

Refractions of Glasston



A 1920s horror scenario
tempered in Northern Indiana

CALL of
CTHULHU



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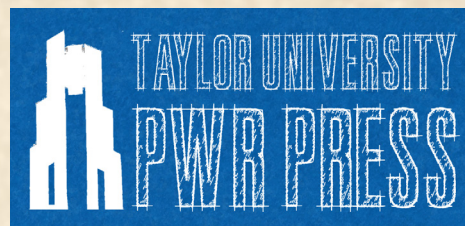
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IN COLLABORATION WITH CAHOSIUM, INC.

Lynne Hardy and Mike Mason

A PROJECT FOR PWR 370 TABLETOP GAME WRITING LAB

Taylor University Professional Writing



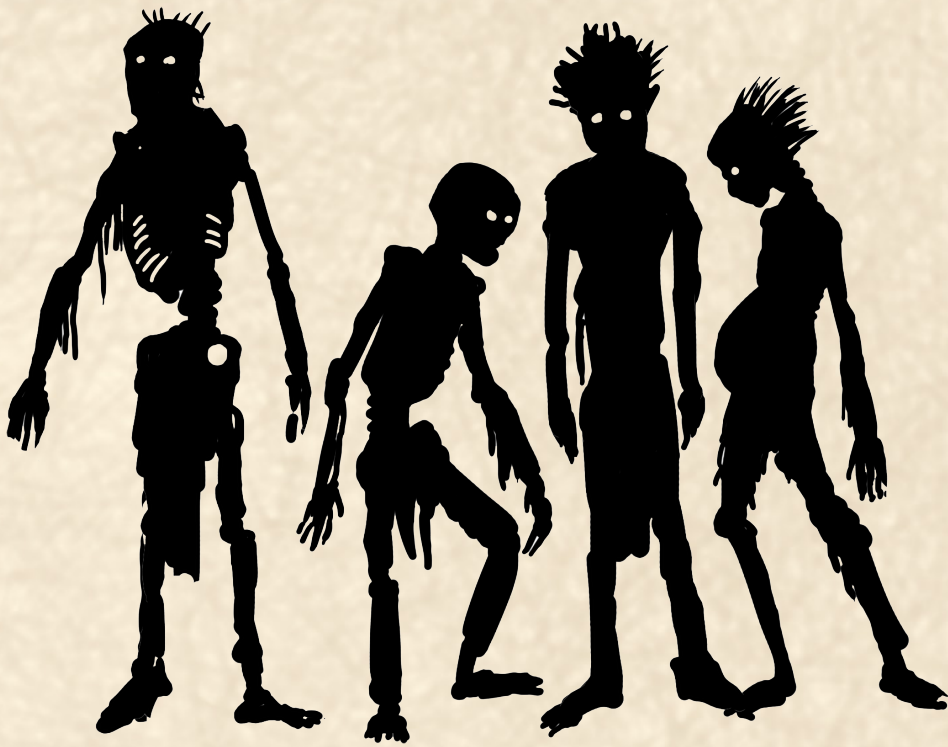
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FOREWORD

Designed and published by Taylor University Professional Writing students over the course of a semester, *Refractions of Glasston* was the final project of Tabletop Game Writing Lab, a new prototype course at the university during the Fall 2019 semester.

For this first course, Chaosium agreed to collaborate with Professor Knight to publish an adventure module for the *Call of Cthulhu RPG* on their Miskatonic Repository community content resource on DriveThruRPG. Creative director Mike Mason and associate line editor Lynne Hardy worked with the students throughout the semester to discuss story development, the writing and editing process, layout, and publication. In a very compressed schedule, these students were able to experience the roles of writer, editor, art director, and designer in the game industry, learn from game industry professionals, and publish an exciting RPG adventure. As the university is located in rural Indiana, the students chose to write a unique story that reflected aspects of Indiana life in the 1920s. I hope you enjoy the adventure as much as we enjoyed the creative process.

— Professor T.R. Knight, [Taylor University Professional Writing](#)

FROM THE WRITERS

I remember crashing my party's shoddy craft into the Mos Eisley Bay twice back in high school while playing a Star Wars roleplaying game. I don't think I understood the point of roleplaying until my sophomore year at college when I got the chance to feel like an important piece in a grander scheme of a campaign. Since then, I've fallen down the rabbit hole of Dungeons & Dragons, playing away my soul to the zeal of collective storytelling. So, when I got the chance to work behind the scenes on a new system built into a genre that caught my intrigue, I took a leap of faith and spent my soul on something that could be enjoyed by more people. I think in some way this book was another adventure where I got to experience working with friends passionate for a good story and an immersive game.

— Sam Guinsatao

Roleplaying games were foreign to me until I arrived at college. Sure, I'd grown up playing video games, but until my college years, I had no idea the kind of unique fun I was missing out on. I've grown up wanting to create stories, no matter in what medium that took place. My writing major offered Professor T.R. Knight's first class about game writing my freshman year, which served as my introduction into the world of roleplaying games. As I became more and more familiar with the hobby, the itch to create roleplaying material grew. Writing this game scenario provided a perfect opportunity to do so. Ever since T.R.'s first class, I've been interested in working in the industry if the opportunity presented itself. The hours of research, writing, editing, and brainstorming that we have poured into this project have hopefully paid off. Our love for the hobby has culminated in this story and the ideas it contains.

— Carson Jacobs

I never would have guessed that I would have the opportunity to be a part of a class like this. This experience has been crazy and fast, but also amazing! I've never considered myself a writer, but I always had a deep love for storytelling. A few years ago, I got into tabletop roleplaying, and I was immediately hooked, as it allowed me to share stories with other people in a way that I found fun and engaging. It has been amazing being able to create a tool to help people enjoy storytelling with their friends. I hope you enjoy the adventure!

— Joy Lemont

When I signed up for this class, it seemed like a pipe dream. Writing a fully-fledged roleplaying adventure inside of a semester? I wasn't sure that was feasible. Yet here I am, writing a section of the foreword for our completed book. I was most surprised by how natural the whole process felt.

Not that there weren't challenges, but almost everything went smoothly. I felt at home writing in this style, even though it was my first time. It's something I hope to build upon and revisit in the future, but in the meantime, please enjoy the adventure!

— Elijah Oates

I didn't grow up with roleplaying games, but once I discovered them in college, I was hooked. I had always had a fascination with creating fictional worlds, and with roleplaying games I finally found a way to bring those worlds to life. Ever since I took T.R.'s class on writing and editing for gaming, I've desired to be a part of the roleplaying game industry. When he offered the opportunity to help create a *Call of Cthulhu* scenario, I couldn't pass up the opportunity. However, this project brought me out of the honeymoon phase and into reality. Writing for roleplaying games is hard work, involving lots of hours of research, writing, and editing. But it is so enjoyable, and I wouldn't trade it for anything. So, I hope you enjoy our scenario, *Refractions of Glasston*. Consider this the first sentence of my love letter to roleplaying games.

— Rayce Patterson

If there's one thing I love, it's a good idea. Brainstorming the story for this game is probably the most fun I've had on a project in a long time. Researching the things that make my state unique, bouncing ideas off of classmates, and stitching together our mess of thoughts into a coherent storyline was a major learning experience. Splitting up the work among seven people and cooperating enough to create a single product was even crazier. This book was one of the most stressful, time-consuming assignments I've ever done, and I don't regret a bit of it. I hope you enjoy playing this game even half as much as I enjoyed working on it because that means it will have been a complete success.

— Emily Pawlowski

I've written novels, poems, short stories, seasonal articles, memoirs, book proposals, devotionals, opinions pieces, queries for magazines, and more since coming to college. Somehow, writing a *Call of Cthulhu* scenario for a class doesn't seem that far-fetched to me, but it still is wonderful. This is the first group project I've been a part of in which everyone has been passionate and excited to work. It feels good to be surrounded by enthusiastic friends, and it feels good joining forces with a bunch of other talented writers to make something that I'm proud of!

— J. Tucker White

CHAPTER 1: INTRODUCTION

It's important to read through a scenario before running it. This allows you to understand the story and all of the moving parts before running it for your players. There are many people included in *Refractions of Glasston* who add to the story, the clues, and the mystery surrounding this investigation. Reading the breakout boxes and sidebars will ensure you are aware of all the different pieces of information and tools at your disposal as the Keeper. Pay special attention to the sections marked "Keeper's Note," as these contain special advice or secrets the players don't know.

As *Refractions of Glasston* is designed to be played in one to two sessions with 4–7 players, it may benefit your group to use the pre-made investigators provided in the back of this module. This will speed up the "getting started" process. However, players are free to bring their own investigators into this adventure. Should they wish to do so, work with them to determine a way their character is connected to Glasston. Encourage players to chat with each other about their characters and have fun creating backstories and personal ties to other characters.

After players have either selected their preferred pre-made investigator or created their own, you should mark down each investigator's name, Appearance (APP), hit points (HP), Sanity (SAN), and any parts of their backstory you may want to reference in the investigation. Once you've read through the scenario and the players have their investigators, you're ready to begin.

INDIANA HISTORY

1920s Indiana was a growing state. Much of the land was still being settled and developed for farmland and towns. The state was covered in forests and swampland, making travel to anywhere not connected through railroad, waterway, or road difficult. The average person worked as either a farmer or a factory worker.

The state was comprised mainly of white, middle-class people. However, the Underground Railroad often funneled escaping slaves through Indiana in the 1800s, and many chose to stay there, creating their own black communities. In response, Jim Crow laws were set up to keep them separate by segregating bathrooms, transportation, and schools. It was common to see signs designating colored buildings, rooms, and items. Despite that, black Hoosiers found plenty of ways to subvert these barriers and worked as everything from farmers to police officers.

Many towns and cities suffered from severe segregation as well, with the most extreme examples being sundown towns. These towns were known to be unsafe for people of color, as they were almost always white-only. While black people were able to visit during the day, sticking around after sunset could lead to violent removal or even death.

Regarding gender inequality, women's rights made monumental strides in the 1920s. White women gained the right to vote in 1920, and many women were joining the workforce. Although policies were changing for the better, the general attitude toward women remained relatively the same. Men still spoke to women in demeaning ways and often harassed them. This, however, was a time when both men and women began to stand up against the oppression of women.

The five largest cities in the state in the 1920s were Indianapolis, Evansville, Fort Wayne, Terre Haute, and Gary. This was around the first time in Indiana's history that urban populations outnumbered the rural.

Technology at the time was a clash of new and old. In a rapidly developing town like Glasston, most of the buildings would have electricity, especially the newer ones. However, in poorer homes and rural areas, electricity was still a rarity.

Cars were a luxury, so most people either walked, rode horses, or took the bus or train to go places. Telegraphs were still the main form of communication, though there might be a phone or two in developing towns.

HISTORY OF MIDWEST FACTORIES

At the end of the 19th century and the beginning of the 20th, the Second Industrial Revolution brought rapid economic growth wherever factories flourished. The prospect of a growing economy was very attractive to many towns throughout the United States. A successful factory not only meant benefits from its revenue, but major growth as factory workers flocked to stable jobs.

Midwestern towns did everything they could to charm influential factory owners. Led by local entrepreneur James Boyce, Muncie set up a sizable fund to parcel out to factories that moved to Muncie, give out substantial amounts of land, and even erect homes for the factory workers.

So, charmed by the people and the land, Ball Glass Works settled in Muncie.

PROHIBITION IN INDIANA

Prohibition was the legal prevention of manufacturing, selling, and consuming alcohol that was enforced across the United States by the 18th Amendment to the Constitution. While Prohibition went into effect nationally on January 17, 1920, Indiana was almost completely dry before then. With the passage of a state-wide prohibition law on April 2, 1918, Indiana was under the effect of the Prohibition almost two full years before the rest of the country was.

Alcohol and temperance (rejection of alcohol) movements go as far back in Indiana history as its territorial days, and the battle for temperance ebbed and flowed for generations. Following the end of the American Civil War, the Anti-Saloon League of America was established in 1895, and its Indiana chapter was headquartered in South Bend. This political organization was able to push an increasingly restrictive series of "dry" laws in Indiana, which eventually led to the effective state-wide prohibition law in 1918.

However, multiple individuals continued to make, sell, and drink alcohol in defiance of these laws. "Moonshiners" and "bootleggers" continued to illegally brew their own alcohol—often called "moonshine"—which was known for its high alcohol content and sometimes questionable drinkability. Alcohol was often served in secret bars called "speakeasies." The operator of a speakeasy had to be wary of surprise raids by law enforcement looking to squelch these establishments.

INDIANA TRANSPORTATION IN THE 1920S

Three primary methods of modern transportation existed in 1920s Indiana: trains, buses, and cars.

Railroads first started appearing in the mid-1800s and expanded quickly. At their height in 1920, Indiana railroads spanned over 7,600 miles. Trains were used to haul cargo as well as people.

Automobile manufacturing flourished in Indiana during the early 20th century. More than 40 Indiana towns and cities produced cars during or around that time period. None of the companies lasted very long, but cars certainly existed in Indiana during the '20s. However, none will appear in this scenario.

The majority of Indiana buses during this period would have been manufactured in Chicago. In the late '20s and early '30s, Greyhound was established as a leading bus service company, which had routes crawling all over Indiana, connecting major cities.

LOCAL MYTHOS

The world as it's presented in *Call of Cthulhu* is a strange place filled with horrors and peculiar occurrences, but real life often has stories and accounts that are even stranger. While these adventures are grounded in realism and incorporate history to the best of their ability, sometimes an extra push is needed. This section is intended to give the Keeper ideas for how to incorporate some of Indiana's own myths, urban legends, and cryptids into the adventure.

THE KOKOMO HUM

The Kokomo Hum began in Kokomo, Indiana, a mid-sized industrial town. In 1999, townspeople began hearing a low, constant rumble so persistent it drove some of them mad. On top of constantly producing an annoying sound, the Hum also induced headaches, diarrhea, and nosebleeds. However, only a small portion of the town could even hear this humming. The only way that fraction could escape from the ever-present Hum was to leave Kokomo entirely.

Even though the Kokomo Hum took place in 1999, the Keeper can still include this phenomenon in the scenario. In *Refractions of Glasston*, the investigators will interact with a glass manufacturer as well as many glass products. Throughout the investigation, investigators will discover that the glass this company creates has otherworldly effects. At the Keeper's discretion, one of these effects could be some form of the Kokomo Hum. For example, at the end of the adventure, if the investigators defeat Kh'yrenery'hk—either by causing him to flee or killing him—the glass jars present in nearly every building in town could begin to produce some form of the Hum before shattering. Alternatively, you could introduce the Hum much earlier in the session and have the investigators discover its source.

MUD MERMAIDS

Mud Mermaids were first sighted in 1894 in the town of Vevay, which sits on the Indiana side of the Ohio River. Witnesses described hideous creatures with the bodies of lizards and faces of humans swimming in the water. When the river was

JIM CROW LAWS

The Keeper has the option of adding race and gender discrimination into this adventure, as those issues were rampant throughout the 1920s. During the investigation, the Keeper may integrate these issues by whatever means they deem appropriate. This is not necessary for the adventure and is entirely up to the discretion of the Keeper and investigators.

low, however, the creatures disappeared. The best people could deduce about these mud mermaids was that they were carnivorous. When the waters receded, fish bones, mussel shells, and other animal remains were found atop logs and tree stumps on the sandbars where the mermaids stayed.

Incorporating the mud mermaids may take a little more work than the Hum. The Keeper can utilize this Indiana cryptid by including Deep Ones somewhere in the adventure. Deep Ones are able to mate with humans, producing hybrid offspring not quite human nor quite Deep One. This would achieve a look similar to the mud mermaids described in the eyewitness encounter. They could have been accidentally trudging up from the shores of Lake Michigan, where the glass manufacturer gets its sand, and shipped down to the factory.

