

CALL OF CTHULHU SCENARIOS TO PLAY IN THE DARK



NIGHT
TIMES



The Frozen Pines

A Call of Cthulhu Scenario set in 1920s Maine.

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Introduction

The Frozen Pines takes place in northern Maine, in November of 1928. This general area is important to the scenario, and Keepers may have a difficult time trying to set it in a different part of the world. It could, however, easily take place at another time, with some small considerations. In the 1980s, the Penobscot Tribe wins a pivotal lawsuit which allows them to regain large portions of their territory.

The investigation begins with a letter from an academic in a shunned corner of the country. *The Frozen Pines* is, at its core, a scenario of horror and action. There is investigation to be had, and a mystery to be solved, but survival will prove to be much more important.

Background

For hundreds of years, the Penobscot tribe of Native Americans lived in peace, among the northern reaches of Maine. They worshipped a deity they called Gluskabe (GLOO-SKAH-BAY), or “Glooscap”, who was said to stand against evil powers. Gluskabe is worshipped by several Wabanaki and Algonquin tribes. His name means “man who came from nothing”, or “man created through only speech”.

Unfortunately, the Penobscot people also lived in fear of a Mythos being known as Ithaqua. Ithaqua is known as “the Wind-Walker” and “the Wendigo”. He has been known to wander from the Arctic into the wastes of winter-struck New England. Here he would contact and often kidnap humans to bring into the sky, to his homeland of Borea.

Ithaqua is known to have mated with human females, as he is the only one of his kind. However, all of his offspring abandon him. One of the women Ithaqua mated with belonged to the Penobscot tribe in northern Maine. Sometime in the 18th century, she gave birth to a son she named Spotted Pine, who inherited his father’s unusual strength, size, and resistance to cold. Spotted Pine grew to hate Ithaqua’s brutality, and finally left when the Wind-Walker killed his mother.

In the early 20th century, Spotted Pine returned to northern Maine and made contact with the Penobscots. He found them to be dying a slow and painful death. The United States Government acted over the tribe with an unchecked parental authority, leaving them with only a small reservation on the island where they once settled - now called “Indian Island”.

Spotted Pine saw that this transition would be too much for his people to bear. He spent several years on Indian Island integrating himself into the Penobscot tribe. In 1908, he took a group of twenty people, mostly women, on an exodus from the island. They went into the wilderness to the north to start a commune. Spotted Pine called on a favor with the “Bangor Historical Society” to obtain tools, building materials, and temporary immunity from state law enforcement. At their new home, Spotted Pine promised the women they could mate with him, and their offspring would gain his powers. Their culture would survive, and be protected by their giant children - the true children of Gluskabe, whom he now fancied himself as. With patchy white fur, these beasts could resist the cold

and hunt straight through winter. So that's what they did - and in isolation, the group built a powerful commune. When the scenario begins in the late Fall of 1928, Spotted Pine has two giant offspring, with more on the way. If left unchecked, they will have grown into a small race of human-wendigo hybrids by modern day.

Meanwhile, European American culture is obviously flourishing. Across the Penobscot River from Indian Island are the towns Old Town and Orono. Tucked on a hill between those two towns, encircled by swampy forest, is the University of Maine.

Clarence Little

Here at the University a professor named Clarence Little is in the late stages of “befriending” the Penobscot tribe. Clarence fancies himself a true intellectual. However his ego, and his exposure to the Cthulhu Mythos, have led him wildly astray. An internationally known biologist (and incidentally a proponent of eugenics and

euthanasia), Clarence Little makes for a very useful non-player character. It is he who contacts the investigators at the outset of the scenario. For two years starting in 1923, Little was president of the University of Maine. He retired to focus on his teaching, and on his status as a high ranking member of the Bangor Historical Society. He also runs and curates the Hudson Museum on campus, which displays Penobscot artifacts. The Bangor Historical Society is more focused on curating and preserving items important to the culture of Bangor, such as the first editions of the Bangor Daily News.

At the time of the scenario, Clarence is petitioning to have a University hall named after him (a petition he may even ask the players to sign). Barring interruption, the petition will succeed. Little Hall stands on the University of Maine campus to this very day.

The Historical Society has also secretly collected magical artifacts from the Penobscot tribe. Clarence Little is in contact with Spotted Pine, and the pair of them went behind the backs of Penobscot tribal leadership to trade in this stolen magical jewelry. Clarence now wears a ring which protects him from cold weather. Incidentally, he is also afflicted by nightmares of the Wendigo. Only a small number of Society members know of these magic effects.

