

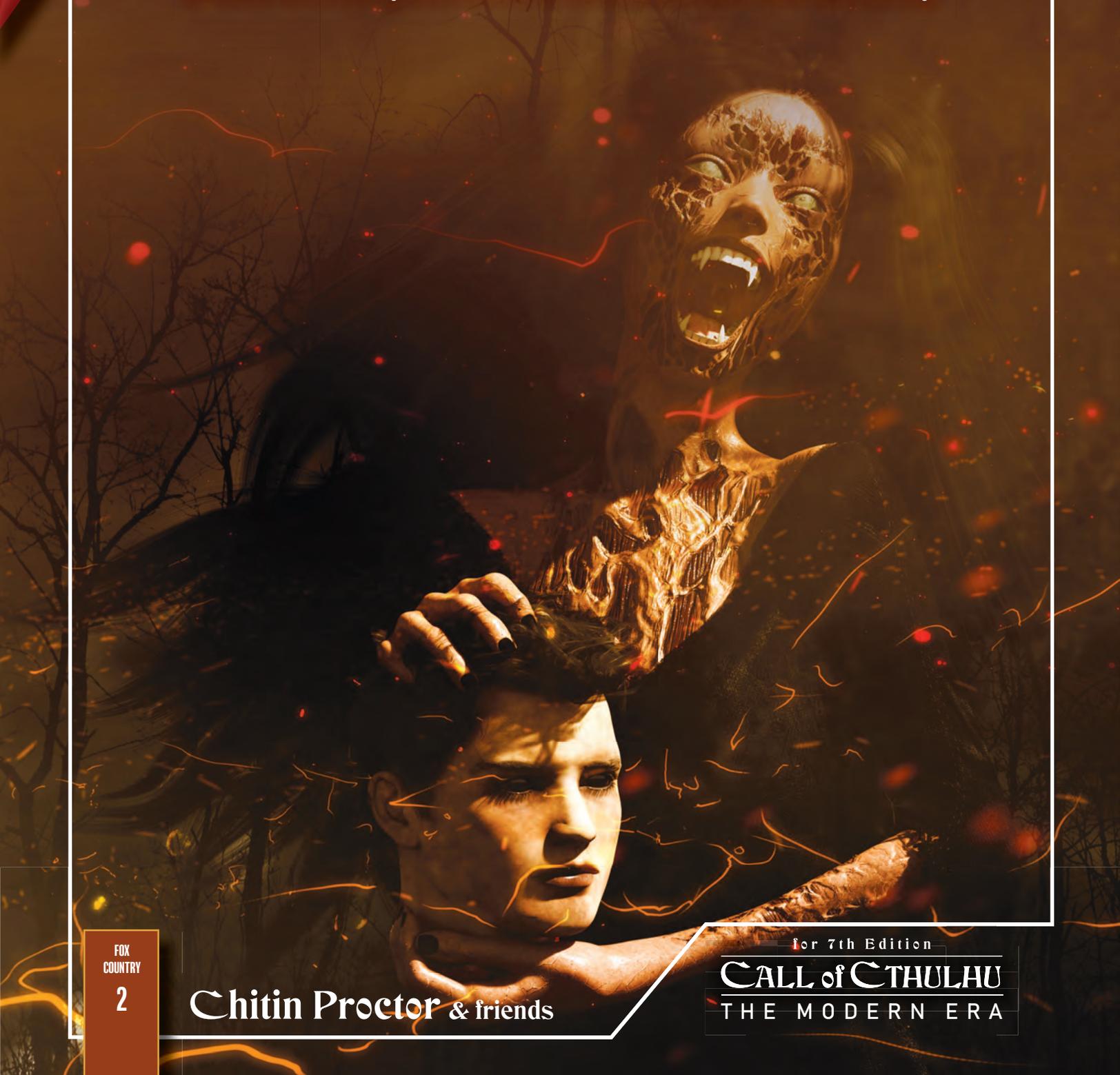
FOR
MATURE GAMERS



STYGIAN FOX

The Dark Forest

Some Old Ways Should Remain In The Old Country



FOX
COUNTRY

2

Chitin Proctor & friends

for 7th Edition

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Äkris's Grova in
the Underworld



Introduction



This Modern Era scenario is suitable for two to six players, taking place in the state of Michigan's remote Upper Peninsula, in Hiawatha National Forest. With some modification, the number of players can easily be scaled, but due to some of the settings and themes contained herein, moving it to a different era of play may take a considerable amount of work, but changing the location shouldn't present a Keeper with any difficulties.

Content Warning: This scenario contains elements of Prisons, Missing/Murdered Children, and Sexual Assault. ALWAYS check ahead of a game to see if these subjects are suitable for your players. DON'T ask them to explain if these subjects are not for them, just take their word for it.

We at Stygian Fox cannot state this strongly enough; FOR MATURE GAMERS ONLY.

Glossary of Finnish Terms and Keeper Information

Finnish mythology and folklore is rich with gods and creatures with few counterparts elsewhere. Many of them have changed over time, sometimes going from love and fertility gods to demons or worse. The stories of them are vast and varied, with some at times seeming to be unique individuals and at other times, as a mythical race of beings. Only the entities encountered in this scenario are included in this glossary, and even then, some decisions had to be made in regards to what some are/were, based on conflicting texts.

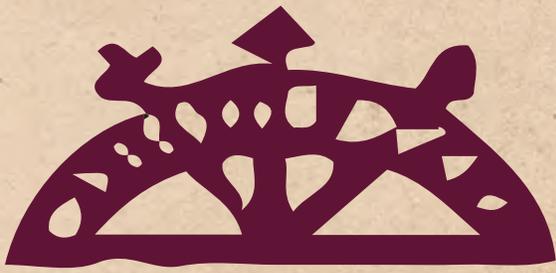
- **Ajatar** – an evil female spirit who lives in the woods, often associated with Hiisi and Lempo. The name itself could spawn a variety of meanings, with the feminine suffix “-tar” appearing in several Finnish names. Taking several of the names together, we’ve elected to use it as a female devourer.
- **The Enchanter** – the youngest and most evil of the nine diseases that was birthed by the union of Lowyatar and Iku-Turso. The Enchanter is prophesized to bring strife and ruin to all mankind. Currently, this being inhabits the body of Hannele Nelson.
- **Henki** – comprises one-third of a person’s soul, and translates roughly as “life.” This aspect of the soul presents itself as a person’s body heat, breath, and heartbeat. It comes to a person prior to birth and leaves when the person dies.
- **Hiisi** (plural hiidet) – commonly used when talking about goblins or trolls, Hiisi has also been used to reference an individual. Both uses of the word are often associated with Lempo and is also used as mild swearword.
- **Iku-Turso** – Finnish avatar of Cthulhu.
- **Itse** – the final third of a person’s soul to arrive, the itse translates, nowadays, as “self.” This part of the soul is received by a person at or a few days after they are born, and it believed to define a person’s personality. A person may lose their itse (and/or luonto) without them dying, but prolonged absence of this aspect of their soul causes illnesses and misery. Depression was a common side-effect of living without one’s “self.” Particularly traumatizing events are how one usually loses their itse or luonto, although there are other ways to separate this part of the soul from a person’s body.
- **Ukon Juhla** – “Ukko’s celebration,” named after the Finnish god, Ukko, this is the celebrated on the eve of the summer solstice (mid-summer’s eve). Traditionally, this always took place on June 24th, regardless of when the actual date of the summer solstice occurred.
- **Karsikko** – while this tradition, like many Finnish customs, has changed over time, the basic premise remains much the same. In order to help the soul of the recently departed move on (or not haunt their home), a karsikko-marking would be carved into the wood of a fir tree (after the bark was scraped off). The marking was originally a rune, informing any wandering ghosts that there had died and needed to move on to the spirit realm, but later changed to a couple dates: birth, death.
- **Kiputyttö** – the goddess of illnesses and pain; one of the daughter of the gods of the Tuonela. Spells frequently call of her to ease pain, but many of the stories also tell of her causing pain. In both, she utilizes cup-marked rocks.

- **Lempo** – originally the god of love and fertility in Finnish mythology, Lempo’s worship grew twisted when Christianity arrived in Finland, and so to did the rites to him, which opened the door for Shub-Niggurath’s avatar, “The Lord of the Woods,” to make its way in and co-opt the worship of him.
- **Lowyatar** (Loviatar) – the blind daughter of the god of death and the queen of the underworld, Lowyatar is the goddess of death and disease. She was impregnated by Iku-Turso and gave birth to the “nine diseases.” Her ninth son, “the Enchanter,” was said to be so evil that he was cast out as a child, and never named, as he would bring strife and ruin on all mankind.
- **Luonto** – the spirit protector of a person, this aspect of their soul translates to “nature” and arrives in a person around the time a child gets their first teeth. The strength of a person’s luonto is thought to be indicated by their strength of will and/or talent and even luck. Like the itse, this part of their soul may be lost without the person dying, but prolonged absence of it tends to result in addiction problems (drug and/or alcohol).
- **Maahiset** – either earth elves or gnomes, said to live in the Underworld. They’re known to replace human children with their own, giving rise to the legend of changelings in Finland.
- **Metsähiidet** – Forest goblins, from the root words Metsä (forest) and hiidet (see hiisi).
- **Soul** – Finnish paganism believes in a soul composed of three parts, the henki, itse, and luonto. Each part is separate from the others.
- **Tuonela** – The Finnish world of the dead or Underworld. The Underworld is, perhaps, literally “under” our world and is sort of mirror realm to our own. It may be reached through portals found under the roots of some trees. The world of the dead is accessible via the Underworld, and often requires long journeys to reach the river at its border. The human residents of the world of the dead sleep peacefully here, for all eternity, while the spirits and entities that guard it/make it their home are always on the lookout for living creatures who do not belong here.
- **Ukko** – Finnish god of the sky, thunder, and weather. His main feast day is on June 24th, which coincided with a new moon in 1998.
- **Underworld** – see Tuonela.

Running the game in Finland instead of the United States

Obviously not all players or their characters are American and some might find it more suitable to run this adventure in the mother country of Finland. In fact this adventure can be adapted to any culture that has dark ancient entities that masquerade as ‘Gods’ from the Celtic pantheon (Cernunos) to the Japanese pantheon (Inari Ōkami). Apart from some name changes the resourceful Keeper should have few problems in setting this adventure elsewhere or elsewhen.





*In which the secrets
of the dark forest are
passed to the Keeper of
Arcane Knowledge*

Keeper's Information



Over a century ago, after barely surviving the “White Hurricane” of 1913, desperation drove Harri Nelson to attempt a summoning of Äkräs, the ancient Finnish god of farming and fertility. Worshipping at a large alder deep in the woods, amongst pock-marked boulders strewn across the forest floor, Harri led his two adult sons, Edvard and Aleksi, in rites to call the god. When nothing manifested beyond a strong eastern breeze, the Nelson men headed home. The following year, however, their crops were plentiful. Harri trekked through the woods every month, by the light of the full moon, and left votive offerings of food and crops around the tree.

The summer of 1917 saw the enlistment of both of Harri's sons in Pershing's Allied Expeditionary Force, and both shipped

off to Europe to fight in the Great War. Harri suffered a stroke over the winter of '17-18 and found himself having to rely on Aleksi's wife, Waaseyaa, to take the monthly sacrifice to Äkräs. Between newborn twins and finding the snow deep and the way long (and not believing in his old world superstitions), she left the offering just inside the tree line and went home. It continued this way for months, until the fall of 1918, when they received news that Waaseyaa's husband had died at a place called Saint-Mihiel, fighting Germans thousands of miles from home.

Edvard returned home at the end of the war. Eager to resume the monthly offerings and get the farm back on track, he set out on his first week back, journeying without moonlight (as it was

the new moon) to the ancient alder deep within the forest. To his horror, he found that Äkräs had departed, and something else waited in its place. The Lord of the Wood, an avatar of Shub-Niggurath known to the Finns as Lempo waited for him instead. And Lempo was hungry. Devouring the itse and luonto of Edvard's soul, the avatar of Shub-Niggurath had its way with the war veteran and filled the hollow he left inside the man with his seed, before setting him free, to find his way back home. The murder of his father and one nephew made all the papers... made more sensational by the fact that neither Edvard nor Waaseyaa were ever found. The only survivor was Peter James Nelson, a toddler at the time.

The original Nelson farmstead sat abandoned until the 1930s, when the Civilian Conservation Corp turned it into a logging camp, and things were largely forgotten about. In the 1960s, Sheriff P. J. Nelson bought up some land near the old CCC Camp, and retired to a life of farming. His son took it over in the 70s, around the time that the sheriff was being honored by a state-of-the-art juvenile detention center was built over the remains of the CCC camp, and named after him. And then, in the 80s, another Nelson took over the farm.

It was on mid-summer's eve, in 1998, that the four daughters of William "Bill" and Tonya went camping overnight in the

Hiawatha National Forest, as was family tradition. The oldest was 19, the youngest 13. Per Finnish tradition, a maiden who collected 7 different species of flowers would dream of her future husband on that night. When they didn't return on June 25, 1998, the great granddaughters of P.J. Nelson were reported missing.

The bodies of the youngest three were found in a small clearing by a large, moss-covered boulder that sat near an ancient, lightning-rent alder tree. The coroner ruled their deaths accidental, citing they must've gotten lost and, suffering from exposure and hunger, ate some of the poisonous berries that grow on the Lily of the Valley flowers. The fourth, and oldest, daughter was never found. Nelson and his wife were devastated, with Bill never agreeing with the official report, "his girls knew better!" and his wife blaming Bill for not being able to protect their 'little girls.'

While things have changed, and the original Nelson farm is now a for-profit prison specializing in youth detention, some things, like Lempo's hunger, are eternal. And now six juvenile delinquents have gone missing, just a week before they were scheduled to be released....





*Wherein the intrepid
Investigators are
tempted with their
destiny or their doom*

Involving the Investigators

Keeper's Note: *The prison system in America allows inmates up to two 1-hour visits every 4 weeks. When combined with the locations of prisons in regards to where the offenders may have come from, and the typical income level of the families of many of those we keep incarcerated, there are many juvenile offenders who rarely see members of their family while they're serving time for the crime(s) they were found guilty of. With the privatization of various prison services, such as food services, laundry, telecommunications, etc., the financial burden of remaining incarcerated or even in contact with loved-ones via phone calls shifted from the prisons and onto the inmates and their families. Entire prisons have been privatized, resulting in a need for more people to remain locked up in order for profits to be maintained.*

The investigators are contacted by a family member of Donte Love (one of the missing boys). How she knows the investigators or how she got their contact info is left to the Keeper. Martina Love is concerned as their son is supposed to be released within a week, but they've been unable to contact him. They received a

letter from him (he sent them monthly, as they couldn't afford phone calls) talking about boys going missing when they were supposed to be released, and one coming back in a bad way, and she's tried calling a few times over the last day since then, with her panic growing each time. She's been told that he's out at the "Horse Camp," whatever that is, and they'll "try" to get him in to make a phone call back to her.

