

Mall Rats

A scenario for Modern *Call of Cthulhu*, 7th Edition

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Introduction

This is a scenario intended for the 7th edition of Call of Cthulhu. It is assumed that you, the person reading this document, are the Keeper for this scenario. This scenario is set on June 14, 2019 in Milwaukee, Wisconsin in a fictional mall over the course of, at most, a day.

A freak blizzard hits the city of Milwaukee and forces people, including the investigators, into the mall to seek refuge from the storm. Proceeding the blizzard is a group of followers of The Great Walking White, intent on pacifying the people in the mall to seize a text they believe will allow them to commune with the Old One.

The investigators will have to find out what the cultists are doing, how to stop or hinder them, and survive the time they are trapped in the mall to make it through the scenario. Feel free to manipulate challenge rolls or create new ones that focus on different prominent skills some investigators may have.



Background

The group of cultists that follow The Great Walking White, who identify themselves as the members of the Circle of the Fifth Wind, is intent on procuring a book from a store in the Fifth Street Mall. They have performed a ritual in the middle of summer to force the weather to bend to their will, creating a blizzard that focuses on the mall and expands outward to mask their activity.

The Circle of the Fifth Wind was created in the early 1900's when Walter Toredill, the spawn of a wealthy family, traveled to Germany after his college years and discovered secrets of the Arctic. He met a group of people studying the occult who invited him to join them. This group, called the *Weisse Society* (White Society), was created from a few individuals whose theories about interdimensional existence on Earth were published but critically and publicly lauded. After spending time with the Society and reading the material they had, Walter Toredill became fixated on the Arctic north and colder climates in general. He wrote a collection of the Societies' articles, his own diary entries and notes concerning his beliefs which he titled *Funfter Kreiss*. This book details numerous conversations and dreams that Walter Toredill had and describes in some horrifying detail the presence of an enormously pale and vast skeletal giant traveling through the cold regions of Earth. The book also describes the group that Walter Toredill created, the Circle of the Fifth Wind, and their beliefs and progress of realization to discovering and finding the fifth wind.

Upon returning to America Walter Toredill left Philadelphia and made his home in Milwaukee. At this point his family disinherited him and he began to save up for an expedition into the Arctic to find the Great Walking White. In 1919 Walter Toredill found Wendy Relant, a woman who was as mentally unhinged as he was and the two began to live together until a pair of thieves stole into the Toredill household and were discovered by the pair. In the ensuing fight Walter Toredill and the thieves were all killed, leaving the money all to Wendy Relant.

Wendy Relant kept all of Walter Toredill's notes about the Arctic and more dreams, creating a new manuscript titled *Rebirth of the White* and naming Walter Toredill the author. With both of his texts in her possession and a small fortune at her disposal Wendy Relant bought a small cottage in Genoa City in 1920 and started living the solitary life of a hermit as she dove further into madness researching and analyzing Walters Toredill's texts. During December of 1929, after a few years of falling down this rabbit hole, Wendy Relant showed up at her sister's house unannounced and killed her, kidnapping her five-month-old child in the process. Though the boy was born James Render, Wendy decreed him the son of Walter Toredill and called him Wendell Toredill. She also gifted him Walters Toredill's books, insisting that he study them and preach the knowledge to the uninitiated.

Timeline of the Cult of the Fifth Wind

1911 – Walter Toredill travels to Germany.
 1915 – Walter Toredill returns to America.
 1919 – Walter Toredill begins teaching Wendy Relant of the ways of the cult.
 1929 – Wendy Relant kidnaps her sister's son.
 1979 – Wendy Relant offers herself to the cult.
 2001 – Wendell Toredill dies in Lake Michigan.
 2019 – New activities for the cult begin.

Wendell Toredill began to take life as a member of the Circle of the Fifth Wind very seriously under the tutelage of his new 'mother'. Until the early 1940s the two were the only members of the Circle of the Fifth Wind, but during the awesome and frightening grip that World War II had over the world Wendy Relant decided now was the time for Wendell Toredill to begin recruiting. From 1942 until 1977 the cult began to swell in size and moved to a small commune in Saxon, Wisconsin in Iron County. The cult's practices also began to expand in scope: they believed that human sacrifice was necessary to attain the required knowledge of the fifth wind and would find, kill, and consume strangers, drifters, and hikers throughout Iron County. They would leave offerings to the Great Walking White in the form of skeletal totems and fetishes next to the sites where their grisly rituals were performed.

In 1979 Wendy Relant furthered the cults rituals by offering herself to the cultists in a ceremony, declaring that only the ones who feast on her will be see the way north. During this ceremony members who were unsure about their stay in the cult left and alerted authorities of what has happened. Wendell Toredill took his followers and disappeared into the forests of Iron County when they discovered some members missing.

Wendell Toredill and most of his followers drifted apart as they trekked across Wisconsin to find a new home. Eventually, only Wendell Toredill and a woman who went by Sharon McCleath were left. The two made a life in Milwaukee, and in 2001 two detectives caught up to Wendell Toredill as he was preaching near Lake Michigan. These two detectives were assigned to cold cases and had followed leads that brought them to Wendell Toredill. As soon as the old man saw that they were intent on questioning him about his past, he held onto them and dragged them into the Lake. He managed to drown himself and one of the detectives. His copy of *Funfter Kreiss* was left with Sharon Toredill while his copy of *Rebirth of the White* is now at the bottom of Lake Michigan.

Sharon Toredill was overlooked by the legal system and raised her daughter, Walda Toredill, in the ways of the Circle of the Fifth Wind. By 2019, Sharon Toredill was convinced that her daughter and herself could gain a small number of followers and find the way to the north. After gathering three other people and spending some months convincing them to follow her, Walda Toredill performed a ritual to create a deathly blizzard to distract and disrupt society while she set out to find a copy of *Rebirth of the White* at the Fifth Street Mall.

Starting the Scenario

The investigators need some reason to go into the mall. They might all just be passing by the mall when the blizzard hit and now have to go inside to find some comfort away from the white out and freezing cold, they might be friends intent on meeting near the mall when they realize they have to go inside it to escape nature's wrath, or they may, for whatever reason, be on the way to Scripts for business ventures. When everything is set, read the following boxed text:

When you get to the cafeteria, you see a woman and a man looking at a group of people sitting on chairs and benches together. Next to the standing couple is the body of a paunchy man wearing a security uniform in a growing pool of blood. His stomach is slowly rising and lowering.

The woman has dark, long hair reaching just past her shoulders and is carrying a large axe. Her face is shallow, and you can barely make out the bone structure of her chin and cheekbones. The man has more meat than she does on him and has a shaved head. He has the pitiful beginnings of a brown mustache, something that looks absurdly comical. The man has a handgun pointed towards the floor in front of him.

The woman turns and looks at you. "Damn. More people. I'll shut those doors and lock them, you collect their phones."

Have the investigators make a **Sanity** check now (0/1D4). The cult has already rounded up the folk in the mall to ensure that they stay out of their way. The two cult members are Caroline Selvet and Kevin Greyheight. Greyheight motions for the investigators to join everyone else in the cafeteria after smashing their cell phones with the butt of his handgun. In a little while, if the investigators don't do anything, Caroline Selvet comes back and explains that they should just stay where they are. She then leaves Greyheight to guard them.

The way that two cultists handle newcomers onto the scene of their crime, as well as the fact that the investigators were even able to access the mall when a robbery is underway are obvious signs that the cult isn't as adept at crime as one might expect.

The Invisible Timer

The investigators don't know it yet, but they are trying to find a certain text before the cult does. If Walda Toredill is uninterrupted, it will take her about six hours to go through all the books in Scripts. After that, she will go to Peter Rosearre and successfully interrogate him, gaining the book and leaving in the blizzard (unless the investigators proved to be a major thorn in her side, in which case she might take out her frustration on them).

Pick a time in the middle of the day for the start of the scenario. Six hours after this starting time, if Walda Toredill isn't interrupted, marks the end of the scenario as the investigators have failed. Should the investigators manage to stall Toredill's search for the book, add some extra time before Rosearre is successfully interrogated. Every action, such as Lockpicking, should take some time to complete. If the check result is Hard or Extreme, allow the action to be completed quicker in addition to any other added benefits the investigator might get.

Contacting the Police

There may come a point when the investigators are able to get a means of communication set up with the police. The Milwaukee Police Department is currently understaffed for dealing with this freak blizzard which has caused many car accidents, cases of frostbite, and forced people to seek shelter in places where they have little to no food and water.