In 1929, Clarence will leave the University behind and move to a town called Bar Harbor. Here he forms the Jackson Laboratory. In the real world, he functions through the Great Depression by receiving numerous grants from



the tobacco industry. Only in his late seventies will he finally go back on his claims that tobacco smoke and lung cancer are unrelated. In *Call of Cthulhu*, Clarence Little could easily go on to become a villain, or character of interest. If the investigators call him out, or simply escape with the knowledge of what he's done, it could serve as motivation for him to flee the University (if Spotted Pine lives through the scenario, his blackmail could be another reason for this). Similarly, the true nature of his Jackson Laboratory is left up to the Keeper. Perhaps his proposition of eugenics takes on a truly sinister connotation, stoked by ever bigger grants for his inherently biased research on tobacco smoke.

The Bangor Historical Society

(Please note that Bangor is pronounced BAYN-GORE, not BAYN-GER.) The Bangor Historical Society is headquartered in the Thomas A. Hill House, a centuries old, two story brick building of beautiful Greek Revival design. The large house sits on a small lot, in the shade of two massive old trees and next to a main road. Two pillars support a small overhang above the front patio. The house is situated on the side of a valley, only a short walk up a hill from downtown Bangor.

The society first formed in 1864, led by a man named Judge John Godfrey. Until the early 1900s, they mostly collected simple historical artifacts. In 1907, the Society's leader at the time, John Sprague, made contact with the Penobscots. He met Spotted Pine on Indian

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Island, with whom he struck a deal. In exchange for some of his enchanted jewelry, the Society would owe him a favor.

Sprague simply stored the jewelry alongside the rest of their collection at the Bangor Public Library. Then one day, a fire at the library destroyed much of their collection, along with a large portion of the city. Some members of the Society believe the blaze was spread by a citizen who came into contact with the jewelry and felt compelled to destroy it. The Society rehoused their remaining collection to the Hill House, where it remains to this day.

In 1928, the leader of the Society is Clarence Little. Though Spotted Pine has already used his favor, he remains in contact with Little. Spotted Pine learned of the historian's nightmares, and began exploiting Clarence's fear of Ithaqua. He has gotten Little to agree to send someone for a sacrifice. Ithaqua requires worshippers, so Little seeks a group of people who won't be missed; a group of outsiders - the investigators.

The City of Bangor

Bangor is truly not much of a city, but it is the most civilized place for a hundred miles in any direction. Bangor touts most of the things a city has; a hospital, a public school, a gun store, restaurants, and et cetera. However, the investigators will probably have to travel some distance to get there - even from Massachusetts, the trip can be longer than six hours.

The winding road cuts through forest, and through the large city of Portland. An hour later, the tiny capital of Augusta is

is in the rearview mirror. Then, for miles and miles, there are only trees.

By default, the scenario takes place in November, but it can easily take place at any time of year. In November, the landscape is bleak. What few leaves remain on the trees are shriveled and brown. The ground is littered with decaying grass and dead plant matter. Sunset comes around 5 o'clock, and the temperature often drops below freezing at night.

The Keeper might describe citizens as lethargic - seasonal affective disorder causes severe, nearly ubiquitous depression. In the hands of a skilled keeper, this could be used as a clever red herring. At other times of year the scenery is quite beautiful.

However, the investigators will have a rough go of things if the scenario is set during winter. The woods become nearly impossible to traverse, and hypothermia is a real possibility.

The city itself is of colonial construction, but many of the buildings are being converted to sturdy modern brick. It can be easy to get lost in downtown Bangor, as the streets become a tangled mess when they wind up into the hills. In the city center, the river has been organized into neat canals. The concrete sides of these canals loom menacingly. At times the drop into the cold, dark waters below is more than a story tall. These canals, in part, inspired the writing of Stephen King's *It*.