REEDER ROAD'S VANISHING GIRL

The most well-documented occurrence of this phenomena—and the one that is described here in this book—took place in the 1970s. While a young man was driving back from visiting his girlfriend, he saw a girl at the side of the road. He offered to drive her home, and she accepted. Once she got in the car, he noticed she was shivering and lent her his letterman jacket. She gave directions to her house, and they sped off, passing Ross Cemetery as they neared their destination. Unsure of how soon the next turn was, he looked over to ask the girl, but she was gone.

He stopped the car and searched all around for her but found no trace, so he returned home for the night. The next day, he retraced his route and found the house she had described as her home. While walking across the front yard to the porch, an old man passing by in his pickup pulled up the driveway. He told the young man the house had been abandoned for 15 years because the last owners left it after their daughter died in a car accident. The old man said he'd gone to the funeral for the girl, and she'd been buried at Ross Cemetery. The young man returned to Ross Cemetery and searched for her gravestone. Based on the name the old man had given him, he found the girl's grave marker. And there, folded neatly on the headstone, lay his letterman jacket.

It may be difficult to incorporate the vanishing girl into the adventure. However, an NPC could have a similar experience in Glasston to tell the investigators, giving them a lead to investigate. Perhaps this ghost story could lead them to the CEO's mansion where they discover the ghost of one of his family members, though they might not realize it until after collecting more clues.

INDIANA HISTORY TIMELINE

- Dec. 11, 1816: Indiana becomes a state.
- April 12, 1861: The Civil War begins. The Underground Railroad ends around now.
- 1869: Black children are required to attend separate schools.
- 1884: After natural gas was found in Ohio, the Trenton Gas Field in eastern Indiana is tapped. This begins Indiana's Gas Boom.
- 1884: Ball Brothers begin making their iconic glass canning jars.
- 1887: The Ball Corporation moves to Muncie.
- 1880: Indiana boasts over 4,000 miles of railroad tracks.
- 1905: Interracial marriage is banned.
- April 2, 1918: Prohibition is passed in Indiana.
- Jan. 17, 1920: Prohibition becomes national law.
- Aug. 18, 1920: White women are granted the right to vote.

TWJ CO. TIMELINE

- 1912: Elias Winters starts up TWJ Co. in Forester's Path and begins manufacturing glass jars.
- 1915: The factory struggles along, barely bringing in enough profits to survive.
- 1917: Winters is drafted into the Great War, and the factory goes dormant. Forester's Path subsists on the lumber industry.
- 1918: Fire turns half of the forested area around Forester's Path to cinders.
- 1919: Returning from the Great War, Winters starts his factory back up. It brings some welcome revenue to the town—the rationing of the Great War made food preservation and canning more popular among homemakers.
- 1920: Ball and Owens overtake the small piece of the market TWJ Co. had latched onto.
- 1921: TWJ Co. can no longer afford to import soda ash from England. Production slows to a crawl.
- 1922: Winters “uncovers” a chemical he calls “K-Dust” that can replace soda ash in the glass making process. The new jars are more resilient than before. By the end of the year, Winters has gotten his “Super Jar” in the Sears, Roebuck and Co. catalog.
- 1923: The jars are a hit. TWJ's Super Jars appear on shelves of Piggly Wiggly, Woolworth's, and other popular chain stores. Production rises to meet demand.
- 1924: The factory and town expand to meet influx of workers and revenue. Forester's Path is renamed Glasston.
- 1925: TWJ Co. is neck and neck with the decades-established brands of Ball and Owens, even threatening to surpass them. A new line of “Super Duper Jars!” are set to debut later this year. Rumors circulate that TWJ Co. might manufacture bottles for a nationwide soft drink company.

DRAMATIS PERSONAE

Throughout the adventure, the investigators meet many people who either help or hinder their investigation. The most influential of these people are listed here and can be referred to as they come up in the adventure. For character stats, refer to page 30. Depending on what the investigators do, they may not meet all of them.

ELIAS TAYLOR WINTERS, 45, CEO OF TWJ CO.

Not much is known about Elias Winters beyond the business he's brought to Glasston. The town sees him as a hero, first as a war veteran who fought for a worthy cause and now as a shrewd businessman who revived a dying town. Behind closed doors, Winters is anything but heroic. Dealing with shell shock left over from the War and struggling to find a foothold in the world of business, he turned to alcoholism and drugs to cope. During one of his nights of drug-induced sleep he dreamed of a powerful being who could give him everything he wanted. He soon found the stretch of beach from his dream and bought it. There he met Kh'yrenery'hk, a being from beyond the stars with power beyond measure. In return for his undying loyalty, it promised him a prosperous business and more wealth than he could ever imagine. Winters agreed, and while the price of his loyalty came at a heavy cost, he remains loyal to Kh'yrenery'hk and dedicated to pushing his business to be the best it can be.

Description: a tall, thin man. He makes for a dignified figure with his fancy suit and gold-tipped cane, but his sunken features and stiff-legged limp somewhat detract from the image.

Traits: Winters has always been high-strung and controlling, and those traits only got worse as he's fallen under Kh'yrenery'hk's control. He talks quickly and intensely and refuses to listen to anyone he considers inferior to him, which are most people.

Roleplaying Hooks: While he's aware of the harm Kh'yrenery'hk is doing to the town, he has fully convinced himself the good outweighs the bad. He'll do anything to stay in business, no matter how extreme.

DENNIS ADKINS, 48, TOWN DRUNK

Dennis Adkins is a former employee of TWJ Co., but he now spends his time wandering around town at night in a drunken stupor or stealing books from the library. Adkins worked at the factory until he stumbled across the nearby Sand Pit and gazed upon the form of Kh'yrenery'hk within (see **Sand Pit**, page 21). Mentally scarred from the encounter, Adkins quit his job to get away from the creature. Fearing that Adkins would reveal Kh'yrenery'hk to the public, Elias Taylor Winters had his thugs keep a close eye on him. However, once Winters discovered Adkins' mania and drinking habits, he was able to discredit the former worker's claims, calling him a "crazed drunkard."

Description: scraggly beard, wild blue eyes accented by dark circles underneath them from lack of sleep. Clothes are tattered and weathered with dirt and age.

Traits: after his experience with Kh'yrenery'hk and the investigation by TWJ Co., Adkins is incredibly paranoid and doesn't often talk to strangers. When he does speak, his voice is husky and his speech is slow, broken by the occasional stutter. It can be difficult to get information out of him because of his scattered mind, which makes him prone to long tangents in a conversation. He is, ultimately, a good person and wants to help the town.

Roleplaying Hooks: Adkins' encounter with Kh'yrenery'hk left him with permanent bibliokleptomania. Because of this, Adkins has the greatest knowledge of the Cthulhu Mythos of anyone in town, and he has even learned a few spells in the process. Investigators may seek him out regarding information about Kh'yrenery'hk and its weaknesses. The investigators may encounter him on the streets after dark, stealing books from the library, or checking up on his daughter, Anna Adkins, who works at the local restaurant (see **Restaurant and Inn**, page 13).

Mania: bibliokleptomania (Obsessed with stealing books).

DR. JOSEPH SULLIVAN, 52, DOCTOR AND MOONSHINER



Dr. Joseph Sullivan was born in Glasston and returned home after getting his medical license in Indianapolis. He has a small family, including several full-grown children. His wife has recently passed away, and since then he's been pouring himself into his work. When he was young, his uncle taught him how to make moonshine and Sullivan developed a passion for it. Now he publicly pursues medicine and secretly continues the family moonshining business.

Description: very tall, with dark eyes, pale skin, neatly combed mustache, gaunt face, lanky physique exaggerated by his height.

Traits: Sullivan is polite and soft-spoken, tending to remain

quiet when not making small talk with his patients. He is very mistrustful of most people, though he doesn't show it. Even if he knows someone well or sees them as an ally, he will not open up easily and share information with them.

Roleplaying Hooks: Sullivan is suspicious of what is going on in the town and has been doing some research to try and figure out what is going on. He has seen many patients come in with the same odd rash and knows more about the symptoms than anybody else.

KH'YRENERY'HK, THE GLASS BEHEMOTH

To humans it is powerful beyond compare, but among the ancient ones it is fairly low-ranking. Kh'yrenery'hk seeks to ascend its current place and earn the respect of its peers through conquest and cunning. For now, it focuses on Earth, where simple humans are easily manipulated and turned into mindless slaves. Kh'yrenery'hk can break off and reform any of its eight limbs at will. When a tentacle breaks off it immediately turns to a sparkling dust. Contact with this substance causes any living creature to slowly take on the attributes of Kh'yrenery'hk and give up their mind to it.

While it might be easier to simply force this infection upon unsuspecting populations, Kh'yrenery'hk rather enjoys the trickery that goes into more elaborate plans. After centuries of rest to recover from a past plan-gone-wrong, it is back and ready to try again. A desperate businessman in the middle of a growing area seems like the perfect target. Once this planet is conquered, the rest of the galaxy and universe should soon follow.

GLORIA HOLLIS, 22, CORRUPTED FACTORY WORKER



Gloria Hollis spent her entire life in Glasston. She was married at 17 and widowed soon after. After the death of her husband, she needed to be able to provide for herself and took a job as a

cleaner at the factory. She has never been wealthy and is known for her hard work and awkward demeanor.

Description: average height, broad shoulders, straight black hair, brown eyes. Currently, almost entirely composed of glass, with just a small bit of flesh still visible through the glass.

Traits: Hollis is quiet and distrustful. She isn't overly bright or socially adept, but she is strong-willed and has strong morals.

Roleplaying Hooks: When Winters made his pact with Kh'yrenery'hk, she was one of the first workers offered to become a thrall. Her skin quickly transformed into the thick, nearly indestructible glass produced by the factory. While the other thralls' minds were completely taken over, something went wrong in her transformation, and she retained her personality and general mental state, although she is certainly troubled. She is a potentially powerful ally to the investigators if they find her and ask her to go with them. She wants revenge against Winters and Kh'yrenery'hk.

JOAN MCKAY, 65, SHERIFF

Joan McKay is the sheriff of Glasston. Kh'yrenery'hk has infected her mind and influences her actions to keep outsiders from suspecting its plans. Her goal is to keep the peace and regulate the normalcy in and around Glasston. McKay's strong moral code often outweighs Kh'yrenery'hk's influence, giving her moments of control, but also causing her to act deeply paranoid. As long as the investigators remain on her trusting side, McKay is a powerful ally.

Description: steel-blue eyes, built like a warrior, freckled fair skin, eye patch, smokes cigars.

Traits: wary, stern, easily upset, easily bored.

Roleplaying Hooks: McKay has been the stoic defender of Glasston for the past twenty years and Kh'yrenery'hk's recent grasp on her will hasn't changed that. Now she spends her time keeping tabs on the citizens of the city, re-fortifying her weapon collection, and working to keep her aging body at peak health. One of her eyes has recently turned completely to glass, prompting her to don an eyepatch.

Phobia: xenophobia (Fear of foreigners or strangers).

Mania: dikemia (Obsession to see justice done).

FLOYD THOMAS, 27, PRIEST

Floyd Thomas is the priest of Glasston. He has recently been approached by Elias Taylor Winters, who suggested a partnership between the church and the factory. However, Thomas refused, only wishing to properly reignite the power of God within people. Thomas is motivated by his love for interacting with people and carrying on a legacy that would honor the tragic suicide of his parents. Thomas was bullied from a young age about his size and is extremely insecure about people mentioning it.

Description: big brown nervous eyes, dark brown combed over hair, tanned pudgy face, hands ribbed with white scars.

Traits: anxious, excitable, passionate, shy.

Roleplaying Hooks: Thomas is desperate to put in a good name for the church after both his parents committed suicide and left him with the responsibility to represent the town's religion properly. Thomas almost never leaves the church, for fear of anyone visiting in his absence, so most of the time he pays other townsfolk to do errands for him while he holds down the fort. Thomas is not aware of Kh'yrenery'hk, but his encounters with Winters have put him on edge, especially after the stained-glass transactions and his recent decision to reject Winters's partnership offer. When the investigators meet Thomas, he may be a little on edge and a bit jumpy, despite his attempt to remain amiable and charitable.

Phobia: plutophobia (Fear of wealth).

Mania: amenomania (Irrational cheerfulness).

ANNA ADKINS, 24, WAITRESS



Anna Adkins stayed in Glasston after graduating top of her high school class because she enjoyed the novelty of working at the restaurant in town.

Description: Small nose, a little below average height, dark brown hair in a wavy short cut.

Traits: Bubbly and extroverted. She's happy to just be talking to someone, let alone if it's a topic she knows something about. Talks quickly.

Roleplaying Hooks: A potential ally, but she may get the investigators in trouble if they openly threaten the livelihood

of Glasston. Anna is embarrassed by her father, Dennis Adkins, and will try her best to avoid talking about him if the topic arises.

FRANK GRIMMEL, 42, TICKET SELLER

Frank Grimmel is a misanthropic introvert. As such, he loathes talking to people in general and just wants them to leave whenever they approach him. His job as ticket seller is a nuisance to him, but he appreciates the recent lull in passengers. One way he finds acceptable to talk with people, however, is rambling on to total strangers about his problems. This is the only way Grimmel opens up to people. Outside of that specific type of interaction he is snippy, short, or caustic to anyone who approaches him.

Description: hooked beak-like nose, messy blond hair, thin eyes, wiry frame.

Traits: clicks his tongue after complaining. Drums his fingers whenever someone engages him in conversation, as if he is impatient for the conversation to end.

OTIS FILIGREE, 21, SKITTISH WORKER

Otis Filigree has worked at the factory the past few months, and he has loved every minute of it...well, except for the furnace's searing heat, the mind-numbing work, and the festering rash he's been commanded not to talk about. But otherwise, it's fun being around people all day.

Description: average height, average build, waist-length blond hair (pinned under hat).

Traits: fidgety, talkative, trusting. Loves Glasston's community and doesn't want to harm it. Takes great care of hair, carries comb.

Roleplaying Hooks: wants to confide in someone about the pain his infection causes but hesitates to because he doesn't want anyone to suffer for his loose lips.



CHAPTER 2: ODD HAPPENINGS IN GLASSTON

For: 4 to 7 players, plus Keeper.

Approximate playtime: one to two sessions.

This investigation begins with TWJ Co.—a strangely successful competitor to Ball Glass—announcing their updated glass jar. Each investigator arrives in Glasston for their own personal reasons related to this mysterious company. Investigation into TWJ Co.’s success reveals a broken, mentally unstable CEO who is willing to sacrifice the town and the world beyond to fulfill his dreams.

The scenario ahead should take one to two sessions of only three or four hours to complete. These measurements vary depending on the quickness of play at the table and what specific players decide to have their investigators do. It can also change depending on how long you, as the Keeper, decide to let the investigators look around Glasston before transitioning to Chapter 3.

KEEPER INFORMATION: BACKGROUND

Elias Taylor Winters used to be the CEO of a struggling glass company in the small, unmarked town of Forester’s Path. After many setbacks, Winters claimed to have found a way to rival Ball Glass: K-Dust. This K-Dust comes from Kh’yrenery’hk. The Glass Plague (see page 15) is transferred through K-Dust and the glass it is used to make. In recent weeks, certain people have been going to Joseph Sullivan, the town’s doctor, hoping that he would be able to help them as the first symptoms appeared. He has been unable to help, and so many factory workers have become infected.

SUSPICION TRACKER

Once the investigators begin investigating the Glass Plague, all of Glasston opens up to them. Every location connects to others, forming a web of conspiracy around TWJ Co.

Even though there are many locations the investigators can visit, the Keeper can still run the scenario as a one- or two-shot. One method we recommend to keep the investigators moving is implementing a suspicion tracker.

Winters has eyes and ears throughout Glasston, and word gets around fast that out-of-towners are sticking their noses where they don’t belong. Whenever investigators discover a clue, make a tally mark. Some clues and actions, which are noted in the book, add more than one mark to the suspicion tracker.

Once the tracker reaches ten marks, or whenever you feel your players are ready for the second act, start the encounter described in **Kidnapping**, page 24.