If the police are contacted, the operator will describe their dilemma and include that the blizzard is so fierce right now that it's advised no person should travel outside. The only advice that the caller will receive is to hide and stay silent until police arrive at the scene.

Cultists and Their Whereabouts

The cult may have forced their way into the Fifth Street Mall but they don't have much of a plan other than searching for *Rebirth of the White*. There are many ways in which the different cult members may act and react to the investigator's plans and actions. Here is what the cultists are up to when the investigators arrive:

Walda Toredill-searching through Scripts for a rhyme or reason to the inventory and then going through every book to try and find *Rebirth of the White*. She will be at this until she's read through the entire store, then will move to Peter Rosearre and question him. If the investigators don't intervene, Rosearre will give up the location of the book and be devoured by the two Toredill ladies.

Sharon Toredill-stays in the abandoned store near Scripts interrogating and feasting on parts of Peter Rosearre.

Ian '55' Sornington- travels the hallways of the mall looking for hostages that have managed to split off from the cafeteria. If a person is a minority, Sornington takes extreme pleasure in acting superior over them.

Caroline Selvet-manages to find chains and locks the entrance that the investigators used to get into the mall. After checking in with Kevin Greyheight, she goes upstairs to help Walda Toredill, though she is mostly in the way.

Kevin Greyheight- Looks after the hostages.

Fifth Street Mall

The mall has seen better days. Most of the mall has been closed and only a few businesses are still operational: Fifth Street Sushi, Kohl's, McDonalds, Scripts, and AT&T. The stand-up maps that are so common in malls have all been torn down or painted over with various tag signs from hopeful graffiti artists. There is a twenty-foot height difference between the first and second floor.

Only a few places have employees that have come into work due to the blizzard. Of the still open businesses in the mall only Fifth Street Sushi and Scripts are open. The other businesses all have punched aluminum roller shutters that lock with one key that Joseph Wagner has. For anyone to pick the locks, they must pass a Hard **Locksmith** check.

Facts & Clues:

- The stores that are shut down are completely covered in darkness, and, as such, can only be navigated if the lights are turned on from the security office or if the investigators have some way of seeing in the dark. The light from the corridor isn't bright enough to penetrate the rooms of the boarded-up shops.
- Ian '55' Sornington patrols the corridors of the upstairs and downstairs areas of the mall. When an investigator enters a new

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corridor, if nobody knows where Sornington is, they must make a **Luck** check for the lunatic to not be patrolling that part of the mall.

- The empty rooms only have graffiti of five tangent circles. Observers that can clearly see the graffiti should make a **Sanity** check (0/1) due to the unnatural way the circles grow and disorient vision. The graffiti was drawn by Red Fred. A character that passes an **Occult** check can recognize the symbol.
- The blizzard has become so ferocious and frigid that investigators and Non-Player Characters (NPCs) that attempt to leave are either forced to turn back through biting cold or start to suffer frostbite almost immediately. The cars in the parking lot are also packed under snow and ice.
- Small human bone charms have been stashed throughout the mall by Caroline Selvet. She has littered the carousel in the middle of the mill with them, attaching them to the mouths of the horses or on the faded poles. Either have investigators make **Spot Hidden** rolls as they travel through parts of the mall or pick some places in the mall that Selvet has placed these charms in and then have the investigators make the check. Investigators that make the check realize what they're looking at and must make a **Sanity** check (0/1D4).

Reactionary Details

It is highly recommended that the Keeper has the NPCs react according to the actions that the investigators make. If the investigators turn off the lights in the mall where Scripts is, the cultists may investigate or Walda Toredill will have them gather near her and protect the entrance while reading by phone light.

There are also NPCs that have goals which cross other NPC goals, such as Zack Caster wanting to defeat the cultists while Rebecca Duvett wants to let everything play out. Letting the investigators defuse such situations is a good way of shaping the scenario in a way that guarantees a new way of playing every time.

Locations of Interest in the Mall

The following places are areas in the mall that offer the most clues and interactions for the investigators. Some NPCs (and investigators) may wish to explore other areas in the mall, in which case it is up to you to decide if these locations should have some sort of premonition of things to come as opposed to staying as a 'dead end'.

The Cafeteria

The largest area of the mall is now used as the 'hostage house'. Nearly all the people in the mall are located here when the investigators arrive and most want to leave. Aside from being an open space with lots of moveable chairs, benches, and tables while having access to the few restaurants in the mall, there's nothing noteworthy about this area.

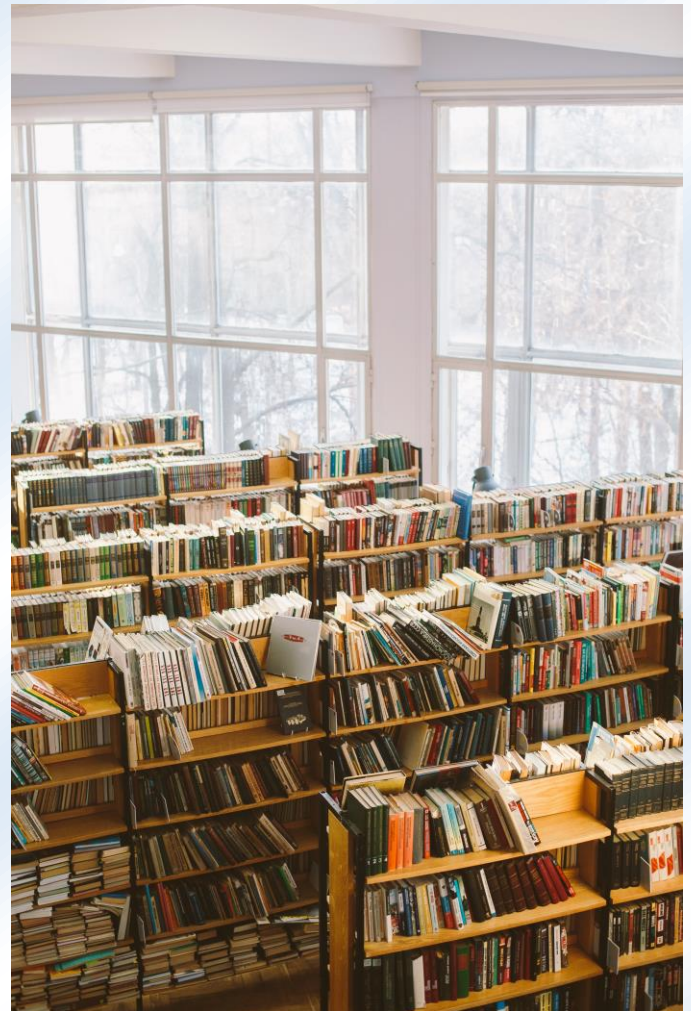
Scripts

This library used to be a Boarders bookstore until the company pulled out the mall in 2000 and Peter Rosearre took its place. It has the smell of almonds in the air and the sight of bookcases filled with all

manner of novels, manuscripts and journals. The distance between the floors is twenty feet, and the escalators are currently off. They may be turned on at a small switch by the register.

Facts & Clues:

- The system used by Peter Rosearre to keep track of the books isn't the Dewey Decimal System but one that uses his own cipher. Investigators that take some time analyzing the authors and genre of books in different stacks may attempt a **Library Use** or **Int** check to discover how Rosearre keeps his books.
- The only place Mythos tomes are in Scripts is hidden in the floorboards near the register, something that requires a **Hard Spot Hidden** check to pass, revealing a safe snugly kept away from prying eyes. Without a key (currently kept in bottom of the register, beneath the till) an individual would need to pass a **Hard Locksmith** check with some sort of drill or other means of



breaking into the safe.

- Investigators that open the register may make a **Spot Hidden** check to discover that the till is resting on something, and moving it allows them to see the key to the safe in this store.
- Walda Toredill is in this store, busily trying to search through the stacks for *Rebirth of the White* to no avail. After some time, she will have gone over all the books and will personally interrogate Peter Rosearre, breaking him into revealing where the book is stashed.

- Right next door to Scripts there is an abandoned storefront that was broken into and turned into an interrogation room by the cult. Peter Rosearre is in this room, sprawled out on a blood-splattered table. Chunks of wood and various makeshift knives are scattered on the few chairs in this room, courtesy of Sharon Toredill. Investigators who see this should make a **Sanity** check (1/1D6).

AT&T

The employees that still work here haven't showed up to work today due to the blizzard so there's an aluminum shutter covering the entrance to the storefront. The store itself is still fully stocked with cell phones and cell phone accessories.

