



Galilee Springs

By Sean Liddle



INTRODUCTION OR “HOW TO USE THIS MINI-SCENARIO”

This is another super cheap, super mini scenario for use in your Call of Cthulhu gaming circles. Please note that these are intended to be used with the most recent version of the CoC RPG at the time of original publishing, the 7th edition. You will note that I have provided very few stats for use, if any. This is not out of laziness so much as it is intended that you take the time to prepare for your game and gauge the NPCs and assorted nasties to your players. Also there are no character sheets. As a player I have always found that it is best to roll your own. A GM can massage the results or suggest a player do certain things with their character, but rolling stats and assigning personal preferences is part of the whole experience.

The best use for these are the sort of game that occur on short notice when you have nothing prepared, or you just want to introduce someone to the game or perhaps you want a diversion, a “one-off” game to break up a monotonous campaign that is losing steam. Make it yours! Enjoy.

How to Use This:

- Buy this scenario, its cheap! \$1 US only! That’s, like, what, a coffee, a donut (or doughnut as we say in Canada)! (Done)
- Read it before hand and make whatever prep you need i.e. Roll up your own stats for NPC or use a generator app to do so or if you are like me, just wing it. This is supposed to be fun and improve-ish.
- Give the players the background provided and ad lib whatever you like
- Instruct the players to create characters based on scenario suggestions or your own modification therefor. I won’t judge!
- Dim lights, light candles, whatever you wish to set the mood
- Start game.
- Play music or sound effects as you wish
- Eat snacks
- Smile at an evening well spent with your friends
- Set up your next gaming night right away!

Sean Liddle

(ALMOST the end of) Summer, 2019

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GALILEE SPRINGS

BACKGROUND

Year: 1975

Location: Galilee Springs, California (Fictional)

Summary for Players

(Intended to be shared prior to gaming and character creation).

It is the summer of 1975. It is sunrise. You returned home yesterday from a camping trip with your two best friends since childhood and are (somewhat reluctantly) falling back into the humdrum of family life for another year. Your alarm clock has gone off, you have dressed and you have the entire weekend ahead of you, but first you must attend a fund raising car wash for the local high school.

The kids are up and you all have had your breakfasts, a little more rushed than you like on a weekend but that's okay. You plan to have a barbecue later on in the afternoon and that should more than make up for it. Finally, later on tonight, there is an end of summer get together at the bowling alley for parents. It is a busy day in store but fun, fun, fun! It's good to be alive in this town.

You go outside, yell to the kids and your spouse to pile into the car and head off to the school for the car wash!

BACKGROUND/SUMMARY/Notes for the GM:

The town of Galilee Springs is peaceful, quiet and perfect. Everyone's lawn is manicured. Everyone takes part in community events. Everyone is polite and dresses right and the cars are washed every weekend. The weather is near always wonderful but even storms are welcome as just ways to water the lawn and gardens without running up your utility bill.

Galilee Springs is not real. Not real in the sense that the people living there are completely unaware that their happiness is controlled by the town "council" who use the crazy high tax dollars to fund The Coordinators, a property maintenance company that runs the water distribution, the sewage plants and the electricity as well as day to day public works such as road and park management. The population of Galilee Springs is under 2000 and is mainly populated by persons who have in the past been affected by or had sightings of mythos creatures or doings. They have all been captured by government departments, questioned, brainwashed and relocated here.

The water supply contains a continual dosage of low level psychotropic drugs that keep the people calm and (thankfully for them) forgetful. The Coordinators are in truth federal government contractors in disguise. They are in place because although the government knows of the presence of mythos creatures on earth, they fear that if the knowledge made its way into the general population there would be panic.

The characters are a trio of fathers who have been "friends all of their lives". These lives are of course a complete fabrication, they have only truly known each other for a few years, but as far as they know they went to school together, grew up together, met their wives and raised their kids together. Galilee Springs has a camping / hunting / recreational area that is very small and accessible only via a roadway that leads northwest from the northern part of the town. Only a few sites exist and in the summer a lottery decides who is able to reserve the sites each week. There are never more than fifty people at the campground. Recently the men travelled there for a week of fishing and camping where they inadvertently came in contact with wild mushroom spores.

After they returned home, each of the men while unpacking their gear inhaled some of the spores and that night had hallucinogenic nightmares bringing back to the surface the memories of their mythos encounters. They forget the dreams initially, only knowing they had a rough night of sleep, but their wives discuss later on remember them muttering, crying out and being fitful.