Subtly clue the investigators in that they’re being observed. Maybe background NPCs eye them and whisper, or an automobile (a rare sight in Glasston) slows as it nears the investigators. If the investigators pass a location where they’ve already discovered a clue, large henchmen are inside, questioning NPCs the investigators spoke to.

PLAYER INFORMATION

Having determined where investigators are from and why they are visiting Glasston, read aloud or paraphrase the following:

You all are on a bus to Glasston, Indiana—a booming town that has recently struck proverbial gold. TWJ Co., the glass-manufacturing rival to Ball Glass, has actually started to overtake its long-standing competition in sales. The reason: their jars. The “Super Jars” are more durable than anything Ball Glass has put out before, and their most recent claim has everyone excited. Supposedly, TWJ Co. has figured out a way to make unbreakable jars. Fans and skeptics alike are dying to know how they’ve done it, which brings most of you to Glasston. After traveling all day, arriving at your destination in the late evening, you are famished. The growing town, with its many new buildings still under construction, slides into view.

TOWN LOCATIONS

BUS STATION

At the edge of town, a lonely, dusty bus stop awkwardly stands amidst the hazy heat. The investigators arrive at this haphazardly constructed building—really just a mid-sized pavilion structure—without any fanfare or welcome committee. Beneath the gently peaked roof, there are a few rows of empty wooden benches that smell lightly of mildew and rot.

Read aloud or paraphrase the following:

In the midst of the benches is a small ticket stand with a bus schedule tacked to a wooden board. A bored young man, named Barry Coddle, slouches on the counter.

The investigators’ approach doesn’t prompt a reaction from Coddle, but if they talk to him, he tells them the next bus comes through tomorrow morning from South Bend.

If asked why he’s there at all since there’s no more buses that night, he explains he gets paid by the hour, so he works as many hours as he can. A friendly approach from the investigators prompts Coddle to divulge a bit more. He’s trying to save up enough money to keep his family afloat. The boom of the glass business put his father, a local glassblower, out of business.

WHAT’S THE SAND PIT?

If asked about the bus schedule and what tickets are available, Coddle simply points to the board, which lists numerous nearby towns, as well as the “Sand Pit.” Coddle is very close-mouthed about the Sand Pit, making it clear he’s not allowed to say anything about it. However, a successful **Charm**, **Persuade**,

Key-

1. Bus Station
2. Main Street
3. Restaurant
4. Doctor's Office
5. Jail/Morgue
6. Police Station
7. Library
8. General Store
9. Church
10. Mansion

Town Map



Fast Talk, or **Intimidate** roll gets him to reveal that the bus goes to the Sand Pit once per week, and the same group of people are on that bus every time.

He refuses to speak further on the subject, especially when asked who makes the trip. The only remaining option would be to bribe Coddle, and he will accept no less than \$10.

If successfully bribed, Coddle says the CEO of the glass company makes the trip weekly, along with some factory workers.

EXPLORING THE REST OF THE BUS STOP

The rest of the bus stop doesn't have anything of import. There's nothing but litter under the benches. If an investigator tries to sit on a bench, a failed **Luck** roll causes the rotted bench to give way and bruise the investigator's tail bone, dealing 1 damage.

THE MAIN STREET

The main street of Glasston most clearly shows its growing pains. The street is crowded with mostly smaller, older buildings which are slowly becoming overshadowed by the newer buildings around them. A few are clearly under construction and some empty lots indicate where new businesses are in the process of moving in.

The town is fairly quiet and only a few people walk the streets at the moment, either shopping or running errands. When approached, mothers eye the investigators suspiciously and pull their children closer. People seem happy enough to stop and talk to each other, but they are disinterested in talking with these "out of towners."

If the investigators stop and observe the pedestrians, they may notice a few unusual traits among the citizens of Glasston. If an investigator succeeds on a **Spot Hidden** or **Anthropology** roll they notice an unusual number of people are wearing long sleeves, with some even wearing high collars or scarves pulled up to their chin. Many of the well-covered seem to be headed to the doctor's office, where they emerge with small paper bags.

EUGENE SCOTT

Keeper's Note: *Scott isn't out on the street the evening the investigators arrive because it is late in the day. Every day after, however, he's out on Main Street, somewhere, trying to sell the jars.*

Among the shoppers the antic mannerisms of Eugene Scott stand out. He's in the middle of town hanging up a poster outside of the general store, but he keeps stopping to hand papers to passersby. If the investigators talk to him, Scott gives them an advertisement for the Super Duper Jar.

Read aloud or paraphrase the following:

Glass that shatters? That's a deal breaker. The Super Duper Jar is unbreakable and airtight, giving you the flavors you want, whenever you want them. No more spoiled food or messy accidents! Great taste and out-of-this-world quality. It has to be TWJ Co.

Scott is happy to talk to the investigators and requires no roll to share all he knows about the new glass. He's very passionate about this improvement and claims he's gone so far as to shadow the production process in order to guarantee his customers the best product possible. He boasts that the glass will be shipping nationwide at the end of next week, but jars can already be purchased at the general store in town.

If the investigators succeed on a **Persuade** or **Charm** roll, Scott shares what he knows about the factory and its layout. He can tell them the obvious, like how they can enter through the welcome center and that the investors' and CEO's offices are on the second floor of the administrative building. He denies knowing the secret ingredient that makes the glass so unique but implies that something about the basic components is superior to all other glass companies.

An investigator can choose to make a **Psychology** roll. If the investigator succeeds, they notice Scott seems to scratch his arms and run a finger under his collar quite a bit. An **Anthropology** or **Spot Hidden** roll reveals that he is wearing gloves despite the heat and his obvious discomfort.

If the investigators return the next day to talk to Scott again, he is nowhere to be found. They can ask around and find him at the doctor's office. He's holding a small paper bag and seems much more withdrawn. He's less eager to talk, even about the glass, and seems suspicious of the investigators.

ENCOUNTERING DENNIS ADKINS

If the investigators are out at night, there is a good chance they will run into Dennis Adkins. He can often be found lurking outside of the diner or snooping around the library. Check **Dennis Adkins**, page 8, for more information on potential encounters with Adkins.

RESTAURANT AND INN

Keeper's Note: *The following scene only plays out on the evening the investigators arrive in Glasston. Any other time they go, it's operating at a normal capacity and the wait staff serve them quickly.*

The building is rectangular and two-stories high. Protruding from the front of the tan, wooden exterior is a shingled overhang covering the front deck. There are two separate entrances at the front of the building, a centered door that leads to the restaurant, and one off to the left leading upstairs to the inn. Between these doors are windows plastered with advertisements.

Deafening chatter greets the investigators as they enter the restaurant. From the entrance, it's hard to see even a single open table. The restaurant is packed, wall-to-wall with groups of men and young families. A waiter and a waitress scurry between tables, taking and fulfilling orders, then darting across the creaky floor and disappearing into the kitchen. The scent of steak, mashed potatoes, and steamed vegetables permeates the warm air. The patrons' conversations make hearing almost impossible. A podium rests a couple of feet in from the entrance with a sign hanging on the front asking customers to wait until they are seated.

If the investigators seat themselves, they'll find there's only room for them if they all sit together. However, the wait staff

won't realize there are new customers and won't come to take their order. The investigators have to get the attention of the waiter or waitress and ask to have their order taken. If the waitress, Anna Adkins, serves them, she remembers them for the rest of the night, making it easy to get her attention. If the waiter serves them, the investigators struggle to get his attention each time they want something new.

This is a good time for investigators to introduce themselves if they haven't already. Encourage them to share some of their life stories and why they are visiting Glasston. If the investigators are reluctant to speak, the Keeper could always introduce an NPC to try to draw out some information from them. Another option is to have Adkins reappear at the table, saying she just started her ten-minute break and has time to get to know them since they're newcomers.

Adkins brings their orders to the table throughout the evening. While they are waiting and talking, investigators may notice an odd fact about the other patrons. More than half of them are wearing long sleeves and turtlenecks even though it's a warm, summer evening. They may also notice that a large portion of the customers are drinking from mason jars instead of regular cups.

Shortly after the investigators notice the mason jars, Adkins approaches them and explains that the restaurant's supply of normal glassware is either being used or has been broken—would they be willing to use mason jars in place of normal cups? Investigators can refuse and wait for normal cups, but they have to wait two hours longer for their drinks and Adkins may think of them as snobbish in later interactions.

After they finish their dinner, Adkins takes their plates. While doing so, she asks the investigators if they need a place to stay for the night, since she's never seen them around town before. She mentions the restaurant has its own inn upstairs, but it only has two available rooms at the moment. If they decide to stay for the night, refer to the nearby section, **First Night in the Inn**.



If the investigators seem apprehensive about the room situation, Adkins leans in and tells them she knows of a place outside of town that might be more comfortable—the speakeasy. Should they take this route, refer to **Moonshiner's Den**, page 22.

FIRST NIGHT IN THE INN

To get to the inn, investigators have to go outside the restaurant and up a flight of stairs. Cream wallpaper depicting roses lines the walls of the stairway, which opens up into two branching hallways at the top—one going straight ahead and the other extending to the left. Wooden floors and trim accent the wallpaper. Doors line the walls of the hallway—three on the outer wall and two on the inner. The inn is laid out like a square. If the investigators paid for the two rooms, both rooms are in the far left corner, opposite of the stairs. The investigators can settle in and spend the night in their rooms.

Each room in the inn is identical. There are two single beds separated by two nightstands and a painting framed and hung on the wall. Each room only has one desk, so investigators have to share. Separate from all of the other rooms in the inn, there are a pair of bathrooms where people can bathe and use the restroom.

That night, if one of the investigators is a nurse or a doctor, someone will attempt to enter each of the investigators' rooms. If there isn't a nurse or doctor among them, the night will pass uneventfully.

It is up to the Keeper whose doorknob will be rattled first, but a woman named Claudia Miller is at the door, clutching her arm and asking for medical assistance. She won't tell anyone but the doctor or nurse why she's there, short of being threatened. If the investigators interrogate her, asking about the town's doctor and why she didn't go to visit him, she deflects their questions and just says he's not in his office.

If the nurse or doctor agrees to look at her arm, read aloud or paraphrase the following:

Claudia unwraps the fresh bandages from her forearm, revealing multiple layers underneath. Once the wrappings are off, you see a horrible, four-inch rash, raised and red with patches of skin missing. Pus and blood seep out of the breaks in the skin. The most peculiar detail, however, is the tiny, glass-like shards protruding from the injury.

The investigator—whether doctor or nurse—does not recognize this kind of rash. If the player would like, you can have them roll a Hard **Medicine** check, but a failure will net them nothing. Even a hard success only causes the doctor or nurse to realize it's nothing they've ever heard of before.

Should the doctor or nurse attempt to remove the shards of glass, they find them unyielding. They stick in the skin like a barb and pull the surrounding flesh off if the investigator persists. After they remove the first piece, Miller stumbles back in pain and begs them to stop. She thanks the investigators and makes a hasty exit while muttering under her breath. A successful **Listen** check allows an investigator to hear her say "I'll just go deal with the pain my usual way." Miller heads toward the speakeasy, so the investigators can choose to follow her or go back to sleep.

THE GLASS PLAGUE

This infection spreads to humans and animals through Kh'yrenery'hk's involvement in the glass-making process at TWJ Co. Once the sand used in the glass has been altered by the eldritch being, it becomes laced with a contagion that can spread to humans. Upon touching or breathing in the particulate matter, or after handling glass made with "K-Dust," the effects begin. The infection's symptoms appear quickly but development slows down as time goes on. Below is a general timeline chronicling the infection's activity.

Stage 1: 1–24 hours out. Victim is infected either through the lungs or by direct skin contact. The microbes infesting the sand particles easily penetrate the epidermal layers and begin multiplying once inside. If the victim breathes in the particles, the microbes attach to the interior lining of the lungs and begin affecting respiration.

Stage 2: 24–40 hours out. In this stage, the victim's immune system has recognized the contagion and is attempting to purge it, but to no avail. If contaminated via direct contact, a rash appears on the victim at the point of contact with a few jagged pieces of glass protruding from the red, inflamed mound of skin. If infected through airborne means, the victim develops a dry cough. A rash soon follows.

Stage 3: 40–80 hours out. At this stage, the contagion has overtaken the body's immune system and reached the most aggressive point in its lifespan. The infection now spreads to the victim's brain, taking over higher brain functions and providing a direct telepathic link to Kh'yrenery'hk, which it can use to control the victim. Kh'yrenery'hk causes the victim not to worry about their condition and implants a sense of apathy in their mind. If the victim has had a rash for more than 24 hours at this point, the human flesh peels away, revealing glass skin beneath. Veins, arteries, muscles, and bone are partially visible through the skin.

Stage 4: 80–240 hours out. The infection, now in total control over its victim and providing direct communication to Kh'yrenery'hk, focuses on multiplying. Glass rashes appear across the body in random locations, slowly taking over every inch of skin. By this stage, the victim is no longer simply apathetic, but has become a full thrall for Kh'yrenery'hk. The victim obeys any command it issues without question.

Stage 5: 240+ hours. At stage five, the victim's body has become a shell of glass with organs and other assorted innards visible through the layers of glass "skin." Their master grants them abilities similar to its own, such as healing wounds by absorbing sand and the ability to shapeshift.

This is a general outline, and the plague may sometimes spread at different rates, produce additional effects, or omit certain symptoms. There is no known way to combat the transformation, even in its early stages, aside from amputation and liquid nitrogen. If the infection can be dealt with before stage three, the victim may survive. The only surefire way to stop its effects is to convince Kh'yrenery'hk to reverse it.

THE DOCTOR'S OFFICE

Read aloud or paraphrase the following:

This small stone building is one story high. Moss and vines climb up the walls and across the bricks, giving the building an aged appearance that contrasts most of the other buildings on Main Street. The small wooden door opens with a loud creak, revealing a quaint office inside. To the right is a long desk, behind which sits a plain young woman filling out paperwork. She wears a loose dress and a thick, oversized sweater. To the left is a small seating area with several wooden chairs and a bench against the wall. Directly ahead is a wooden door.

The doctor's office is relatively empty, despite the outbreak of sorts in the town. There may be one or two patrons, but they refuse to talk to the investigators. If the investigators attempt to go through the door, they find it locked. The receptionist calls them over to talk, since she's the only one who can let them in.

The receptionist, Beth Williams, is friendly and helpful, though not very bright. If asked about the town, she is unable to provide almost any information. If the investigators ask to see the doctor, she asks if they have an appointment and helps them make one if they request it. They can also attempt a **Charm** or **Persuade** roll to get her to let them in without an appointment. If they make an appointment, they have to wait around an hour before they are allowed into the back.

The doctor's office is a small, sterile room. The walls are pale beige and the floor is a dark wood. An examination bed fills the left area and a desk faces the wall across from it. Beside the desk stands a metal rack on wheels that holds various metal tools. A Hard **Spot Hidden** roll causes the investigators to notice an appointment log on the desk, slightly obscured by paperwork. If they have been to the **Moonshiner's Den** (page 22), they can make a Hard **Persuade** roll to convince Sullivan to let them read it. Success lets them see that the log is filled with names, listing nearly half of the town. They notice the dates on this list only go back two weeks.

Dr. Joseph Sullivan is in the office when they enter. He is friendly and agrees to examine any injuries or illnesses that the investigators are suffering from. If they all come in at once he comments on the oddity of the situation, but lets them all in. If he discovers one or more of the investigators are infected, he prescribes a rash cream and assures the investigator(s) the infection is just something going around.

Sullivan is mostly unhelpful in the investigation. He dodges any questions he can, outright declines to answer if necessary, but remains polite throughout. If the investigators want any information, they need to make a Hard **Charm**, **Intimidate**, or **Persuade** roll. On a successful roll, he only informs them that the rash has been running rampant, a townsman has died from it, and some people have been acting strangely, particularly acting a bit friendlier than usual, but he doesn't know why.