Clues & Facts:

- If the investigators manage to enter the store they may get cell phones to use for calls or other purposes.
- Finding a cell phone in here is easy but finding the SIM card and necessary procedure to activate it is a little more difficult. Investigators must pass a **Spot Hidden** check to find and install a SIM card. Alternatively, if the investigators make a **Computer Use** check on one of the display phones they'll be able to break into the phone and use it as needed.

Fred's Place

The small storefront that has long been abandoned is now claimed by Fred Bange. It sports a menacing number of garbled sentences and references to 'servants of the five circles' and the walls and floors are covered with various sizes of squares. In the center of the room is a square tent supported by four chairs and littered with fast food wrappers, broken bottles, pieces of wood, and dirty clothes. Bange is standing in the center of the tent, intently waiting for visitors to determine whether they are friend or foe.

Facts & Clues:

- Though some may think there is some Mythos attached to the writings on the wall and the odd inclusion of squares in Fred Bange's living space, this is nothing more than a mad mind at work.
- This is where Fred Barnes is located. His help, if the investigators earn it, is a good introduction into leads as to what the investigators should be researching.

Fifth Street Security Office

The door to this office has a large, reinforced window on the top quarter showing a lit room. It is also closed and locked, requiring a key or a **Lockpicking** check to open.

This room has a set of three lockers, a desk with a rolling chair in front of it and a computer and router set up on it, a single chair against a corner away from anything else, and a standing file cabinet. There's also a medical kit hanging from a set of nails on a wall. It's obvious from the wear on the rolling chair that the chair has been the most occupied thing in the room for some time.

Facts & Clues:

- The medical kit hanging on the wall has a syringe, suture set, band-aids, gauze pads and various medical instruments.
- There is tape on the front of the three lockers, with two of the names scratched out with a black sharpie and 'WAGNER' on the third. The locker is locked, requiring either a key to open or

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a **Hard Lockpick** check to get into. The interior has civilian clothes, one light Kevlar vest (gives 4 armor) and a blank notebook.

- The filing cabinet is unlocked and has mostly empty files concerning background checks on the owners and employees of the shops and workers in the mall. Of note is a steady series of reports on 'Red' Fred describing his recent obsession with circles and squares.
- The desk is locked and can be opened with either a key, unlocked with a **Lockpick** check, or forced open with a **STR** check. Inside the desk is a notebook with various eight-letter phrases written down in a column, one crossed out after the other with the latest reading 'FOURFOUR' a taser fully charged on a four-spot multi-purpose charging station, three walkie talkies that are fully charged, a set of handcuffs with a key, and a handgun in a plastic baggie.
- The handgun inside the desk is broken, though if an investigator spends half an hour and a **Mechanical Repair** or **Firearm** check they'll be able to repair the gun, which is a .45 automatic with a fully-loaded clip.
- The computer is password protected (FOURFOUR) and has internet access as well as emails to the Milwaukee Police Department, one of which details yesterday night's finding of a handgun found on the premises.

Utility and Appliance Room

Cobwebs and long shadows cover this pipe-infested room. Alongside the wall is a set of electrical boxes with codes written on the interior of the box and valves of different colors that are marked with different tags from the same company. The mall used to have a couple of engineers as employees back when the place was hot with activity but now the building is serviced once every month.

Facts & Clues:

- A successful **Electronics** check allows an investigator to discover which switches turn off the lights and heating to various parts of the mall.
- A successful **Operate Heavy Machinery** check allows an investigator to know which valves fluctuate the water lines and the gas lines to various parts of the mall.

Dramatis Personae

There are a few people trapped inside the mall alongside the investigators. Some of them will help the investigators foil the cult to a point while others won't, desperately believing that the cult won't mean them any harm if they stay out of their way.

Facts & Clues:

- If the investigators ask about the cultists, the NPCs talk about the five invaders and make a special mention about the 'walking corpse' that seemed to be the leader.
- They also mention a symbol of five circles on some of the people that came in the mall, describing the sign of the Circle of the Fifth Wind.
- The group also recalls how the three women weren't wearing too much clothing with the blizzard going on and only one of them was showing some sign of reaction to the harsh weather outside (Caroline, though the group doesn't know any names).

Zack Caster, 20, college student

Zack Caster is an in-shape African-American University of Wisconsin-Madison student that has started the regrettable phase of balding too young who was is back home for the summer. He has a Brewers jersey on and shorts and is still shivering from the cold. His life is mostly full of baseball and puzzles which is his favorite activity. He was on his way to visit his parents in downtown Milwaukee when the blizzard caught him by surprise.

Facts & Clues:

- o Believes that the cultists shouldn't have them all at gunpoint but has no idea where to go. If the investigators can present a strong plan of action to him, passing a **Charm, Persuade, or Fast Talk** check or a Hard **Intimidate** check, he'll take orders from them.

Roleplaying Hooks:

- o Speaks with a stutter when nervous.
- o Hates confrontations and being the decider of decisions in groups.

Rebecca Duvett, 17, cashier

Rebecca Duvett is a short, long-haired African-American woman who takes to wearing anything that doesn't look like the plain red and black outfits she must wear to work at Target. Duvett had finished a shift at Target and was on her way home when this blizzard struck.

Facts & Clues:

- o She won't be much of a help if she's needed in a fight, but she can draw a map of the mall for the investigators and can give some information about the cameras and shutters. She'll only do this if no cultists are around at the time of questioning.

Roleplaying Hooks:

- o Isn't too afraid of what's going on as only a single gunman is present. She's been through five different hold-ups at Target, all with at least two guns pointed in her face.
- o Believes that the quickest way to something you want is usually the best way.
- o Is tired from staying up all night and day, working a double at Target.

William Barnes, 78, traveling salesman

There are some people who look like they just jumped out of a movie screen and they don't look pretty when they get out of the other side. William Barnes is such a man. He wears a frumpy tan three-piece suit, sports terrible personal hygiene and carries an impressive-looking watch, some nice-looking rings and a diamond earring. Nearly 80 years old, fifty of which have been the type of life a mediocre appliance salesman has seen, Barnes was on his way to the downtown office of Winnigers' Electronics where he was to attend a conference with his boss when the blizzard (thankfully) interrupted said conference. Barnes sells cell phones and cell phone accessories.

Facts & Clues:

- o Investigators that pass a **Psychology** check can ascertain that Barnes is severely disturbed, nervous, and shows signs of distancing himself from everyone else. These are signs of someone that is anti-social and likely looks out for their self.
- o Characters that have a good look at his person can ascertain with an **Appraisal** check that almost everything he's carrying is second-rate junk.

- o Due to the warrant out for his arrest in Illinois, Barnes tries to come up with excuses to not get the police involved.

Roleplaying Hooks:

- o Is wary of aggravating the cult.
- o Will warn the cult of any sort of plan that the others are involved in if he can work a deal out to save himself.

'Red' Fred Bange, 30, derelict

During the Invasion of Iraq in 2010, Fred Bange was injured saving the lives of two fellow infantrymen by pushing them out of the way of a grenade. The burst left a nasty set of scars on his left side of his body and rendered his left eye to always look bloodshot, hence his nickname.

When Fred left the Army, he discovered that he couldn't cope with civilian life. He started drifting and settled down in the Fifth Street Mall near Kohls in an abandoned storefront. Bange smells and looks like he's been living in squalor for more than a year because he has. Stains cover the layers of ripped clothes that he wears. He is cordial to everyone else in the mall and prefers to stay inside his living space.

Recently, Fred Bange has been getting nightmares and horrifying premonitions of two women leading a group of people through ice and snow to an enormous skeleton that exudes the feeling of hunger.

Facts & Clues:

- o -He doesn't like being asked questions by people he doesn't know, and upon seeing the investigators asks them who they are and what they're doing. Investigators need to pass an **APP** check unless they try some other route to answer his questions. If the check is failed, Bange doesn't want to talk anymore, suspecting that the investigators are in league with the cult. If the check is pushed and failed, he attacks!
- o -Fred Bange has been having nightmares and visions about the Circle of the Fifth Wind for almost three weeks now. He knows that the five figures that have come to the mall are seeking 'white papers' and that they will kill anyone who gets in their way.
- o -If investigators manage to get on Bange's good side, he'll start to mention the Great Walking White, then he'll stop out of fear. Investigators that pass a Hard **Intimidate, Persuade, Fast Talk** or **Charm** check will be able to coerce a description of what's waiting in the Arctic. Everyone who hears this knowledge for the first time must make a **Sanity** check (1/1D6).

