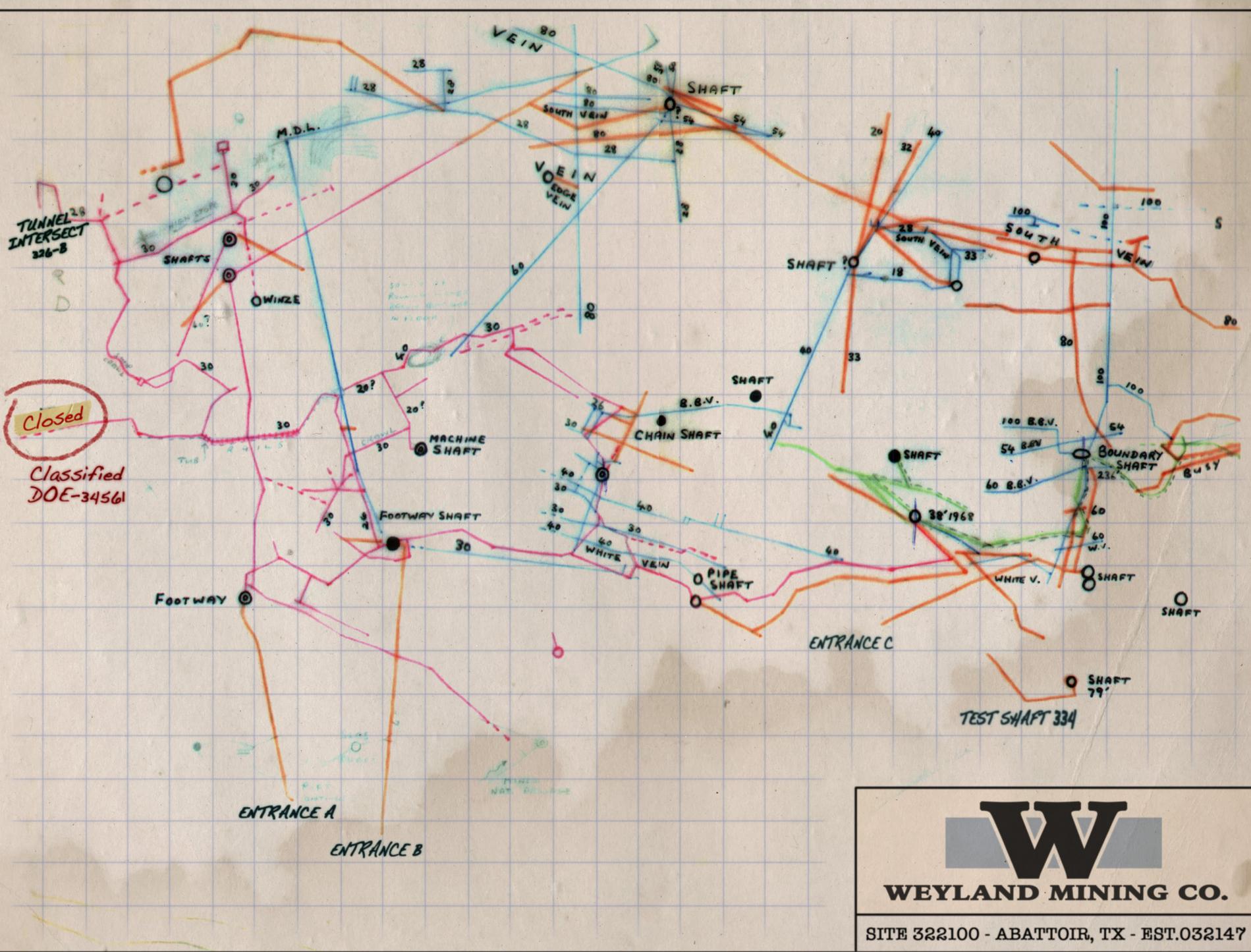
Weyland Mining Camp

Originally built to house transitional workers, the mining camp was later used as a staging area during the shutdown and relocation procedure when the mine was closed in 1956.