Scenario Timeline

- Sometime in the 18th century - Ith-aqua kidnaps Spotted Pine's mother from the Penobscot Nation.
- **1864** - The Bangor Historical Society is formed under Judge John Godfrey.
- **1892** - John Sprague becomes leader of the Bangor Historical Society.
- **1906** - The Society enters formal relations with the Penobscot Nation.
- **1907** - Spotted Pine returns to Earth from Borea. He makes a deal with Sprague for an owed favor in exchange for powerful enchanted jewelry.
- **1908** - Spotted Pine flees Indian Island and sets up a commune in the wilderness.
- **1911** - The Great Fire of Bangor destroys much of the Society's private collection and forces them to permanently relocate to the Hill House.
- **1928** - Spotted Pine blackmails Little to find him sacrifices. Little invites the investigators to the Hill House on the premise of conducting an archeological investigation at an old Indian battle site.

Investigator's Information

At first, the investigators are called to the Hill House by a letter from Clarence Little. The letter informs them of a possible opportunity for occult knowledge. Little knows of the site of an ancient battle between the Penobscot Indians and the U.S. Military, where he believes some certain powerful artifacts could be unearthed. If the investigators belong to an academic institution, he promises to share the artifacts with them. If they are not, he promises both ample opportunity for study and a large sum of cash, appropriate for their current standing as paranormal investigators.

The trip to Bangor is long and desolate by land or air (the city is unreachable by sea). Feel free to describe as much or as little of it as you'd like - some information is provided in the section "The City of Bangor" (see above). The scenario begins in earnest when the investigators meet Clarence Little in the grand foyer of the Hill House. Ideally, they arrive around 6 P.M.

The Hill House

The foyer is neatly kept, lined with shelves containing thick volumes on the history of the state. A large globe and chess set are tucked into the corner. A fire burns in a fireplace in the center of the room, crackling softly but warming the entire building. Clarence Little greets the investigators when they come in, beckoning them out of the cold and asking how they

found the journey through the wilderness.

He then launches into a lengthy and jovial explanation of the Society's purpose, taking care to make it seem as glorious as possible. Little suggests that the investigators get some rest, telling them that there are spare rooms in the Hill House which they can avail themselves of. In the morning, they should head to the site of a small group of Penobscots in the woods to the north, who will then lead them to the site of the battle.

A Spot Hidden roll directed at Little notices a strange brass ring of an open mouth on his ring finger. If he is asked about this, he laughs it off, saying he got it from his late father. "Isn't it the strangest thing? A great conversation piece."

If the investigators have not asked to do so yet, prompt one or two of them (the ones who have interacted with Little the most) to make a Psychology roll. A success indicates that Little seems nervous, almost manic. Even if they fail, the investigators notice that Little is sweating an inappropriate amount for such a cold day - even with the fire, it isn't that hot in here. *Keeper's note: This is the effect of an enchanted ring Little is wearing, protecting him from cold.*

Upon asking about the Indians, Little says a bit about them. He tells them where they're located - the investigators will have to park near a boat landing and walk through the woods to find the group. He tells them of how they got sick of living on little old Indian Island and went instead to squat on government land - "how heroic!" Little mentions offhandedly that, if they wish, inves-

tigators could seek information from the Penobscots on Indian Island, although he doesn't seem thrilled about this idea.

Before they leave, Little asks the investigators if they would to go on what he calls "a tour of knowledge". He takes them to a display room filled with things such as oars, decrepit lobster traps, and (something Little is particularly proud of) the press which printed the first edition of the Bangor Daily News. A further Psychology roll will indicate that Little is hiding something; as he finishes discussing the final item he shows the investigators, he seems to trail off suspiciously. In truth, the basement of the Hill House holds artifacts of Ithaqua. A Spot Hidden roll while looking around the ground floor of the house reveals a false door at the back of the broom closet. The door is locked. Investigators can break in with a Locksmith roll, but should do so under cover of darkness or risk getting caught by a wandering Society member.



Caught investigators are unceremoniously booted from the house. They did receive the location of the battle site, and of Indian Island, so they can still choose to investigate them on the following day - after all, it would be a shame to simply go home after such a long journey. The Keeper might even mislead the players by hinting at how upset Little would be if they absconded with the artifacts - in reality, they are still walking into his trap.

The Cellar

The cellar is dark and cramped, and filled with thick texts on the history of Maine and Bangor. At the back of the cellar is a small glass display case with five rings. The first thing one should notice when looking at the case is a spot where a ring is missing.

The rings are tiny and brass, and the signets are barely recognizable images of screaming mouths. They are also magical. Two of them grant the wearer immunity to cold weather, and three of them temporarily raise the wearer's STR by 20 percentiles.