THE JAIL/MORGUE

The jail is a small, single story building. Despite the crumbling brick façade, it's a secure structure. A sturdy wooden door provides the only entrance, while a few small, barred windows

let in a little light. Nobody walking by seems to acknowledge it and it almost seems abandoned.

Investigators enter into a small lobby area. Directly ahead is a desk, flanked by two doors. The door on the left is open, revealing a narrow hall that leads to four basic cells. The figure of David Green can be seen sweeping out the cells. The right is closed shut with a sign on it that says “Morgue.”

Unless the investigators pass a **Stealth** roll, any attempts to search the desk or enter the morgue immediately catches Green’s attention. He enters into the front area to talk to the investigators, closing the door to the cells behind him.

If the investigators pass a **Spot Hidden** roll, they notice paperwork for the death of a “Timothy McBride.” If they choose to ask about that paper, Green is cagey and doesn’t share much aside from saying he was a factory worker who died at home. Investigators can make a **Charm, Fast Talk, or Persuade** roll to talk him into letting them see the body for “official business.”

If the investigators are successful, they enter the morgue. It’s a large, mostly empty room with a metal table in the middle and two rows of steel cabinet doors on the opposite wall. One has a note taped to it:

Timothy McBride. Male, 55. Heart failure. Dr. Joseph Sullivan.

Inside one of the drawers is Timothy McBride. He’s a slightly overweight older man. A large rash spreads across his chest, both arms, and up his neck. It looks much redder and more irritated than anything the investigators might have seen before.

A general inspection reveals that there are whole shards of glass emerging from the skin instead of the mere slivers seen in the smaller rashes. A successful **Science (Biology)** or **Spot Hidden** roll shows that the skin is actually peeling away in places. If they touch it, the top layer of skin easily pulls away to reveal the layer underneath has grown hard and smooth. The bones and blood vessels of the arm can almost be seen through the murky surface.

If the investigators touch the body and Green is with them, he becomes agitated and shoos them out of the room. If the investigators protest or ask any questions, he simply responds that “Mr. McBride had been sick for a while” or “You don’t have permission to touch the body.”

After the investigators visit the morgue, Green seems more guarded. He gives curt answers to any questions they may have and does his best to get them out of the jail as quickly as possible.

POLICE STATION

The police station is a two-story brick building, set apart by a small blue sign that reads “police” in white letters. Inside is a wide rectangular room with a black-and-white checkered tile floor and beige walls. The room is swaddled by office desks, each with stacks upon stacks of papers.

It’s mostly empty, save a few deputies working quietly at their desks. At the secretary’s desk sits a petite woman with tightly curled blonde hair, wearing a flower-patterned blouse. A name plate in front of her reads “Cora Wilson, Secretary.” Several snow globes line her desk.

If the investigators ask anything regarding the glass jar company, the disappearances, or the people of the town, she points them to the office and says that McKay has been expecting them.

When the investigators walk into the office, Sheriff Joan McKay is standing in the doorway, hand resting on the revolver strapped to her hip. McKay demands that they state their names, any past felonies, and their purpose for coming to her.

Have the investigators achieve a **Fast Talk** roll to convince her they have no ill intent. On a successful roll, she allows them into the office.

However, on a failed roll, McKay trains her revolver on the closest investigator and warns they have ten seconds to get out of her station. Investigators can try to calm her with a **Persuade** or **Fast Talk** roll, but if they fail, she shoots at the closest person, who needs to pass a DEX roll to escape unscathed. If they run into her again during the rest of the adventure, she is suspicious and quick to outright threaten them.

The office is a small, cluttered space. Folders and loose papers cover most available surfaces. McKay sits behind a battered desk, swinging her feet

She sighs when the investigators ask about the situation of the town, scratching the skin near her eyepatch. McKay talks about how there’s nothing wrong with Glasston but remains slightly disgruntled by that notion. She says she’s bored and that Glasston doesn’t offer enough excitement to satisfy her. McKay off-handedly mentions other townfolk who have tried to “stir up trouble,” but nothing major could ever happen here.

If the investigators ask what happened to those people, she only smiles and caresses her revolver. McKay assures the investigators that they’re somewhere safe, where they won’t ever bother anybody again.

If the investigators ask about using the phones or contacting other towns, McKay simply laughs and says that the phone is totally dead and has been for years. If the investigators ask any more questions, she threatens that she’ll eliminate them quickly if they continue to cry wolf.

THE LIBRARY

Keeper’s note: *There is little to no useful information in the library, as any useful books have been stolen by Dennis Adkins.*

Read aloud or paraphrase the following:

The library is a small, rectangular building, still in the final stages of construction on its left side. The large double doors in the front swing open to reveal a dimly lit room that smells strongly of old books. Everything seems crammed into the right side of the room to make space for the construction. There are many bookcases piled with books. To the left stands the librarian, sorting books atop her desk.

The librarian, Gertrude McBride, is friendly and gladly answers any questions the investigators have about the town. She strongly denies anything supernatural going on but maintains her cheery disposition. If the investigators ask about her, she gladly talks to them. She tells them that she lives closer



to the edge of town with her husband, Timothy, and three young sons. Her husband works in manufacturing at the factory and always tracks sand into her house. She says her husband's job is the best thing that ever happened to them.

If the investigators have been to the morgue (see **Jail/Morgue**, page 15), they recognize the name of her husband as being the same as the dead factory worker. If they confront her about this, she cheerily denies that anything is wrong. She is infected, and it is greatly affecting her brain.

If asked about the lack of useful materials, she mentions that someone has been ripping pages out of books in the mythology and religion section.

PATTY'S GENERAL STORE

Read aloud or paraphrase the following:

One of the busier locations off of Main Street is Patty's General Store. Glasston residents constantly stream in and out of the store, exiting with food items and supplies. The storefront has recently been repainted, but the building is one of the oldest in town. The large windows next to the door tout posters for the brand new "Super Duper Jar" from TWJ Co.

Floorboards creak as the investigators push their way through. Rows of shelves fill the store stocked with canned goods, loaves of bread, and boxed food. A few freezers and refrigerators line the side wall. Similarly, electric lights illuminate the store. The back wall is covered in shelves upon shelves of mason jars produced by the factory. The insignia, "TWJ Co." is embossed on each one.

Chattering shoppers jostle the investigators into the back corner near the shelves of jars, where a pair of men in long coats rapidly whisper to each other. Every inch of skin, except their faces, is covered. They wear gloves, long pants, rugged boots, and the aforementioned coats. Unbeknownst to the investigators, these two are heavily infected by the Glass Plague.

THE MYSTERIOUS MEN IN THE BACK

Keeper's Note: *These half-infected people are Hybrid Thralls (see **Hybrid Thrall**, page 30), whereas a fully infected victim would be a Glass Thrall. A Hard **Spot Hidden** roll at any point during this encounter with the mysterious men reveals a slight rainbow glint just visible beneath the men's collars. Upon the occurrence of the necessary **Spot Hidden** success, ask for an INT roll. A success reveals the glint is rather similar to how the mason jars glint under the lights.*

If the investigators choose to engage the men in conversation, they are completely ignored. Numerous options are available to the investigators at this point:

- Ignoring the men allows the investigators to explore the store without hindrance, though they may miss the opportunity for some information (see **Happy Customers**, page 18).
- If the investigators continue to try and engage the men in conversation, they become annoyed and make for the door of the shop, clearly heading toward the side of town with the factory (see **Happy Customers**, page 18). Under no circumstances will the men engage in conversation. If, on their way out, the investigators bar their way, a fight begins (see **A Brawl in Aisle 12**).
- Any intentional physical contact initiated by the investigators—anything from a poke on the shoulder to a full-on punch—results in the men's tempers running short, and a fight begins (see **A Brawl in Aisle 12**).

A BRAWL IN AISLE 12

Keeper's Note: *Before each Hybrid Thrall takes its action (not including their first actions of the combat), make a DEX roll. If they succeed the DEX roll, they automatically flee the battle and make for the factory in the distance. The stat block for **Hybrid Thrall** can be found on page 30.*

A brawl begins in the store between the investigators and the mystery men, who hold their own thanks to the Plague's effects. The scuffle sends merchandise flying everywhere. Shelves are knocked over and havoc ensues. Every customer in the store flees the scene, except for Patty Jenkins, the 20-something store owner and clerk. She takes a shotgun out from under the counter and threatens the investigators and men. She will not shoot.

Depending on who takes the first swing (either the investigator, by choice, or one of the provoked men), they get the first attack of the combat. Then, proceed with standard combat with turn order determined by **DEX**.

The results of the fight determine what happens next. No matter the outcome, unless the investigators are all killed or incapacitated, a successful **INT** roll allows them to notice that not a single mason jar was broken in the scuffle.

- If the Hybrid Thralls are killed or knocked unconscious, the investigators have the opportunity to inspect the bodies. If they do, they see spidery veins of glass snaking up and around the Hybrid Thralls' shoulders and necks. Their arms have transformed and are entirely glass (see the Hybrid Thralls Sanity loss feature). Patty Jenkins then hurriedly shoos them from the store, not at all worried about repair costs because jar sales are booming.
- If the Hybrid Thralls successfully make a DEX roll, as explained above, they flee the store. Any attempt by the investigators to follow is halted by Patty Jenkins shooting her shotgun through the roof and yelling profusely for them to just let it go.
- If the investigators are knocked unconscious, they awake to Joan McKay shouting about "no good outsiders." She lets them go with a stern threat, but this negatively affects future encounters with her.
- If every investigator is killed, the scenario ends. It may be wise to fudge some rolls if this seems like a likely outcome, as it would be disappointing to end here.

Any conclusion to the fight that doesn't end the scenario results in +3 to the suspicion tracker.

HAPPY CUSTOMERS

If a fight is avoided, the investigators may roam the store and purchase items (see **Patty's General Inventory**). None of the townspeople know much about the suspicious goings-on. They all seem very pleased about the factory's presence, as it has brought much wealth and many job opportunities.

Patty Jenkins, the 20-something owner and clerk, is busy checking people out at the counter. If the investigators approach her, the following can occur:

- If the investigators brought an item they want to purchase, Jenkins is happy to talk and discuss the town. She's pleased with the factory, as business is booming. Her father got a job at the factory, which has brought prosperity to her and her family. If asked about the two men in the back, she notes she hasn't seen them before, but the long coats makes her think they're from the factory. She says her father told her all the factory workers wear long clothing to avoid cuts or other injuries when working with the glass.
- If the investigators approach her without something they want to buy, Jenkins gets annoyed and refuses to say anything to them. If they return to her with an item, she begrudgingly checks them out, but is tight-lipped about most other things. She reveals her thoughts on the factory, but says nothing of the two men or her father.

PATTY'S GENERAL INVENTORY

Loaf of bread	\$0.10
Dozen eggs	\$0.35
Quart of milk	\$0.12
1lb. steak	\$0.30
32 oz. jar	\$0.35
16 oz. jar	\$0.18

CHURCH OF GREAT FAITH

Investigators can visit the Church of Great Faith, which is mostly empty but unlocked. There's a small lobby with a dusty coatroom, a desk piled with gilded Bibles, electric lighting, and a kitchenette. Two sets of glass double doors lead into the sanctuary, and between these sets of doors, a bronze plaque hangs on the wall. It reads:

"Forester's Path may perish, but I know the faith of its people never shall!" — Reverend O'Brien, 1849–1901.

Investigators may see the stained-glass window through the doors to the sanctuary, but its beauty is magnified once they step inside. Spanning the entire eastern wall is a 40-foot-tall stained-glass window, depicting vibrant vignettes of nature.

Pastor Floyd Thomas is setting up the altar in front of the window, his back to the doors. If the investigators aren't silent, he turns around, grumbling, "Elias, I told you I don't want—" He cuts off when he recognizes the investigators aren't from the factory, or even Glasston.

Though embarrassed, Thomas's mood turns on a dime. He welcomes them and asks if they're here for the glass. "Err, stained-glass, I mean." Otherwise, he's a source of information for the investigators.

If asked about the plaque outside, he tells them how Glasston used to be called Forester's Path until Winters's jar company flourished after the Great War.

If asked about Winters, Thomas says he's a fine man—his company funded the window, but he's withholding something:

- Roleplaying this conversation may convince Thomas to hint at some of his quarrels with Winters, primarily about the window's design. Stained-glass windows were meant to teach biblical stories, but this one just depicts nature. He still seems to be hiding something.
- A successful **Persuade** roll gets him talking about what recently happened. While the window was being installed, Winters frequented the church, trying to sell Thomas on a "partnership" with the factory. Thinking it a poor idea, Thomas declined. The last two times Winters visited, he insisted they meet at the bus station and see something "that would put everything into perspective."

THE MANSION

The large, brick structure dominates its corner of Glasston and casts a long shadow on the surrounding buildings. A gabled roof begins about 30 feet above the ground and supports what resembles a bell tower. Several stone steps lead up to a set of thick, wooden doors. The brass knocker is in the shape of a snarling bear.

The butler, Emmett Hedricks, answers the door. Hedricks is a sharply dressed man, with a trimmed mustache and recently pressed suit. He informs the investigators that Mr. Winters is currently unavailable. Hedricks is brief, polite, and even willing to give directions to the investigators to other locations in town. However, he remains silent about any information regarding Winters's business or personal life, and, with the exception of a direct threat on his life and a successful **Intimidate** roll, no

LIQUID NITROGEN

Nitrogen, while common and harmless as a gas, is cryogenic and can cause near-instant freezing in its liquid form. Direct contact can cause instantaneous frostbite, and it is incredibly difficult to store for long periods of time. The element boils at approximately -196 degrees Celsius and expands rapidly, causing any normal container to explode in a short period of time. Instead, liquid nitrogen has to be stored in a vacuum-sealed container, which can keep it secure anywhere from a couple hours to a number of weeks. In recent years, liquid nitrogen is commonly known as a way to remove blemishes such as skin tags and warts. It's possible that it has been used for this purpose for quite some time.

WHAT HAPPENED TO THE WINTERS

Shortly after the surprising success of TWJ Co., Kh'yrenery'hk desired a test of loyalty. Tessa Winters and their three children were unknowingly escorted by Elias to the Sand Pit where the creature dwelled. Elias tried to bargain with Kh'yrenery'hk, but to no avail. Instead of turning them into thralls, Kh'yrenery'hk absorbed Elias' family into itself in order to feed its essence. The scene was incredibly damaging to Elias, and the guilt of this sacrifice has haunted him ever since.

While not mentioned directly in the adventure, this event is alluded to in **Handout: Winters's Journal** in the journal entry for 7/22/1924.

amount of persuasion or charm will convince Hedricks to let any of the investigators into the house.

If the investigators return to the mansion at night after Hedricks has gone home, they can attempt a **Locksmith** roll. If successful, the door opens.

The mansion has many rooms, but it is completely empty of people. Photographs in several of the bedrooms indicate that Winters had a wife and three children, but the beds are empty and covered in a thin layer of dust. All the other rooms also show signs of disuse.

The investigators's presence at the Mansion leads to a +3 to the suspicion tracker.

THE BASEMENT

The basement contains a fully stocked cellar, which includes multiple vintage wines and fine brandies that are meticulously organized on wooden racks. The floor is paved with flagstones that make the cellar appear older. Multiple strange metal containers with several dials and temperature gauges on the sides sit in the center of the room. An investigator who makes a successful Hard **Science (Chemistry)** roll deduces that the containers were used to hold liquid nitrogen (see **Liquid Nitrogen** above).

WINTERS'S OFFICE

The upper room that serves as Winters's office is coated in a thin layer of dust. Several oak shelves hold various books, and a desk sits in the corner by the window. Examining the office

reveals evidence of excessive drinking and opiate use—empty rum bottles and stray pills litter the floor. An investigator can choose to spend 30 minutes scouring the office and make a **Hard Spot Hidden** roll. If successful, they find Winters' journal in a secret compartment in the desk (give the players **Handout: Winters' Journal**). The investigator can push the roll by spending an additional 30 minutes rummaging through the office. If the pushed roll is failed, the investigator knocks over a bookshelf with a loud crash, alerting the police to their presence.