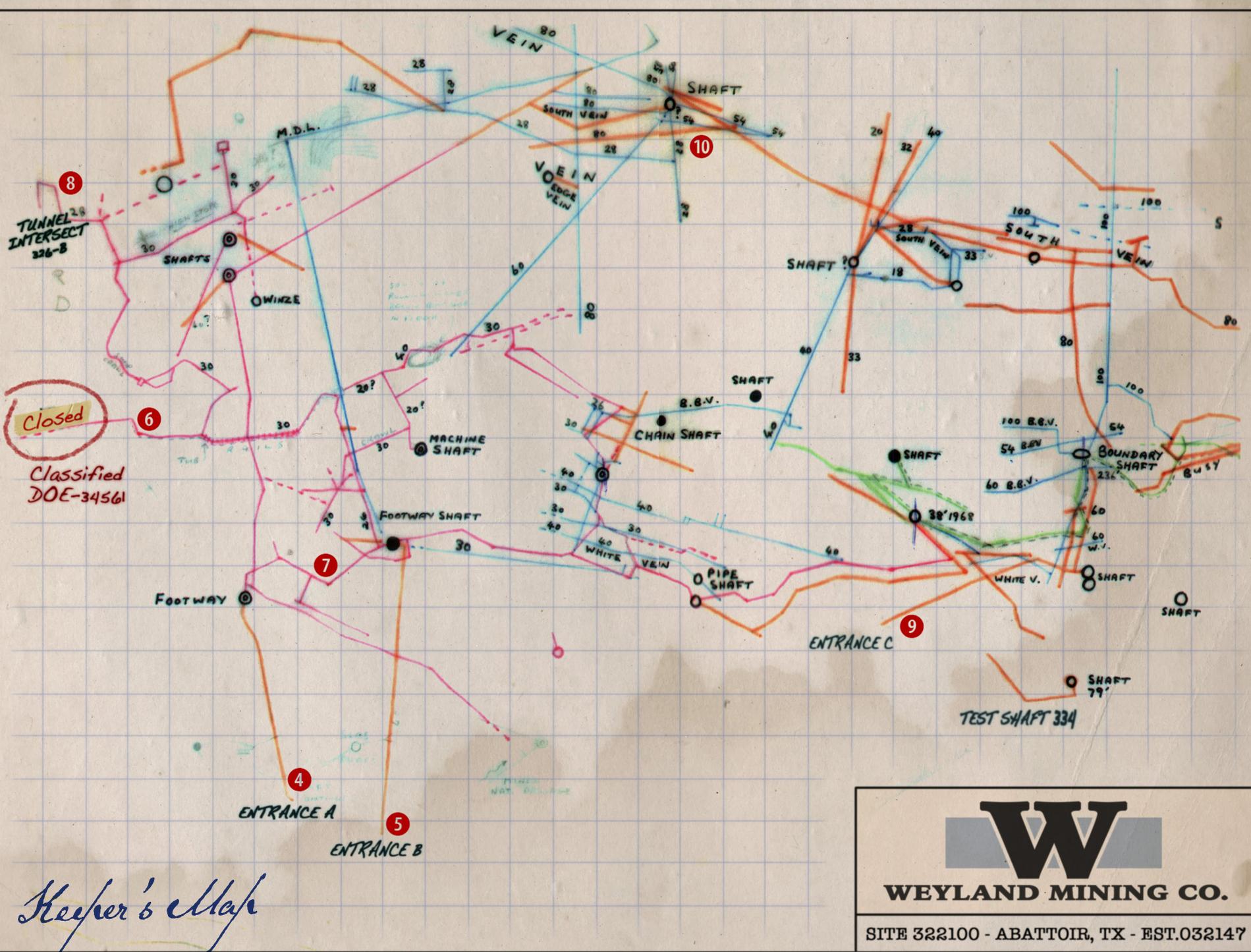
Handout #14

This is the player's map of
the old mining camp.