The rings require a **Locksmith** roll to access. If the roll is failed, the lock breaks and Clarence will know someone was here - the investigators will be his first suspects. The case can be broken, but the loud noise may wake anyone sleeping in the Hill House. The rings all look the same; if an investigator takes one, roll randomly to determine which they take. Investigators with a resistance ring immediately feel an uncomfortable growing warmth as they put it on. Those with a strength ring feel the muscles in their limbs begin to ache and bulge.

These enchanted rings also cause terrible nightmares of howling wind and snow. If an investigator wears the ring for several hours a day, they will have nightmares that night. Once per month, a particularly bad nightmare drains the given investigator of 1/1D4 Sanity points.

Indian Island

If the investigators are interested, they find that Indian Island is on the route they plan to take anyway. The island is located about 20 minutes north of Bangor. As they drive there, investigators pass over a small bridge and find themselves next to a large and rather well kept university campus. Indian Island isn't much further.

The only way to reach the island is a small canoe which departs at 11 AM and 1 PM and returns at 1 PM and 3 PM. The fare is 20 cents per person for a round trip. Buildings on the island are of the same colonial (and more recently, prefabricated) construction, but are generally smaller and in worse repair than those in Bangor. The entirety of the island is dirt paths, and residents get around by walking.

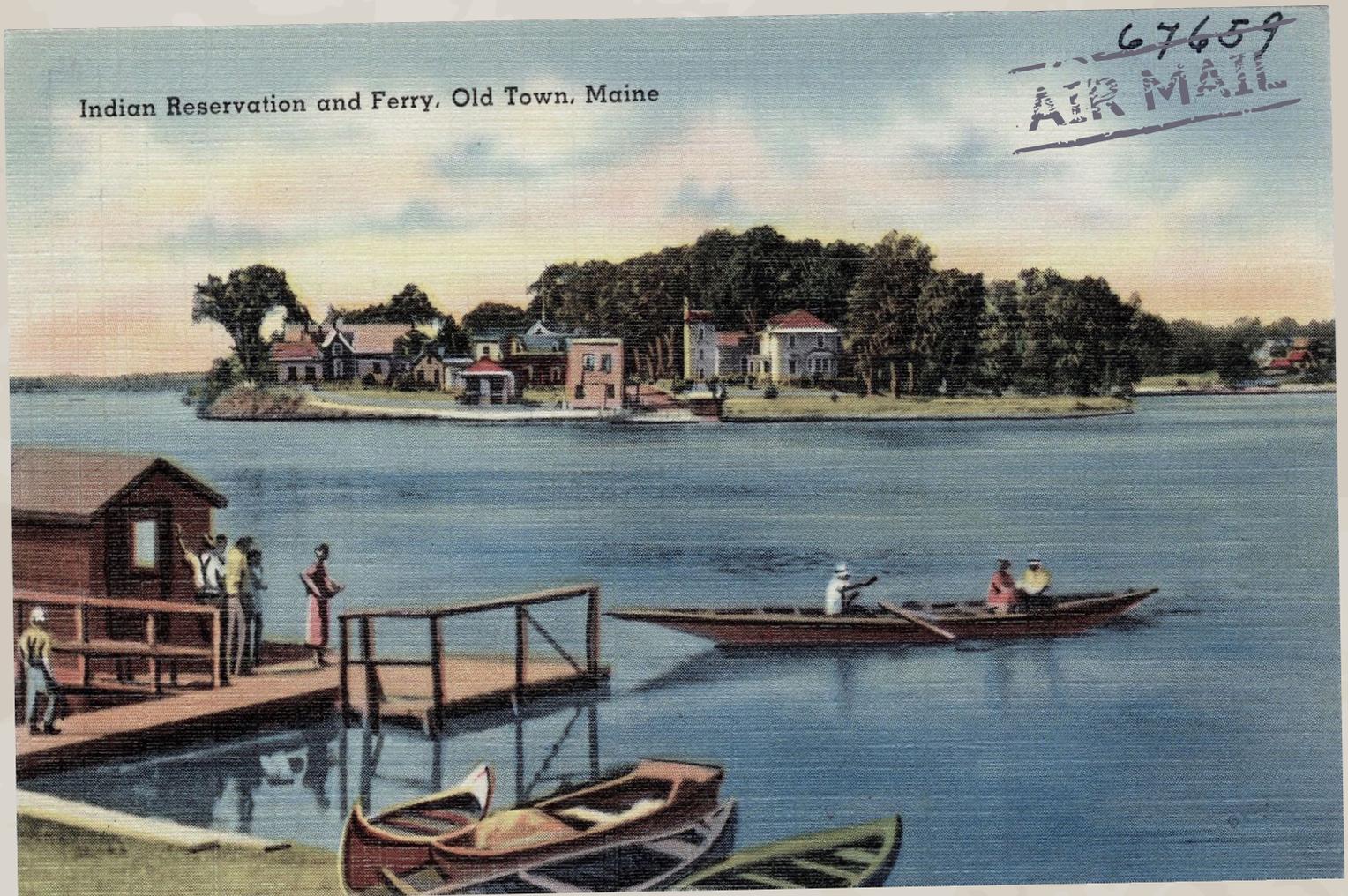
The first thing investigators see after crossing the bridge is the Penobscot Nation Museum. It is a tiny, one story building that only opens for a few hours a day after 11 AM. The museum displays mostly birch bark canoes and some artifacts such as "fancy baskets". The museum's keeper is discouraged from lack of attendance, and genuinely thrilled to have visitors.