8/23/1921 – “My business continues to decline. I can't seem to understand what I'm doing wrong, no matter how many extra hours I spend at the office! Our products just aren't selling as well as the competition's. Curse them all. All of this stress is driving me to old habits. Tessa says I should give them up, but they help ease my shaking hands, and the brandy helps me sleep. However, I've been having some strange dreams as of late.”

5/16/1922 – “I dread sleeping at night. I keep dreaming of suffocating, drowning in a sea of endless sand. But there's something in the sand with me. I can't see what it is, but I can feel the movement of something shifting near me. It wants me to go find it. The pills make the dreams worse.”

11/07/1922 – (in a noticeably shakier hand) “I found it. Oh God, I found it. I followed its instructions, and I saw it there, waiting in the sand. Those terrible tendrils, and those eyes. Oh God, its horrible piercing eyes. It told me it could save the company, save my reputation, fix everything. I wanted to say no, but I was desperate. I wanted to say no.”

9/12/1923 – (a little calmer) “Business is booming. People are buying our jars as fast as we can produce them. No one seems to suspect anything strange. The creature has moved nearer the factory, but I keep the people who can access it limited, ever since the accident with Mr. Adkins. That's been taken care of. It seems content for now.”

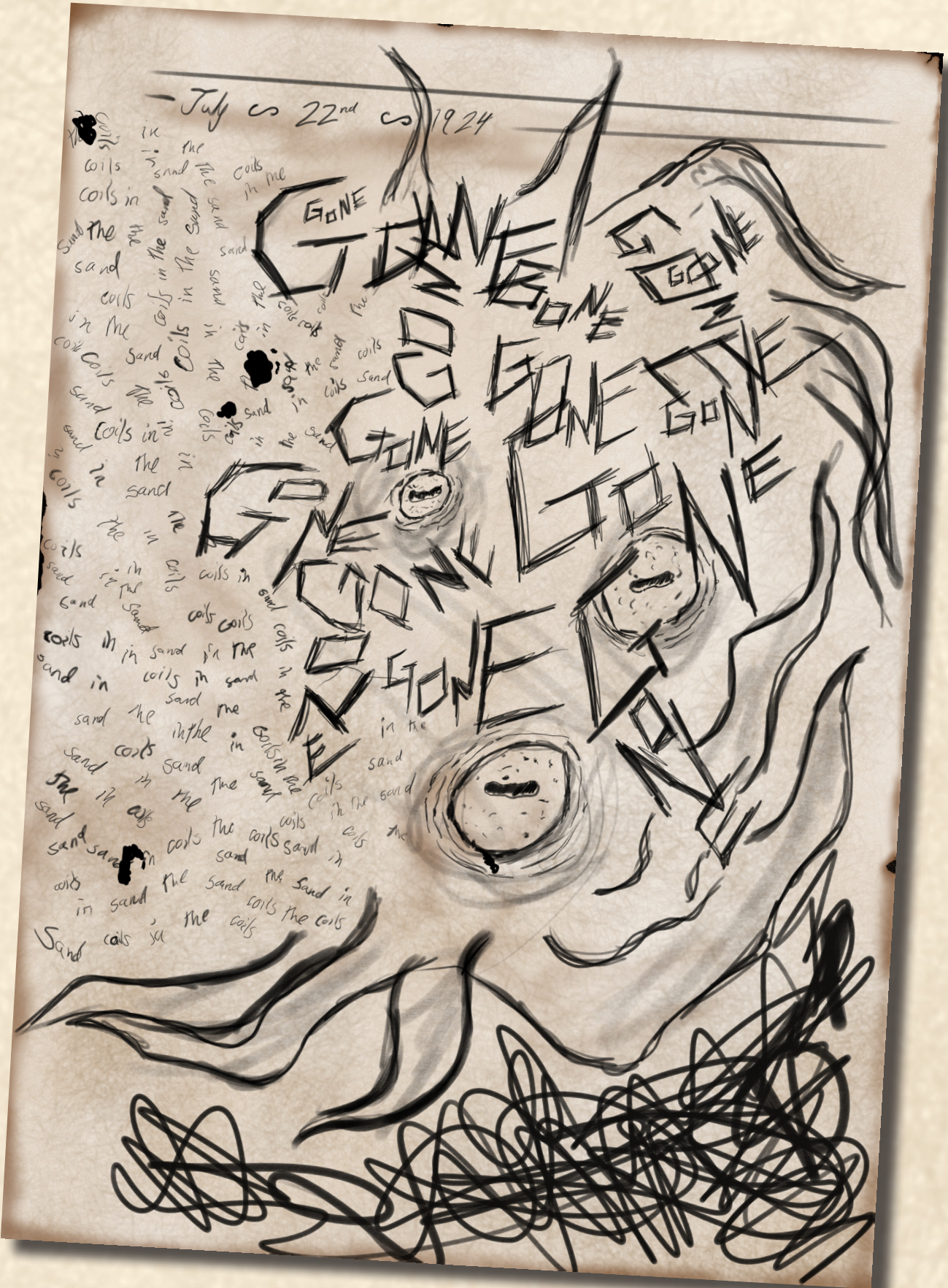
*7/22/1924 – see **Handout: Winters's Journal**.*

3/04/1925 – (in a very calm and steady hand) “The creature—it calls itself Kh'yrenery'hk—says we are ready for the second step. I'm sorry for ever bringing this creature into the world.”

An investigator who reads the journal must make a **Sanity** roll. If the roll fails, the investigator loses 1D6 Sanity points.



HANDOUT: WINTERS'S JOURNAL



OUT OF TOWN

TWJ CO.

Should the investigators choose to visit the TWJ Co. factory, they'll have to take a short trip out of Glasston. The factory is a 30-minute walk from the Main Street. Along the way, have the investigators make a **Spot Hidden** check. Whoever succeeds may notice the smoke billowing from the smokestacks faintly twinkles.

HARDLY WELCOMED

The investigators arrive at the front of the factory. Tall brick walls, topped with barbed wire, surround the factory, obscuring all within save the slanted shingle roofs, four smokestacks, and guard towers at each corner. A welcome center and a sturdy iron fence both greet the road and are the only ways inside besides the gates at the logistics center.

Immaculate marble floors and plush seats decorate the welcome center, and the receptionist offers a friendly hello. The two burly guards by the door to the factory grounds say nothing. A radio picks up a broadcast from Indianapolis.

The guards and receptionist stonewall any attempt to enter the factory grounds or administration. On the receptionist's desk is an appointment book listing the names of investors with appointments to visit TWJ Co. today. Investigators can pretend to have an appointment; though, without knowledge of what's in the appointment book, it'll take a Hard **Persuade** or **Fast Talk** roll to pull this off.

GOOD OLD OTIS

Another avenue is Otis Filigree. Whenever the Keeper chooses, perhaps while the investigators are concocting a plan, Filigree bursts through the door to the factory grounds, clutching his right arm. He's infected with the Glass Plague, and the pain has flared up so badly he wanted to go home.

A guard rushes to stop him. With a **Listen** roll, investigators can hear the guard quietly persuade him to go to the infirmary when "that pain" flares up. This occupies the receptionist's attention, so investigators can alter her book or slip into the administrative building.

If they wait, though, Filigree heeds the guards' advice and walks to the infirmary. It takes another distraction to follow Filigree unseen, but once they do, they find the semi-panicked factory worker in a vacant infirmary (the nurses on duty today are tending to Winters). Roleplaying this scene can get Filigree talking about his troubles, while a **Persuade** or **Medicine** roll can convince him to show the rash.

If the investigators leave the infirmary without a distraction, the guards and receptionist catch them. Doing so adds +5 to the suspicion tracker. There's a door out of the infirmary to the administrative building that can be opened with a **Locksmith** roll, but this won't put the investigators in any better of a circumstance.

If during roleplay the investigators got on great terms with Filigree, they may be able to convince him to cause a distraction himself (see **Otis Filigree**, page 10).

STAVING OFF INFECTION

Winters has been infected with the Glass Plague since his first dealings with Kh'yrenery'hk. As Kh'yrenery'hk's servant, he would retain his mind even if all his skin turned to glass. However, this would be bad for business, so Winters has concocted a treatment to stave off his crystallization.

Sometimes assisted by his team of nurses, he applies a light coating of liquid nitrogen to infected portions of skin and shaves the glass growths back with a scalpel. His leg is too far gone to turn back to flesh, but he's managed to keep the infection below the knee. He waits about a week between treatments.

He also performs the treatment on his Nightshift foremen (see **Nightshift**, page 25).

ADMINISTRATIVE BUILDING

Should the investigators convince the receptionist that they have an appointment or sneak past her, they can enter the administrative building.

The administrative building, meant to impress investors, is packed with open offices full of busy workers. Photographs commemorating the rise of TWJ Co. line the walls. Investigators observing the photographs can make a **Psychology** roll to see that Winters, though less successful, appears far happier in pictures dated before the Great War. A **Spot Hidden** roll reveals that his family stopped appearing in the photographs a year or two after the war.

Upstairs, the investigators find the offices of Winters and members of TWJ's board of directors. The doors are locked. Knocking brings out board members who apologize but insist Winters is unavailable right now. As they usher investigators away, a **Luck** roll causes the nurses tending to Winters' glass infection to exit his office. Investigators may glimpse Winters shivering behind his desk, even more haggard than in the last photograph, eyes sunken and glassy.

Avoiding detection from the board members, investigators find Winters' door is locked. A successful **Locksmith** roll allows the investigators to catch a glimpse of Winters' team of nurses staving off his glass plague. It takes a Hard group **Stealth** roll to avoid detection.

If the investigators don't yet understand the Glass Plague, it'll take a Hard **Medicine** roll to parse what the nurses are doing. Those familiar with how other victims of the glass plague are being treated will know the nurses are doing something different.

Detection here will result in a +5 to the suspicion tracker. If the tracker doesn't yet surpass 10, Winters has security throw the investigators out, but thugs will still trail them. If the tracker surpasses 10, Winters makes some indication that he recognizes the investigators before summoning the guards. Guards will pursue the investigators until they subdue them, at which point, skip to **Chapter 3**, page 25.

THE SAND PIT

If the investigators manage to visit the Sand Pit before Sunday, they see nothing. The pit is empty. Kh'yrenery'hk is phased out of this dimension, and nothing mysterious is going on. It is a complete dead end at this point in the adventure.

HANDOUT: DOCTOR'S REPORT

Name: <i>Timothy McBride</i>	DOB: <i>February 22, 1870</i>
Age: <i>55 years</i>	Nationality: <i>White/American</i>
Sex: <i>Male</i>	Height: <i>5ft, 9in.</i>
Weight: <i>197 lbs.</i>	Blood Pressure: <i>110/75</i>
Pulse: <i>92 bpm.</i>	Temperature: <i>98° F</i>
Skin: <i>irritated rash on wrists and arms below the elbow.</i>	
Conclusion: <i>Mild skin irritation caused by chemical exposure. Apply skin lotion twice daily to help reduce redness and irritation. Should clear up in 2 weeks.</i>	
Diagnosis by: <i>Joseph Sullivan</i>	
Facility: Glasston Family Care	
Date: 5/11/1925	

Any time spent around the Sand Pit leads to a +2 to the suspicion tracker.

THE MOONSHINER'S DEN

The local speakeasy is located in an old barn outside of town. It's abandoned during the day, but a **Spot Hidden** roll reveals evidence of alcohol consumption near the area, but no more than that.

If the investigators visit the barn at night, read aloud or paraphrase the following:

As the daylight fades in the west, several flickering lights can be seen emanating from the large, foreboding mass of the old barn. As you approach, the sound of muted conversations and laughter reach your ears. Your eyes then register the lights as the warm glow of candles and hanging lanterns.

The interior of the barn is well-lit, and several tables and chairs have been placed inside and outside the building to

accommodate the few dozen patrons seated here. A makeshift bar has been set up in the corner of the old barn, and the top is coated in a thin layer of hay bits and dust. On the bar and several tables are multiple containers—including glass jars—of various shapes and sizes. Each one holds a liquid that ranges in smell from paint thinner to animal urine. In fact, the whole barn still smells of animal urine that has long seeped into the wooden beams.

Due to the secretive nature of the speakeasy, many of the patrons are wary of the investigators and do not engage them in conversation. While not completely hostile, the patrons are content to ignore the newcomers. If the investigators press a patron for information, they quickly pay and leave.

Dr. Joseph Sullivan (see **Dr. Joseph Sullivan**, page 8) is serving alcohol at the bar. He also doesn't immediately engage with the investigators, but if he has previously met them, he is more cooperative now that they know about his illegal dealings. From now on, an investigator who attempts a **Charm**, **Intimidate**, or **Persuade** roll against Sullivan and mentions his association with the speakeasy is granted a bonus die on the roll.

- If the investigators ask about Dennis Adkins (see **Dennis Adkins**, page 8), Sullivan notes that he prefers to drink alone and buys very little alcohol for a drunk.
- If the investigators ask about the Glass Plague (see **Glass Plague**, page 15) or Timothy McBride (see **Handout: Doctor's Report**), Sullivan looks uncomfortable and asks them to stop by his office in the morning.

If this is the first time the investigators meet Sullivan, he is wary of them and doesn't give away what his occupation is.

THE REPORT

An investigator who thoroughly searches the barn while the speakeasy is open can attempt a **Spot Hidden** roll. If successful, they find a doctor's report lying on the floor out of the light (give the players **Handout: Doctor's Report**).

The following notes are written on the backside of the report:

5/11/1925 – Timothy's rash matches others that I have seen on previous factory workers. What's concerning now is that the rash is now appearing on individuals in town who don't work at TWJ Co. My previous hypothesis about it being connected to the factory somehow is now in question. At this point, I'm aware that the skin lotion does nothing more than relieve the itching temporarily, though it pacifies most patients. Timothy's condition will progress much like all the rest.

6/24/1925 – I've been informed today that Timothy passed away suddenly in his home this morning. Apparently, the shock hasn't fully registered to his wife, Gertrude. I've requested an autopsy, and his body has been sent to the morgue. I hope to confirm my suspicions.

QUAID MONTANA'S LUMBERYARD

Should the investigators choose to visit the lumberyard, they travel east of town, past the cornfields. Along the way they come across glass birds—completely transparent, horrifically lifelike “sculptures” of cardinals and mourning doves scattered near the roots of trees or caught in the branches.

As the investigators continue down toward the lumberyard, they begin to see not only birds, but coyotes, deer, and even owls huddled under the shadow of tree limbs, eyes entirely made of glass, gazing nowhere in particular, standing as still as taxidermy. A **Science (Biology)** roll allows investigators to notice that patches of the animals' fur and the skin along their faces has turned into glass, exposing pale, glistening organs; interwoven ligaments, and cracked bone.

As the investigators continue, they cross paths with a coyote, hacking blood, limping out from the underbrush. As the investigators watch, they see its back paw is a bristling clump of crystals surrounding splintered bone. Half of its face is frozen in glass and its jaw hangs limp and broken.

If the investigators approach it, the coyote lunges at them and bites the nearest investigator, dealing 1D4 of damage. If the investigators leave or remain still, have them make a **Luck** roll to see if it notices them. On a successful roll, the coyote will continue on its way, limping back into the forest, whimpering.

On a failed roll, the coyote lunges at them and bites the nearest investigator for 1D4 damage. After biting one of them, they can easily kill it or scare it off by hitting it a couple of times.

THE LUMBERYARD

As the investigators reach the lumberyard, read out loud or paraphrase the following:

A small building resembling a log cabin stands before you. It's a two-story establishment with a slanted roof. The ground is covered in sawdust and completely matted down by footprints. As you walk into the building, you smell the sweet scent of treated pine and walnut. There's an empty reception desk to your left, decorated with some yellowing pine garlands. Behind the desk are words that seem to have been carved viciously into the wall: “Quaid Montana Lumberyard;” then, underneath in smaller letters ‘Life heading south? We can build you a house!’”