W
WEYLAND MINING CO.
 SITE 322100 - ABATTOIR, TX - EST.032147

Handout #15
Weyland Mines – Player's Map



Keiper's Map

W
WEYLAND MINING CO.
 SITE 322100 - ABATTOIR, TX - EST.032147

Handout #16
Weyland Mines – Keeper's Map

Mining Company Land



Perimeter Fence

Main Gate

Old Mining Camp

- 1. Weyland Office
- 2. Tool Shack
- 3. Ore Processing
- A. Entrance A
- B. Entrance B
- C. Entrance C
- D. Vertical Shafts

1 Mile

Handout #17
Weyland Mines Land Map



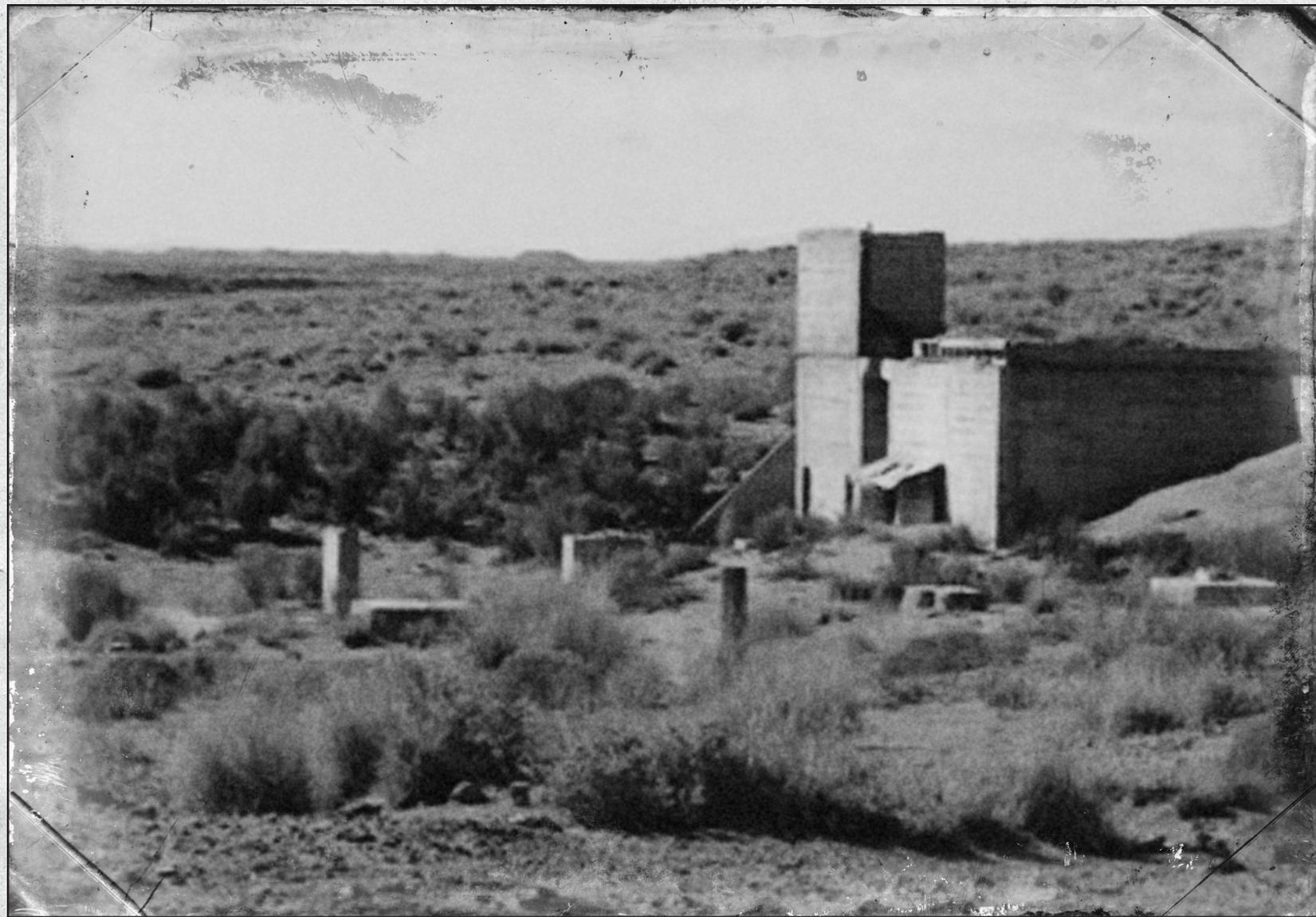
This place has seen better days, but you never know what you might find of use inside if you don't look.