Investigators that are able to make a **Psychology** check will see that she's clearly worried, and that its more than



Dante Love



just him being unreachable for the last day or so. Those behaving sympathetically can learn that she works two minimum wage jobs, trying to support her family, yet still lives paycheck-to-paycheck, and that while she's doing this, no one is really watching her kids, and she's afraid they'll end up in trouble too. With her situation, she's been unable to send money to Donte's commissary account that he'd be able to use as bus fare once released...she really is at her breaking point and desperately needs someone to go up there and get her son for her. If she is worried that the investigators won't look into it, she'll even offer to pay them. If investigators ask how, as she's living in poverty with four kids, she'll assure them that she can get the money—another **Psychology** check shows that she sincerely believes this (it involves talking to one of her kid's father, who sells drugs, and giving him an “in” back into his kid's life, which she'd really rather not do).

JobForce Development Corporation (“JFDC”), the for-profit prison company that operates the P.J. Nelson Training School for Boys (“School for Boys”), could also contact investigators, especially through something like **The Advocacy**¹, looking for a discrete inquiry into missing boys in order to avoid a scandal and possible liability issues. State or federal contractors who deal with audits would also work to get investigators to the area, with them either auditing the juvenile detention center or the dairy farm (which uses the detention center's labor force).

A third method of involving the investigators, but one that doesn't necessarily allow for it to be used in an existing campaign, is to assume that the investigators are teachers at the remote juvenile confinement center. If someone wants to play someone truly trying to make a difference in a young kid's life... well, they'll definitely get the chance to

¹*The Advocacy is an independent consultant, wholly dependent on U.S. Government contracts, that investigates unusual events thereby giving the government a latitude of plausible deniability. A concerned senator may have asked this ‘special resource group’ to look into the issue. More will be detailed concerning The Advocacy in future publications.*

try to save them, and not just by breaking the school-to-prison pipeline. Even if someone would rather play an educator who has turned their back on the system because the system turned their back on them, they may consider the job of a prison teacher to be about rock bottom, and the events in this scenario may be their shot at redemption. Regardless of their motivations, teachers are heroes, often in more ways than one.

States that sentence kids to prison have to uphold the same laws that their parents were held to, such as truancy laws. This means that the state is responsible for making sure their education continues. Some investigators could be state-certified teachers who, for one reason or another, found employment at the P.J. Nelson Training School for Boys ("School for Boys"). While technically employees of JobForce Development Corporation ("JFDC") they're supposed to teach the state requirements and standards, as well as report any issues that may be in violation of state laws. In practice, however, their job could end up at stake if they make waves, and so, up until now, going along to get along has been the best policy.

Truancy laws and rules are frequently violated, as well as child labor laws. Often the kids will disappear from the classes for days or weeks at a time, and asking about it results in the education staff



or counselors being told that the kid(s) had their "life-work skills" adjusted or reassigned, either to the logging camp or the dairy farm. Educators who have pursued things further have transferred or quit, and usually don't stay in touch with any of their former colleagues.

Despite the risks, any investigators playing JFDC employees are about to reach their breaking point. A few of the students who were actually trying, who believed in their teachers' efforts, such as Donte Love, don't show for class. Towards the end of the day, about twenty minutes into the last class, the klaxon alarm sounds, signaling either an escape or an attempt in progress, and the School for Boys goes into a full lockdown.



*The Investigators
arrive at the site of
the mystery*

Hiawatha Township

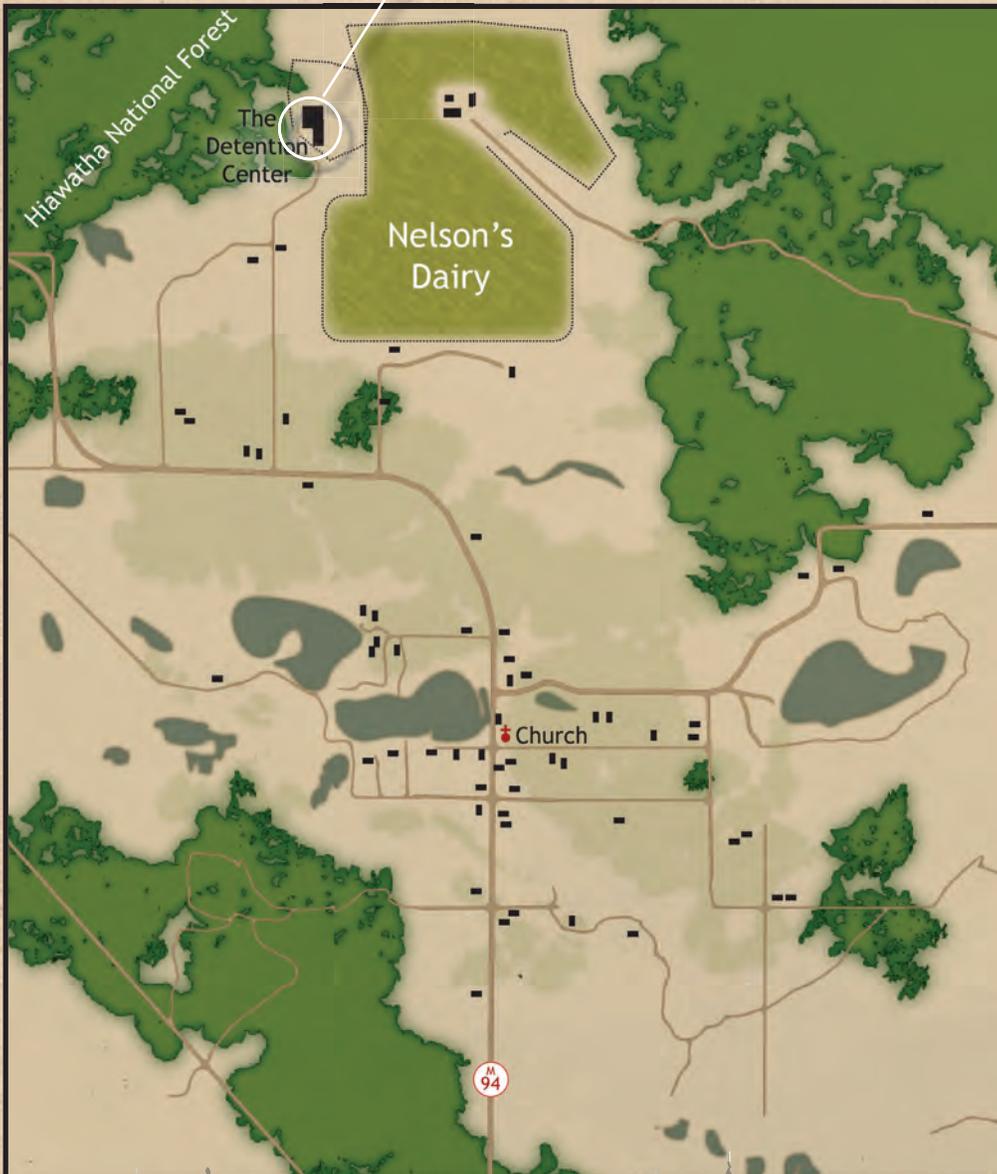


Located in Schoolcraft County, this small township consists of only a few hundred people, outside of the young inmates at the correction facility located along the township's western border. Roughly 20% of the Township residents work at either the detention center or Nelson's Dairy, making Bill Nelson the largest employer in the immediate area.

Many homes are vacant most of the year, and are summer or hunting cabins for people who live and work elsewhere. There are infrequent "Prison Area, Do Not Pickup Hitchhikers" signs, interspersed with "Moose" crossing signs, dotting the

55 mph road. M94 is a two-lane highway that bisects the southern half of the township, begins in Manistique, about 20 miles south of Hiawatha. The speed limit doesn't even drop as the highway hits Hiawatha, which is really nothing more than houses and small farmsteads hidden off of side-roads from the highway. Reaching the only church in the area, M94 heads west, passing Nelson's Dairy and the P.J. Nelson Training School for Boys right before entering the Hiawatha National Forest, where it eventually turns north again, heading towards Shingleton and Munising, half an hour away.

The P.J. Nelson Training School for Boys



**Southern Hiawatha Township
in Schoolcraft County**



*The Investigators
arrive at the site of
the mystery*

Part One: The School



Investigators must make their way to the P.J. Nelson Training School for boys, a for-profit juvenile prison complex located in the remote forests of Michigan's Upper Peninsula in order to investigate further.

History

Built on the site of an old Civilian Conservation Corps's camp, the The P. J. Nelson Training School for Boys, was deemed "excess" by the state of Michigan's House of Representatives in 2014. A plan was set for its assets to be

sold, and for the juvenile detention center to be closed, by June 1, 2017. William "Bill" Nelson, great-grandson of sheriff Peter James Nelson (for whom the juvenile detention center was named after), had been struggling to make ends meet with his family's nearby dairy farm, Nelson's Dairy. So when Donald Trump announced his candidacy for president of the United States, Nelson saw an opportunity to revive the family's fortunes. He donated enough for a seat at a table at a fundraiser in New York, and it was there that he "convinced" Darcy Yates, senior vice-president of acquisitions for a for-profit prison company, JobForce Development

Google Nelson juvenile detention center Michigan

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P.J. Nelson Training School for Boys - Wikipedia
https://en.wikipedia.org/wiki/P.J._Nelson_Boys_Training_School
 P.J. Nelson Training Schools for Boys is a juvenile corrections facility that serves delinquent male youths ages 12-21 years old. The facility has sixty beds and provides services to Michigan youth who...
 Following visits by consultants in the fields of juvenile justice management, medical and mental health care, fire safety...
 Services History

Maxey school for boys closing in Schoolcraft County - Detroit Free Press
<https://www.freep.com/story/news/local/michigan/2015/10/...nelson.../73515420/>
 Oct 7, 2014 - (Photo: Michigan Department of Health & Human Services) ... In the past, the juvenile justice facility "didn't have the greatest track record for ... deemed excess by the state of Michigan ...

Nelson School juvenile corrections site eyed by JFDC as private prison
<https://www.schoolcraftdaily.com/story/news/...nelson...juvenile.../719052002/>
 Dec 12, 2016 - JobForce Development Corp. is considering the site for its first foray into a juvenile for-profit prison. The purchase from the state could occur as early ...

Alan Scott sentenced to 1 year for Armed Robbery that resulted i...
<https://www.muskegonchronicle.com/story/news/local/2018/11/...armed.../>
 Nov 28, 2018 - Sentencing was overseen today by Judge Hicks in the trial of Alan Scott, who was found guilty of armed robbery last month. ... The grand jury probe continues for the police officers who shot ...

Judge Luca Vanzetti, JobForce Development Corp under ... - DFP
<https://www.freep.com/story/news/local/michigan/2019/03/vanzetti.../268187/>
 Mar 2, 2019 - FOIA have revealed that state attorneys have begun investigating Detroit circuit judge Luca Vanzetti and JFDC, the operators of the P.J. Nelson Training School for Boys, as part of an alleged ...

Insert Section Map with Arrow Showing Location Here

P J Nelson Training School for Boys

Website Directions Save

Prison in Schoolcraft County, Michigan

P. J. Nelson Training School for Boys is a juvenile corrections facility that serves delinquent male youths ages 12-21 years old. The 60-bed facility is a private, for profit youth detention center that is owned and operated by JobForce Development Corp. Purchased in 2017, after having been deemed... [Wikipedia](#)

Address: 8701 M-94, Hiawatha Twp, MI 49854
Zip Code: 49854
Capacity: 60
City: Hiawatha
Opened: October 1, 1976

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Corporation to make a bid for the juvenile detention center.

JobForce hadn't dabbled in youth detention centers before, nor were they particularly interested in the small, 60-bed facility located at the edge of the Hiawatha National Forest in Michigan's Upper Peninsula. Yates agreed to it because Nelson threatened to blackmail her if she didn't—they'd been having an on-again off-again affair since 1999, when they'd first met at a fundraiser for George W. Bush's presidential run. In addition to the purchase of the Training School for Boys, Nelson was awarded a 99-year contract for overseeing the skills

and education training of the youths to be housed at the correctional facility. With a few grants, Nelson upgraded his farm quite a bit in order to meet requirements.

Logistics

The School for Boys, as it is often referred to by, houses roughly double what the facility is designed to hold, per federal standards. Any less and there'd be no profit left over for JFDC after payroll (Nelson, 28 guards, 12 department/work supervisors, 6 teachers, 4 medical staff, and 2 social workers). The 48 employees live offsite (Hiawatha Township, page 14), and Nelson lives at his family's Dairy

Farm (Nelson's Dairy, page 36) with his wife. To fit in 120 inmates, Nelson has had barracks built at his farm and some of the low-risk inmates live and work there, overseen by civilian employees (no guards). Other inmates, during the spring and summer months, stay in Hiawatha National forest, either working (The Logging Camp, page 34) under armed guards, or, if they're to be released soon, at a therapeutic horse camp for their last couple weeks (The Horse Camp, page 33), with their bunks at the School for Boys already filled with a new body.

The once struggling detention center manages to stay above full capacity due to a "Cash for Kids" scheme: a few Michigan juvenile court judges receive sizable campaign contributions, or other "favors," in exchange for incarcerating young delinquents that might otherwise benefit or be better served by one of the many other options available to the juvenile courts. To further increase profitability, Nelson, at Yates' advising, has classified the work done at the Dairy Farm and as "Work-Life Skills Training," meaning it's not technically a job, which would require paying the inmates a wage.

The Guards

In theory, there's nearly 1 guard for every 2 kids, as the facility is designed to house only 60 delinquents. In practice, with over 100 kids split between the School for Boys, the Logging Camp, and the Horse Camp, the guards tend to be spread too thin and overworked. 16-hour days are common. Solitary confinement, the use of restraints, and even pepper-spraying kids has increased (despite being uncommon still) as the stress of the guards remains high. Nelson has complained to JFDC about some of the guards, but despite some training materials on de-escalating situations and trying to improve the "culture" (consisting of a DVD, an instructor workbook, and 25 student workbooks with exams, that Nelson had to buy from JFDC's print vendor out of his training budget), nothing has been done.