Albert Ramirez / Michael Gonzales

Albert Ramirez, his real name being Michael Gonzales, is in the US navy working with the coast guard on a military shipwreck salvage off the coast of Cape Hatteras five years previous. He is the lead sailor operating a crane winching up the ship and due to his high vantage and the angle of the lights is the only person to see a fish like man swimming around the salvaged ship being raised. It makes eye contact before it swims off. It is a deep one. He makes a report to his superiors and is put in the brig for "drinking on duty". While in the brig, upset at falsely being accused of lying, he hears a term spoken by an unseen voice, "Asclepius Portage" but shortly after muttering it aloud in his sleep, he forgets it again. His wife wrote it down in her dream journal.

Jeffrey Gacy / Travis Adams

Jeffrey Gacy (Travis Adams) dreams of hiking through a woods and stumbling upon a parade of people in various stages of strange ceremonial pagan dress. He watches them head to a grove in the distance while hiding behind a tree until he feels a sensation behind him. He turns to see a person in a rabbit headed costume with wooden circles for eyes. He pushes to get past the person who tries to grab him. In the ensuing melee before he escapes, he pulls off the eye only to find the costume empty. It slumps to the ground and he flees. He wakes screaming.

Jack Kroll / James Oster

The last of the men, Jack Kroll aka James Oster, dreams he is hunting in a foggy forest close to sunset. This is upsetting and contrary to him to begin with as he is not a hunter and despises the concept of killing an animal. He is stalking rabbits and hears a shuffling noise to the north. He looks and sees nothing but trees. The sky gets progressively darker and the forest foggier and he hears the sound three times but see nothing until the last occurrence. He looks to see that he is in fact being stalked by a creature that looks like a tree when standing still but in fact a very tall spider like creature that folds its arms and legs together as a form of camouflage. He fires at it and it attacks, but he is able to connect with its head as he falls backward. He wakes at sunrise and hears sounds of people rushing toward followed by yelling and the sound of a helicopter. He wakes in a cold sweat.

All of these things happened in reality. When they reported these events to the authorities, the federal government department assigned to dealing with mythos events identified the traffic / intel, collected them, brainwashed them and sent them to Galilee Springs after conditioning.

The men and their families attend the car wash and as the day proceeds the wives talk and discuss each man's restless night. Albert's wife Mary, pulls out her dream journal and tells the others the strange term her husband shouted out. Later on that day, at the three-family barbecue, the wives confront the men, one of them mentioning the words 'Asclepius Portage'. None of the men know what it means and seem nonplussed. They finish the barbecue, however at this time, hidden microphones pick up the use of the term and a team of Coordinators is rushed to the town.

Before they arrive however, after a few beers, each man begins to remember his experience, his dream. He remembers snippets of his past life, being abducted by persons unknown, re-education/brainwashing and being sent to town to live his new life. The men likely sneak off to talk and when they do, they realize they need to do something. To escape. To be able to at least talk in confidence.

They can decide to sneak off to a home or a park or anywhere else they choose to talk. Whatever they do choose, they know they can't talk around their families. If they begin to look suspicious (GM choice) others may walk up to them and inquire what they are doing. After a while following their disappearance, people begin to search for them. They have approximately fifteen minutes till this happens.

They have immediate access to a car should they decide to flee. If they choose to get in and escape, the town as they perceive it begins to change. Streets look different, homes look wrong. There will be no children around. Parents they see along the streets will be acting as if there are, talking to thin air, laughing at unheard comments etc. Furthermore, the population of the town isn't in the range of two thousand that they assumed, but closer to two hundred. Looking around, it seems more like a prison camp than a town yet the people around them seem and are blissfully unaware.

They will likely decide try to find their way out of town (based on their knowledge of the streets) toward the one road that leads north to the camping area or south to other cities (that oddly, they can't ever remember visiting nor the names of) yet the roads are all strange. Housing isn't housing, its blocky and concrete and plain. The school they drop their kids off at or the kids walk to is an empty warehouse style building. The fancy grocery store is a drab military style aircraft hangar like building and people are lined up inside, glassy eyes, being handed bags of food by people in green uniforms. The coffee shop is not the gentrified old building but a plywood and frame brown boxy affair. The more they drive around, the more lost they become and the more sanity checks they potentially have to take.

Wherever they are at the 15 minutes after they disappear from the car wash, they will hear the air raid siren speakers crackle to life followed by an announcement from hidden speakers throughout the town. Three loud piercing notes are followed by a soothing male voice: "Attention citizens. We have an announcement from the Town Council and the Coordinators. Jack Kroll, Jeffrey Gacy, Albert Ramirez are to be located and held in place immediately. The police are on their way. Jack, Jeffrey, Albert, please remain calm. Help is coming..." By now the men realize the truth of the situation of the town and know that they must flee. When they move into the open, (if not driving) or they drive down a street where people are walking, someone, sees them and yells "there they are" and others come from all directions to attempt to capture them. They each take a sanity check when this first occurs.