Inquiries with locals will refer investigators to Jonathan Archambaud (AR-SHAM-BO), the current tribal chief. Archambaud has a small office

on the second floor of a town hall, down a dirt road along the island's shore. He is an older man with lightly tanned skin and receding black hair, wearing a brown suit. He is only in his office for a few hours each day. Have one investigator make a Luck roll to see how long they wait - a fumble indicates that Archambaud will not be back until tomorrow. In all likelihood, the investigators will only have to wait about an hour before they meet with him.

Once they meet him, Archambaud is happy to answer most questions. He is refreshed to see genuine interest in the Penobscot Nation. If the investigators are polite and bring up the Bangor Historical Society, Archambaud finds it difficult to

hide his genuine disdain for them. He describes them as one might describe a vulture. Clarence Little, he says, only wanted artifacts and had no interest in listening to or helping the Penobscots. He goes on to say that the Penobscots have been permanently crippled, as have most Indian tribes. Their territories are confined to a relatively small island, and none of the hunting grounds they once had. Their culture - chiefly, their language - is dying. Their people are forced to work menial jobs as even lower education is difficult for them to access. They need help - a lot of help. Unfortunately, they need more help than the investigators are likely to be able to provide.



II

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If investigators show or ask Archambaud about the rings in the basement of the Hill House, he narrows his eyes. He will warn the investigators about dealing with such things. Especially if one of them wears a ring, he tells them they were once forbidden, as they caused visions of an evil spirit. He is hesitant to describe the spirit, but if pressed might describe a giant, hideous ape-like figure with gnarled clumps of yellow-white fur.

Whether or not he describes these visions, Archambaud has now grown suspicious of the investigators. If he knows they are going to the commune in the north, he urges them to be careful. Also, if they meet someone named Spotted Pine, he says they should watch their backs - "or else Pine might stab you in them." (*Archambaud is still bitter that Spotted Pine gave away and then stole some of the aforementioned forbidden artifacts.*)

The University of Maine

There is little for non-students to do here. One point of interest, however, is the library. This large building carefully houses almost 80,000 volumes, and is the largest library in the U.S. north of Massachusetts.

Those in search of Mythos holdings will be disappointed; all there is to speak of is a dusty old copy of Edward Derby's *Azathoth and Others* tucked away in the "spirituality" section. However, there is some other information to be found.

- **The Penobscot Nation:** After a successful Library Use roll, a half hour of searching turns up a book with a detailed entry on the tribe. The name Penobscot is actually a mispronunciation of the word they called themselves - Penawapskewi (PEN-AH-WOP-SKEW-EYE). Starting in the late 18th century, the Penobscots ceded the vast majority of their land in what is now northern Maine to the U.S. Government. They worship a Wabanaki deity whom they believe is brought into existence through story.

- **The Bangor Historical Society:** All there is to be found about the Society is glowing. They organize parades and charities, and do nothing but good work in this world. Interestingly, all there is to be found is also in the Bangor Daily News. *Note: One of the higher ranking Society members is the head editor.*

- **The battle site:** No information can be found about the battle site, nor can any information be found about any battle between the Penobscots and the United States.