The repository building is the
largest in the mining camp.
Despite its age and weathering,
it still seems quite solid.

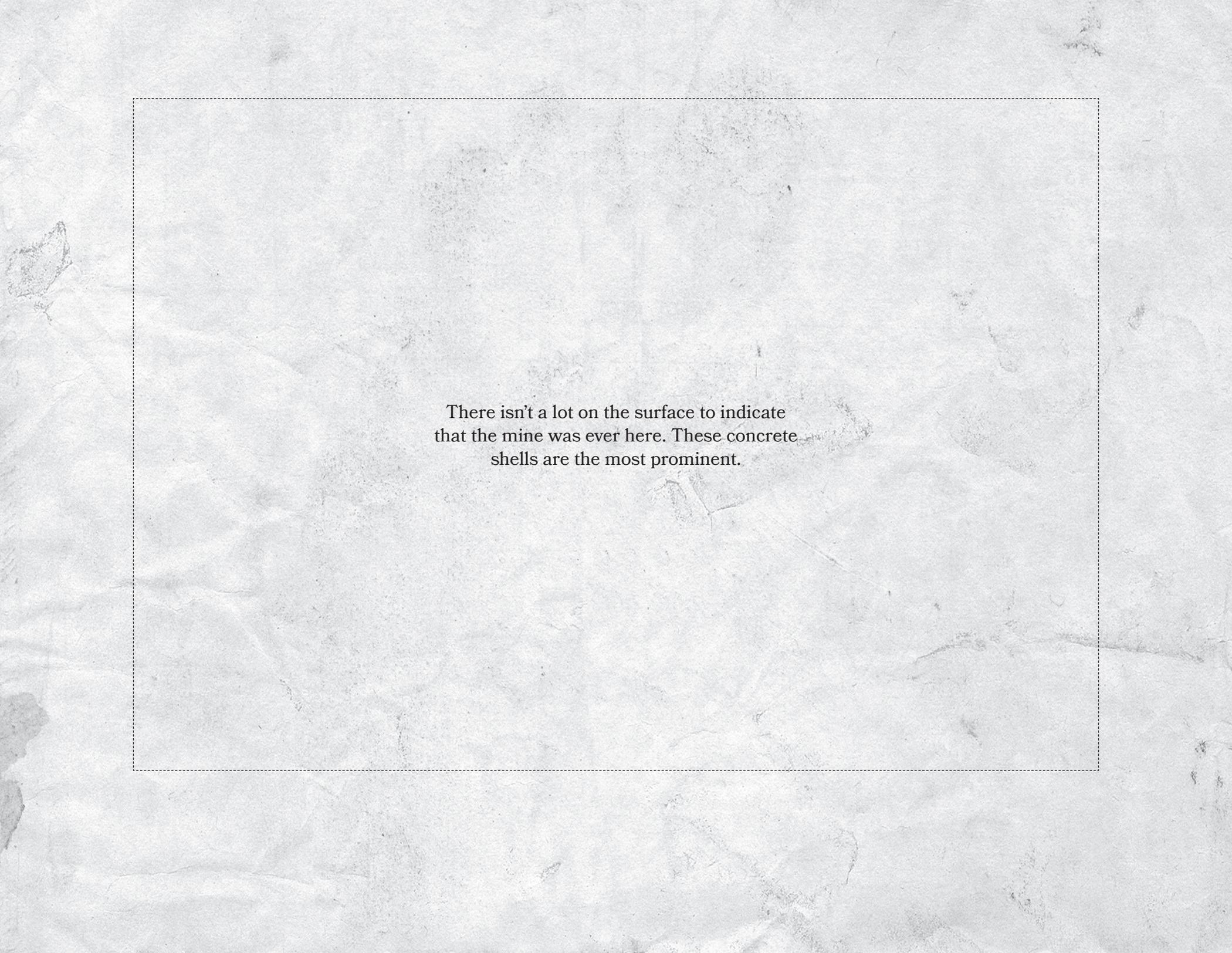


This place doesn't look safe.

The mine entrances are in surprisingly
good shape considering how much
time has passed.



The Weyland Mine



There isn't a lot on the surface to indicate that the mine was ever here. These concrete shells are the most prominent.



Into the Serpent Caves

These caves are old, and the floors smooth with age. The dust has been disturbed, but whether this is due to air movement or living things is unclear.

The Serpent Caves

Map Locations

1. Cave Entrance
2. Serpent Nest
3. Weyland Mine Intersect
4. Mutated Rats
5. Old Remains
6. Shrine of Yig
7. Mutated Fungus
8. Burrower
9. Intersection
10. Watcher Pool
11. Failed Conversions
12. Waste
13. The Test