After Dennis Adkins (see **Dennis Adkins**, page 8), a distant cousin of Quaid Montana, laid eyes on Kh'yrenery'hk and began to delve into the Mythos knowledge, Elias Taylor Winters made sure to quiet him and tie up any loose ends. Thus, Winters' thugs paid the Quaid Montana establishment a visit to silence any of Adkins' extended family, afraid he was planning some kind of rebellion.

A 13-year-old boy in mud-smeared overalls sits behind the counter, staring blankly ahead. Any attempt to interact with the boy reveals he is dead and a **Medicine** or **Science (Forensics)** roll reveals he has been there for a few days. However, he's surprisingly well preserved, apparently thanks to the glass that has replaced most of his torso and lower body. Have the investigators make a **Sanity** roll, losing 2/1D4 Sanity points.

Investigators who explore the manager's office find a young man slumped over a pile of broken whiskey bottles. A successful **Medicine** roll reveals he was beaten to death, judging by the dried blood that runs down from his scalp. The young man's



back has been replaced with a translucent layer of glass, exposing his spine, muscles, and organs, bound by webs of blue-purple arteries. The office has been ransacked—the filing cabinets hang open and documents scatter across the floor. Have the investigators make another **Sanity** roll, losing 2/1D6 Sanity points.

Visiting the Lumberyard leads to a +2 to the suspicion tracker.

TRAIN STATION

The train station appears shabby. The chipped, weathered bricks complement the rotten wood adorning certain sections of the exterior walls. White paint spells out “Train Station” along the black shingles of the slanted roof. Evenly spaced windows across the front allow light to pass inside.

A wooden walkway extends past the building on either side, giving passengers easy access to the train. However, the walkway is barren. People scarcely use the train anymore, as it has been more or less monopolized for shipping by TWJ Co. On the north end of the building is a normal-sized door, whereas on the south side the door is much wider.

A ticket booth sits just inside and off to the right of the north door. The room has only enough space for two benches, a rack of postcards, and a mail slot.

Behind the ticket booth stands Frank Grimmel. He leans on the counter, holding his head up with one hand and drumming his fingers with the other. A screwdriver and a wrench rest at his elbow. If asked about the tools, he complains that the lock on his door hasn’t worked properly for some time, and no one pays attention to his work requests. If the investigators are there to ask him about much of anything else, Frank tells them nothing. If the investigators leave and try to go to the cargo bay, refer to the nearby section, **Shipping Secrets**. If the investigators plan to come back later at night to try and get any information the booth has, continue reading.

When the investigators try to go back to the ticket booth later at night, Grimmel is gone and a lone security guard patrols from the cargo bay to the ticket room. Investigators need to make a successful **Stealth** check in order to avoid detection.

- If they fail, the security guard asks them to leave. If they don’t leave, he gets Joan McKay, the town sheriff.
- If the investigators successfully avoid detection, they can sneak into Grimmel’s booth. Once there, they can just push open the door leading back to his booth, and they find an assortment of filing cabinets—both tall and short—lining the far wall and the wall to the right. To the left sits Grimmel’s chair and counter. A safe is wedged in the corner among all the filing cabinets. One of the investigators needs to make a **Locksmith** check to open the safe. Inside, they find a manifest confirming what the cargo workers told them. If they didn’t speak to the cargo workers, refer to **Shipping Secrets** nearby.

SHIPPING SECRETS

The wider door leads to a cargo bay, for loading and unloading products on and off the train. The door into the cargo bay is wide open and none of the workers say anything to the investigators if they enter. In the small yet full bay, investigators notice two separate systems of organization. First, the bay is split in half. Racks and piles of outgoing mail sit on one side of the room. This

area is then organized alphabetically by business or personal names. The other half of the room, which is full of incoming products, is organized the same way but has noticeably fewer items on the racks. Two people are working the cargo bay—a man and a woman. Both appear fatigued and are moving at a snail’s pace. Should investigators speak to one of the cargo workers, they share the following information:

- Little mail leaves town anymore, due to TWJ Co. filling all of the outgoing trains with its products.
- Few products are given the space to come into the town as well. Though factory demands have increased the amount of passing trains, they’re always full of factory supplies. Even the incoming food is a little scarcer.

Investigators can continue to question about what comes in on the trains, and the employees share that people don’t use the train anymore because there’s never enough room. Pallets filled with ingredients to make glass or finished glass jars take up most of the space on incoming and outgoing trains. If asked about the CEO, the workers nervously look at each other. Coaxing them further or trying to persuade them is met with resistance, but they eventually cave if the investigators persist and roll a successful **Hard Persuade** check. If the investigators succeed the roll, they learn tanks of liquid nitrogen have been brought in a couple of times throughout the year and were taken directly to the CEO’s mansion by his butler.

TRANSITIONING TO CHAPTER 3

KIDNAPPING

If you’ve been tracking the investigators’ progress with a suspicion tracker, or if you’ve decided they’re ready for the next chapter, it’s time for Winters to make his move.

At an inopportune moment for the investigators, seven factory henchmen attack the investigators. They have the stats of the **Hybrid Thrall** (see page 30) and won’t stop until they’ve incapacitated the investigators.

Winters has decided the investigators know too much, but his remaining sliver of compassion keeps him from killing them. Instead, with Kh’yrenery’hk’s urging, he decides to further infect the investigators. If the henchmen subdue the them, they bring them to the factory and throw them into a pile of Kh’yrenery’hk’s dust, hastening the infection drastically.

If the investigators manage to overcome the henchmen, they find in their pockets several large billfolds (upwards of \$100), and on one of the henchmen, a note from Winters to bring them to the factory—he’ll be waiting for them.

Ideally, the investigators will head to the factory. There, they will likely run into more henchmen or guards who will eventually subdue or wrangle them and pitch them into the mixing room.

CHAPTER 3: THE FACTORY'S SECRET

MIXING GROUNDS AT NIGHT

If Winters' lackeys or guards subdue the investigators, they awaken half past one in the morning in a pile of Kh'yrenery'hk's dust in the mixing room. The night is silent, save for the clink of Gloria Hollis's glass feet against the cement floor of her cell and the strange labors of the Nightshift in the factory proper. The only light comes from under the set of double doors into the factory.

All the investigators are now infected by the Glass Plague and suffer its effects. Ask for a **Medicine** roll and the successful investigators notice they're exhibiting some of the symptoms of the Glass Plague. As they realize they've been infected, have the investigators make a **Sanity** roll, losing 2/1D6 Sanity points.

Along the wall, in addition to the dust, are 12-foot-tall piles of ground limestone and sand. On the walls above each pile are large signs: "SAND," "L-STONE," "K-DUST." The mixing zone occupies the center of the room, where a mixture of sand, ground limestone, and K-Dust blankets the floor. Have players make a **Science (Geology)** roll to learn that this K-Dust scattered across the floor isn't any naturally occurring type of sediment they've heard of before. Footprints and cart tracks crisscross the mix.

A stairwell leads down to an locked door. Behind this door is where the Nightshift and Hollis are kept, but only Hollis is there now (see **Gloria Hollis**, page 9).

Doors on the north and south walls lead to the factory grounds. It takes a **Locksmith** roll to get out to the grounds, but many guards patrol at night. If the investigators brave the grounds, they find the logistics building, welcome center, and fence all guarded and locked. However, security is lighter around the administrative building.

The double doors that lead to the factory are padlocked and can be undone with a **Locksmith** roll or a whack from the sandy shovels hung from pegs on the western wall.

THE GLASS WOMAN

The door at the bottom of the stairs is locked but can be opened with a successful **Locksmith** roll. When they do this, read aloud or paraphrase the following:

Six large cells line the walls of the room, made from scraped iron bars. That strange glittering 'K-Dust' is strewn across the floor and catches the light from the dangling bulb in the room's center. Five of the cell doors are ajar, but one is firmly shut. Behind the bars of the closed cell is a transparent figure. It is a woman of average build composed almost entirely of glass, with remnants of organs and bone visible through the glass. On her head, a chunk of hair still clings to a small piece of remaining flesh. She quickly stands upon seeing the door open and stares at you.

Gloria Hollis is civil with the investigators, but not overly friendly. She is stern and asks to come along with them. Over the course of the conversation she discusses these points.

GLASS THRALLS AND FOREMEN

Glass Thralls labor mindlessly unless something blocks their path, then they lash out until they can return to work. Working 9 p.m. to 4 a.m., their output is five times that of the day shift.

Six foremen supervise the thralls. They cannot control them but guide them to their tasks and ensure they aren't obstructed. Foremen have large patches of glass skin but retain enough consciousness to resist becoming brainless thralls. For combat involving the foremen, use the stats for the **Hybrid Thralls**, page 30.

- She has been locked in the cell for several weeks. She thought she'd starve to death, since they haven't given her any food, but she hasn't felt anything.
- She was a cleaning lady at the factory but began changing into glass. Other people complained about having similar symptoms, but her case developed at four times the rate of everyone else.
- When her case got severe, she and three other workers were thrown into these cells and "promoted to the Nightshift."
- Within two weeks, she and the other three had completely transformed into glass. But she alone kept her sanity and cognitive skills. She doesn't know why.
- When Winters discovered she was not transforming like the others, he isolated her in her own cell.
- She knows he is working with some greater power that he shouldn't be messing with.

The investigators can open her cell with a successful **Locksmith** roll. If they decide to let her come with them, she will be a powerful ally. See **Gloria Hollis**, page 9.

THE NIGHTSHIFT

As investigators enter the factory proper, they meet the Nightshift. Slaving away in front of open, blazing furnaces are almost 100 factory workers, fully corrupted by the Glass Plague. They are now Glass Thralls, their skin replaced by transparent blue-green glass that exposes muscle, bone, and guts.

Once the investigators understand what they're seeing, they make a **Sanity** roll, losing 1D4/1D8 Sanity points.

If the investigators fight and subdue a foreman, they will be tight-lipped. They are largely numb to pain, but glass becomes pliable when heated, and four furnaces roar nearby. Or investigators can hogtie a foreman, so they're obstructing a Nightshift worker's task. Investigators can get these pieces of information out of whichever foreman they interrogate:

- The foremen cannot control the thralls; only Winters can.
- They feel a horrible shudder down their spines whenever TWJ glass is damaged.
- They don't know what K-Dust is, but if they realize the investigators were thrown into it, they say, "I guess you'll join the Nightshift soon."

- They work for Winters because he keeps them from becoming full thralls. They don't know how, as he blindfolds them during the process. They just feel extreme cold and the Plague recedes.
- Winters is in the administrative building right now.

THE CEO'S OFFICE

If the guards catch the investigators sneaking around the factory, they immediately bring them to Winters' office to face him directly.

Alternatively, if the investigators find the office on their own, they find a locked door and an empty office. A successful **Locksmith** roll gets them in.

The interior can be described as organized chaos. It's obvious Winters has been practically living in here. Besides a large desk and matching chair in the middle of the room, an overflowing bookshelf and stuffed filing cabinet fill the space.

If the investigators have snuck in, give them a moment to search at least one location. After they've found something from either the desk, bookshelf, or filing cabinet, Winters arrives.

It's clear that Winters knows about what the investigators have been up to in town. He immediately accuses them of snooping and trying to sabotage his business. He warns them to leave town as soon as possible or bad things will happen. Investigators can agree to his demands, at which point Winters calls for his guards and has them escorted to the bus station. If they claim his factory is hurting the town, he responds that this town would be nothing without it, and he saved them all.

If investigators mention anything they know about Kh'yrenery'hk or Winters' missing family, Winters grows nervous and refuses to respond. An investigator can attempt a **Charm** or **Fast Talk** roll to try calming Winters down. If they fail the roll, Winters calls for security to lock them in the mixing room. However, since security is outside his office, the investigators have a moment to respond.

If any of the investigators attack Winters and Hollis is with them, Winters targets her first with the only spell he knows, **Eldritch Freezing**. This spell freezes her in place and drops her HP to one-quarter. A direct hit could shatter her while she's under the effects of this spell.

Winters also has a handgun under his jacket he draws if the investigators fail to catch him by surprise. If the investigators engage in hand-to-hand combat with him, they may pull back a pants leg to reveal his leg has turned completely to glass. Similarly, his left arm is in the process of turning and thin strips of flesh hang from a glass frame that covers the blood vessels and bone underneath. If this is the first time an investigator witnesses this phenomenon, they must make a **Sanity** roll. If they succeed, the investigator only loses 2 Sanity points, but if the roll is failed, the investigator loses 1D4 Sanity points.

If the investigators know glass can be weakened with cold, they could kill Winters by freezing and shattering him. However, he is only minimally harder to kill than a normal human and beyond his glass limbs has no special defenses against attack.

If the investigators incapacitate Winters, a **Spot Hidden** roll draws their attention to how the factory has fallen oddly quiet. No guards come to check on Winters and beyond the thralls still at work in the factory, the place is suddenly empty. The investigators now have time to search through Winters' office if they so choose.

INSPECTING THE ROOM

Several important looking papers are scattered across the desk. If the investigators sort through them, they can find the paperwork finalizing a business deal with a major soda company and the records for 18 new employees. There's also a note from McKay warning that a group of outsiders are sniffing around and should be taken care of.

The desk is mostly full of old paperwork, but in the middle drawer is Winters' day planner. It's full of names and times for meetings, but every Sunday it simply says "K, SP - 11:30 p.m." A bus pass is tucked in the front cover.

Books and periodicals on business fill the bookshelf, as well as a bundle of articles on the successes of the Ball brothers. On the bottom shelf, tucked behind a larger book, is *Ancient Daemons and the Spiritual World*. It's well-worn and several pages have been torn out. Besides the title and a brief introduction that claims the book helps to "defend against all manner of creatures from Heaven and Hell," the text is all in Latin.

If any of the investigators have a knack for Latin, they might try to read it. If they pass a **Language (Latin)** roll they notice there is nothing of real use in the book, just a lot of medieval superstition, elaborate rituals, and potion recipes. They notice that several of the missing pages seem to be in areas dedicated to "Spells of Binding" and "Protection against Evil Spirits."

The filing cabinets are a mess, but the middle drawer holds only a medium-sized box and a few used scalpels. Inside the box is a small vacuum flask half full of liquid nitrogen. There are also a few pages of brief notes that imply Winters has been experimenting with using liquid nitrogen to freeze and shatter the glass growing from his body.

If the investigators decide to search through the cabinet, they find additional items. If an investigator succeeds on an **Accounting** or **Spot Hidden** roll, they find that there's not just receipts for the land the factory rests on, but also for an undeveloped sand pit on the edge of town.

If the investigators succeed on a **Spot Hidden** roll on the cabinet, they also find a photograph at the bottom of one of the drawers. It's folded and worn, but it's clearly a picture of Winters standing over a seated woman and three young girls. Along with the photo is a crinkled ball of paper titled "Eldritch Freezing." If they've found *Ancient Daemons and the Spiritual World*, they notice the page came from that book. Unlike the rest of its contents, however, this spell is noticeably different. It can actually be cast, if they pass a **Language (Latin)** and **Hard POW** roll.

ELDRITCH FREEZING

Cost: Variable magic points; Variable Sanity points

Casting time: Instantaneous

A powerful ice spell causing injury and temporary paralysis to a target. The caster invests as many magic points as desired and that same number in Sanity points. For the spell to take effect the caster must succeed in an opposed POW roll with the target. If successful, the target is subjected to a blast of freezing, dark energy which causes flesh to freeze and appendages to fall off. The target loses 1 hit point per magic point invested in the spell and the target's Move is reduced to 0 until the end of its next turn.



CHAPTER 4: HORRORS OF THE SAND PIT

There are a few ways the investigators can get to the Sand Pit, once they know they should. There's always the option of walking, though it takes a few hours. If they found the bus pass in Winters' desk, showing it to Coddle at the Bus Station seems to summon a bus out of seemingly nowhere that quickly and quietly takes them there. The trains out of town stop at the Sand Pit too, making them another option. If the investigators buy a bus ticket to anywhere else, the driver still drops them off at the Sand Pit. They have no choice but to get off there, as the bus doesn't move until they get out.