Typical Prison Guard

STR 60	CON 60	SIZ 65
INT 50	POW 50	
DEX 60	APP 50	EDU 60
Luck 50	SAN 40	

HP 12 MP 10

Damage Bonus: +1D4

Build: 1

Move: 7

ATTACKS

Brawl 55% (27/11), damage 1D3+DB
 Pepper Spray
 The Logging Camp Guards are also armed with Shotguns and non-lethal ammo
 Dodge 30% (15/6)
 Armor: None
 Skills: Law 10%
 Nationality: American
 Age: Early 20s to Mid 50s
 Education: A High School Diploma is Required, Some College Preferred
 Defenses: None above Base

Education

There are 6 state certified teachers who work on-site Monday through Friday, and two Counselors who overlap to ensure that one of them is on-site every day of the week (9-5 for both the teachers and counselors, unless they've a reason for working late). Ostensibly, they're teaching the state curriculum, but with the age range of students thrown into the classes, even the teachers that actually care struggle to help everyone. Even students that used to "get it" occasionally stop attending (in violation of state truancy law) and if they show back up, they're not always the same... more depressed, lethargic...the spark isn't quite there anymore. (These few are students who wandered off the beaten path and had part of their soul, either the itse or luonto consumed by Lempo.)

The education department reports to Nelson, in his role as Director of Training and Development. While they sometimes find a boss sympathetic to their needs, they are just as likely to find him at his breaking point, in which he tends to shut down or disappear.



Carolyn Knight

Carolyn Knight - Prison Educator

STR 55	CON 60	SIZ 55
INT 50	POW 70	
DEX 65	APP 65	EDU 80
Luck 50	SAN 60	

HP 12 MP 10
 Damage Bonus: 0
 Build: 0
 Move: 8

ATTACKS

Brawl 25% (12/5), damage 1D3+DB
 Dodge 30% (15/6)
 Armor: None



Courtney
VanderKooi

Skills: Teach: 60
 English: 68, Persuade: 40
 Nationality: German-American
 Age: Early 30s
 Education: BSW from Central Michigan University
 Defenses: None above Base

Courtney VanderKooi - Prison Social Worker

STR 60 CON 60 S I Z
 45
 INT 50 POW 60
 DEX 70 APP 80
 EDU 80 Luck 50
 SAN 55
 HP 10 MP 10
 Damage Bonus: 0
 Build: 0
 Move: 9

ATTACKS

Brawl 30% (15/6), damage 1D3+DB
 Dodge 35% (17/7)
 Armor: None
 Skills: Psychology 60%
 Nationality: Dutch-American
 Age: Early 20s
 Education: BSW from Central Michigan University
 Defenses: None above Base

The Escape Attempt

A few of the more memorable (for good reasons) students took it upon themselves to look into some rumors that they'd been hearing. Urban legend kind of stuff between the kids, told to newly sentenced teens: kids go missing all the time and the ones who are found aren't the same; the forest is haunted; saying "Iku-Turso" three times while looking into a mirror will summon the boogeyman, etc. Feel free to embellish, or even drop a hint or two at a future scenario. The kids come from all walks of life although there is an over-proportionate number that come from Detroit, and one judge in particular (see *Cash for Kids*, page 22).

These classroom "favorites" had only a week left before they were scheduled to be released, and so were stationed at the Horse Camp. As they were close to getting their high school equivalency diplomas, and were considered very low-risk, they were allowed to commute via horseback from the camp to the detention center daily, for class. One of their friends, along with two other boys, had been released a few days before the scenario begins. One of these "released" boys, wandered into the Horse Camp, dazed, naked, filthy, mumbling about trees and some girl that's out there, before being

taken discretely back to the medical facility at the School for Boys.

Knowing that they'd be picked up by relatives or put on a bus when they were released, they decided that escape was their only chance to find their friend and find out what happened. One of kids, Donte Love, managed to get a letter sent off to his mother in Detroit a couple days before they enacted their escape plan, which consisted quite simply of deviating from their camp-to-school commute and heading out into Hiawatha National Forest on their quest for answers.

Locked Down

Investigators attempting to contact the School for Boys, either over the phone or in person, will get a recording saying that no one is available to take their call. An internet search turns up a news article that there was an escape attempt and that the prison is on lockdown. At the current time, no details have been released other than the names of those who attempted to escape: Darrion Briggs, Jemaris Cook, Trevor Hulbert, Dante Love, Roberto Morales, Alan Scott, and Kaiden Toombs. Martina Love will contact any investigators shortly, to again plead with them to go there on her behalf, as she'll have found the online news article by this point as well.

For those investigators who work for JFDC as educators or counselors, they start off in media res....

The Classrooms

As the klaxons sound, the investigators find themselves trapped inside their prison classrooms, with a room full of 12-21 year olds. While the doors aren't automatically locked, protocol is for the instructors to lock the rooms and keep order within each individual classroom. Each room has a single metal, self-closing door with a small window in it, and two rows of detention-glazed windows: floor-to-ceiling windows looking out into the hallway; a high row of windows located on an exterior wall, set to allow light in while not providing any sort of view outside. Neither set of windows are designed with a mechanism to open them. Detention-glazed windows are 1/2" thick polycarbonate windows that flex when struck, so while they're not necessarily bullet-proof, they can be struck by a chair, hammer, etc., similar all day long without any noticeable effect other than tiring out the person trying to break them.

There are 10 small tables in the room, each with 2 chairs, all situated to face the exterior wall, in an attempt to minimize distractions from the hallway, as the floor-to-ceiling windows don't have any curtains, shades, blinds, etc. At the front of the class is the

teacher's desk. Around the room, one can find supplies one would normally expect to find in a school, but changed to allow for the prison-environment (for example, pens and pencils are flexible, and the pens are made of clear plastic so one can see through them; staplers, staple removers, and other items that could more easily be deemed a weapon are kept locked in the desk, of which the teachers each have a key for).

Protocol dictates that teachers are supposed to lock the doors, and maintain control of their classrooms until given the all-clear by a correctional sergeant. How easy this ends up being is up to the Keeper: some kids could stay in their seats and or just flock to the hallway windows to try and look; others might try to leave the class (why? Who knows what thoughts go through a teenage boy's head?); while perhaps some feel that the center is unfair or cruel in some way, and this provides them with an opportunity to "get even" or some-such thing, and the investigator, in the form of an employee, is the closest representative that the kid(s) can get to. In this last example, one thing to bear in mind is that none of the kids (and with a range of 12-21, the term used even for young adult convicts), murdered anyone or committed a crime that got them tried as an adult. Just what their impromptu plans are or how they may evolve is left wholly in the hands of the Keeper, as this scenario isn't about the prison lockdown, it only starts with one.

Typical Child Inmate

STR 50 CON 50 SIZ 50 INT 50 POW 50
DEX 50 APP 50 EDU 40 Luck 60
SAN 45

HP 10 MP 10

Damage Bonus: 0

Build: 0

Move: 8

ATTACKS

Brawl 30% (15/6), damage 1D3+DB, or Heavy Text Book (1D4+DB), Chair (1D6+DB)

Dodge 25% (12/5)

Armor: None

Skills:

Nationality: Varies

Age: Mid- to Late-Teens

Education: Currently "enrolled" in High School or a General Equivalency Diploma Course

Defenses: None above Base

Cash for Kids

This is a political/business deal, in which publicly elected judges receive campaign contributions or other "favors" in exchange for sentencing people to a prison, in order to keep the population number high (as private prisons bid on the contracts based on a per-head price). The more kids locked up, the more money the state pays JFDC.

It should be apparent that the kids being



Darrion Briggs

sentenced from Judge Vanzetti are getting maximum sentences, even in cases where prosecutors recommended a lesser sentence (regardless of race). But that's most likely a problem to be resolved later on.

Initial Research

There's several avenues open for the investigators to start with. The internet and trying to get access to the records from the School for Boys being two of the more obvious ones at this juncture.

Internet Research

As an internet connection is somewhat hard to come by in Hiawatha, doing some of the research beforehand and is a good idea. Once in the Upper Peninsula, the investigators best bet to get connected to the internet would be computers at the prison or at a public library, either in Manistique or Marquette. Even trying to do it on their phone is difficult, as the cell towers are few and far between in this remote part of the Upper Peninsula. **Luck** checks should be required to get a signal

on a cell phone, and then every 5-10 minutes after the initial check if the investigator(s) are on the move (a **Hard success** is required, even for cell phone service, if they're in the woods).

If a steady internet connection is obtained, searching online requires a combined **Computer Use** and **Library Use** roll per kid they're looking up information on. Searching for the information on the escapees results in the following:

★ **Darrion Briggs**, age 18. From Detroit, MI.

Sentenced to 2 years as a first time offender for theft. The prosecutor recommended probation, but Judge Vanzetti gave him the maximum sentence. A **Hard success** turns up the fact that he was stealing expired pizzas from where he worked, in order to help feed his younger brothers and sister. Either an **Extreme success** of an additional check on him turns up that he'd dropped out of high school at 16 (probably earlier) to take care of his siblings as their parents weren't around.



Jenaris Cook



Trevor Hulbert

★ **Jemaris Cook**, age 16. From Detroit, MI. Sentenced to 1 year for truancy. Per state guidelines, Judge Vanzetti gave a far harsher sentence than usual. His mother was also sentenced for this crime.

★ **Dante Love**, age 19. From Detroit, MI. Sentenced by Judge Vanzetti to 4 years for vandalism. Dante was caught tagging the side of an abandoned building with a fire extinguisher, and found most of the “pissing” method of graffiti over the last

few years attributed to him by the judge. (Pissing is when one takes a refillable fire extinguisher and fills it with paint, so that you can tag something up to 20 feet away.)

★ **Trevor Hulbert**, age 15. From Detroit, MI. Sentenced to 2 year for possession of marijuana, less than 1 ounce. Given the small amount, young age (13), and first offense, the prosecutor had recommended counseling and in-home checks, with attendance in school being a requirement. Judge Vanzetti gave

the maximum he could in the circumstance.

★ **Roberto Morales**, age 16. From Hart, MI. Sentenced to 6 months for assault and battery by Judge Conklin. A **Hard success**, or additional search, turns up that his beat his father with a baseball bat. An **Extreme success** turns up a Child Protective Services case looking into allegations of child abuse and sexual molestation of an Estrella Morales, age 13, by her father, also at the same address. That case was dismissed after Roberto was sentenced.

★ **Alan Scott**, age 16. From Muskegon, MI. Sentenced to 1 year for robbery by Judge Hicks. Alan robbed a gas station, claiming he had a gun. At the trial, his public defender got the “armed” part of the charge dropped, and then Alan was allowed to take a plea deal: 1 year at P. J. Nelson and 2 years probation after that, with employment being a condition of probation.

★ **Kaiden Toombs**, age 19. From Gaylord, MI. Sentenced to 4 years for grand theft larceny even though court records never proved if anything was



Roberto Morales



Kaiden Toombs

actually taken. Kaiden and friends broke into several storage units of a U-Store-It business, cutting off padlocks with a pair of bolt cutters. Judge Vanzetti seems to have thrown the book at him, and he was the only one caught/charged with the crime (his friends ran faster).

Interview, Bill Nelson

Once investigators arrive in Hiawatha, they'll need to make an appointment with a prison official. Getting an appointment with Nelson will take about a day once they announce their intention to speak with him. It's not that he's dodging them or anything, even if it may come across this way, but he's got a lot to check on between the two off-site camps, the prison itself, and his family's dairy farm. Plus, the prison is currently in a state of partial lock-down. While he's the Director of Training and Development, he is the de facto warden of the P. J. Nelson Training School for Boys—Darcy Yates, Nelson's on again/off again romantic partner, is the JFDC appointed Warden,

but she's too busy most of the time to even set foot in the prison, as she's also the Vice President of Acquisitions for JFDC. Depending on how they approach him should determine how helpful or not he chooses to be in regards to their investigation.

Investigators wishing to enter the prison must turn over any firearms as well as their state/government-issued photo IDs and any cell phones, keys, etc. They're also subjected to a body pat-down and metal detector scanner. (Should they receive Nelson's permission to investigate, they'll be told that these things must remain in their vehicles, locked, at all times if they visit the Horse or Logging Camp.)

When investigators arrive for their scheduled meeting with Nelson, they find a large portly man, in his early 60s, and deeply tanned from too much time in the sun. Nelson struggled for a long time, after the death of his daughters (a very personal subject that he



Alan Scott

won't discuss with anyone, or appreciate it should someone bring it up), and then the dairy was failing for years, during which time his wife's health and mental state deteriorated...JFDC and converting the School for Boys into a for-profit prison was supposed to ease a lot of the financial burdens for him and his dairy, but the stress between this escape attempt and the other released boys going missing is all starting to be too much for him.

During any detailed conversation on the 7 escapees, Nelson will reference the boys' individual files from a stack of manila folders (far more than 7). Besides Alan Scott, all were fairly ideal inmates. A **Psychology** roll shows that Nelson is telling the truth, but definitely holding something back. Convincing him to talk more will require a **Charm** or **Persuade** check, with a success resulting in him sharing the information that a few other boys went missing earlier in the week: Chris Healy and two brothers, Jake and Jeremiah Anderson. It would take an **Extreme success** to convince Nelson to share the fact that since JFDC took over, there have been several boys that have gone missing over the last couple years (Nelson believes it goes back further, and he's correct...his wife has been helping Lempo feed on the souls and bodies of young men for two decades now).

If pressed by someone attempting to come across as friendly or at least sympathetic, Nelson may crack a bit, and talk about his family and his daughters going missing, only to be found dead a couple days later. If the investigators help Nelson to see that there may be a connection between the events of 1998 and the missing boys, he'll offer them whatever help he can (writing them passes for all areas of the prison, requiring guards to cooperate, etc), short of providing them with the other manila folders—while he wants it solved, he's worried that his not taking more appropriate action over the other missing boys may ruin him. Investigators paying attention can note which desk drawer he locks all the boys' files into when the meeting is coming to a close (bottom left, a **Locksmithing** check or Hard **STR** check is required to break into it).

Ideally, the investigators should obtain Nelson's permission for talking to the guards, inmates, etc., on the condition that they will report back to him. If the investigators don't come across as sympathetic, or Nelson believes they may blame him, he'll keep things brief, with terse responses, and if need be, end the meeting with the investigators. If any of the investigators work for JFDC, he'll remind them who they report to and what they're at the prison for, and even

caution them that their job is classified as “At-Will employment,” meaning they can be let go even if just cause is not established, with no recourse short of filing for unemployment.

He’ll also inform them that, as the prison is in partial lock-down, classes are canceled until further notice and they’re not to report to work until instructed to (this should be directed only at whichever investigator set him off.) This, obviously, makes their investigation much more difficult.

Interviews, Guards

With Nelson’s permission, guards can be interviewed, although unless specifically asked, it’s while they’re working versus in a formal interview setting. None of the guards can provide much more information than was already provided by either researching the internet or their meeting with Nelson. If Nelson didn’t direct the guards to speak with investigators, a successful **Charm**, **Fast Talk**, or **Persuade** check can get the guards to provide the aforementioned information about the escapees, either because they were already familiar with the information, were briefed on it at the time of the escape, or can be convinced by an investigator to look it up.