14. Serpent Cavern
15. Serpent Temple Complex
 - 15a. Human Slaves
 - 15b. Teihiihan Dwelling
 - 15c. Conversion
 - 15d. Priestess Hall
 - 15e. Temple Complex
16. Temple of Yig



Shrine Idol



100 ft.

Handout #18
Do NOT show this to the players.



Mutant Rats



Idol of Yig

Handout #20

Handout #19

Temple of Yig



Top View

Side View



Handout #21



Al'issya Ss'rissi A'na

[ahl-ISS-yah ss-RISS-ee ah-NAH]

This is Al'issya in the Temple of Yig (see Handout #21), which is the location where the PCs are most likely to encounter her.



Teikikan



Spawn of Yig



*Metallic Beetle
Swarm*

Spawn of Yig

Teihiihan
[tay-HEE-han]

Metallic Beetle Swarm



The Eye of Yig

*You might want to
put it back where
you found it.*



Handout #23: The Elder Sign

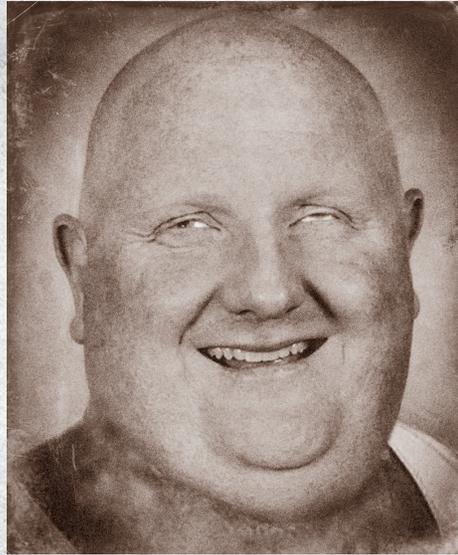
Handout #22: The Eye of Yig

Handout #24: Teihiihan Attack!