Roleplaying Hooks:

- o Has good intentions but is extremely paranoid of everything around him, especially circles.
- o Tries to avoid circular objects.
- o When he attacks people, he goes for the eyes as they "are they source of their own powers."

Fred Bange is an important source of information to the investigators and may be encountered early into the scenario, resulting in the investigators gaining several leads into the raid of the mall. Should Bange be friendly towards the investigators, here are some of his answers to some questions that are likely to be asked:

Who are you? M' name's Fred. You can call me Red Fred. Since we're pals and all.

What's with all the squares and circles? -I've started seeing them in my dreams. Dreams, psh, nightmares more like. Always five

circles that are all a little bit connected, like a magician's set of rings. And the circles always bring five strangers that want white papers. The squares counteract them, see. Have to, because of geometric shapes.

If you're afraid of the circles, why scribble them? -Too many circles confuses the five. Like playing tic-tac-toe with single-color circles. Whose are whose?

What are the 'white papers'? -Iunno. But they're important, and they must be here somewhere. Otherwise why would the strangers be looking here? Find out who the strangers are and find out what these papers are, mebbe.

Do you know what the Circle of the Fifth Wind is? -What?

Joseph Daniel Wagner, 45, security guard

Joe Wagner has lived the life of a sedentary man in a sedentary job for the past seven years. He has short black hair and a clean-shaven face with a large paunch. He's also seen every other security guard the mall has hired move on, either through their own decision or by cutbacks during the malls decline.

Facts & Clues:

- Wagner starts the scenario critically injured. A **Medicine** check shows that he's still alive but needs some advanced medical attention or supplies, such as the medical kit in the security office.
- A **Spot Hidden** check reveals that the vest that Wagner has on has various items in it instead of being part of Wagner's bulgy stomach. He has a flashlight, a collapsible baton, a keyring, a fully-charged taser and a pencil and fresh small notepad.
- Wagner's keyring opens all locks that are mall property.

Roleplaying Hooks:

- Given enough time, he will eventually be able to talk if he's stabilized. While in a state of delirium, Wagner talks about his equipment and how it should be used to save somebody.
- When he's able to talk, he repeatedly says to contact his friend, "Lieutenant Danny Shore at the MPD." Though the policeman can be contacted, there's little he can to help anyone in the mall for at least twelve hours due to the blizzard.

Rham Kizoro, 33, chef

Rham Kizoro is a short Asian man with a penchant for snapping his fingers when under heavy pressure. His dark hair is neatly cut, and that same neatness permeates through everything he owns.

Facts & Clues:

- Kizoro is used to cutting things that aren't human and requires a **Persuade**, **Charm**, or **Intimidate** check to follow the investigators into the rest of the mall.
- Though Kizoro has worked at Fifth City Sushi for ten years he has never really explored the mall, preferring to leave work as soon as he can.
- If he sees that the investigators are taking charge and lack weapons, he offers his set of knives to them: 1 large knife (a double-handled 14-inch cheese slicer), 3 medium knives (butcher knives, ranging from 7 to 10 inches), and 2 small knives (4 inch pairing knives).

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Roleplaying Hooks:

- Rham Kizoro is a meticulous man with a meticulous fashion.
- He is also easily frightened, and if he ever fails a Sanity check he will attempt to hide in the safest, furthest corner of whatever is causing him so much distress.

Peter Rosearre, 50, Scripts shop keep

The life of a librarian has left a large impression on Peter Rosearre. The first thing noticeable about him is his piercing hazelnut eyes, his high crooked nose and his tall, skinny wire frame.

Rosearre retired from working at the Milwaukee Public Library since 2002. He was present when Wendell Toredill assaulted and attempted to kill an officer over questioning about his past. Peter saw the pages that Wendell Toredill had go into the lake and made inquiries into what they were, eventually finding a copy of *Rebirth of the White* and purchasing it. This was obtained when Wendy Relant had tried to get the text published and succeeded doing so for a few prints due to the extraordinary costs she suffered because of the texts violent nature. Rosearre started his own bookshop at the mall due to the low activity surrounding it. His customer base is loyal and prefer autonomy due to the illicit nature of some of their purchases.

Scripts carries a few other books that delve into the Mythos. Keepers are encouraged to plant plot seeds for later scenarios or campaigns by having access to Mythos tomes here, or at the very least knowledge of their existence.

Facts & Clues:

- Rosearre is being held in the empty shop next to Scripts by the cult and is being worked over by Sharon Toredill and Caroline Selvet. They are interrogating him while cutting off small parts of his body and eating them. Investigators that see Rosearre in his current state must make a **Sanity** check (0/1D4).
- Peter Rosearre knows about Walter Toredill, the history of *Rebirth of the White* and the existence of Sharon and Walda Toredill.

Roleplaying Hooks:

- Speaks softly.
- Has a mediocre knowledge of the occult and a lesser knowledge of the Mythos. If the investigators get stumped and have managed to free Rosearre, they can ask him questions which he might know about.
- Rosearre won't disclose customers or what books he's traded in as he has grown concerned with people knowing too much about his trade.

Sharon Toredill, 58, cult follower

Sharon Toredill used to be beautiful. Now, thanks to constant exposure to the insanity that has plagued all who follow what Walter Toredill believed in, she looks more like a haggard wicked witch from a fairy tale: boney, gray-haired, skin marked with black spots, and deep scratch wounds all over her body. Her smell is also nauseating, repelling even animals from getting near her. Tattooed on both of her hands on the opposite side of her palms are three tangent circles which are in plain view.

Facts & Clues:

- She has a sway over all the other members of the cult except for Walda Toredill. Sharon Toredill uses flattery or fake awe to prod her new members into acting in her interests.

- Although she has a belief in the Circle of the Fifth Wind, she doesn't value anyone except for her daughter. In the situation where Walda Toredill is being threatened, Sharon Toredill knows that the other woman's determination will see her through this trying time and will attack.
- On her person are several small bone charms. Investigators that make an **Occult** check and see the charms discover that they're made from various human bone fragments tied together by twine and held by melted human fat. They must then make a **Sanity** check 0/1D4.

Roleplaying Hooks:

- Believes that Walda Toredill is destined to travel to the Arctic. She'll do anything to get her daughter to accomplish that achievement.

Walda Toredill, 34, cult leader

Since her birth in 1985, Walda Toredill has consistently been taught and now truly believes that she will attain the secrets of the fifth circle and discover the way to the Great Walking White. She has been instructed in the ways of the Circle of the Fifth Wind by her mother and is a capable stalker and killer. Her mother gave Walda Toredill the copy of *Funfter Kreiss* as a present when she turned eight. Ever since, she has diligently read up on the mysteries surrounding the Great Walking White and its association with the Arctic. This type of study and determination has guided her to enter the third circle of the cult.

Walda Toredill has kept out of the public eye and doesn't even have a birth certificate. She's relied on her mother for money until her twelfth birthday, at which point she performed the ritual to enter the fourth circle by consuming 'holy' parts of a live human. The fourth circle has granted her a small power over the human cycle of death by allowing her to survive any mortal wound except for fire.

Her desire to unlock the final circle and step into the North Pole to places unheard of has inspired her to start a search for *Rebirth of the White* which she believes will guide her to her goal.

Facts & Clues:

- The toll of grasping the knowledge needed to enter the fourth circle has left its mark on Walda Toredill: she looks like a slowly-rotting corpse of a woman. Fresh blood doesn't squirt out of her wounds, her flesh is gray and, if pressed, leaves a deep impression on it that puckers with a sickening sucking sound. Her eyes have acquired a glassy, almost marble-like look to them. Investigators that see her must make a **Sanity** check (1/1D8).
- One of the secrets unlocked by Walda is the semi-avoidance of death. Damage that isn't fire that lowers her hit points to zero only knocks her out for 1D10 minutes. When she awakens, she will play dead and wait until an investigator is alone or she is left alone to get up. Any investigator that sees her reanimate this way must make a Hard **Sanity** check (1/1D10), unless the investigator that is the cause of her previous 'death' sees this, in which case the check is Extreme.
- Walda Toredill has a tattoo of four tangent circles on her chest. If investigators take her clothes off (she won't want to show this sign to anyone outside of fellow cultists) and examine it they must make a **Sanity** check (1/1D6) as they see that some flesh inside the circles are very moving around by pulsating or rising and moving an inch then lowering.

Roleplaying Hooks:

- The world is mostly uninteresting to Walda Toredill ever since she attained the fourth circle in the cult.
- She has a small place in her heart for Sharon Toredill, the only attachment she has left on Earth connecting her to humanity but will gladly sacrifice her to gain *Rebirth of the White* and move on to the Arctic.