Keeper’s Note: *If providing the information via guards, additional commentary is more than appropriate. It should be apparent that most of the guards don’t think highly of their young charges.*

Interviews, Juvenile Delinquents

With a good cover-story or decent **Social Skills** roll, an investigator may be able to have a guard round up an kid or two for a conversation. Should the investigators ask a counselor for assistance in this, it becomes easier, as most of the guards don’t want to violate anyone’s civil liberties (because they don’t want to be personally sued). While the above information is still more than relevant, all the kids the investigators talk to should also give the impression that the 7 missing kids were all good, and either sentenced too harshly or really looking to turn things around. For example, Judge Vanzetti may be mentioned a few times as a real hard-ass, always sending kids up to “Nelson;” or Alan may be singled out as someone who is actually trying to turn things around, as he feels especially guilty about some guy getting shot and killed by police back in Muskegon, thinking that this other person was the robber (See “*The Lumber Barons’ Ball*,” from our book *Aspirations*).





*Time and fear
begin to work
against the
Investigators*

The Search Party



Investigators should be able to help with the on-going search parties, either as civilian volunteers, invited personally by Nelson, or as JFDC employees. While classes have been canceled and the prison is on partial lock-down the kids are all confined to their cells and, in theory, no one is allowed to enter or leave the premises. In practice, the “civilian” contractors who work for the prison are being allowed to come and go, and a large search party is forming in the employee parking lot. Starting off at first light, any investigators in the search party are in for a long day. This scene is useful for introducing the investigators to staff from the Horse and Logging Camps

(Nelson’s Dairy is being searched by the civilian employees).

There are a few facts that can be gleaned from talking with others in the search party, with a Persuade or Charm success:

- ★ If they’ve not yet gotten the names of the escapees, they are: *Darrion Briggs, Jemaris Cook, Trevor Hulbert, Dante Love, Roberto Morales, Alan Scott, and Kaiden Toombs.*
- ★ Conversation with a fellow searcher or two informs investigators that 6 of them were good students, who paid attention and were doing well or

trying their best in class.

- ★ Dante, in particular, stood out in class as a natural leader.
- ★ Alan Scott is the odd-man out in the group, as he attended class but was failing—he never participated or even tried to do the work. Mainly sat in the chair, staring out the window, and occasionally rocking back-and-forth. As far as anyone can remember, he never had any interactions with the other 6 boys.
- ★ All were due to be released within the next week or two.
- ★ A **Hard** success on an above social skill check (or a **Luck** check) results in the investigator learning that about a week ago, there was an incident at the Horse Camp in which a former inmate stumbled back in, definitely in bad shape, and was taken to the “med-center.” With how it is phrased, it hints that the JFDC employee sharing this information is referring to the incarceration center’s medical facilities.

A **Hard Spot Hidden** check results in the investigators noticing a fir tree with the bark shaved off in one spot, and a 98 carved into the trunk, above a carving of a branch. A **Cthulhu Mythos check** identifies the the bottom symbol as a branch Elder Sign. Asking fellow searchers gets speculation that it might

be Ojibwe, but nothing more. (See *The Karsikko Marked Trees*, page 50, for more information.) Investigators who fail to notice the karsikko markings on the tree instead notice that, besides ravens, the forest is pretty empty of wildlife currently (probably on account of all the people and noise from the search party). If the investigators split up within the search party, some should head to the *Horse Camp* (page 33) and others should head with guards to the *Logging Camp* (page 34). Any investigators making their way up the dirt track that serves as a service road to the Horse Camp will have to step off the road at some point, to make way for a rusty, red-and-white panel pickup truck to pass (heading away from the Horse Camp). A guard is driving (any guards with the party can let them know it’s **Sgt. Jeff Wilkins**), and there is a blonde woman in white, mid-thirties perhaps, in the passenger seat of the cab. Any guards that are asked can inform investigators that that’s **Tonya Nelson**, the 60-year-old Mr. Nelson’s wife.

If one of the investigators seemed particularly sympathetic or kind to Martina Love at the start of the scenario, towards dusk they should spot Donte Love a short ways away, clothes shredded to rags, bloodied, and stumbling away from the search party. Before anyone can get to him, he passes behind a

rocky outcropping and out of sight. Members of the search party arriving at the rocky outcropping find no sign of Donte, and unless someone specifically states that they were preventing others from trampling any possible trail, that possible lead is gone as well. If someone did manage to prevent people from obliterating possible track marks, they'll a successful **Track** check reveals that no one came this way. In talking with others, the investigator who saw Donte will realize that they were the only person who saw Donte. (This sighting is actually a false arrival apparition, known as an *etiäinen*. His *itse* has been torn from his body and managed to briefly escape from Lempo's grasp.)



The Soul

In Finnish mythology, the human soul is composed of three different parts:

Henki: This is a person's life force and is received by a human prior to being born, and departs at the moment of death. It presents itself as the warmth of their body, breathing, the beating of one's heart.

Itse: One's personality...this spirit is received at birth or a few days afterwards. Itse can leave one's body without they person dying, but a long absence causes illnesses and misery. Depression, for instance, was seen as a result of having lost one's itse.

Luonto: This is a person's nature. Strong-willed or particularly talented people are believed to have a strong *luonto*, which grants them the skills and/or luck to perform tasks well. *Luonto* is received about the time a child begins getting teeth. People can live without their *luonto*, but problems such as alcoholism or addiction tend to arise if it isn't recovered soon.

Itse and *luonto* could be lost as part of a traumatic event or removed as part of a spell or ritual. The *itse* was also known to sometimes leave the body to appear as false arrival apparition (*etiäinen*).

The horses are discovered wandering the woods on their own the next day, most likely making their way back to the camp they're used to, but there is still no sign of the 7 missing boys. The investigators are welcome to search again the next day and the day after that or they're free to pursue other avenues of investigation.

Any employees of JFDC (teachers, for example), based on their contracts, continue to draw a salary while unable to work (due to things like lockdowns, with "acts of god" excluded, naturally). As such, they are required to stay in the general vicinity and be able to head in to work should they be called back to work. If unable to work for an extended period of time, they may be relocated to another JFDC for-profit prison, provided their teaching credentials will all them to teach there, or laid-off, at which point they may start collecting unemployment benefits. Due to this cost, the search is called off after the horses are discovered, and the lockdown ends. For now.

The Horse Camp

The camp is more like a permanent off-site dormitory for the prison. A dirt two-track winds through Hiawatha National Forest to a large clearing with a barn housing stalls for 20 horses. There's a double-wide trailer that operates as

the office and guard barracks. A large generator sits on a cement pad next to it. Between the barn and the double-wide, there's a chicken coop and a small vegetable garden. Around 20-30 feet away is a high chain-link fence, topped with concertina wire, enclosing a couple rows of tents, perhaps 20 in all. Just outside the fence is a large pond. This is the camp where the boys disappeared from yesterday afternoon. Like the prison and Logging Camp, it's locked down.

The guards are armed with shotguns (non-lethal ammunition) and all the boys are currently confined to the fenced-enclosure. Normally, there are no guns and the boys have free rein outside of curfew or school hours. Normally, during their free time, the boys tend to the vegetables and animals, including a random dog and a few barn cats.

Should investigators want to speak with any of the guards or boys, they'll find the guards here generally receptive of the idea. Kids only end up at the Horse Camp when they've got a month of time left, assuming they've not had any disciplinaries within the last six months, too. Horse Camp guards have a lax approach because issues are rare and escape attempts just don't happen, just a lot of horseback riding and caring for the animals.

★ Either the guards or boys can share the names of the escapees (although the boys may not know last names): Darrion Briggs, Jemaris Cook, Trevor Hulbert, Donte Love, Roberto Morales, Alan Scott, and Kaiden Toombs.

★ The boys were riding in for classes the morning the disappeared. A **Psychology** check reveals the nervousness of the guard their speaking with—procedure is that two guards are to accompany them at all times, one in front, one in back, but common practice at the Horse Camp is to let them go on their own—they're understaffed. If this gets out, the guards will, at a minimum, be reassigned (undoubtedly to a less nice position/facility) and some will probably be terminated and/or made liable in any legal case(s) that may result from the escape/disappearance of the 7 kids.

★ Questioning the remaining boys reveals that they were aware of it, and while a couple had tried to talk them out of it that morning, they didn't inform the guards as to Dante's plan. It had something to do with Chris being found even though he'd been released a few days earlier. (Chris Healy, see *The Medical Facility*, page 35.)

★ Roughly a week ago, a recently released inmate, Chris Healy, was

found by Dante and some of the other boys. Until his release, he'd been at the Horse Camp, which is how the kids knew him.

Investigators following up on the route the boys took when they went missing are directed back down the single-lane dirt road, roughly a mile, to a narrow trail worn through the forest undergrowth. This is the trail that the kids use (ostensibly with two guards) to go from the camp to Nelson's Dairy, where their horses can be stabled while they're at the School for Boys. Investigators succeeding at a **Track** roll while traversing this several-mile long trail can spot the area in which the boys led their horses from the trail and into the woods (see *The Dark Forest*, page 49).

The Logging Camp

The lumber camp that Nelson oversees has armed guards watching the boys, and they're not friendly towards outsiders either. Any of the investigators had better have a good reason lined up for going to one of the logging camps, such as permission from Bill Nelson himself, or accompanied by guards as part of the search party.

They're setup in tents with an armed watch, along unpaved logging roads that are cleared by the boys. The tents at each

location are surrounded by concertina wire that they boys have to run themselves, and then a couple of older recreation vehicles and a pop-up tent camper serve as the guards housing. One camper also tows a small, locked tool trailer, which, if the markings are correct, also contains explosives (dynamite is sometimes used for clearing the roads). One of the RVs has chainsaws and power tools accessible via exterior storage compartments. The vehicles are mostly kept unlocked, with the keys in them (wheels are chocked when not in use), including keys to the tool trailer. (If searching a guard's body for some reason later on, with a successful **Luck** check, the guard also has keys to the vehicles and/or trailer.)

From the logging sites, the felled trees are

wonched onto flatbed trucks and hauled to a mill in Manistique. Trees with karsikko carvings had been off-limits, per Nelson, but relocating to a new site each time one was found was costing too much money, and so they've begun cutting those Elder Sign-marked trees down as well. This has had an unintended side-effect, as the Elder Signs were keeping Lempo and his goblins, the Metsähiidet, more contained, requiring Lempo to rely only on the ravens as his eyes in the forest.

The logging crews, as well as the detention center guards, believe that they are Native American carvings, and while some have voiced concerns over logging in a forest with historical markings on the trees, most don't care, in part because this is one of the few off-site



jobs that pays (\$3.08 per day, straight into an inmates commissary account).

While there are no chains attached to ankles, this camp is the modern-day equivalent to a chain gang, with mounted armed guards wearing ten-gallon hats.

The Medical Facility

At the current time, no one outside of the facility knows that Chris Healy was released and is now back at the prison. Roughly a week ago, Chris stumbled out of the woods looking like he'd just completed some mud-run obstacle course, naked. Barely coherent and muttering about "the trees," Worm and Jake, and some girl, he lapsed into catatonia once calmed down. It wasn't until later, that he was cleaned up, that the scratches and lacerations to his body were evident.

Based on his physical condition when he arrived, a medical examination checking for signs of rape was done, including the collecting of samples for a rape kit. A **Psychology** check reveals apprehension or confusion on the part of med-staff colleague. A **Charm, Fast Talk, or Persuade** check will get them to share that, while something resembling seminal fluid was recovered, it was more watery and thin than normal. It's been sent to an outside

lab for testing and DNA sequencing, but beyond that, the staff that are present can confirm that he was sexually assaulted, possibly by more than one individual.

Chris lays in a bed in a windowless room, sedated and in arm and leg restraints. Per the medical staff, he has parasomnia and the restraints and medication are for his own good. Should he start to come to, any nurse or doctor will summon the necessary people at the School for Boys. With some persuading, this can include the investigators as well.

The med-staff have been informed of the media blackout, and are under strict orders to not talk to anyone outside of the facility. Beyond the fact that Chris and Jake and Jeremiah "Worm" Anderson (brothers) were both released at the same day/time (11:59 PM), the nurses and doctor that comprise the medical staff don't know much.





*In which the
investigators
venture further
afield*

Part Two: The Farm



The Investigators are going to be eager to investigate the nearby dairy farm and Nelson residence, and possibly into Hiawatha National Forest itself, before things spiral out of control at the School for Boys.

Nelson's Dairy Farm

History

While the Nelson's presence in the region goes back over a century, the dairy farm itself was started in 1970, on land adjacent to the original property, which was then (and currently is) the P. J. Nelson Training School for Boys. Originally consisting of roughly 60 acres, Sheriff Nelson bought up a lot of additional land when he

retired, and cleared it for a dairy herd. His son, Aleksi (named after the Sheriff's father), imported a lot of Northern and Eastern Finn Cattle in the 1980s in a bout of Finnish nostalgia and pride.

William "Bill" Nelson took over the family farm after earning a degree in dairy science at Michigan State University (MSU) and 4 years in the army. During his time at MSU, he met and married Tonya. A family soon followed, and Bill began enlarging the farm. In 1983, Bill expanded the business to include a dairy processing plant, in which milk from the family herd was processed, bottled, and distributed to stores in the Upper Peninsula. Operations were expanded to

better process the milk into butter and ice cream. The Nelsons purchased additional acreage for growing food for the cows, in an effort to control every aspect of production and even distribution. But then, in 1998, the Nelson's lost their 4 daughters.

The Dairy Farm Today

Nelson's Dairy currently milks about 1,200 Holsteins, processes milk, makes cheese and butter, and employs about 100 people. In 2004, Nelson's Dairy opened a small retail store on the farm, attracting campers and family vacationers in the summer months and doing elementary school tours in the spring from nearby Manistique and Marquette.

A lot of the labor on the dairy farm comes from the contract the Nelsons were awarded by JFDC, with kids as young as 14 working in the retail shop and older youths handling the farm work, bottling plant, processing center, and milking parlor. All of the School for Boys' inmates are overseen by a civilian workforce, employed through a payroll and HR processing services that was retained by Nelson's Dairy. While there are no official JFDC employees working at the dairy farm, such as guards, the employees have all been trained on what to do in various situations, like when the prison is in lockdown or should a kid go

missing from the farm.