Up the Country

The investigators must drive even further, across the Penobscot River and through a handful of towns with only a smattering of buildings. Mostly they see river and trees. After another hour of driving, whoever is navigating is fairly certain they've found the specified boat landing where they should park their car. Especially cruel Keepers might call for a Navigate roll, or else the investigators are lost in seemingly endless backwoods, and must try to find their way back to Bangor. The car parked, investigators should head into the woods.

The paths are treacherous, covered in gnarled roots and crunching leaves, but still beautiful. They wind up and down through the hills along the Stillwater River, a tributary of the Penobscot. As the investigators walk, have each of them make a DEX roll; failure indicates that the investigator has tripped over a root, falling to the ground and taking 1 point of damage.

The path to the commune is marked by small blotches of whitish-bluish paint on trees along the path. Walking from the boat landing to the commune takes about half an hour. Have each investigator make a Spot Hidden roll. If the group fails, they spend an hour wandering through back woods until eventually circling back to where they were before. If at least two investigators succeed (one in a group of three or fewer), they manage to find where they're going.

Spotted Pine's Commune

As the investigators approach, have them make another Spot Hidden roll. If someone scores a Hard or Extreme success, they see a figure obscured by trees in the distance which loosely resembles a bear standing on its hind legs. If they get only a Regular success, play it off as if they simply needed one more good roll to find their way over the crest of the hill.

The commune, sitting atop a hill overlooking a small ravine, is a range of fifteen or so neatly arranged wigwam tents crafted of colorful blue and red cloth. The tents are arranged in a semi-circle around a main tent in the center which seems to be entirely too large and tall for its purpose. A small grey plume of smoke rises from the center of the main tent.

As they enter, the investigators are greeted with bewildered looks. Psychology indicates that the gaze is disdainful, likely caused by the commune's view of European Americans. The investigators probably make their way into Spotted Pine's wigwam to have him direct them to the battle site - this may prove to be a fatal mistake.

The Wigwam

Spotted Pine sits across a fire pit from the entrance, wearing a blanket which covers the lower half of his body. He is also dressed in a shawl, vaguely frayed at the edges, and has a headdress which looks to be made of crow or male seagull feathers. His face is lined with various bluish-white markings, which appear to be painted.

Additionally, though it's hard to see in the dim light, his face looks to be almost gnarled. His nose protrudes, and he has a dramatic underbite. Perhaps it is simply old age that has caused this, as his manner of speaking belies no hint of illness.

Also in the room are two women in traditional dresses. If spoken to, they simply bow and smile. Spotted Pine may explain that they do not speak English - only the Penobscot language. *Note: This is a lie. The Penobscot language is slowly dying in favor of English. Spotted Pine has simply ordered them not to speak.*

At first, Spotted Pine seems amicable. He offers them pine tea. *Note: The tea contains anesthetic. Hard CON roll to resist, otherwise the character is knocked out for 1D3 hours.* Things go south quickly if the players ask about the battle site. The man seems confused; "what battle site?" If the investigators question him or become aggressive, he stands up, casting off the blanket, and stands at full height. The investigators may be surprised to see that he is nearly eight feet tall (Sanity loss: 1/1D6). He then produces a dart gun, loaded with the same anesthetic as is in the pine tea. The investigators should roll initiative; they may have a chance to react before he fires a shot at them.

Running Away

If none of the investigators are unconscious, they should consider themselves lucky - they may not have to return for a fallen comrade later.

The investigators can follow the same path that they took to escape from the commune. Sprinting from the tent,

Spotted Pine emerges and yells something in a foreign tongue. Then everyone in the commune is on their heels. Use the standard rules to conduct a chase through the backwoods - investigators must contend with roots, fallen trees, streams and so on. Their pursuers have enough numbers that these minor obstacles are unlikely to hinder them significantly. In a moment, the investigators realize Spotted Pine is chasing them as well. He will continue to make Dart Gun attacks to subdue whoever he can.

At a certain point during the chase, have the investigators make a Luck roll. Those who fail (or whoever has the lowest score) glance back at the group of pursuers and see that another Wendigo-hybrid is now chasing after them (Sanity loss: 1/1D6). Anyone else who looks back must also make another Sanity Check.

If all the investigators make it back to their vehicle, they should leave now and consider themselves extremely lucky.

Captivity

Captive investigators are brought to a small room in a cavern at the bottom of the ravine. This "cell" is guarded only by a large old fishing net pulled taut over the entrance and a group of Spotted Pine's followers (at least four, more if there are more captives). When they awake, they find that their weapons have been taken, along with anything valuable.