Ian '55' Sornington, 29, crazed supremacist

Sometimes society falls short on an individual, and that individual learns how to perform the worst sort of acts on a very thin basis of hate and loathing. Ian Sornington is such an individual, believing in 'white power' to an extreme. He is slightly overweight, has a shaved head of blonde hair, multiple earrings and wears shirts that show off his racism.

Ian Sornington got his nickname '55' by harassing Za'Darius Smith, an outside linebacker for the Green Bay Packers football team. Sornington harassed Smith on social media, demanding death threats and abuse be hurled at the man for no reason other than the color of his skin. Sornington was arrested when he stayed inside his car outside Smith's home for 3 days armed with a handgun.

Sornington mistakenly believed that *Rebirth of the White* was referencing the coming of a new age for Caucasians and was approached by Sharon Toredill to join their cause. She explained that she was going to reclaim valuable items and money from 'those people' during a freak snow storm. He instantly accepted because he believed it was time to strike back at the world.

Facts & Clues:

- Sornington has read part of *Rebirth of the White* and though it pertained to the glorification of the white race. If he is subdued, he will show the website that quotes those parts of the text if asked about his history with the cult.

Roleplaying Hooks:

- When in an excitable state, Ian Sornington describes his reactions to events around him or questions directed at him as 'green light' or 'red light'. Usually, when he uses a 'red light' response, he follows it up with an assault.
- Has an irrational hatred of non-Caucasians.
- Doesn't believe in the supernatural.
- Suffers Kevin Greyheight's existence in the group by thinking that he is a lesser race that has learned his place.

Kevin Greyheight, 19, addict

A near-full lifetime of being addicted to heroin has kept Kevin Greyheight entrenched in a world of extreme highs and lows. After Sharon Toredill promised Greyheight a large stash of powder in exchange for keeping some people in place for a while, he agreed.

He looks fatigued, wears hole-covered clothing, and has needle marks along his arms.

Facts & Clues:

- Kevin Greyheight is a nervous wreck having bitten off more than he could chew by adding aggravated assault and kidnapping to a rap sheet mostly consistent of possession. Investigators that make a **Psychology** check know that he is afraid and nervous. If investigators try to reason with Kevin to give himself up or to leave have them make a **Persuade, Fast Talk, Charm, or Intimidate** check with a bonus die due to his conscience working against the cult.

- The gun in his possession only has four bullets in it. Should Kevin shoot it, at the end of combat he will tuck himself into a ball and cry about how, “They made me do it!”

Roleplaying Hooks:

- Kevin Greyeheight is addicted to the needle. His addiction has only increased while in the presence of the members of the Circle of the Fifth Wind.
- Constantly sweats and talks slowly.

Caroline Selvet, 24, cult follower

Sharon Toredill appeared to Caroline Selvet about a month ago. Selvet was living by herself paycheck to paycheck as a waitress at a diner near the Fifth Street Mall. She had few friends that were able to withstand her usual hourly complaints about people: how decent men never paid any attention to her, how her boss and coworkers are rude and petty, how her parents never ask how she’s doing, and how she can’t believe she hasn’t been ‘discovered’ as a makeup artist despite all the hard work she put into her social media accounts.

When Sharon Toredill talked to Caroline Selvet, Selvet felt that this was a woman who knew how important she was. She consumed Toredill’s adorations and started to follow her advice by quitting her job and joining Toredill and her daughter in traveling around Milwaukee searching for a book.

Facts & Clues:

- Caroline Selvet is not so much a believer of the cult as she is Sharon. Any investigator that engages her in a conversation about her history with the cult and tries to have her see this line of reasoning needs to make a **Persuade**, **Fast Talk**, **Charm**, or **Intimidate** check (depending on the way they talk to Caroline) to not aggravate the woman into attacking them.
- Selvet can explain the book that Sharon and Walda Toredill have tried searching for. “We’ve traveled to see historians, libraries, strange antique stores, and visited odd web sites to find *Rebirth of the White*.” An investigator that makes a **Psychology** check will know that she’s holding some explanation of their search back, and if she’s pressed, Caroline Selvet explains that they have discovered the bookstore Scripts has a copy.
- There is a single, small circle tattooed on both of her palms. Characters who make a **Spot Hidden** roll discover it. Caroline Selvet proudly proclaims who her fellow cultists are and what they call themselves.

Roleplaying Hooks:

- She follows all of Sharon Toredill’s orders and is determined to make her proud.
- Treats others as they treat her.

Avenues to Explore

There are multiple ways that the investigators may discover clues. They might interrogate cult members or other people in the mall, they might use the internet to search any known or unknown sources for various information, and they might use the library in Scripts to discover information.

Unless otherwise noted, investigators that search for any of these subjects may find it in a library or an online resource. If investigators use the internet to search for information on something, have them make a **Computer Use** check. Should the investigators use the

library in Scripts they will obviously make a **Library Use** check. A Regular success will result in a single notable piece of information being found, while a Hard success reveals two, and an Extreme three. If a Critical success is made, then the investigator also reveals another piece of information from a different line of inquiry.

Information regarding the Weisse Society

- Investigators that can speak German or that make a **Language (German)** or **Computer Use** check may translate the *Deutsche Abendzeitung* (German Evening Newspaper). This excerpt from 1905 describes the *Weisse Society* as a group of failed academics that have resorted to recounting fantastic descriptions of impossible physics and impossible theories. Out of respect for the sciences, there are no names published.

Funfter Kreiss

The cover of this book has the sign of the Circle of the Fifth Wind on its cover. It is torn in most places and requires careful handling to ensure it doesn’t fall apart. The book contains numerous hypothetical formulas and philosophical reasonings about the human spirit and body being able to travel through worlds. The book also has many references to other academic notes and papers that mention several places in the world where it may be possible to cross over and meet the Great Walking White. The book’s final material is the mention of the creation of the Circle of the Five Winds, how they are each administered, and how the way to the fifth circle is possible but unknown right now.

Funfter Kreiss

German, Walter Toredill, 1914

Sanity loss: 1d6

Cthulhu Mythos: +1/+3

Mythos Rating: 5

Study: 3 weeks

Information regarding Funfter Kreiss

- Investigators that make a **Library Use** roll in Scripts, or by contacting a source that has access to a library, find a book compiling non-English collections of books that are considered as amateur occult research papers. The book, titled *Foreign Notes on the Occult*, notes that this was reportedly written by Walter Toredill of the *Weisse Society* and doesn’t expand on either of those pieces of information.
- Investigators that make a **Computer Use** check find a website, hopefullomens.com, which makes a reference to *Funfter Kreiss* as ‘a book describing the comings and goings of a man’s sanity while he dribbles on about ‘the Great Walking White’. Who knew racism existed back then, too?’
- See the third clue in the section ‘Information regarding Walter Toredill’.

Information regarding Walter Toredill

- The Evening Telegraph, a newspaper from 1902 in Philadelphia, describes the Toredill family as a generous house headed by Evan Toredill. They have made their fortune and impact in America through strategic purchases of lumber mills and railroad construction contracts.

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- Another issue of the Evening Telegraph from 1915 reveals that Walter Toredill, the eligible bachelor and expected next-in-line to the Toredill fortune, was disinherited by his family for reasons unknown. Speculations abound as the reasoning, and an interview with Walter Toredill quotes him as saying, “I remain undaunted that my faith will be rewarded by not adhering to material wealth.”
- Milwaukee America, a newspaper, has an article dated 1919 that details how Walter Toredill fought against two home invaders. All three perished in the struggle and the suspected target of the thieves was a collection of rare texts titled *Funfter Kreiss*.

Information regarding bone charms

- If the investigators make a **Computer Use** check or have a source that works for the government and have that source make a **Library Use** check uncover two relevant results. The first result is from a Iron County Park Ranger report in Wisconsin dated 1975 detailing 17 different instances of small circles made from human bones hung up around forested parts of the county. Detectives and Park Rangers that have investigated the remains have no further documents regarding their findings.
- The other search result is a document from the FBI titled ‘Circle of the Fifth Wind in Iron County’. This is a 137-page report from 1979 detailing how several FBI agents from the Milwaukee office, in conjunction with the Iron County Sheriffs office, traveled to a compound in Iron County after a member of a cult described, “Fucking terrifying shit going on.” Allegations of cannibalism caused the police to move quickly, though they found no cult members in the compound but evidence that they had existed there for some time. The report also names Wendell Toredill as the leader of the cult alongside his mother, Wendy Toredill.