When the investigators arrive at the Sand Pit, they are greeted with an empty, sprawling sea of sand. Infected workers labor away at loading sand onto the train. They all but ignore the investigators and don't respond to any approach, as Kh'yrenery'hk's presence is overwhelming their cognitive functions at such a short range.

As the investigators approach the main digging area, the sand slowly begins shaking. The tremors grow quickly in intensity and soon the sand ripples in massive concentric waves as the great Kh'yrenery'hk rises from the depths of the sand. A monstrosity reminiscent of a massive octopus, Kh'yrenery'hk shimmers in and out of existence, its glass body the size of a large elephant. Its eight massive tentacles, each the size of a large tree trunk, flail threateningly in the sand. No face can be made out upon its body, which self-refracts into a mesmerizing dance of spectral rainbow color.

It speaks to the investigators, transposing its words directly into their minds. *"Pitiful beings. I see you have managed to avoid my caress. No matter. It won't be long now. Welcome to the horde."*

Read out loud or paraphrase the following.

Kh'yrenery'hk raises his tentacles, and all of the Thralls and Hybrid Thralls working in the area immediately vaporize into sand, which the Great One absorbs into itself.

The battle begins.

KH'YRENEREY'HK, THE GLASS BEHEMOTH

STR 200 **CON** 140 **SIZ** 160 **DEX** 50 **INT** 70
APP — **POW** 100 **EDU** — **SAN** — **HP** 30
DB: +5D6 **Build:** 6 **Move:** — **MP:** 20

COMBAT

Each turn, Kh'yrenery'hk performs one physical attack and one attack from the list below. Roll 1D6 to determine which attack it performs.

Attacks per round: 2 (tentacles and 1 from table below)

Brawl 60% (30/12), damage 1D10+1D6

Attack	Effect
1. Shimmering Spear 70% (35/14), damage 1D8, cost 4MP	A glass spear crystalizes near Kh'yrenery'hk's head, launching at a random target.
2. Shard Storm 50% (20/8), damage 1D8, targets everyone, cost 4MP	Glass shards consolidate in midair before raining violently down on everyone.
3. Refracted Visions Opposed POW roll, 4/5D4 Sanity loss, cost 5MP	Kh'yrenery'hk targets a random investigator with horrific visions of cosmic horror.
4. Tentacle Slam 60% (30/12), damage 1D10 + 1D6	Kh'yrenery'hk follows its first tentacle attack with a second slam at a random target.
5. Tremors Everyone make a DEX roll, failures lose next turn in DEX order	Kh'yrenery'hk causes a small earthquake, shaking the unprepared off their feet.
6. Glass Guillotine 60% (30/12), damage 8D10, targets everyone, cost 4MP	Kh'yrenery'hk sharpens its tentacles into blades and whirls them at high velocity, parting flesh like butter.

Dodge: Kh'yrenery'hk cannot dodge

Armor: 10-point glass skin, immune to fire.

SPECIAL ABILITIES

- Kh'yrenery'hk can absorb any amount of sand into itself to add to its mass or extend its reach. Its attacks effectively have infinite range, as long as the target is in the Sand Pit area.
- Kh'yrenery'hk's sand absorption allows it to regenerate from even the most brutal injuries. At the beginning of its turn in the DEX order, it returns to 30 HP.
- Kh'yrenery'hk has the ability to phase out of the earthly dimension if it detects danger. If it is unable to meet the MP cost of an attack it attempts to perform (i.e. if that attack was rolled on the above table), it flees the battle immediately. (See **If Kh'yrenery'hk Flees**)
- Sanity loss: 1D6/2D6 to see Kh'yrenery'hk in its cosmic form.

KILLING KH'YRENEREY'HK

- The only feasible way of conquering the creature is by using ice. If the investigators know this, they likely would have discovered Elias White's stash of liquid nitrogen (see **Liquid Nitrogen**, page 19). This stash is not enough to affect Kh'yrenery'hk. Thus, only **Eldritch Freezing** (page 26) or a similar ice spell will be enough to affect it. A veteran investigator may already know an effective spell, though its effects will be slightly different.
- If **Eldritch Freezing** is used, and the investigator wins the opposed **POW** roll, Kh'yrenery'hk is affected. In addition to the standard spell effects, Kh'yrenery'hk also loses all special abilities and armor, loses its next turn in the DEX order, and takes double damage until the effects wear off. If it is alive when it regains its turn, everything returns to their previous states and the effects wear off. A different ice spell requires a Hard success to achieve these results.

- See **If Kh'yrenery'hk Is Killed** if the investigators successfully reduce its HP to zero.

ENDING THE ADVENTURE

IF KH'YRENEREY'HK FLEES

If Kh'yrenery'hk flees the battle after being unable to complete an attack due to lack of MP, the investigators have achieved a victory, albeit a hollow one. Without the destruction of the creature, the Glass Plague lingers on in those already affected. The uninfected flee as the thralls are fully revealed to them, the Infected continue to grow into mindless thralls, and Glasston soon decays into a literal ghost town.

The Plague's spread has been slowed thanks to Kh'yrenery'hk's disappearance and the halting of the jar production, but there's no guarantee Kh'yrenery'hk won't one day return to continue its reign of terror.

IF KH'YRENEREY'HK IS KILLED

If the investigators successfully destroy the Glass Behemoth, they've claimed a clear victory. The Plague vanishes from the infected, returning the victims to their original state, and Kh'yrenery'hk will not return from the grave. Glasston, however, is not so lucky.

The factory, as well as TWJ Co. as a whole, dies out. Rumors of shady occurrences spread quickly, and soon national investigations descend upon Glasston to uncover the company's practices. Secrets are hidden and excuses are made, but it's not enough. While the truth remains concealed, Glasston is ruined.

Residents slowly realize they want nothing to do with this place and all the negative attention it's drawing. The population dwindles until Glasston is a decrepit ghost town that fades from history.

In the event the investigators kill the Glass Behemoth, those who are still alive regain 2D6 Sanity points. Should Kh'yrenery'hk simply flee, the survivors gain just 1D6 Sanity points.

IF THE INVESTIGATORS ARE KILLED

If the Glass Behemoth rends the investigators limb from limb, there are few left who can stop it before it achieves its plan of enthralling every human on Earth. Dennis Adkins, if he didn't already die while helping the investigators, would be one of Kh'yrenery'hk's first victims, silencing anyone who knew how to defeat him. From there, Glasston is the first town to fall completely under its control with many more soon to follow. Within just a year, Kh'yrenery'hk's thralls number in the hundreds of millions and it feels confident enough to reveal itself to the globe, sending everyone into a panic. Humanity becomes a glass army for Kh'yrenery'hk.

CONTINUING THE ADVENTURE

The first two endings leave room for further investigation into the mysterious happenings at Glasston. Perhaps Kh'yrenery'hk doesn't wait so long to return, and news of some new glass

product springs up somewhere else. Armed with the truth, the investigators may be inclined to go and put a stop to that.

Or perhaps, if there are any remaining thralls, the investigators feel the need to hunt them down. This potential scenario may be well-suited for *Pulp Cthulhu*.

If the investigators kill Kh'yrenery'hk, perhaps, in his dying moments, he was able to send an interdimensional signal to other eldritch beings that are on their way to Earth right now. Or maybe as he fell, he cast an extremely powerful spell that cursed the investigators with horrific visions causing slow, steady sanity loss until they find a cure.

As the Keeper, you are free to expand on this adventure in any way you wish. Explore, discover, and create new things for your investigators to do. The possibilities are endless!



APPENDIX A: CHARACTERS AND MONSTERS

Below are the stat blocks for characters and monsters the investigators will happen upon and potentially fight during the scenario.

ELIAS TAYLOR WINTERS, 45, CEO OF TWJ CO.

STR 60 **CON** 40 **SIZ** 60 **DEX** 50 **INT** 75
APP 45 **POW** 80 **EDU** 70 **SAN** 30 **HP** 10
DB: 0 **Build:** 0 **Move:** 7 **MP:** 16

COMBAT

Attacks per Round: 1 (punch/spell)
Fighting 25% (12/5), damage 1D3
Dodge 25% (12/5)

Spells: Eldritch Freezing (page 26).

DENNIS ADKINS, 48, TOWN DRUNK

STR 75 **CON** 60 **SIZ** 60 **DEX** 50 **INT** 70
APP 45 **POW** 50 **EDU** 44 **SAN** 20 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 10

COMBAT

Brawl 50% (25/10), damage 1D3 + 1D4
Small knife 50% (25/10), damage 1D4 + 1D4
Dodge 25% (12/5)

SKILLS

Credit Rating 40%, Cthulhu Mythos 25%, Electrical Repair 40%, Intimidate 50%, Library Use 40%, Locksmith 21%, Mechanical Repair 60%, Navigate 40%, Operate Heavy Machine 70%, Sleight of Hand 30%, Spot Hidden 60%, Stealth 40%, Throw 50%.

Spells: Elder Sign, Eldritch Freezing (page 26), Warding.

HYBRID THRALL

Kh'yrenery'hk's infection is inescapable, but the transformation takes time. Some are caught in that in-between phase: their body is mostly glass, but their mind is still their own. A select few find ways to prolong this phase. Most notably, Winters has a method of freezing infected areas that slows the spread of the rash significantly. Those who wish to avoid becoming glass thralls bend to his will, fearful of the fate that awaits should his treatments stop.

STR 85 **CON** 70 **SIZ** 60 **DEX** 40 **INT** 45
APP — **POW** 40 **EDU** — **SAN** 50 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 8

COMBAT

Attacks per Round: 1 (punch)
Brawl 60% (30/12), damage 1D3+1D4
Dodge 40% (20/8)

SKILLS

Intimidate 65%.

Armor: 1-point glass skin.

Sanity loss: 2/1D4 Sanity points if Plague effects are examined.

GLORIA HOLLIS, 22, CORRUPTED FACTORY WORKER

STR 85 **CON** 70 **SIZ** 60 **DEX** 40 **INT** 45
APP — **POW** 40 **EDU** — **SAN** 50 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 8

COMBAT

Attacks per Round: 1 (punch)
Brawl 60% (30/12), damage 1D3+1D4
Dodge 40% (20/8)

SKILLS

Intimidate 65%.

Armor: 1-point glass skin.

JOAN MCKAY, 65, SHERIFF

STR 90 **CON** 60 **SIZ** 75 **DEX** 40 **INT** 50
APP 35 **POW** 40 **EDU** 60 **SAN** 20 **HP** 13
DB: +1D6 **Build:** 2 **Move:** 5 **MP:** 8 Luck: 30

COMBAT

Brawl 70% (35/14), damage 1D3+1D6
20-g shotgun (2B) 70% (35/14), damage 2D6/1D6/1D3 (10/20/50 yards)
Dodge 35%(17/7)

APPENDIX B: PRE-GENERATED CHARACTERS

Seven ready-to-play investigators are provided for you and your players. They all have reasons to visit Glasston, whether that is personal redemption or the chance to move up in the professional world. None of them knew each other prior to the

adventure, as they are all arriving from various parts of the United States to visit this once obscure town in northwestern rural Indiana.

MARGARET BURDEN, 40, REPORTER

STR 40 **CON** 50 **SIZ** 50 **DEX** 60 **INT** 60
APP 50 **POW** 80 **EDU** 70 **SAN** 80 **HP** 10
DB: 0 **Build:** 0 **Move:** 7 **MP:** 16 **Luck:** 50

COMBAT

Brawl 25% (12/5), damage 1D3
Dodge 30% (15/6)

SKILLS

Anthropology 20% (10/4), Credit Rating 40% (20/8), Fast Talk 70% (35/14), History 40% (20/8), Law 50% (25/10), Library Use 50% (25/10), Listen 50% (25/10), Psychology 60% (30/12), Science (Forensics) 20% (10/4), Stealth 40% (20/8).

BACKSTORY

(some entries are left blank, allowing you to personalize your investigator as desired):

Description: Burden is a stiff, upright woman. She wears a simple blouse and skirt, and her shoes are practical but well-worn. Her hair hangs in short, messy curls, and streaks of silver show through the black.

Traits:

Ideology/Beliefs: everyone has a right to a safe and happy life. Hoarding wealth is immoral, and the rich who profit from exploiting the weak should be harshly punished. All should do what they can to help those who are weaker or more vulnerable.

Significant People:

Treasured Possessions:

Margaret Burden might not look like the average reporter, but that just means she had to work twice as hard as the rest. After witnessing the way her family suffered under an alcoholic father and unfair work structure, she dedicated her life toward seeking justice for all. The temperance movement made for a great starting place, but after prohibition was passed in Indiana, she turned her attention toward bigger things. Burden's prolific writing from her temperance days caught the eye of the *Industrial Gazette*, a pro-union magazine in Fort Wayne that aligned with her liberal views. She has spent the last few years traveling the state and criticizing the country's capitalist structure. Her sister might bother her about settling down soon, but she has no intention of doing so until the working class is guaranteed its rights and safety.

EQUIPMENT

Small notebook, two chewed pens, recent copy of the *Industrial Gazette*, \$15 dollars on hand.

PLAYER NOTES:



CHARLES EGAN, 61, PRIVATE INVESTIGATOR

STR 50 **CON** 60 **SIZ** 60 **DEX** 30 **INT** 80
APP 25 **POW** 50 **EDU** 85 **SAN** 50 **HP** 12
DB: 0 **Build:** 0 **Move:** 4 **MP:** 10 **Luck:** 60

Brawl 40% (20/8), damage 1D3
Dodge 30% (15/6)

SKILLS

Credit Rating 30% (15/6), Disguise 50% (25/10), Fast Talk 60% (30/12), Law 40% (20/8), Library Use 40% (20/8), Listen 40% (20/8), Locksmith 21% (10/4), Navigate 30% (15/6), Shotgun 60% (30/12), Spot Hidden 60% (30/12), Swim 40% (20/8).

BACKSTORY

(some entries are left blank, allowing you to personalize your investigator as desired):

Description: wears a worn, gray cardigan and tan slacks. Average height, a bit rotund. Wears glasses when reading. Bald but has a thick, gray mustache spilling over his mouth.

Traits: over the top. He'll try anything to rebuild his life and show others that he is a competent private investigator.

Ideology/Beliefs:

Significant People:

Treasured Possessions:

Charles Egan grew up idolizing private investigators and attended the Harvard School of Law on his parents' dime so he could become one. After graduating, he moved to New York to begin his career, but found out the world of private investigation wasn't everything he'd imagined. He turned to the scheme of paying someone to do his work for him. Charles still accepted the bulk of the money and all the praise from his jobs, but he never touched a single case. During this time, he married a woman named Virginia and started a family with her. For decades, his secret remained hidden, but the man who Charles paid to do his work, Joseph Cromwell, had enough. He blew the whistle on Charles, initiating a tidal wave of former clients suing him. His wife left with the kids out of disappointment in him. Charles moved west, trying to hide his identity and figure out a way to regain his reputation. Then, one day, he received a letter from his sister, who worked for Ball Glass, asking him to investigate an up-and-coming glass jar manufacturer in Glasston, Indiana.

EQUIPMENT

Brass knuckles, photo of family, letter from sister asking him to investigate Glasston.

PLAYER NOTES:



CLIVE ZEBADIAH HOLDEN, 25, INVESTOR

STR 60 **CON** 30 **SIZ** 70 **DEX** 60 **INT** 65
APP 40 **POW** 35 **EDU** 90 **SAN** 25 **HP** 10
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 7 **Luck:** 30

COMBAT

Brawl 25% (12/5), damage 1D3 + 1D4
Dodge 30% (15/6)

SKILLS

Accounting 60% (30/12), Anthropology 40% (20/8), Appraise 40% (20/8), Charm 60% (30/12), Fast Talk 50% (25/10), Law 40% (20/8), Listen 50% (25/10), Persuade 70% (35/14), Psychology 50% (25/10), Sleight of Hand 20% (10/2).