Those researching Nelson's Dairy will find a few things at odds with the reality they're presented with at the farm itself. Newspaper articles can be found, online, discussing the state of Michigan's dairy industry, dating to just a few years back. These articles mention how many of the smaller dairy farms are closing, as they're unable to compete with the larger farms who are automating various processes at the farm, and how specific cows have been selective breed to accommodate this trend towards automation. The automation is due to rising labor costs across the country, more rigorous testing, etc. Nelson's Dairy, specifically, is singled out in one article as one on the verge of closing, and talks about it's Northern and Eastern Finn Cattle.

Another online news article shows that Nelson had attempted to auction off the Finn Cattle for private dinners, as the endangered cattle would fetch quite a price that way. The belief behind it, per the article, was that demand for the endangered meat would drive breeding efforts, and thus actually help with repopulating the herd. The article doesn't say what became of the rare cattle (they're still on the farm, but no longer milked as they aren't "compatible" with the robotic milking systems.)

The Country Store

This quaint-looking building has a small deli, gift shop, and an ice cream shop. The deli serves hot or cold sandwiches, an enormous variety of cheeses, and then beverages. While one can find soda fountains, there are also milk fountains, which dispense whole, 2%, skim, and chocolate milk on demand. Most of the items in the gift shop are articles of clothing with the Nelson's Dairy name and logo on them, ranging from tank tops, t-shirts, hoodies, and baseball caps. Quite a few small stuffed animals are available for purchase as well. Outside of the Country Store is a good-sized pavilion with lots of picnic tables, a small playground, and then the parking lot for visitors. Seasonal Farm Tours also start in the parking lot, with a tractor taking the guests up to the Milking Parlor.

The Milking Parlor

This barn consists of a calving pen, a few pens for pregnant cows, a group pen, a holding yard leading into a series of chutes in which the cows have been conditioned to walk into when they need to be milked (roughly 3 times a day, for 8 minutes each time), and then a meal bin. There's also offices located on the front of the building and a covered shipping yard for small tanker trucks to take the milk from the parlor to the processing plant. When a heifer is in the milking chute,

a boom prevents others from crowding in, while the robotic milking system first cleans and sanitizes the "undercarriage" (twice) before hooking up to the teats. A single holstein produces 10 gallons of milk a day (for only 24 minutes of "work"). The Automatic Milking System, or AMS, refrigerates all of the milk in large cylinders pending pickup and then delivery to the Milk Processing Plant.

Milk Processing Plant

Access to the Milk Processing Plant is through either an office door, or through the overhead garage doors at the shipping and receiving station. In either case, one inside the plant itself, the floor is sloped towards drains every 15-20 feet, as a slippery sanitizer is constantly spraying on the floor while workers are present (to keep shoes clean). Hair and beard nets are also required, with visitors receiving red hair nets versus the white ones that all the employees wear. The plant consists of a few large rooms: a processing room, in which milk is pasteurized in one large machine before being homogenized in another one; a bottling room, containing a large conveyor belt system that is adjustable to fit a variety of bottles and different sizes, and handles dispensing product into the bottles as well as sealing and then labeling them; and lastly the refrigerated shipping and receiving warehouse.

The Farm

Consisting of 3,000 acres along the edge of the Hiawatha National Forest, most of the dairy farm consists of cropland as cows eat a lot. There's also a few miscellaneous barns/holding pens located close to the Milking Parlor, including a horse stable that the Horse Camp kids leave their mounts at when they're attending classes at the School for Boys (there is a very well-worn trail from this barn, into the woods, and straight to the Horse Camp—those making a successful **Track** roll along this route can find where the 7 boys deviated from the route and took off (described under *The Dark Forest*, page 49). The Farm backs up to the P.J. Nelson Training School for Boys, and there is a well-worn trail (for those looking for such a thing) from the detention facility to the Milk Processing Plant.

The Houses

There are also 3 houses located on the property (all within sight of the Country Store). Bill and Tonya's home is a two-story house with a long front porch, complete with wooden rockers and oversized checker games sitting on overturned barrels. The other two houses are well maintained and had belonged to Bill's father and grandfather, but are now used to house workers from the School for Boys.

The Nelson Residence

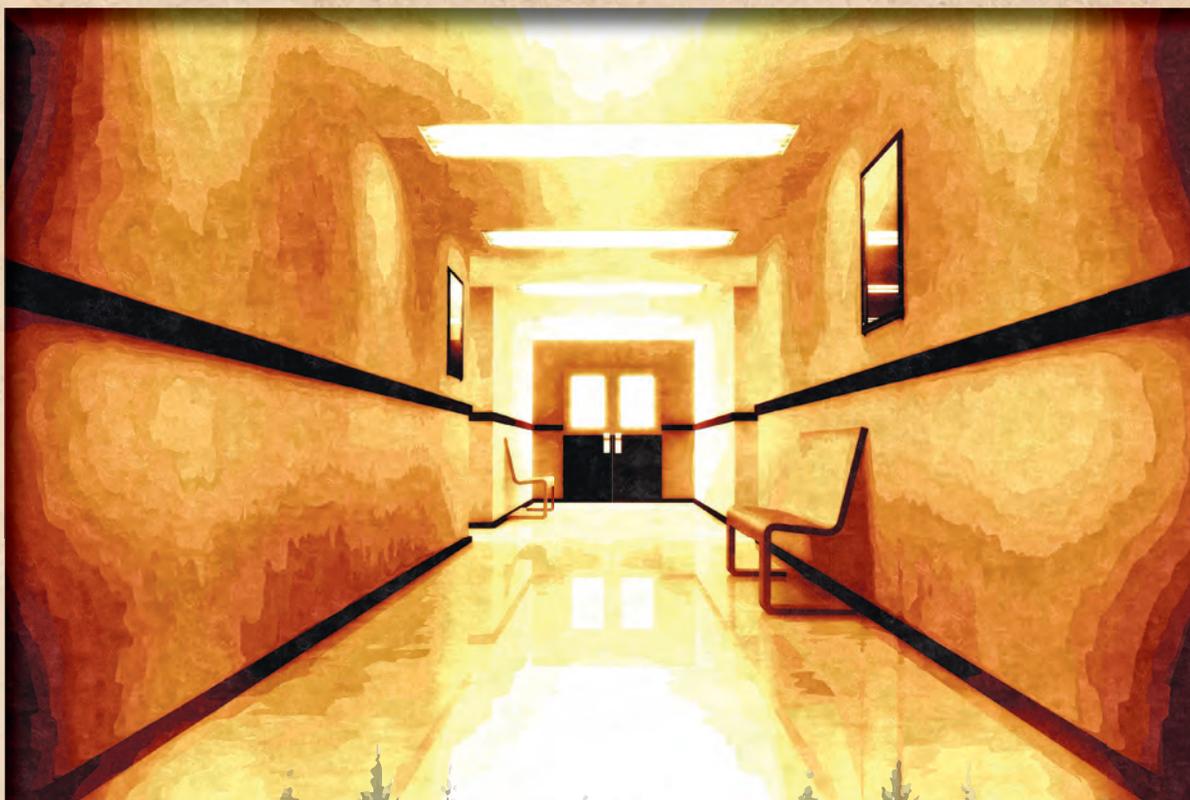
During the day, the house appears deserted, although investigators succeeding on a **Spot Hidden** may notice the occasional curtain twitch. Those making a **Hard** success on their role may even catch sight of a lady in white drifting by an window with no curtain or shade. Knocks on the door go unanswered though, unless Bill is home (he drives a golf cart home from work everyday, promptly at 5 PM, unless Darcy Yates is in town).

Visiting the Nelson home when Bill is home, he'll readily answer the door but prefers to sit on the porch with any company, especially those he doesn't know. If asked about his wife, he'll let investigators know that she's very ill and is resting in her main-floor bedroom. Those making a successful **Psychology** check, or who mention seeing her being driven back from the Horse Camp, may feel that he's being less than truthful, but in Bill's mind, his wife is very ill. If being confronted with the Horse Camp information, he will brusquely let the investigators know that she sometimes takes to wandering, and that her mind hasn't been all these since their kids went missing in '98.

For those that really push the issue, whether nicely or not, Bill can be

convinced to let the investigators in to talk with Tonya even though he'll tell them that she's mostly unresponsive. Any attempts to talk to Tonya is met with blank stares on her part. Other than when the ajatar inside her takes over, she's not very present. If an investigator scores an *Extreme* success and their player seems to really want something from her, she can always ask them about her daughters: when will Hannele come home? Have they seen her lately? She's really beautiful; The others are waiting for them on the Kyöpelinvuori. Waiting with Kiputyttö to take all their pain away. She knows this because she's prayed to Kiputyttö and left offerings for her in the woods. (Bill Nelson is at a loss as to what she means by any of this, and just uses it as further proof that his wife is unwell.)

If investigators handle things politely and compassionately with Tonya, Bill will ask where they're staying, and if they need a place, offer some of the spare rooms in his house as his way of saying thanks. For those who don't think of it, ask for Idea checks to realize this may be the best chance to find out where Tonya wanders in those woods, and if she's seen anything (either by following her, should she leave again, or by possibly getting her to talk somehow. Investigators could, of course, always stake out the home and wait for her to leave, as well). There's 3 bedrooms not in use, all decorated as a 1990s teenage girl would decorate. The fourth kid's room has been taken over by Bill, who hasn't slept in the same room as his wife in close to 20 years.



The Monster in the Med-Center

At some point overnight, the investigators should be informed by Nelson that Chris Healy has woken up in the detention center's medical facility. This could either be a phone call by Nelson, in the middle of the night, or, if they're staying at his home, he knocks on their door to let them know. Nelson is heading in right away and offers to escort the investigators into the prison as well, despite the lateness of the hour. Anyone being distrustful of his motives can be put at ease by a *Psychology* check, and know that he sincerely believes this to be the best course of action to find out what happened to Donte and the other 6 boys.

Arriving at the prison, even with the de facto warden, security procedures are still upheld and any weapons (or things that could easily be used as weapons), communication devices, car keys, etc., must be left at check-in. Once inside the prison, the investigators are led down dark hallways, often lit only by the red glare of distant "Exit" signs and the occasional light cast by a TV or bank of monitors. There is nary a guard in sight, and if asked about it, either Nelson or their "chaperone" will let them know that, due to funding issues and being minimum security, there's only a few guards who work overnight. "Perfectly safe...the kids are all sleeping and the

dayshift guards all live in town a few minutes away."

Investigators making it to the Medical Facility find Chris sitting up in bed, and a nurse nearby, talking to him about medicine. Besides complaining about general aches and pains, Chris is relatively calm and willing to talk, although when he gets to the part about the woman in the forest, he does start to cry. The salient points of his story is as follows:

- ★ Chris and the Anderson brothers were all let out at midnight. Not seeing a bus in sight, and wanting to just be done with the prison, they decided to head towards Marquette, figuring they'd get picked up in the morning by a motorist (so long as they were far enough away from the "Prison Area" signs), and then be able to get a bus from Marquette to home.
- ★ Somewhere in the forest (while they were still on the road), they saw a woman walking and Worm wanted to go talk to her. Chris couldn't hear what was said, just that the woman took Worm's hand and kept walking.
- ★ Worm called out to his brother, Jake, who laughed and ran over to join the two of them, leaving Chris behind... not wanting to be left, Chris decided to go with them.

★ Arriving at a big scary tree in the woods, it became really obvious what was about to happen and Chris didn't really want anything to do with it, so he kinda hung back. That was when things got crazy...

★ Healy isn't sure what really happened next, other than "the woman changed...became snakelike, with fangs...and she aged or rotted... instead of being the pretty blonde MILF we'd followed into the woods, she was like some kind of demon. And she killed...she killed...she had Jake's head in her hands, oh god, and she looked at me with those yellow snake-eyes and I couldn't...I couldn't...I went to her and then there were others there and they made me...I couldn't...oh god they made me do it...I..." and at this point, Chris breaks down sobbing uncontrollably.

Keeper's Note: Chris Healy is definitely a victim of an awful crime, in this case perpetrated by creatures twisted by the Mythos. For the purposes of this scenario, his information has been given to the investigators and his pain can end there. However, if your players need a little more action or you'd like to run a 'zombie-style outbreak scene set in a populated prison with civilians (the investigators) inside, now's your chance.

Doubling over in pain, Chris gives a quick grunt and falls out of the bed, writhing in agony on the floor. The nurse quickly rushes over, pushing investigators out of her way if need be, to check on him. The Seed of Lempo is causing him to mutate, and rapidly. His body and face contort in pain and his limbs twist, with audible cracking sounds and they break and lengthen.

Those staying to bear witness to this transformation must make a **Sanity check (1D3/1D6)**. His first action, once the change is complete, is to pin down the nurse and vomit a frothy white substance up onto her face, and into her eyes, nose, mouth, etc...he'll then rise to take on the investigators while she spasms and twitches behind him, in the throes of her own transformation into a greater satyr. His goal isn't to kill them, but to make more....

Use the average stats for a Greater Satyr for Chris Healy and any that he successfully "turns" by vomiting up the Seed of Lempo on them. Investigators so attacked may make a **DEX** check to keep their mouth or eyes closed, and therefore attempt to stave off the infection.

The Seed of Lempo aka Milk of Shub-Niggurath

Not all who participates in the ajatar's dark rites are blessed with the personal attentions of Lempo. Those unfortunate few often don't survive the night, and even if they do, they're likely worse off still. When Lempo's ejaculate begins to mingle with the blood stream, regardless of how it entered one's body, cellular changes begin...changes which tend to result in an excruciatingly painful death (for those who fail an **Extreme POW** check). For those whose minds and bodies can handle Lempo's seed, they're often mutated into monstrous human-beasts hybrids. These hybrids have found their way into myths and folklore over the last several millenia, and are commonly known as satyrs (for Keeper's seeking additional information, see "Panacea" in Petersen's Abominations, pp. 69-105).

Satyr, Greater

char.	average	roll
STR	80	(3D6+6) x5
CON	100	
SIZ	90	
DEX	80	
INT	40	
POW	50	

Average Hit points: 19

Average Build: 2

Average Damage Bonus: +1D6

Average Magical Points: 10

Combat

Attacks per round: 2 (bite, claw, other)

Greater satyrs may bite and claw attacks, as well as specific attacks based on a mutation (e.g., using a tail to grab or strangle; use combat maneuvers as appropriate).

Fighting 60% (30/12), damage 1D3+DB

Dodge 30% (15/6)

Armor: none—some mutations may confer 1 or 2 points of armor.

Spell: none.

Sanity loss: 1D3/1D6 loss to see a greater satyr.





*Grief is as
powerful
a fuel
as anger*

The Monster In The Woods



Tonya Nelson, the still-grieving mother, usually sleeps the day away. At night, she wanders the woods, looking for her daughters. She carves Branch Elder Sign karsikko runes into trees, along with the year “98” (when her daughters were taken from her) while searching for the Kyöpelinvuori that she believes her daughters’ spirits wait for her at. At the site of her daughters’ deaths (Lempo’s Altar, page 55), she uses the pock-marked boulders as cup-marked rocks, leaving votive offerings and crying for Kiputyttö to take her pain away.