De Vermis Mysteriis



Dr. Robert L. Brenner
Various (Locations 3d, 3m or 14)



Gerald Brewster
Abattoir Landfill (Location 12)



Grady
The Old Mining Camp (Location 15)



Daniel Mathers
Mathers' General Store (Location 3a)



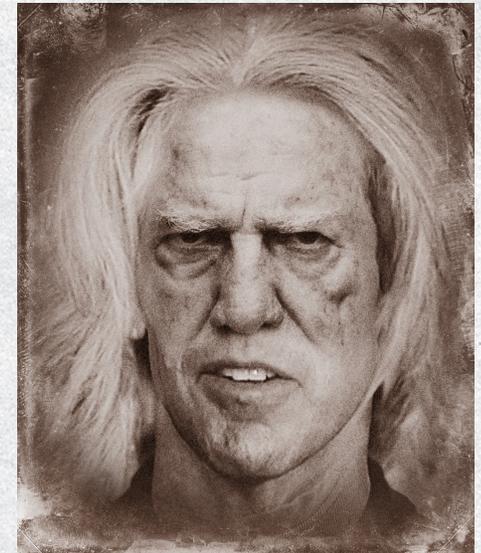
Scott Brown
Scott Brown Properties (Location 3l)



Carlos Garza
The Last Stop Bar & Beds (Location 3d)



Lawrence Miller
First Bank of Abattoir (Location 3f)



Rev. Mordechai Osteen
The Homestead (Location 14)

Daniel Mathers

Mathers' General Store (Location 3a)

Grady

The Old Mining Camp (Location 15)

Gerald Brewster

Abattoir Landfill (Location 12)

Dr. Robert L. Brenner

Various (Locations 3d, 3m or 14)

Rev. Mordechai Osteen

The Homestead (Location 14)

Lawrence Miller

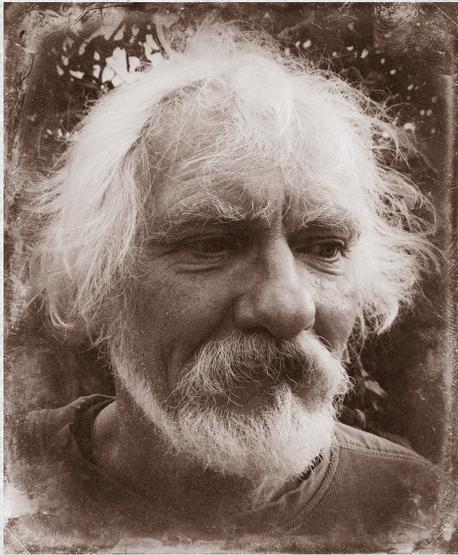
First Bank of Abattoir (Location 3f)

Carlos Garza

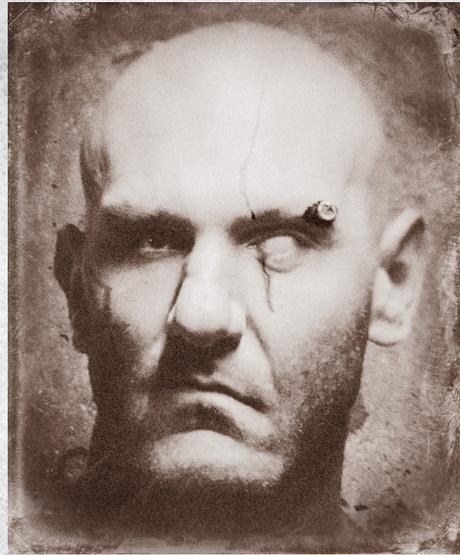
The Last Stop Bar & Beds (Location 3d)

Scott Brown

Scott Brown Properties (Location 3l)



Rev. William "Billy" Scott
Blood of the Lamb Pentecostal Church (Location 4)



Seth
Various (Locations 3d, 13b, 14)



Robert Taylor
The Last Stop Bar & Beds (Location 3d)