BACKSTORY

(some entries are left blank, allowing you to personalize your investigator as desired):

Description: dirty blond hair, brushed up and shaved at the sides. He has gentle hazel eyes which contrast with a splotchy red scar covering his left cheek. Holden boasts a slim yet strong frame, standing at six feet. He wears round-framed leopard mottled glasses and chooses to wear a tuxedo in every situation, since he believes in the importance of first impressions. Additionally, Holden wears a wooden-bead cross charm bracelet.

Traits: Tries to remain on good terms with everyone he meets. Doesn't understand idioms.

Ideology/Beliefs:

Significant People:

Treasured Possessions:

Holden grew up in New York City, reared by his father, a wealthy entrepreneur who quickly had jumped on the plastic manufacturing bandwagon. His mother was a smoker and an abusive parent. While his father was away on business trips or working late hours at the office, his mother would turn Holden into a servant boy. One time, she became so infuriated with Holden that she threw the boiling soup he made for her at his face, forever scarring his left cheek. At eighteen he became a joint CEO in the company, but his mother fell ill and had to be hospitalized. His father ignored her condition and worked just as ravenously as before, until he worked himself into his grave. Although she once tormented him, Holden visited his mother and took pity on her condition. He stepped down from his position and tried to get to know her, feeling safer around her since the tables of power had turned. As he learned more about her, they grew close. After finally getting to know his mother, he found he could forgive her and become a son both known and loved by his mother. However, her health worsened quicker and quicker. To fund her treatments, Holden began investing in more risky businesses in the hope that one would earn him some much-needed riches.

EQUIPMENT

Four sets of black tuxedos, a pocket watch with a picture of him and his father, a metallic comb, a worn pamphlet of Midwestern slang.

PLAYER NOTES:



RUBY MAYFIELD, 27, NURSE

STR 50 **CON** 50 **SIZ** 40 **DEX** 60 **INT** 70
APP 60 **POW** 50 **EDU** 80 **SAN** 50 **HP** 9
DB: 0 **Build:** 0 **Move:** 9 **MP:** 10 **Luck:** 45

COMBAT

Brawl 25% (12/5), damage 1D3
Dodge 30% (15/6)

SKILLS

First Aid 70% (35/14), Language (Latin) 40% (20/8), Listen 60% (30/12), Medicine 60% (30/12), Persuade 30% (15/6), Psychoanalysis 21% (10/4), Science (Biology) 50% (25/10), Science (Pharmacy) 50% (25/10), Spot Hidden 40% (20/8), Stealth 40% (20/8).

BACKSTORY

(some entries are left blank, allowing you to personalize your investigator as desired):

Description: wears a green button-up dress and a loose-fitting cardigan. She wears a gray hat over her strawberry-blonde wavy bob.

Traits:

Ideology/Beliefs: everyone has at least a little good in them, but sometimes they need help to embrace it. She grew up strictly religious, though she doesn't have much knowledge to back up her beliefs.

Significant People:

Meaningful Locations:

Treasured Possessions:

Ruby Mayfield grew up in Indianapolis, the cultural heart of Indiana. Her father, who was a well-known lawyer, ensured she had the best education and social life that money could buy. However, his busy career and her mother's extensive volunteer work meant that while Mayfield had all the luxuries she could ever want, she still felt neglected. Her grandmother was the only person who ever seemed to have time for her. After her grandmother died, Mayfield decided to continue her family's legacy of good and become a nurse. Medical school provided her with not only an education but a mentor who cared about her personally. While she's been working at a pediatric hospital since graduation, she recently received a letter from that old friend urging her to visit Glasston and help with a mysterious epidemic.

EQUIPMENT

PLAYER NOTES:



MARIE PHILIPS, 23, MOONSHINER

STR 50 **CON** 50 **SIZ** 40 **DEX** 60 **INT** 70
APP 50 **EDU** 82 **POW** 60 **SAN** 60 **HP** 9
DB: 0 **Build:** 0 **Move:** 9 **MP:** 12 **Luck:** 85

COMBAT

Brawl 25% (12/5), damage 1D3
Dodge 30% (15/6)

SKILLS

Anthropology 40% (20/8), Art/Craft (Forgery) 25% (12/5),
Credit Rating 40% (20/8), Disguise 25% (12/5), Library Use 50%
(25/10), Locksmith 60% (30/12), Medicine 21% (10/4), Natural
World 60% (30/12), Op. Hv. Machine 21% (10/4), Psychology 40%
(20/8), Science (Chemistry) 70% (35/14), Science (Pharmacy)
50% (25/10), Stealth 50% (25/10).

BACKSTORY

(some entries are left blank, allowing you to personalize your investigator as desired):

Description: wears a slightly oversized dress over a thin frame with spectacles and a hat pulled low around her face. Dark hair which she wears in a tight bun.

Traits:

Ideology/Beliefs:

Significant People: her uncle, Dr. Joseph Sullivan, who is her closest living relative who doesn't reject her. She wants to learn how to make moonshine from him.

Meaningful Location:

Treasured Possessions:

Marie Phillips grew up in Greencastle, Indiana and is a former student of the nearby college, DePauw University. Phillips felt like her talents for chemistry were wasted in her classes, so after her second year of education she dropped out and returned to live on her family's farm. Little did her family realize that she was making moonshine using her family's crops and selling it to speakeasies in western Indiana. The practice continued for a few years until her parents discovered the equipment hidden in the barn. Appalled and infuriated, her family cast her out of the household to fend for herself. Phillips now heads to Glasston to meet her uncle, Dr. Joseph Sullivan, who is also a moonshiner and is willing to shelter her and continue her education.

EQUIPMENT

.22 Derringer (handgun), dark lantern, journal, jug of moonshine, pens.

PLAYER NOTES:



THEO SMITH, 32, FACTORY WORKER

STR 70 **CON** 80 **SIZ** 60 **DEX** 50 **INT** 50
APP 60 **POW** 50 **EDU** 40 **SAN** 50 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 10 **Luck:** 40

COMBAT

Brawl 60% (30/12), damage 1D3 + 1D4
Dodge 25% (12/5)

SKILLS

Credit Rating 50% (25/10), Drive Auto 50% (25/10), Intimidate 70% (35/14), Listen 40% (20/8), Locksmith 21% (10/4), Mech. Repair 40% (20/8), Navigate 40% (20/8), Op. Hv. Machine 50% (25/10), Sleight of Hand 30% (15/6), Spot Hidden 40% (20/8), Survival 30% (15/6), Throw 60% (30/12).

BACKSTORY

(some entries are left blank, allowing you to personalize your investigator as desired):

Description: tall, strong, calloused hands, almost always dirty to some extent.

Traits: quiet, observant, outwardly gruff, inwardly kind.

Ideology/Beliefs:

Significant People:

Meaningful Locations: the factory, which has allowed Smith and his family to have a fresh start toward a better life.

Treasured Possessions:

Theo moved to Glasston with his family in search of a new start after extended family issues. The factory is extremely important to him and his family because it readily provided a job for Theo. The week of the adventure sees Theo by himself, as his family left for the east coast in order to visit her parents. He stayed because of the aforementioned issues.

EQUIPMENT

PLAYER NOTES:



BARNABY T. WILLIAMS, 32, PASTOR

STR 70 **CON** 60 **SIZ** 80 **DEX** 50 **INT** 50
APP 40 **POW** 50 **EDU** 60 **SAN** 50 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 10 **Luck:** 50

COMBAT

Brawl 75% (37/15) 1D3+1D4
Dodge 45% (22/9)

SKILLS

Credit Rating 15% (7/3), First Aid 50% (25/10), History 35% (17/7), Intimidate 40% (20/8), Jump 40% (20/8), Language (Own—English) 65% (32/16), Language (Greek) 31% (15/6), Library Use 65% (32/13), Persuade 45% (22/9), Psychology 35% (17/7), Spot Hidden 50% (25/10), Throw 40% (20/8).

BACKSTORY

(some entries are left blank, allowing you to personalize your investigator as desired):

Description: large and strong, but not visibly muscular. Never seen without his sad smile. Brown hair, brown eyes.

Traits:

Ideology/Beliefs: staunch Methodist. Believes even bad times will work out for the best.

Significant People:

Meaningful Locations:

Treasured Possessions: a wristwatch his brother bought for him.

“Williams men have been pastors since time immemorial,” his father always said, but Barnaby chose to be a boxer instead. His younger brother, however, accepted the tradition and enrolled in seminary, but Uncle Sam drafted him and sent him to die in France. Barnaby escaped the same fate because of an injury he’d taken during a fight. He filled his brother’s place in the seminary and now roves the Midwest as an itinerant Methodist pastor, pondering why God wanted him in the cloth and not his brother.

EQUIPMENT

Pocket-sized Holy Bible crammed with notes, equally well-worn copy of *Joe Miller’s Jest*s, briefcase (boxing gloves, hand-written sermons in various stages of completion, 30 pencils, pencil shaver), \$10 on hand.

PLAYER NOTES:

INTEGRATING PERSONAL CHARACTERS

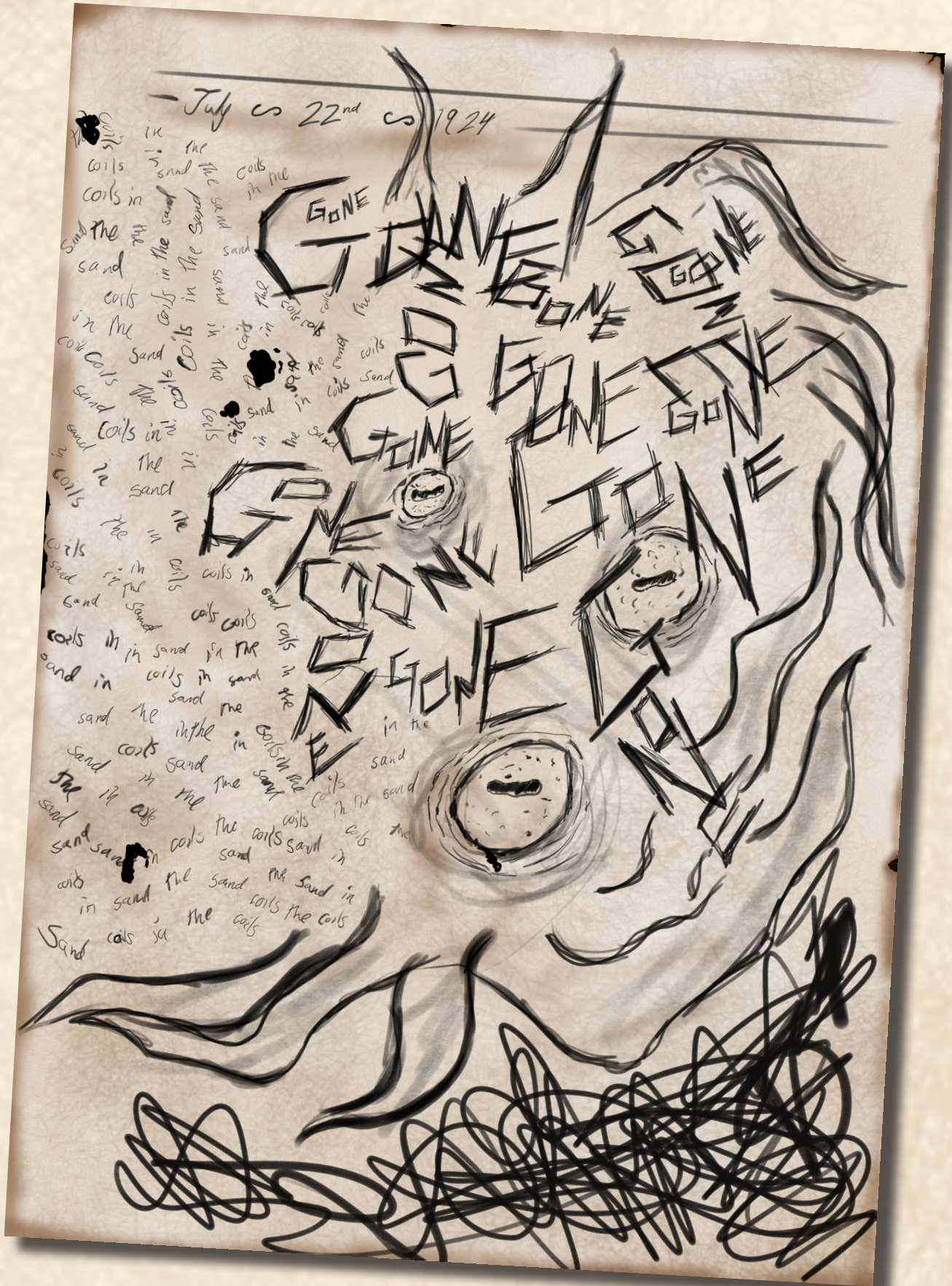
The seven ready-to-play investigators provided in this scenario serve as examples and are designed to immerse players in the town of Glasston. However, the traits provided are only guidelines—feel free to change traits such as age, gender, race, skills, etc. to fit your play style.

Alternatively, players can create their own investigators for the scenario or bring in investigators from previous *Call of Cthulhu* scenarios. If so, it may be necessary for the Keeper to adapt the opening scene to fit the investigators. When doing so, consider the motivations for the investigators—why have they

come to Glasston? A journalist may be tasked by their employers to cover the sudden rise of TWJ Co. for the newspaper. A police detective or private investigator may be hired from another town by a citizen of Glasston to look into the cause of a strange sickness that has manifested in town. Investigators affiliated with organizations like the Miskatonic University’s Society for the Exploration of the Unexplained might have a natural curiosity about Glasston’s sudden rise to prominence, or they could be the recipient of an anonymous letter detailing the strange happenings in town and ask for the investigator’s assistance in exchange for a monetary reward.



APPENDIX C: COLLECTED HANDOUTS



Name: *Timothy McBride*

DOB: *February 22, 1870*

Age: *55 years*

Nationality: *White/American*

Sex: *Male*

Height: *5ft, 9in.*

Weight: *197 lbs.*

Blood Pressure: *110/75*

Pulse: *92 bpm.*

Temperature: *98° F*

Skin: *irritated rash on wrists and arms below the elbow.*

Conclusion: *Mild skin irritation caused by chemical exposure. Apply skin lotion twice daily to help reduce redness and irritation. Should clear up in 2 weeks.*

Diagnosis by: *Joseph Sullivan*

Facility: Glasston Family Care

Date: 5/11/1925

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CALL of CTHULHU®

Refractions of Glasston

A SECRET IN THE SAND

Elias Taylor Winters, the CEO of TWJ Co., discovered a secret to the glass-making process that finally put him above his long-standing competition: Ball Glass. Shattering expectations for such a small company in rural Indiana, Winters has put Glasston on the map. The town and its economy are booming. But not everything in Glasston is as it should be.

Refractions of Glasston is a standalone scenario for *Call of Cthulhu* 7th Edition. It takes place in a rural town in northwest Indiana, set in the 1920s. Inside you'll find:

- A thrilling mystery in the rural town of Glasston, fueled by intrigue and disturbing encounters.
- A history of Indiana that will prepare Keepers for running a scenario in such an atypical setting.
- Hooks for incorporating local cryptids or real-life occurrences into the scenario.
- Multiple endings and ways to continue the adventure for investigation addicts.

Refractions of Glasston is the result of a creative collaboration between the Professional Writing department at Taylor University, Upland IN and Chaosium Inc. The creators are all students at Taylor University. Though many of the team are members of the professional writing major, this is their first foray into the world of RPG writing. With help and advice provided by Chaosium's Mike Mason and Lynne Hardy, these writers, editors, and RPG enthusiasts set out to create a unique adventure for *Call of Cthulhu* fans to enjoy.

<https://www.taylor.edu/majors/professional-writing>
<https://www.chaosium.com>