Information regarding Wendell Toredill

- See the second clue in the section ‘Information regarding bone charms’.
- Milwaukee Journal Sentinel, a newspaper report from 2001, recounts how onlookers report that a man, later identified as Wendell Toredill, attacked and killed two policemen after an encounter with them near Lake Michigan. Witnesses state that there was mention of ‘cold cases’ before Wendell Toredill took both men and jumped into the lake, killing himself and one of the detectives.

Rebirth of the White

The book is a rarity as only 6 copies were printed. The pages are regular 8.5x11 inches. The cover is a handprint in a pile of snow. This collection of Walter Toredill’s dreams, prophetic declarations and geometric notes and drawings of the Arctic describe various things: a creature known as the Great Walking White, the methods of preserving and ritualistic procession of consuming human flesh, the way to the frozen Arctic where, under the right signs and settings, one could possibly transition from Earth to another place, perhaps a place in between Earth and another world. In that space, Toredill theorizes, the Great Walking White shifts and moves.

Rebirth of the White

English, Walter Toredill, 1923

Sanity loss: 1d8

Cthulhu Mythos: +1/+4

Mythos Rating: 9

Study: 4 weeks

Suggested Spells: *Call to the Great Walking White (Contact Deity: Ithaqua)*

Information regarding Rebirth of the White

- Investigators that make a Hard **Computer Use** check find a reference to a list of rare book listings in Milwaukee from 2014. Among the list is *Rebirth of the White* valued at \$4,000.00 due to only six copies in print. The author is stated as Walter Toredill and a brief description of the book is stated as “Describing an individual’s outlook and perseverance of a group known as the Circle of the Fifth Wind.”
- An unknown author that reviewed of *Rebirth of the White* describes it as ‘the appropriate path to the Great Walking White. Any other reviewer that disagrees rightfully should be devoured.’

Stopping the Cult

For the investigators to stop Walda Toredill from acquiring *Rebirth of the White* and leaving they will first need to understand what exactly is happening. This can be done by finding Fred Bange, encountering and fighting Walda Toredill, encountering Caroline Sevelt and getting her to talk about the book, or by finding information in Scripts or online.

The main goal is to stop Walda Toredill from getting *Rebirth of the White*. One way to do this is to somehow keep her in a constrained state, like being stuck in a room with lots of different materials on top of her, pushing her down. Another way would be to destroy *Rebirth of the White*. Destroying it is an easy task- eating it, ripping it, burning it, or dunking it in water would be appropriate examples. The snag in this plan is that Walda Toredill and two other cultists are next to where the book is. Investigators that manage to remove those problems by distracting or killing them will be able to rescue Peter Rosearre and get him to a safe location for information about the cult and their goal.

Walda Toredill’s secret of resurrection and vulnerability to fire is an ace that is coveted. Only Sharon and Walda Toredill know about this power, and only the mother will be able to likely to blab about it in a fit of rage or religious fervor. The book *Funfter Kreiss* also describes these two aspects that Walda Toredill possesses, though for someone to read that they must either know German or translate the text (either via a source or an application, such as a German-to-English dictionary or Google Translate). Have the investigator make

a Hard **Language (German)** or **Computer Use** check depending on the choice of translating the text.

Should Walda Toredill be denied her chance at attaining the fifth circle she will hunt down all non-cultists in the mall. She prefers to attack characters that are alone.

Stopping the Discovery

If the investigators manage to stop Walda Toredill from acquiring *Rebirth of the White* and manage to survive the encounter, they receive 1D6 SAN. The police may have the investigators stay in holding while they try and make sense of everything that's happened, but if the investigators have enough proof from the other NPCs that the investigators acted in everybody's best interests then they'll likely be released.



Failing to Halt the Cults Progress

Should the investigators fail at stopping Walda Toredill from procuring *Rebirth of the White* and leaving the mall they will witness a catastrophe. The blizzard conjured by Toredill will swell in magnitude, dumping 13 feet of snow over Milwaukee and the immediate areas outside of it. Countless lives will be lost in addition to an unspeakable terror being contacted and possibly brought to Earth. Have the surviving investigators make a **Sanity** check (1D4/1D10).

Before the scenario is over consider alternatives to ending the campaign with loose ends. If the investigators discovered and destroyed *Rebirth of the White* but didn't destroy *Funfter Kreiss* there might be a possibility of one of the Toredills or an old member of the Circle of Five Winds obsessed with gaining the old book.

If the investigators failed to destroy *Rebirth of the White* there might be a sudden resurgence of the cult in Milwaukee or across the nation. More of the bone charms might be found and the authorities

would likely contact the investigators for follow-up interviews, alerting them to a new danger.

Non-Player Characters

'Red' Fred Bange, 30, *derelict*

STR 40 CON 50 SIZ 60 DEX 45 INT 75
APP 40 POW 25 EDU 65 SAN 25 HP 11

DB: 0 Build: 0 Move: 7 MP: 5

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

Firearms (Rifle/Shotgun) 40% (20/8)

Dodge 40% (20/8)

Armor: None.

Skills: First Aid 50%, Intimidate 40%, Persuade 30%, Spot Hidden 40%, Stealth 50%, Survival 25%.

William Barnes, 78, *traveling salesman*

STR 35 CON 45 SIZ 55 DEX 40 INT 75
APP 70 POW 40 EDU 45 SAN 40 HP 10

DB: 0 Build: 0 Move: 3

Fighting (Brawl) 35% (17/7), damage 1D3+DB

Dodge 30% (15/6)

Armor: None.

Skills: Charm 50% (25/10), Computer Use 40% (20/8), Electric Repair 45% (23/9), Electronics 40% (20/8), Fast Talk 60% (30/12), Persuade 50% (25/10), Sleight of Hand 40% (20/8).

Zack Caster, 20, *college student*

STR 70 CON 70 SIZ 55 DEX 60 INT 60
APP 55 POW 30 EDU 65 SAN 30 HP 12

DB: +1D4 Build: 1 Move: 9 MP: 6

Fighting (Brawl) 65% (33/13), damage 1D3+DB

Dodge 55% (27/11)

Armor: None.

Skills: Climb 40% (20/8), Jump 35% (17/7), Listen 35% (17/7), Swim 50% (25/10), Throw 40% (20/8).

Rebecca Duvett, 17, *cashier*

STR 40 CON 30 SIZ 55 DEX 60 INT 50
APP 80 POW 35 EDU 55 SAN 35 HP 8

DB: 0 Build: 0 Move: 8 MP: 7

Fighting (Brawl) 35% (18/7), damage 1D3 + DB

Dodge 40% (20/8)

Armor: None.

Skills: Accounting 25% (12/5), Charm 40% (20/8), Computer Use 25% (12/5), Electronics 30% (15/6), Listen 45% (22/9), Psychology 25% (12/5), Sleight of Hand 40% (20/8), Spot Hidden 35% (17/7).

Kevin Greyheight, 19, *addict*

STR 40 CON 40 SIZ 50 DEX 40 INT 50
APP 35 POW 40 EDU 40 SAN 40 HP 9

DB: 0 Build: 0 Move: 7 MP: 8

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

Firearms (Handguns .38 Auto) 30% (15/6), damage 1D10

Dodge 35% (17/7)

Armor: None.

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Skills: Fast Talk 25% (12/5), Intimidate 30% (15/6), Listen 40% (20/8), Locksmith 20% (10/4), Sleight of Hand 25% (12/5), Stealth 40% (20/8).

Rham Kizoro, 33, *chef*

STR 60 CON 60 SIZ 45 DEX 55 INT 65
APP 50 POW 30 EDU 55 SAN 30 HP 10
DB: 0 Build: 0 Move: 9 MP: 6
Fighting (Brawl) 50% (25/10), damage 1D3 +DB or Medium Knife, damage 1D4+2+DB

Armor: None.

Skills: Charm 45% (22/9), Listen 50% (25/10), Psychology 40% (20/8), Stealth 45% (22/9), Throw 55% (27/11).

Peter Rosearre, 50, *Scripts shop keep*

STR 45 CON 50 SIZ 55 DEX 60 INT 80
APP 65 POW 70 EDU 75 SAN 70 HP 10
DB: 0 Build: 0 Move: 6 MP: 14
Fighting (Brawl) 25% (12/5), damage 1D3 +DB
Dodge 40% (20/8)

Armor: None.

Skills: Appraise 35% (17/7), Art/Craft (Writing) 30 (15/6), Charm 25% (12/5), First Aid 45% (22/9), History 25% (12/5), Library Use 50% (25/10), Occult 15% (7/3).