The ghosts of the girls don’t exist, having been completely consumed by Lempo when he devoured their souls. As such, the Kyöpelinvuori that Tonya wanders in search of nightly doesn’t exist. In

Tonya’s grief, she has had several vivid and recurring “dreams.” In each, she usually starts out alone, but meets people in the woods. They may look human, but she knows them to be hiidet—goblins.

At some point overnight, the investigators should notice that Tonya Nelson is on the move. Moving as if in a trance, she silently glides, barefoot, out of the home, down the front porch steps, and across the yard. She’ll not give any indication that she is aware of any investigators following her. Crossing the parking lot of the Country Store, she quickly heads into the woods on the other side of the road. She’ll wander to forest all night, looking for her lost daughters, but should she be followed or encounter anyone along the way, she heads towards the Altar of



Tonya searches in vain

Lempo, as she's done countless times before. Anyone attempting to get Tonya's attention or interact with her won't get much beyond a smile and her attempting to take their hand to lead them into the woods. The ajatar inside her knows what to do, and it won't shed it's skin until it believes it is too late for the investigators.

Tonya's Dreams

Shortly after her daughters' deaths, Tonya encounter Lempo and what he did to her shattered her mind. In an effort to stay sane, her psyche split and managed to lock away the ajatar that she has become, and it only comes out at night. She perceives the ajatar's actions as dreams, and the "goblins" that she encounters in her dreams are actually runaways, laborers, or recently released boys (who don't have a ride and so set out walking) from the juvenile detention center. It's only been a few a year, and for the most part, they're members of society that have been forgotten about, so there's not been a large search for them.

She usually leads them to a large, flat boulder in the woods, full of large pockmarks, and there, she tricks them into disrobing and laying with her, to disarm them, so that she can kill them. Sometimes, a dragon kills them (what she

views the ajatar as when it takes over her body). Other times, the spirit of the forest kills them (Lempo or his goblins). She has conceived dozens of times over the years; due to the biological changes her body underwent from the Seed of Lempo, her gestational period is roughly akin to that of most venomous snakes—30 days, and like pit vipers, the ajatar inside her also secretes sex pheromones which males of any species must succeed at a POW check to resist (failure makes men stupid...we've all seen it, you know what I mean...).

In Tonya's generally malnourished state, there's been a few miscarriages, but those that she quickly carries to full term, she does one of two things with it. If it was just a human and Tonya/ajatar, she gives birth to a human baby in the woods, whose insides are filled with all manner of snakes. Once the snakes inside the newborn skin-sack have matured somewhat, there is a mass exodus of legless reptiles fleeing from whatever orifices they can wriggle out of. For those pregnancies in which Lempo took part in, she leaves at the shattered tree in the woods, where her daughters were found. Not as a sacrifice or anything crazy like that, but because she's Christian and aborting them would be wrong. Besides, they'd be hiisi...they should be with their own kind out in the woods (and another

one of Shub-Niggurath's thousand young enter into our world).

During the course of Tonya's inadvertent dark rites to this Finnish avatar of the Lord of the Woods, the victims are drained of their itse and/or luonto, which is what Lempo is feeding off of. Those that somehow survive the ordeal are left to wander on their own. Some die in the woods, while others find their way back to civilization, sometimes by they're "recovered" by the juvenile detention center and sent back to the center, either to serve the rest of their time there or await a bus that'll take them either to St. Ignace or Marquette. They're occasionally dropped off at Manistique on a logging run. Those that make it back to their families often disappear later on, due to the changes their body may be undergoing. Other times, they live out the rest of their lives, struggling with depression, addiction, and a variety of other ills that comes from having parts of ones soul devoured by a Great Old One.

Tonya Nelson

Grieving Mother (Human Form)

STR 30 CON 70 SIZ 60
 INT 50 POW 80
 DEX 45 APP 65 EDU 40
 Luck 70 SAN 0
 HP 13 MP 14
 Damage Bonus: 0

Build: 0

Move: 7

ATTACKS

Brawl 25% (12/5), damage 1D3+db

Dodge 22% (11/4)

Armor: None

Skills: Finnish Folkore 45%

Nationality: Finnish-American

Age: 58 (apparent age, 38)

Education:

Defenses: None above Base

Spells: A dangerously incomplete version of the Elder Sign spell.

Indefinite Insanity: Tonya sleeps most days and wanders the woods at night, looking for her daughters. She is the one carving the karsiko markings on all the trees in an attempt to help them find their way home from the underworld.

It is likely that Tonya's reaction to ever finding out her daughters' souls are utterly destroyed will be catastrophic for all around her. A violent and destructive entity like the Ajattara is a serious threat that the Investigators would need a plan for. Especially concerning to the superstitious among the Investigators is that a storm has steadily been rising during Tonya's search in the forest. It starts with distant thunder and rises to the trees around the Investigators swaying menacingly (although not actually dangerous, it is unnerving).

Tonya Nelson - Ajattara

STR 80 CON 100 SIZ 60

INT 70 POW 80

DEX 80 APP 45

HP 16 MP 14

Damage Bonus: +1D4

Build: 1

Move: 9

Combat

Attacks per round: 2 (bite, claw)

An ajatar may bite and claw attacks,

Fighting 60% (30/12), damage

1D3+DB

Dodge 30% (15/6)

Armor: None

Skills: Entrance Men 75%

Nationality: Finnish Mythology

Defenses: None above Base

Spells: Cloud Memory, Contact Lempo
(Shub-Niggurath), Nightmare.

The Ajattara in her full power



*Into the
Heart of
The Primal
Dark Roots
Of The World*

The Dark Forest



Investigators should, at some point, find themselves having to go looking through the forest on their own if they're looking to get to the bottom of the mystery.

They may follow the telltale signs of the horses the boys rode away from the established trail; strike out on their own, perhaps looking for something that their research turned up; or maybe they decide to follow Tonya Nelson on one of her nightly wanderings.

Should investigators ask/make their intent known, Nelson can authorize the guards at the Horse Camp to make available the necessary number of horses.

Hiawatha National Forest

The forest within and around the karsikko markings are eerily quiet. That's the first thing most people notice, before even seeing any of the carvings. There's an occasional raven caw to be heard, but no other bird, insect, or animal noises otherwise compete with the rustling leaves in the wind. Small figures made of intertwined twigs can be found dangling from low-hanging tree branches, sometimes with shards of mirrors crudely attached with dried grasses or reeds wrapped around them. A figure examined closely reveals that it is a single willow twig, split lengthwise down the middle, with only a small part left attaching it together, and then it's

wrapped around itself to form a human-like figure. If enough are gathered up and examined/compared, one can notice that the stick figures range from 7–15 inches in size, all have long grass hair, and the larger figures never have a mirror attached to it. This is all the work of Tonya Nelson, and she's been at it for close to 20 years. When her little girls went missing and most were later found dead, she broke and Bill was at a loss for how to comfort her. Since then, she's wandered the woods at various times of the year, always at night, looking for her daughters. Learning of Bill's affair with Darcy Yates pushed her over the edge, at which point she began carving the symbol into the trees (the same symbol as was on the alder tree near where her daughters' bodies were found at). The crudely carved "98," below the Branch Elder Sign, completes the karsikko in her mind.

Where she's deviating from Finnish and Karelian tradition though, is that she's filled the woods with the markings, trying to lead her daughters souls back home rather than sending them on to Tuonela. She's also been making stick figures like her daughters used to do, attaching mirrors to them in a believe that her daughters will be able see into our realm from the Underworld. The larger stick figuring, without the mirror,

is because she doesn't believe her oldest daughter, Hannele, is dead, and therefore doesn't need the mirror to see into the world of the living.

Karsikko-Marked Trees

The practice and meaning of karsikko markings have evolved along a few distinct paths over the centuries.

Originally, when a new homestead was started, a copse of fir trees would be selected to function as a sacred grove. Any death from someone in the homestead resulted in the lower branches being shorn off the trunk of a fir tree. At this point, offerings would then be regularly left in the sacred grove (not per tree, but collectively). These offerings would range from food to a portion of the harvest to money.

Overtime, the practice of maintaining a sacred grove waned, until only a single tree would be used by a homestead. Rather than lopping off all of the lower branches, a single branch would be removed anytime someone died. This became the common "karsikko" of the dead.

This evolved more with the practice of marking graves. The practice of lopping

off all the lower branches returned, and the an area of bark would be removed from the fir tree, creating a smooth surface with which to carve in runes that later become the deceased initials, and sometimes the year of their birth and death.

As burying people in shared cemeteries become more common, the practice of karsikko-marked trees changed yet again. A funeral procession would stop midway to the church, cut away all the lower branches except one, which would be left pointing towards the church/graveyard, and then carve the name and pertinent dates into the tree trunk. This was so that if the spirit of the recently departed tried to go home, they'd realize that they had passed and head back to their burial place and search for Tuonela (the land of the dead).

A forest with karsikko-marked tress was believed to function as a supernatural barrier between the lands of the living and the dead.

The ghosts of the girls don't exist, having been completely consumed by Lempo when he devoured their souls. As such, the Kyopelinvuori that Tonya wanders in search of nightly doesn't exist. However, Tonya and Bill's oldest daughter, Hannele, is still alive, 20

years later. Lempo dragged her into the underworld and imprisoned her. It was here that she met and became possessed by Loviatar's ninth son, the enchanter (the one who was cast out by Loviatar for being too evil--who was foretold to wreck havoc on the lands of men with strife and death).

Following the Trail

Should investigators decide to follow the boys' horses, the time of day will need to be determined (for when they reach *The Cabin*, page 55, and/or *The Altar of Lempo*, page 56), and they should make frequent **Track** checks. A failed check doesn't mean they've lost the path, only that they went the wrong way for a bit, and then either went back and found the correct one, or that they stumble across another sign of the boys' passage further on, after having lost it. Each **Track** check should consist of 30 minutes, with a failure taking resulting in a roll on the *Dark Forest Encounters table*, nearby, and taking additional time. Each encounter should only be used once, unless the **Track** check results in a fumble, in which case, the investigators have gone in a circle and should repeat a previous encounter (how far back they've gone is left to the Keeper's discretion).

Keeper's Note: There is no set length of time or distance for how far the cabin and Lempo's altar are from the Prison. This should allow you to situate things when and where you'd like, while providing some encounters or role-playing opportunities along the way. One thing to keep in mind, however, is that a search party had gone out and didn't find anything. You've a few options as to why: the search didn't last long enough/go far enough...the boys were on horseback, the party on foot, and so as not to draw more attention to the issues, the search was called off earlier than it should've been by Nelson or the JFDC; there is a sort of "glamour" cast over parts of the forest, like at the Altar of Lempo, which usually keeps it hidden from the eyes of mortal men; or, the search was simply in the wrong area.



Dark Forest Encounters

D10	Daytime
1	Animal Encounter ¹
2	Horse Camp Outing ²
3	Tonya Nelson/Ajatar ³
4	The Unkindness of Ravens
5	Logging Camp Encounter ²
6	Snakes
7	Metsähiidet ³
8	Altar of Lempo

1. Can be encounter multiple times (each time with a different animal).
2. Only encountered during daylight others. If rolled after dark, treat as no encounter.
3. Only encountered from dusk-to-dawn. If rolled during the day, treat as no encounter but add 30 minutes on while investigators search for the trail.

Animal Encounter: This Dark Forest Encounter may be encountered multiple time, with each time being different encounter. As noted earlier, animals are noticeably scarce in the forest, and so this should be notable for the investigators.

★ **Horses, alive** – the investigators find three of the seven horses that were used to escape the Horse Camp with. They're all clearly spooked, and an **Animal Handling** or **Ride** check is needed to get the animals under control.

★ **Horse, dead** - four of the horses are dead, and the investigators stumble on at least one of them. Unblinking eyes stare at the forest canopy, it's tongue lolls from it's mouth, and it's body has been savaged with what might be bear claw marks. **Medicine** or **Science (Forsensics)** reveals that a lot of the injuries were post-mortem, and that there is nothing to indicate teeth marks/that a predator killed the horse(s) for food. A **Natural World** roll should inform investigators that this type of pre-and post-mortem damage is not normal for something like a bear (and that both brown and black bears are "known" in this area).

★ **Bear** - as natural enemies of the Metsähiidet, there are a few brown bears in the area, actively looking for Lempo and Tonya's horrendous offspring. This encounter with one or more is purely by chance though, how the investigators proceed may affect things later on. **Natural World** or experience in nature may inform investigators that random meetings with bears out on a trail are best met by talking slowly and calmly to the bear, while making yourself appear larger (slowing bringing your arms up, moving to higher ground, etc), as well as slowly leaving the area without turning your back on it.

★ **Horse Camp Outing:** A group of

riders and two guards can be heard before being seen/seeing the investigators. With the lock-down having ended, they've resumed their normal routines. For the most part, they follow established trails and sometimes camp overnight in the woods.

★ **Tonya Nelson/Ajatar** - Mrs. Nelson can either be followed from the dairy farm, or found wandering the dark forest alone and barefoot, always at night. She's become something of an urban legend in the area: a beautiful woman who searches the woods in her white flowing nightgown, looking for something she lost long ago. While she'll be aware of the investigators (unless they succeed at a **Stealth** check), she ignores them so long as they ignore her. If they follow her, she may flash them a smile and beckon for them to join her, even taking their hand should they get close enough, but never talking. She'll lead them to **Lempo's Alter** (page 56), and there, and there, the ajatar inside her will take over.

★ **The Unkindness of Ravens:** A rather large group of particularly obnoxious ravens begins to annoy the investigators more directly, silently swooping down at them and trying to rake them with their beaks or talons or caw loudly at the last minute, in

an attempt to drive the investigators further into the woods and towards Lempo's Alter. Investigators making skill checks do so with a *Penalty die* while under this unholy cloud of black feathers, except for a **Natural World** check, success of which lets them feel as if they're being herded by large birds. After a few rounds or investigators actively fighting back (or moving in the right direction), it stops as suddenly as it starts.

★ **Logging Camp Encounter:** Either starting out, working, or packing it in for the day, the investigators run into one of the Logging Camp work gangs. They could be clearing a road with chainsaws and even dynamite (and are often heard long before they're seen), using slash and burn tactics to clear scrub and underbrush, or felling trees and loading them onto a large flatbed trailer. Younger kids tend to mark trees with orange "X's," while the older kids handle the rest of the process. Armed guards watch from horseback, nearby. The guards will do their best to keep investigators from talking to any of their workforce, but aren't against talking to them themselves. They've seen nothing and don't expect to.