Spotted Pine's goal is to capture and bring as many investigators as he can to a ritual being conducted in the commune tonight. In this ritual, investigators will be tied to poles and surrounded

by circles of dancing and chanting. After nearly an hour, the sky opens up. A screaming wind shoots down from on high, accompanied by a sudden burst of snowfall. Then, any investigator on a pole is suddenly gone (Sanity loss 1D6/1D20 to witness this). Investigators who disappear in this way can never be recovered.

At a certain point during their captivity, Spotted Pine appears before the investigators. His first words are those of apology. He seems genuinely saddened that things had to turn out this way, and indicates that his hands are tied.

“Of course, it’s such a small price to pay in the grand scheme of things,” he murmurs, lighting a pipe between his lips. The following should be addressed mainly to white investigators. Nonwhite American investigators are only partially spared from Spotted Pine’s anger.

If any of the investigators happen to be Native American, Spotted Pine seems especially apologetic toward them but does not spare them from participating in the ceremony.

“After all, your people took everything from mine. Families. Entire tribes, torn apart. And now you are here, one small handful out of more than 100 million Americans. Are you going to tell me you’re upset? That this isn’t fair? Tell me. I want to hear it.”

Spotted Pine may go on to describe his plans - he doesn’t want to kill anyone. He wants to protect the Penobscots from further encroachment by the U.S. But someone tortures him - someone the investigators would not understand. For this reason, he must sacrifice them. Spotted Pine may also simply scoff and walk away - it’s up to the Keeper.



Breaking Out

First, investigators on the outside must make their way back to the commune without being spotted. This requires successful Stealth rolls. Returning to the commune, the group as a whole can fail no more than three Stealth rolls. Otherwise, Spotted Pine is alerted to their presence.

Once they are there Investigators must make another Stealth roll, coupled with Spot Hidden, to determine where their ally or allies are being kept. There are at least four guards in the ravine, making a quiet escape nearly impossible unless they are distracted. If they are clever, the investigators might use STR to try to quietly pull apart the fishing net, rather than focusing on finding some sort of tool to cut it open. Investigators on the outside may also think to call for help - this is almost impossible given their location.

If Everyone was Captured

Escape becomes a more difficult proposition. If all of the investigators were knocked out, they awake in 1D3 hours. Depending on what time they arrived, this could be bad - the ceremony begins at nightfall, which is only around 7 P.M.

There is no other exit. The only way out is to get through the net, go past the guards, and climb out of the ravine. Allow the players to be imaginative and come up with ways to escape captivity. If they're stumped, maybe one of them can make a Luck roll to see if they thought to stash a small weapon in a place the Penobscots wouldn't look.

The Wendigo-Hybrid Attacks!

If the investigators alert the commune while making their second escape, they are set upon by a Wendigo-Hybrid. It leaps into the ravine, landing in front of them and forcing them to run in the other direction. If they stay and fight, one of them will likely perish. They should make a desperate Climb roll to escape its attacks. If they escape the ravine, the rest of the commune gives chase again. This time a second Wendigo-Hybrid is ready from the outset, alongside Spotted Pine. The Wendigo-Hybrid who jumped into the ravine will have a difficult time getting out (20% chance).

In a stroke of mercy for the investigators, Spotted Pine has run out of anesthetic by this time. He still gives chase, even shooting at them with their own stolen weapons if he manages to get close enough, all the while screeching in his unique dialect.

A Helluva Crash

If they are lucky, the investigators will now be able to escape by car. As they rush down the road back toward the safety of civilization, they will perhaps be discussing what they just went through. Unfortunately, their time in the woods isn't over.

This encounter is optional. It may prove to be more devastating than anything that's happened so far. Keepers are encouraged to skip it if they feel it will derail an ongoing campaign.

It is likely either dark or becoming

dark as the investigators drive away. In northern Maine, it's around this time that moose and deer like to gather in roads, basking in warmth soaked up by the pavement throughout the day. Depending on how dark it is, call for either a Hard or Extreme Spot Hidden roll the two investigators in the front seats of the car. A failure indicates that they don't see it until it's too late, and only an Extreme success on a Drive Auto roll can avoid a terrible crash.