Languages: English 80% (40/16), Arabic 30% (15/6), German 35% (17/7), Latin 40% (20/8), Spanish 25% (12/5).

Caroline Selvet, 24, *cult follower*

STR 50 CON 60 SIZ 50 DEX 65 INT 45
APP 65 POW 60 EDU 50 SAN 0 HP 11
DB: 0 Build: 0 Move: 8 MP: 12
Fighting (Brawl) 55% (28/11), damage 1D3 +DB or Large Knife, damage 1D8+DB
Dodge 45% (23/9)

Armor: None.

Skills: Drive Auto 40% (20/8), First Aid 40% (20/8), History 25% (12/5), Listen 35% (17/7), Psychology 30% (15/6), Science (Chemistry) 50% (25/10), Spot Hidden 60% (30, 12), Stealth 35% (17/7).

Ian '55' Sornington, 29, *crazed supremacist*

STR 60 CON 50 SIZ 65 DEX 45 INT 40
APP 45 POW 40 EDU 50 SAN 40 HP 11
DB:+1D4 Build: 1 Move: 7 MP: 8
Fighting (Brawl) 65% (32/13), damage 1D3+DB or Medium Knife, damage 1D4+2+DB

Firearms (Handgun .45 Revolver) 60% (30/12), damage 1D10+2

Dodge 50% (25/10)

Armor: None.

Skills: Intimidate 40% (20/8), Listen 35% (17/7), Spot Hidden 50% (25/10), Stealth 25% (12/5), Survival 30% (15/6), Throw 40% (20/8), Track 55% (27/11).

Sharon Toredill, 58, *cult follower*

STR 60 CON 70 SIZ 60 DEX 60 INT 50
APP 75 POW 80 EDU 40 SAN 0 HP 12
DB: 0 Build: 0 Move: 6 MP: 16
Fighting (Brawl) 70% (35/14), damage 1D3+DB or Large Knife, 1D8+DB
Dodge 60% (30/12)

Protection from the Third Circle: Sharon Toredill ignores cold temperatures and feels icy to the touch.

Armor: None.

Skills: Charm 40% (20/8), History 70% (35/14), Intimidate 75% (37/15), Listen 65% (32/13), Occult 45% (22/9), Persuade 55% (28/11), Psychology 45% (22/9), Sleight of Hand 35% (18/7).

Languages: English 80% (40/16), German 65% (32/13).

Walda Toredill, 34, *cult leader*

STR 75 CON 80 SIZ 50 DEX 75 INT 70
APP 40 POW 70 EDU 60 SAN 0 HP 13
DB:+1D4 Build: 1 Move: 9 MP: 14
Fighting (Brawl) 60% (30/12) claws or bite, damage 1D3+DB or Medium Knife, damage 1D4+2+DB.

Protection from the Third Circle: Walda Toredill ignores cold temperatures and feels icy to the touch.

Ravenous Feed: Any unarmed bite attacks made by Walda Toredill transfer half of the damage back to her hit points. Her hit point total cannot exceed 13 through this maneuver. This application only works if the target is a living human.

Resurrection: When Walda Toredill loses all her hit points she is unconscious for 1D10 rounds, at which point she gains 1D8 hit points and is conscious. Investigators that see this maneuver occur must make a Sanity check (1/1D10) or, if the investigator that dealt the 'fatal' blow to Walda Toredill sees this maneuver, they must make a Sanity check (1/1D10) with a penalty die. This resurrection can't happen if Walda Toredill takes any damage from fire from the past day.

Dodge: 55% (27/11)

Armor: 1-point ice-covered, warped skin.

Skills: Listen 45% (22/9), Occult 30% (15/6), Spot Hidden 35% (17/7), Stealth 60% (30/12), Throw 50% (25/10).

Sanity Loss: 1/1D8 Sanity points to see Walda Toredill.

Languages: English 80% (40/16), Latin 45% (22/9), German 50% (25/10).

Joseph Daniel Wagner, 45, *security guard*

STR 60 CON 45 SIZ 65 DEX 40 INT 55
APP 50 POW 40 EDU 55 SAN 40 HP 11 (1)
DB:+1D4 Build: 1 Move: 6 MP: 8
Fighting (Brawl) 55% (27/11), damage 1D3+DB or Small Club, damage 1D6+DB or Taser, damage 1D3+stun
Dodge 40% (20/8)

Armor: 3-points light Kevlar vest (now ruined).

Skills: Computer Use 35% (18/7), Drive Auto 25% (12/5), Intimidate 45% (22/9), Listen 40% (20/8), Persuade 55% (27/11), Psychology 50% (25/10), Spot Hidden 60% (30/12).

Appendix A: Text Excerpts from *Funfter Kreiss* and *Rebirth of the White*

The following dates and entries are from *Rebirth of the White*:

October 27, 1918: I used to believe that I would follow the five winds and make the trek to the North. But now that will not happen, and I know my death is beneath a laughable pool of water somewhere. I have also dreamed that you, my daughter, will take my place. The power of the known and unknown world will be yours to explore and define as you see fit. Study and read what I have discovered and seek the divine being that you know exists and will be here, forever after humanity is driven from this world.

January 1, 1916: The world is covered in a cloud of ignorance, and even now the fools that call themselves explorers dare to venture into

the Northern Pole. They will never comprehend where to go when the lights demand convergence between the realms.

March 10, 1918: The Great Walking White traverses more than landscapes, it leaps from the other side into our dreams. My own sleep has been graced by its appearance. The only thing I remember is the dark, abyssal pits that glared past my willpower and a growing whistle of air that revealed itself to be coming from the half-mouth of the Great Walking White. The noise became powerful as the gust from a blizzard and woke me with its intensity. I felt icy all over and surely should have suffered from frostbite but had no signs of it.

The following dates and entries are from *Funfter Kreiss*:

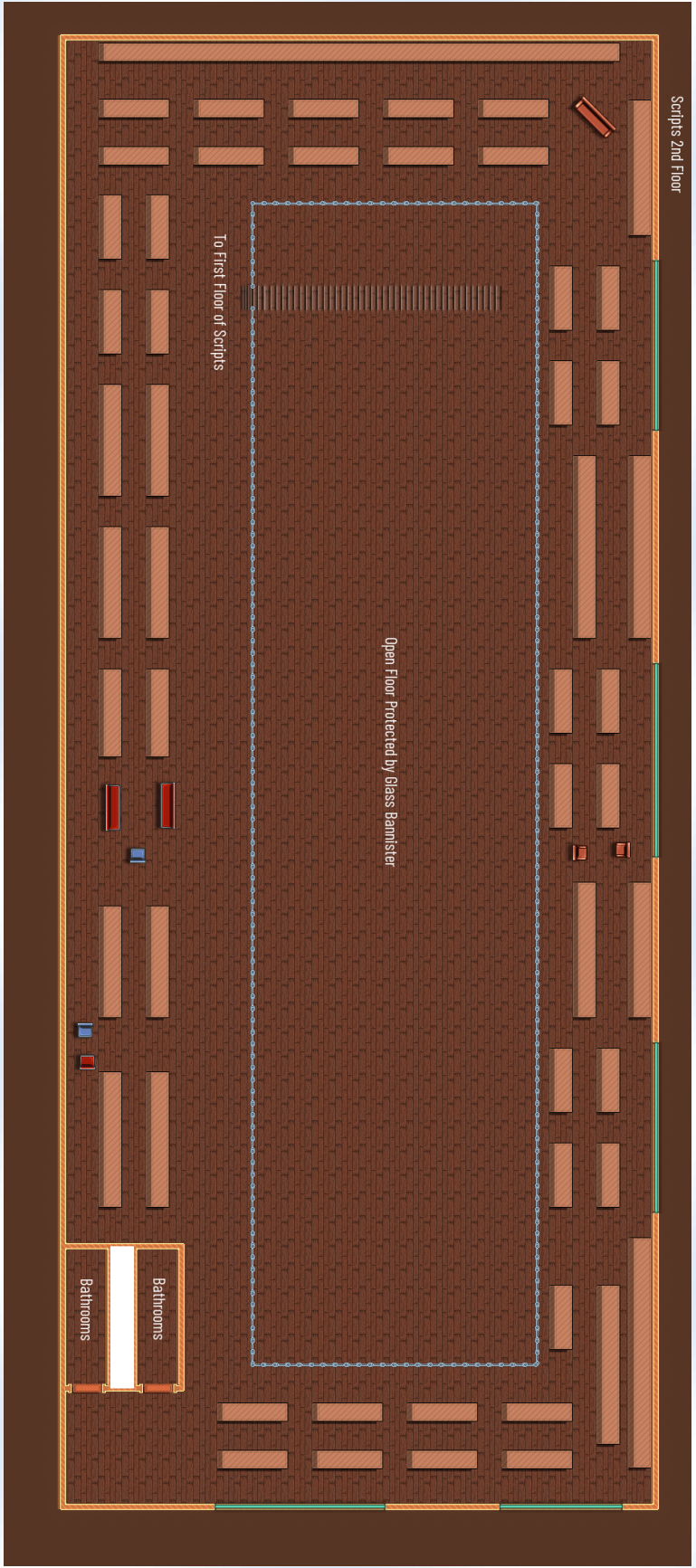
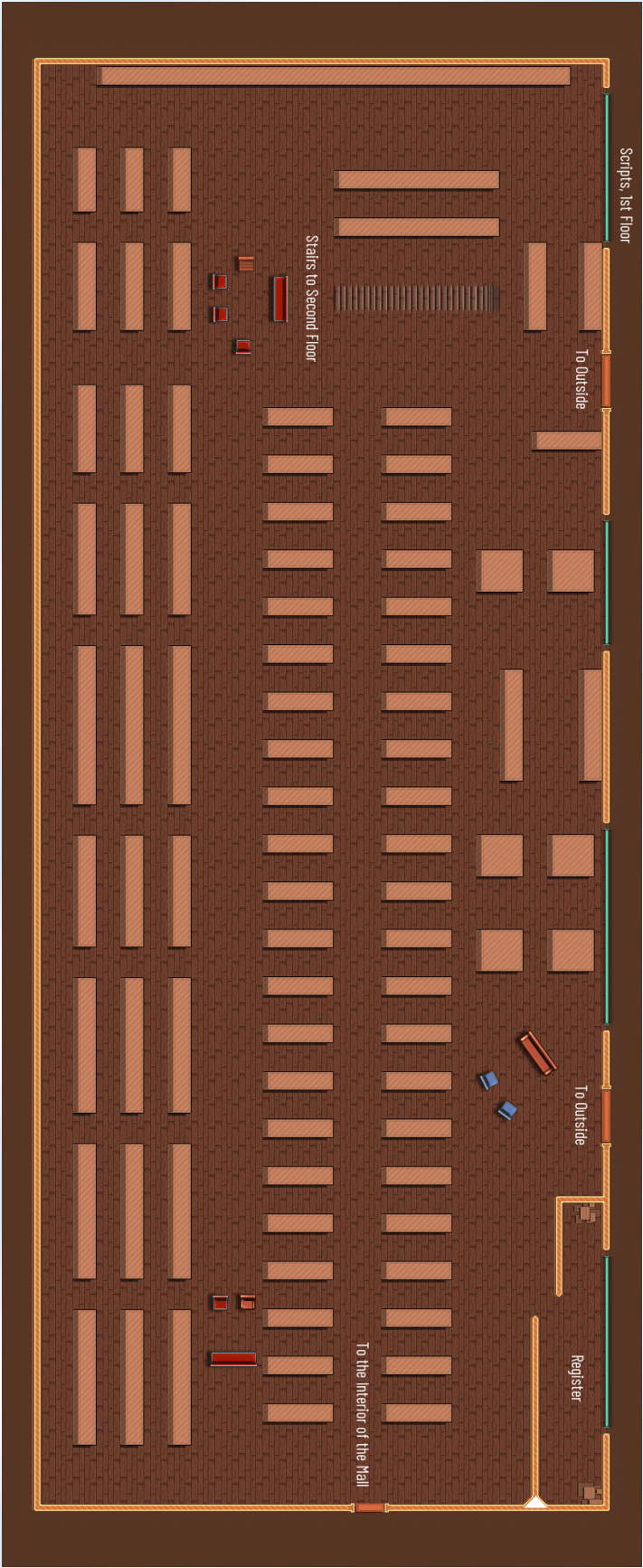
February 20, 1911: The Weisse Society has opened my eyes, heart, and mind to the truth. There are forces that exist in between our world and others. Cross-referencing other texts recommended by this enlightened group not only confirm this line of reasoning but expand upon it.

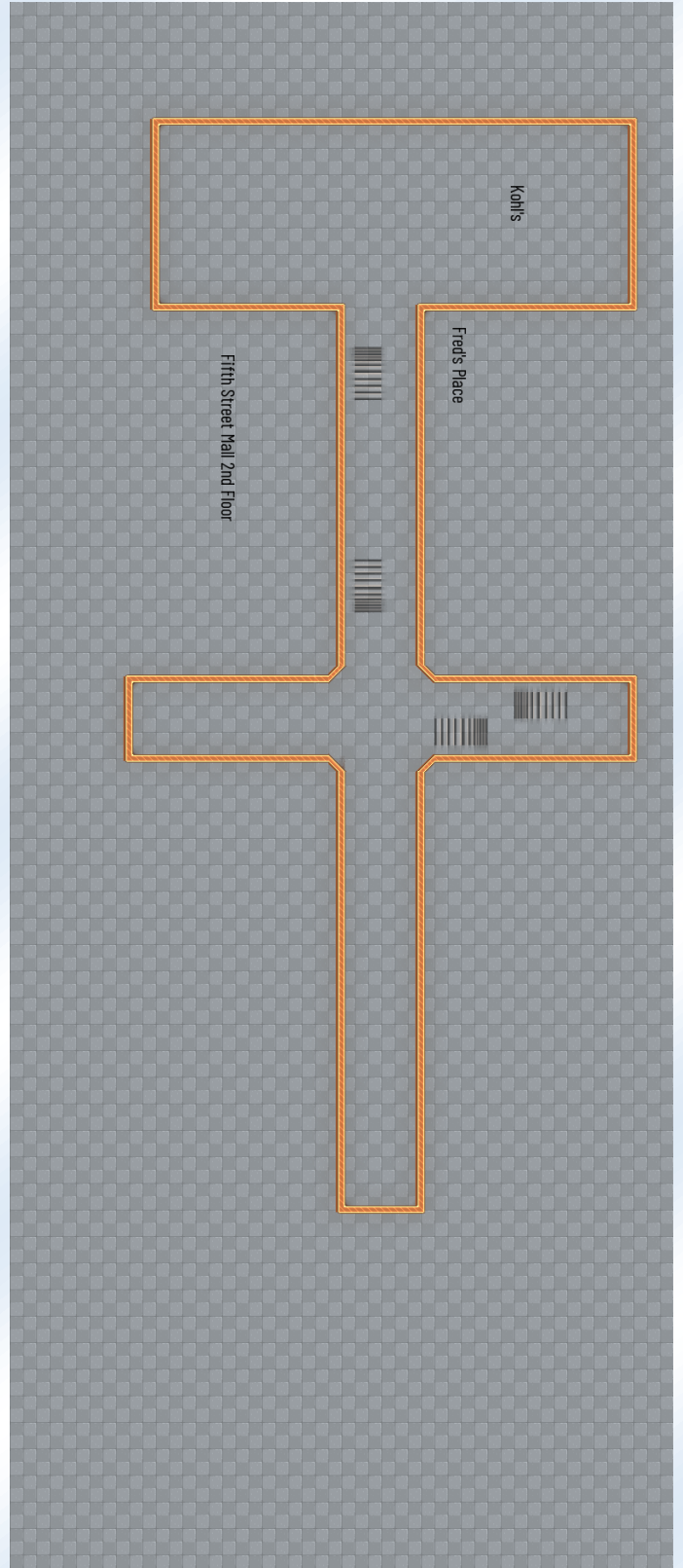
September 2, 1913: I have found, through my own research and hypothesis, that one of the aspects of Earth that is wrongly known to humanity is the number of winds thrown on the compass. There is a fifth wind heralding from the North Pole, a new direction that could take any who hear it to magnificent and terrific places.

December 20, 1913: Cold is where we come from, and it is where all want to return to. It is cold, not earth, that claims us in our final resting place. This same power is found primarily in the Arctic (The next few pages have roughly-written pictures of maps of the Arctic, increasingly blown up with spots marked 'X').

January 7, 1914: ... The use of melted human fat, in combination with brains and blood, should be able to hold the bones together once it has settled after an hour or so. The bone-circles will help guide members to the Great Walking White, and many in one place will, I think, serve as a focus for the power needed to converse with it.

Appendix B: Maps





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