★ **Snakes:** There are several spots in the forest where snakes seem far more plentiful than is natural. These are

places in which Tonya has given birth to the offspring resulting from the human men and the ajatar, without Lempo or his goblins involved in the mix. Those making an **Extreme Natural World** check may also be taken aback to find rattle snakes (Massasaugas) among the snakes—while they're Michigan's only native species of venomous snakes, they're not native to the Upper Peninsula. Anyone deciding to investigate one of the snake clearings and succeeding at a **Spot Hidden** roll can find, in varying stages of putrefaction, one or more human newborns (1/1D3 SAN). Closer examination comes at the risk of being bitten by 1D6 snakes:

Bite 40%, (20-8), damage 1 (25% chance it was a Massasauga, additional venom/damage per the 7th Edition Call of Cthulhu Keeper's Rulebook, "Sample Poisons," page 129).

The newborn cadavers are actually just the intact skins—no internal organs appear to have ever formed inside of the babies that were carried to term and then birthed out here, in the woods.

★ **Metsähiidet:** (See page 68).

★ **Altar of Lempo:** (See page 56).



Finding the Lost Boys

The Cabin



Abandoned long ago, this dilapidated 3-room cabin is the last refuge for two surviving boys, Kamden Briggs and Alan Scott. When the ajatar led the young men to the altar and began the dark rites to Lempo, these two managed to escape in the confusion that resulted from their being 7 sacrifices, but are too afraid to go back into the woods. They've lived for the last few days by surviving on lake water and not much else.

Situated at the end of an overgrown dirt driveway that ultimately leads nowhere (the forest has grown back over most of the road), this end of the driveway has a simple wooden gate held in place by barbed wire. Besides the old cabin, the property consists of a poured concrete well with a wooden cover now built over

the opening, and a lake with a rickety wood dock (the supports rotted long ago, and now it rests/floats on the edge of the lake), and a metal rowboat with a few holes in the bottom and a single oar resting inside it.

The boys are definitely relieved to see the investigators and want to go home more than anything else in the world. With some coaxing, they can agree to take the investigators to where the demons were (although they'd much rather try drawing a map). If investigators specifically ask about Donte, Kamden will say that he last saw Donte hiding below a big tree, down under the overturned roots. While he thinks Donte wasn't noticed, he was too busy running away and couldn't find a way to safely get to him.

If stats are needed for Kamden or Alan, use the “Typical Child Inmate” stat block on page 67.

The Altar of Lempo

Located deep within the forest, where sunlight struggles to penetrate the canopy and make its warm presence felt on the pine-needle covered floor of the woods, an ancient alder tree stands, split in two by a lightning strike. One-half of the alder tree has fallen over, pulling up the roots and creating a small dark hole underneath its half-raised roots. The other half stands tall, showing off its half of the Branch Elder Sign that was destroyed by the random lightning strike in 1998.

Nearby, several large moss covered boulders clutter the forest floor, the largest of which is flat and roughly the size of a large conference table or king-size bed. A coppery-scent clings to the reddish-brown moss that's found on only on this boulder. Closer examination of it also reveals that the top surface is covered in pock marks, some of which contain its of rotting meat. A **History** success informs investigators that some religions, including ancient Finnish beliefs, used cup-marked stones to leave votive offerings to various spirits commonly found in nature.

A **Spot Hidden** success finds various articles of clothing, primarily prison



uniforms and/or men's underwear, identifiable as commissary-issued briefs (yes, you have to purchase them yourself). An investigator making a **Hard** success may also find a woman's undergarment or two. Near the alder tree, there's also marks indicative of a scuffle in the dirt, followed by a path where it looks like something crawled under the upturned roots of the tree. Those wishing to explore further should see *The Underworld* (the next section).

Arriving During the Day: Lempo and his Metsähiidet are no where to be found. Three ravens caw loudly atop the alder, but investigators have free rein to explore the area and the Underworld.

Arriving After Dark: If investigators arrive shortly after dark, besides being a spooky setting, there's not much going on. It isn't until Tonya arrives that the Metsähiidet come out to play. Investigators should have ample time to hide and/or watch from the shadows to realize what has been occurring (without it needing to happen to them).

Keeper's Note: Investigators should get every chance to hide/run/escape. Them retreating and coming back with a plan, or hiding out in the underworld, are all preferred to taking away a player's agency in affecting the outcome of a scenario. As always, exercise caution in how you proceed, and make sure you know your players. The point of a game is



to have fun, not make others uncomfortable or to make it so that others aren't having fun. A harrowing escape through the woods is vastly preferred to an outcome where investigators stumble in blindly after dark and meet a gruesome fate.

Lempo

Avatar of Shub-Niggurath, Lord of the Woods

Art thou from the Hisi-woodlands, From ravines in Lempo's forest, From the thickets of the pine-wood, From the dwellings of the fir-glen?

--Elias Lönnrot, Kalevala

Often appearing as a large, gaunt human-raven hybrid, Lempo was the Finnish mythological god of fertility and love, but early Christians to the region successfully rebranded the avatar of Shub-Niggurath in a demonic light, and with it, Lempo's cult and the corresponding sacrifices changed as well.

STR 125 CON 225 SIZ 75

INT 250 POW 175

DEX 135 HP 60 MP 35

Damage Bonus: +1D6

Build: 2

Move: 15

ATTACKS

Attacks per round: 2 claw attacks or 1

beak attack

Fighting 100% (50/20), damage by claws is 1D6+DB, or by beak is 1D10+DB

Armor: None.

Spells: Can call Metsähiidet to his aid at the rate of 1 Metsähiidet per magic point expended; he heals himself by expending a magic point per point of damage; Keepers should add other spells as desired.

Sanity Loss: It costs **1D3/1D10** Sanity points to the the Lord of the Woods.

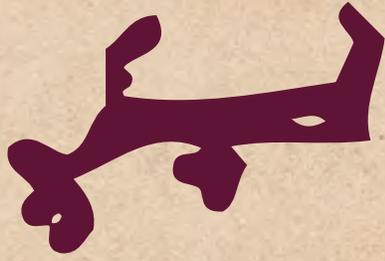
Stopping Lempo

Lempo can only be dispelled in the physical world. Burning his tree makes it more difficult for him to come into this world, as he can enter anytime during the night, regardless of the type of the moon currently, due to the state of the tree. If the tree is destroyed, he can still be summoned on the night of the new moon, and can always find a new tree. If investigators want him to be fully killed, they need to go into the underworld and do battle with him there. And even then, it may only make it harder for him, but not necessarily kill him.



Lempo

Avatar of Shub-Niggurath, Lord of the Woods



Hell
King of
A Finnish

The Underworld



The Finnish underworld is similar to the land of the living but mirrored...literally flipped upside down. Crawling into it from the portal under the alder tree at Lempo's temple, one starts by crawling down only to end up crawling up and out of the same hole they went into. In the Underworld, the tree is whole, and in high detail/relief, while most other things in the immediate vicinity seem somewhat blurry. Everything is black, white, or the seemingly infinite multitude of grays that bridge those two colors. Day and night are reversed, and if investigators made the journal to the Underworld during the day, it is night and a Penalty die should be applied to all **Spot Hidden** rolls that are necessary while down here.

Vertigo

Crawling down/up to go from our plane to the Underworld (and back again) sometimes results in vertigo for humans (and other terrestrial creatures that also depend on endolymph in their inner ears for balance). The first time anyone travels from our world to the Underworld, they should make a **POW** check. The results of which will affect them anytime they travel between the two planes in this (or a similar) fashion).

Extreme Success

Unaffected

Hard Success

Mild Vertigo

for 1D3 Minutes

Regular Success

Mild Vertigo

for 1D6 Minutes

Failure

Vertigo for

1D10 Minutes

Fumble

Severe Vertigo

for 1D10 Minutes

Vertigo

Mild Vertigo: lasts for a short time only, and isn't recurring (except when traveling to/from the Underworld). Symptoms include dizziness, a sense that the surroundings are slowing spinning around an investigator, and a loss of balance. **DEX** and physical skill checks (such as **Jumping**, **Lockpicking**, **Stealth**, etc), and made with a *Penalty* die.

Vertigo: lasts for up to 10 minutes, and is recurring for up to a week, with the symptoms coming back if an investigator changes from a prone or seated position to standing (or the reverse of this), too quickly. A **DEX** check may be made to quickly sit back down, and lessen the symptoms to those of Mild Vertigo for **1D6** minutes. Otherwise, they suffer the effects of Mild Vertigo as well as nausea (**CON** checks are made with a *Penalty* die, as well as the aforementioned **DEX** checks).

Severe Vertigo: lasts for up to 10 minutes after stopping all activity/whatever caused the vertigo to kick in. It is also recurring for up to a week, and functions as Vertigo does, but with the nausea actually leading to vomiting if an investigator fails any of their **CON** checks. Anyone who has to make a **CON** check and fumbles it, suffers from loss of

consciousness. A **DEX** check may be made when they feel an onset severe vertigo, in order to stop what they're doing and only suffer the effects of Vertigo.

**In all cases, medication that treat vertigo may be taken to move the symptoms down one level (or, in the case of Mild Vertigo, eliminate the effects of it altogether).*



Most things that exist on our plane of existence can be found here as well, but always in shades of grey and, unless very old or imbued with some sort of magic, they tend to be hazy. These are actually the unmanifested spirits of everything (per Finnish animism). In most cases, they won't interact/notice investigators at all. A shadow squirrel won't run away; a shadowy prison guard from the logging camp will have a different dominant hand and rather than clothers, shadows swirl around them in some rough approximation of clothing and weapon, and they won't see an investigator at all—they may even walk right-through an investigator. Exceptions to this are bears, which are more well-defined than other animals and can see/interact with creatures in the Underworld; humans who've received the *Seed of Lempo*, whose features are twisted and monstrous, yet

they shine faintly with an inner glow; and the maahiset—fairy folk native to the Underworld.

Those exploring the Underworld may notice floating shards of either bright light (if it's daytime in our world) or darkness (if nighttime in our world). These floating shards seem almost to hang from tree branches, swaying gently in some unfelt wind while shadows whirl and eddy all around them. If examined closely, investigators discover that they cannot be moved, and are 2-dimensional (front and back). Looking into them, once an investigator's eyes acclimate to the difference in brightness, reveals a forested scene from our world. An *Idea* check informs investigators that these are all the mirror shards that Tonya Nelson has been stringing up in the forest. A single *Spot Hidden* check can be used to spot another scrying shard, visible from the first one they discover, and then another, with the pattern being that Tonya has inadvertently created a marked path with them, leading from Lempo's altar to her home.

Investigators following the trail of scrying shards eventually come upon the edge of the woods, with the silhouette of the School for Boys seen in the distance, and further away, a lone square of white light shines from a second story

window of the web-shrouded Nelson home. Passing by the School for Boys, visible through the shadowy walls of the spiritual prison, roughly a dozen or so humans can be seen with the inner glow of those who've been blessed to receive the Seed of Lempo. Arriving at the Nelson home, the building seems more firm and real than the prison or other structures at the dairy farm. , and carved into the wood siding of the home, a few *Branch Elder signs* can be picked out amongst the hundreds of crosses.

Inside, on the second floor, one can find Hannele Nelson as well as Donte Love.

Donte Love - Missing Prisoner

STR 60	CON 65	SIZ 65
INT 50	POW 50	
DEX 60	APP 55	EDU 40
Luck 50	SAN 40	
HP 13	MP 10	
Damage Bonus: +1D4		
Build: 1		
Move: 7		

ATTACKS

Brawl 45% (22/9), damage 1D3+db

Dodge 30% (15/6)

Armor: None

Skills: Any applicable to a young student

Nationality: African-American

Age: 18

Education: GED

Defenses: None above Base

Spells: None

STR 50

CON 70

SIZ 45

INT 60

POW 75

DEX 80

APP 70

EDU 40

Luck 70

SAN 5

HP 11 MP 15

Damage Bonus: 0

Build: 0

Move: 9

Hannele Nelson - Missing Daughter

Thus Lowyatar named her offspring, Colic, Pleurisy, and Fever, Ulcer, Plague, and dread Consumption, Gout, Sterility, and Cancer. And the worst of these nine children Blind Lowyatar quickly banished, Drove away as an enchanter, To bewitch the lowland people, To engender strife and envy.

--Elias Lönnrot, Kalevala

ATTACKS

Brawl 25% (12/5), damage 1D3+db

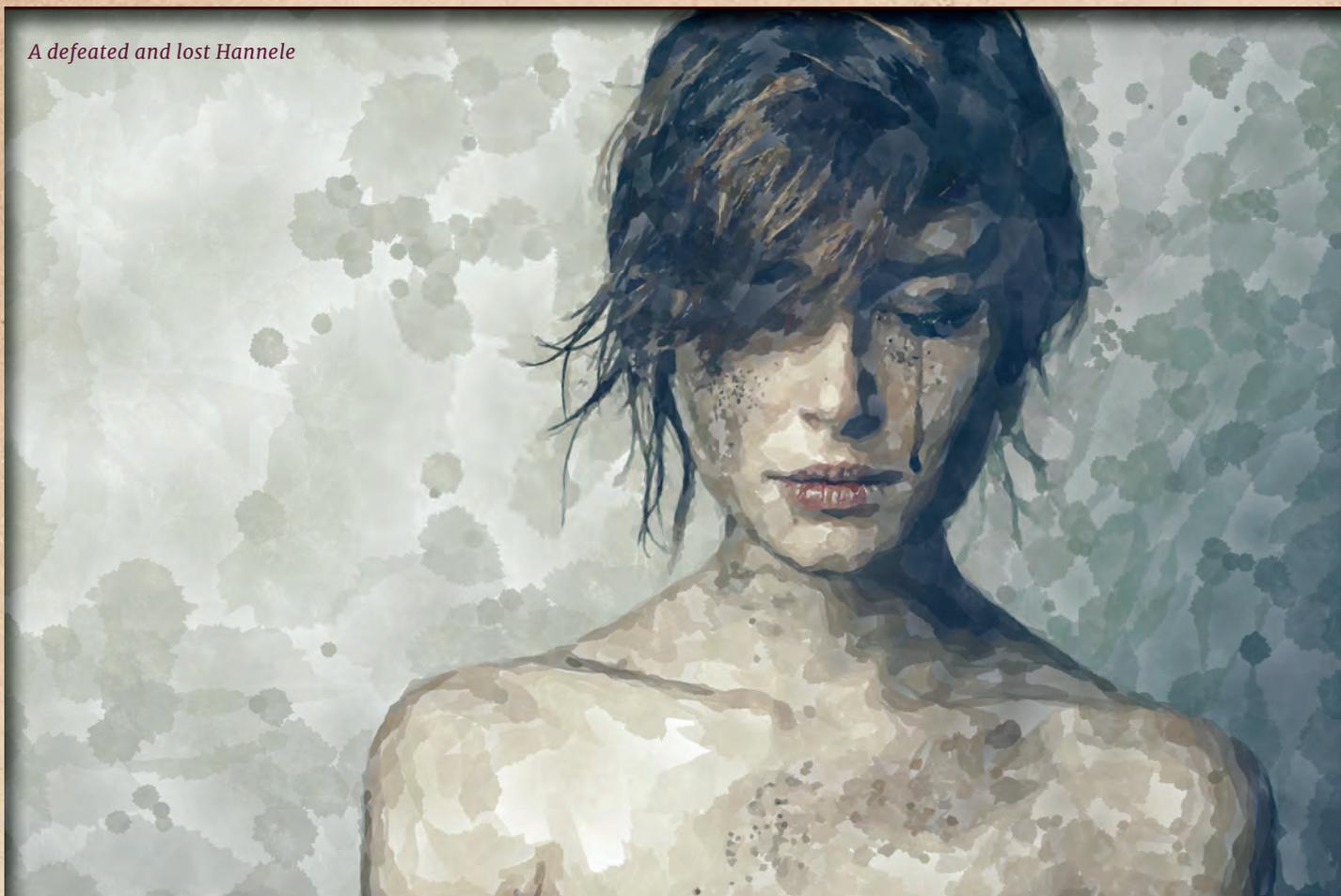
Dodge 22% (11/4)

Armor: None

Skills: Any applicable to a young student

Nationality: Finnish-American

A defeated and lost Hannele



Age: 40 (apparent age, 19)

Education: High School Diploma

Defenses: None above Base

Spells: None

Notes: Hannele has lived in the Underworld for over 20 years now, hiding out in the shadow-version of her home. During this time, she's carved a few other Branch Elder Signs into the exterior of the home, but found the Christian Cross to be much more effective to most of the things she's encountered. She'd love nothing more to go home, but has been unable to get there on her own.