There is a moose in the roadway. As the car slams into it, its body rolls and crushes the windshield. Cruel keepers can call for Sanity checks. The two investigators in the front seat take 2D6 damage. Those in the back take only 1D3. Their car probably doesn't start anymore - but even if it did, the roof over the front seat is almost completely caved in.

The investigators have less than a minute to recuperate and perform First Aid. Then, they start to hear screams coming from the tree line.



If they are unable to defend themselves, Spotted Pine will seize upon them, dragging them back to his lair. If investigators have no major wounds, they should be free to break out into a run in the opposite direction. Otherwise, depending on the severity of their wounds, they may have to make Hard CON rolls to avoid desperately limping.

Every minute or so (first time roughly a minute after the chase begins), the investigators should make a Luck roll. A success indicates a pickup truck is passing by. If it sees the angry mob of Penobscots, the truck is very likely to stop. The driver hollars at the investigators to climb in - and finally, the ordeal is over.

Conclusion

Investigators who managed to kill Spotted Pine or a Wendigo-Hybrid should be awarded with 1D6 Sanity for each. If the entire commune was destroyed, the act could perhaps be considered justifiable but it doesn't give any extra Sanity bonus.

If the investigators return to the Hill House to confront Little, he plays dumb. "What? I had no idea - that is simply horrific!" Psychology indicates the hint of a smirk - he duped you. However, Little is surrounded by prominent, very wealthy men. Furthermore, he has the local police and government in his pocket. In 1919, Little will flee Bangor and move to Bar Harbor. If Spotted Pine is still alive, this is likely due to his continued blackmail.

Appendix

Clarence Little, Elected Leader of the Bangor Historical Society

| | | | | | |
|-----|----|-----|----|-----|----|
| STR | 40 | CON | 30 | SIZ | 45 |
| DEX | 60 | APP | 50 | EDU | 85 |
| INT | 60 | POW | 55 | SAN | 41 |

Hit Points: 7

Magic Points: 11

Move: 7

Attacks: Fighting (25%), damage 1D3; .38 Revolver (35%), damage 1D10; Dodge (30%)

Skills: Appraise (50%), Charm (35%), Cthulhu Mythos (3%), History (65%), Library Use (60%), Occult (30%), Science (Biology) (80%), Spot Hidden (50%)

Jonathan Archambaud, Tribal Chief of the Penobscot Nation

| | | | | | |
|-----|----|-----|----|-----|----|
| STR | 50 | CON | 60 | SIZ | 55 |
| DEX | 40 | APP | 45 | EDU | 35 |
| INT | 65 | POW | 60 | SAN | 60 |

Hit Points: 11

Magic Points: 11

Move: 8

Attacks: Fighting (35%), damage 1D3; Dodge 25%

Skills: Skills: History (40%), Language (Other - Penobscot) (10%), Language (Own - English) (40%), Persuade (50%), Spot Hidden (30%)

Spotted Pine, Wendigo-Hybrid

| | | | | | |
|-----|-----|-----|-----|-----|-----|
| STR | 120 | CON | 200 | SIZ | 160 |
| DEX | 80 | APP | 20 | EDU | 40 |
| INT | 55 | POW | 120 | SAN | 0 |

Hit Points: 36

Magic Points: 24

Build / DB: 3 / 2D6

Move: 7

Attacks: Fighting (65%), damage 1D3+2D6; Dart Gun (45%), anesthetic acting for 1D3 hours, hard CON roll to resist; Dodge (40%)

Skills: Blow Dart (55%), Cthulhu Mythos (10%), Intimidate (80%), Language (Other - English) (35%), Language (Own - Penobscot) (45%), Listen (40%), Persuade (30%), Spot Hidden (45%)

The Wendigo-Hybrids, Offspring of Spotted Pine

| | | | | | |
|-----|-----|-----|-----|-----|-----|
| STR | 100 | CON | 150 | SIZ | 150 |
| DEX | 60 | APP | 25 | EDU | 20 |
| INT | 40 | POW | 90 | SAN | 0 |

Hit Points: 30

Magic Points: 11

Move: 7

Build / DB: 3 / 2D6

Attacks: Fighting (50%), damage 1D3+1D6; Dodge (30%)

Human Followers of Spotted Pine

Note: the followers are treated as a single mob for the purpose of conducting chases. The followers number 21 in total, but only 15 are able to give chase.

Hit Points: 12 for each follower

Move: 7

Attacks: Throw Javelin (30%), damage 1D6; Throw Rock (30%), damage 1D3