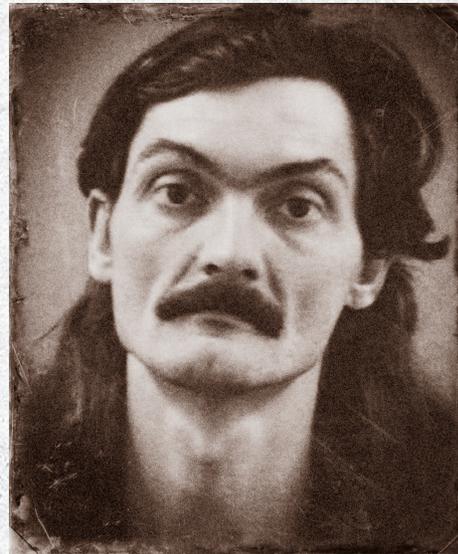
John Thunder
Thunderbird Gifts (Location 3i)



Archibald "Archie" Smith
Tom's Barber Shop (Location 3b)



Peter "Pete" Smith
Weyland Estates (Location 2)



John or Michael Vincent
Vincent Bros. Scrap Yard (Location 11)



Russ "Russo" Williams
Esso Gas Station (Location 1)

John Thunder
Thunderbird Gifts (Location 3i)

Robert Taylor
The Last Stop Bar & Beds (Location 3d)

Seth
Various (Locations 3d, 13b, 14)

Rev. William "Billy" Scott
Blood of the Lamb Pentecostal Church (Location 4)

Russ "Russo" Williams
Esso Gas Station (Location 1)

John or Michael Vincent
Vincent Bros. Scrap Yard (Location 11)

Peter "Pete" Smith
Weyland Estates (Location 2)

Archibald "Archie" Smith
Tom's Barber Shop (Location 3b)

Yig

While the characters are not likely to encounter Yig in this scenario, which would be very bad, there is a chance that the Keeper may want to include him in a vision or dream at some point. This image is included for that purpose.



Yig was a great god. He was bad medicine. He did not forget things. In the autumn his children were hungry and wild, and Yig was hungry and wild, too. All the tribes made medicine against Yig when the corn harvest came. They gave him some corn, and danced in proper regalia to the sound of whistle, rattle, and drum. They kept the drums pounding to drive Yig away, and called down the aid of Tiráwa, whose children men are, even as the snakes are Yig's children.

It was bad that the squaw of Davis killed the children of Yig. Let Davis say the charms many times when the corn harvest comes. Yig is Yig. Yig is a great god.





WARNING!
THIS DOES **NOT** THE SCENARIO **HIGHWAY OF BLOOD**, BUT IS RATHER A COLLECTION OF HANDOUTS AND INSPIRATIONAL IMAGRY TO ENHANCE IT. THE SCENARIO IS AVAILABLE THROUGH THE **MISKATONIC REPOSITORY** ON DRIVETHRURPG.COM

It's the summer of 1975, and West Texas is experiencing one of the worst heatwaves in recent memory. You're traveling along a lonely stretch of Route 385 when you notice the fuel gauge dip below half a tank. You are beginning to wonder if you'll make it to the next gas station after all.

Suddenly you see a sign pointing to food and gas a few miles off the highway! There's nothing marked on the map, but it's not that unusual to find the odd town in the middle of nowhere. The only thing the map says about the area is that it's called "The Devil's Backbone".

You'll feel better once you fill the tank and grab a bite to eat.



THE HIGHWAY OF BLOOD IS A CALL OF CTHULHU SCENARIO SET IN WEST TEXAS DURING THE MID 1970s. IT IS INTENDED TO PAY HOMAGE TO CLASSIC GRINDHOUSE CINEMA OF THE TIME, INCLUDING MOVIES LIKE TEXAS CHAINSAW MASSACRE, THE HILLS HAVE EYES, RACE WITH THE DEVIL, AND DUEL. IT IS INTENDED TO BE EXTREMELY GRITTY, AND MAY NOT BE SUITABLE FOR EVERYONE. PLAYER DISCRETION IS ADVISED.