Unbeknownst to Hannele, she's also the host to a creature known in Finnish mythology as the Enchanter. This was Loviatar ninth son, who was so evil that he was cast out by his mother without being named, because she knew he would cause the ruin of all mankind. Should investigators bring Hannele (and the Enchanter) out of the Underworld and back into our realm, it is up to the Keeper or a future scenario to handle this particular fallout.

Maahiset, Less Independent Race

The Maahiset are the dwarfs of Finnish mythology. Their abode is under stumps, trees, blocks, thresholds and hearth-stones. Though exceedingly minute and invisible to man they have human forms.

--Elias Lönnrot, Kalevala

The earth fairies share no love of Lempo nor of any Elder Gods or Great Old Ones we'd recognize. In fact, they're the reason there are no ravens in this part of the Underworld, preferring Lempo to not have eyes and ears here. Should an investigator speak Finnish, or find another way to communicate, they may be able to make a deal with the maahiset to get them to help with Lempo's Metsähiidet. Whatever such a deal may be, it should come off to the investigators as odd and unfathomable.

ATTACKS: in combat, maahiset may attack with their clawed hands. Some may attack with primitive clubs or other improvised weapons. They may also try to possess a target.



Maahiset, earth fairies

char. average roll

STR (2D6) x5

CON (3D6) x5

SIZ (1D6) x5

DEX (3D6+6) x5

INT (3D6) x5

POW (3D6+6) x5

Average Hit points:

Average Build:

Average Damage Bonus:

Average Magical Points:

Combat

Attacks per round: 1

Fighting 30% (15/6), damage
1D3+DB

Dodge 40% (20/8)

Possession: Can possess one target at a time on a successful POW vs. POW roll. A victim can be freed through appropriate magic or exorcism, or by striking a deal with the possessing maahiset, at the Keeper's discretion. Elder Signs do not prevent or force them to leave a host, although a simple Christian cross will.

Skills: Stealth 80%, Tracking 60%.

They can also be taught new skills.

Armor: None.

Spell: None.

Sanity loss: 0/1D3 Sanity Points to see

one of maahiset.

Can only be harmed in the Underworld.

If they are in possession of a host, be it the Underworld or our world, the host takes any physical damage and the maahiset takes no damage unless forced out of the host (either by the death of the host or some other means). They may be bargained with, in order for them to depart a host.





Adversaries, Enemies, Allies, & Survivors

Characters and Monsters



Tonya Nelson - Grieving Mother (Human Form)

STR 30 CON 70 SIZ 60
 INT 50 POW 80
 DEX 45 APP 65 EDU 40
 Luck 70 SAN 0
 HP 13 MP 14

Damage Bonus: 0

Build: 0

Move: 7

ATTACKS

Brawl 25% (12/5), damage 1D3+db

Dodge 22% (11/4)

Armor: None

Skills:

Nationality: Finnish-American

Age: 58 (apparent age, 38)

Education:

Defenses: None above Base

Spells: None

Indefinite Insanity: Tonya sleeps most days and wanders the woods at night, looking for her daughters. She is the one carving the karsiko markings on all the trees in an attempt to help them find their way home from the underworld.

Tonya Nelson - Ajattara

STR 80 CON 100 SIZ 60
 INT 70 POW 80
 DEX 80 APP 45
 HP 16 MP 14

Damage Bonus: +1D4

Build: 1

Move: 9

Combat

Attacks per round: 2 (bite, claw)

An ajatar may bite and claw attacks,

Fighting 60% (30/12), damage
1D3+DB
Dodge 30% (15/6)
Armor: None
Skills: Entrance Men 75%
Nationality: Finnish Mythology
Defenses: None above Base
Spells: Cloud Memory, Contact Lempo
(Shub-Niggurath), Nightmare

Typical Prison Guard

STR 60 CON 60 SIZ 65
INT 50 POW 50
DEX 60 APP 50 EDU 60
Luck 50 SAN 40
HP 12 MP 10
Damage Bonus: +1D4
Build: 1
Move: 7

ATTACKS

Brawl 55% (27/11), damage 1D3+DB
Pepper Spray
The Logging Camp Guards are also armed
with Shotguns and non-lethal ammo
Dodge 30% (15/6)
Armor: None
Skills:
Nationality: American
Age: Early 20s to Mid 50s
Education: A High School Diploma is
Required, Some College Preferred
Defenses: None above Base

Typical Child Inmate

STR 50 CON 50 SIZ 50 I N T
50 POW 50
DEX 50 APP 50 EDU 40
Luck 60 SAN 45
HP 10 MP 10
Damage Bonus: 0
Build: 0
Move: 8

ATTACKS

Brawl 30% (15/6), damage 1D3+DB,
or Heavy Text Book (1D4+DB), Chair
(1D6+DB)
Dodge 25% (12/5)
Armor: None
Skills:
Nationality: Varies
Age: Mid- to Late-Teens
Education: Currently "enrolled" in High
School or a General Equivalency Diploma
Course
Defenses: None above Base

Hannele Nelson - Missing Daughter

STR 50 CON 70 SIZ 45
INT 60 POW 75
DEX 80 APP 70 EDU 40
Luck 70 SAN 5
HP 11 MP 15
Damage Bonus: 0
Build: 0
Move: 9

ATTACKS

Brawl 25% (12/5), damage 1D3+db

Dodge 22% (11/4)

Armor: None

Skills:

Nationality: Finnish-American

Age: 40 (apparent age, 19)

Education: High School Diploma

Defenses: None above Base

Spells: None

Notes: Hannele has lived in the Underworld for over 20 years now, hiding out in the shadow-version of her home. During this time, she's carved a few other Branch Elder Signs into the exterior of the home, but found the Christian Cross to be much more effective to most of the things she's encountered. She'd love nothing more to go home, but has been unable to get there on her own.

Unbeknownst to Hannele, she's also the host to a creature known in Finnish mythology as the Enchanter. This was Loviatar ninth son, who was so evil that he was cast out by his mother without being named, because she knew he would cause the ruin of all mankind. Should investigators bring Hannele (and the Enchanter) out of the Underworld and back into our realm, it is up to the Keeper or a future scenario to handle this particular fallout.

Metsähiidet, Less Servitor Race

Hiisi, the Finnish devil, bearing also the epithets, Juntas, Pirn, and Lempo, is the chief of the forest-demons, and is inconceivably wicked. He was brought into the world consentaneously with Suoyatar, from whose spittle, as sung in The Kalevala, he formed the serpent.

--Elias Lönnrot, Kalevala

Formed from the relations between Tonya Nelson, a human male, and Lempo. These forest hiidet begin life after a short gestation period inside Tonya, where the human fetus is nourished on the Milk of Shub-Niggurath (Lempo's Seed). Born twisted and hideous, they age rapidly, reaching a stage akin to human adulthood within a decade.

Worshipping Shub-Niggurath's Lempo-avatar, they prefer dwelling in dark forests, away from the eyes of man. In Finnish myth, they gave rise to the hiidet myths that later spawned tales of goblins. They usually don't stray far from their site of worship, and frequently participate in dark rites to make more of their own kind, often mating with their own human mother and whatever hapless young men she's lured back to Lempo's altar.

ATTACKS: in combat, Metsähiidet may

attack with a bite or with a claw. Some may attack with primitive clubs or other improvised weapons.

Metsähiidet, Lempo's goblins

Char. Rolls averages

STR 3D6x5

CON 3D6+6

SIZ 2D6

INT 2D6

POW 3D6

DEX 3D6+6

Move 9

Average Damage Bonus: 0

Weapons: Claw

Bite

Fighting (Brawl/Improvised Weapons)

Armor: none. Regenerates 1D6 hit points each rounds until dead.

Spells: all know Call Shub-Niggurath, Summon Dark Young of Shub-Niggurath, Body Warping

Skills: Stealth 80%, Tracking 60%. They can also be taught new skills.

Sanity Loss: 0/1D4 Sanity Points to see one of Lempo's goblins.

Tonya Nelson first encountered Lempo deep in the woods, while leaving a votive offering to The Lord of the Woods, asking for the safe return of her eldest daughter. Lempo, sensing the mother's grief and it being too rich to pass up, despite having sated himself with her daughters, manifested itself once again in Tonya's eldest daughter and climbed out from

under the roots of the rent alder tree. The tearful reunion was brief, as Lempo took the mother's itse and luonto, carving out a hollow space inside her being that he then filled with his seed.

Whether it was the encounter with her missing daughter, the rending of her soul, or the pregnancy that lasted only 3 days before resulting in the birth of a physical emobdiment of Lempo, Tonya's mind was shattered. Hannele was sent back to the Underworld, never to be seen by Tonya again, who still wanders the woods, looking for her. Having been awakened to the darkness in the woods, and knowing that it had something to do with her daughter's death, whenever Tonya encounters someone in the woods at night, she believes the person to be a hiisi, and so she lures them back to flat altar rocks at Lempo's alder, to return them to whence they came.

When Tonya conceives, as is often the case with these Mythos-fueled "trysts,"

**Lempo,
Avatar of Shub-Niggurath,
Lord of the Woods**

Art thou from the Hisi-woodlands, From ravines in Lempo's forest, From the thickets of the pine-wood, From the dwellings of the fir-glen?

--Elias Lönnrot, Kalevala

Often appearing as a large, gaunt human-raven hybrid, Lempo was the Finnish mythological god of fertility and love, but early Christians to the region successfully rebranded the avatar of Shub-Niggurath in a demonic light, and with it, Lempo's cult and the corresponding sacrifices changed as well.

STR 125 CON 225 SIZ 75
 INT 250 POW 175
 DEX 135 HP 60 MP 35
 Damage Bonus: +1D6
 Build: 2
 Move: 15

ATTACKS

Attacks per round: 2 claw attacks or 1 beak attack

Fighting 100% (50/20), damage by claws is 1D6+DB, or by beak is 1D10+DB

Armor: None.

Spells: Can call Metsähiidet to his aid at the rate of 1 Metsähiidet per magic point expended; he heals himself by expending a magic point per point of damage; Keepers should add other spells as desired.

Sanity Loss: It costs 1D3/1D10 Sanity points to the the Lord of the Woods.

Stopping Lempo: Lempo can only be dispelled in the physical world. Burning his tree makes it more difficult for him to come into this world, as he can enter anytime during the night, regardless of the type of the moon currently, due to the state of the tree. If the tree is destroyed, he can still be summoned on the night of the new moon, and can always find a new tree. If investigators want him to be fully killed, they need to go into the underworld and do battle with him there. And even then, it may only make it harder for him, but not necessarily kill him.

Conclusion

The investigators were contacted to find and bring home Martina's son, Dante, and that should be their main objective. Secondary objectives, as the scenario unfolds, may be rescuing some of the other boys that recently went missing, saving Hannele from the Underworld, and possibly exposing the Cash for Kids scheme that Darcy Yates and Judge Luca Vanzetti are running or even trying to get the youth detention center closed.

Of course, investigators may choose a safer course of action and attempt to bring in others to deal with Lempo and trying to recover the missing boys. In this case, it is left to the Keeper to determine

how successful such outside help will be (if they even believe the investigators), and based on that, half the Sanity point rewards, as shown below.

★ Rewards

- Rescuing any of the missing boys, +1D3 Sanity points per boy.
- ★ Rescuing Hannele Nelson doesn't result in any Sanity points being regained as they've inadvertently brought an ancient evil back to our plane of existence*.
- For escaping (without defeating Lempo), +1D4 Sanity points.
- ★ For escaping and stopping Lempo, +1D6 Sanity points.
- For defeating a Hiisi, +1D6 Sanity points (to a maximum of 6 Sanity).

*Keepers wishing to run an adventure following on from this one may wish to award +1D6 Sanity points for rescuing Hannele and then deduct 1/1D8 later when they realise they have brought evil upon all of humanity.

If you have faced any of the issues raised in this scenario and need to talk to someone, remember that there are people who want to help. They may be friends or loved ones, but there are also a number of organisations in your region who are there for you. As a survivor myself I can assure you that you are needed and wanted. Please go online and source those who can help. It worked for me.
Love, Stephanie McAlea
(owner at StygianFox)



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**A Horrific Crime
An Unbearable Loss
An Entity Waiting For An Opportunity...**

Boys who are resident at a youth correctional facility in Upper Michigan go missing in inexplicable circumstances. The Investigators find a deeper, older mystery that has gone unresolved and which now threatens all the locals hold dear.

This adventure is suitable for 3-6 players, is investigative in nature, and takes the brave Investigators to a rural area and to a home for troubled youths.

This scenario also deals with some very mature themes which we all find rightly disturbing. These include rape, molestation, and also institutional violence against defenceless young people. **YOU MUST CONSULT YOUR PLAYERS FIRST BEFORE RUNNING THIS SCENARIO.**