As they make their way through the main residential area and head out the highway that now seems more of a larger, wide dusty road than anything, they will see that there are a few cars pursuing them at a speed matching their own. Also, ahead blocking their way they will see military vehicles barreling down the highway. Their option is to turn off the main road into the hard packed desert and try to escape to the distant hills or fight. All they have available are two axes and a pair of shovels that one of the men had not yet unpacked from camping. The Coordinators (6) are armed with batons.

The escape should be run as one would imagine an action movie chase. Frequent attempts to sideswipe them by the military (the townspeople do not proceed beyond the border of the town itself). If the driver of the military vehicle fails, they will turn abruptly and roll the truck. If the party wish to turn around they will find the occupants incapacitated or dead, the batons, a two way radio, walkie talkies and a single rifle, 30-06, twenty rounds of ammunition and five sets of handcuffs.

If they continue to escape and make successful driving rolls every few turns due to the rough ground, they will find that the town is surrounded by fifteen foot high electrical fencing at a distance of one mile out. It is topped with military grade barbed wire. As they ponder what to do, the sounds of helicopters head their way. There is no real escape and you can end the adventure here or allow them to fight it out.

TIMELINE

(Player/Character specific introductions should occur one on one between GM and player prior to game)

PROLOGUE: Morning

GM discusses what happens when the players awake:

- Vague memories of dreams/nightmares that fade near immediately
- Breakfast
- Chat with family about camping trip
- Plans for the day

PART 1: Car Wash

Each player, their spouse and family members head to charity carwash. It should be played as a normal day, family/community activity.

As the carwash winds down, the wives meet up with the three friends and ask how they are doing. They seem concerned. After the men respond, Albert's wife Marie asks him what "Asclepius portage" means.

None of the men know what it means at all and after conversation ends, the men go back to socializing.

After a few minutes, Albert and the other men have flashes of their dreams as described above. They remember them as dreams and are surprised that they had forgotten them.

When they discuss the dreams, each slowly come to the realization that they are not dreams so much as memories. At this time the GM should hand them or otherwise deliver them their NEW character sheets.

After the wives wander off the men slowly recover the memories of their actual lives, it is assumed they will discuss them with the others. They still consider them friends as they have spent two years together socializing and that is not forgotten. They must decide what to do and feel compelled to move away to discuss. After 15 minutes the announcement will be made on the town speakers. Also around this time, the reality of the town will become fully visible. One of the characters if they have not already made the decision is to roll an idea roll. Any success results in him coming to the conclusion that they must flee.

PART 4: Flight

The town is literally ten blocks by twenty blocks with a central area that houses separate block containing the stores, the factory, city hall and the associated garages for municipal vehicles. The community center is at the extreme west of the main town. Housing is bland and nondescript. All buildings are plain concrete painted white. It looks like a prison camp.

The party must flee on the main highway either to the camping area (west) or the other city (the name is not remembered) to the east. As soon as they reach the main road out, (it will take a number of blocks and at least five turns) two or more cars are seen to follow them closely blocking them from turning around though before they exit the town they can roll a drive skill to try to turn down side streets and escape them. Every block they will see people who begin to run after them, throw rocks or other objects at them. Some will try to step onto the road that they must avoid or mow down.

Every three turns until they reach the desert, one at random must make a SAN roll as they have flashbacks about their original mythos sighting. A pass leaves them rattled. The driver may have a short term roll modifier at the discretion of the GM on all driving related rolls. A failure results in a character jumping in fear and thinking they see the mythos creature they encountered somewhere in the crowds of people.

When they reach the highway out of town, they will see that the town is surrounded by a hard packed desert. They will also see a military truck barreling down at them. They must turn off the highway. It will continue to follow and attempt to run knock them around and disable the vehicle as noted in GM description. Driving skill rolls must be made frequently.

PART 5: The End

As described in the GM details, they will either fight to the death or be captured and reintegrated into the Mythos Protection System.

If the GM wishes to draw this relatively short game out, the players could be denied a vehicle initially and be forced to hide from home to home and business as they sneak their way out of town, constantly searched for by an even increasing mob as well as armed coordinators when they arrive.

Epilogue

The men are captured, returned to the city to the town hall and collected eventually by a group of suited men and Doctors. They are forcefully given sedatives, driven away to a medical facility. As they are, they briefly awaken before arrival as they pass by an even larger fenced in enclosure in the desert. Within they see strange buildings with outlandishly sized and shaped doors. This “town” is located under a huge transparent geodesic dome that shimmers with what seems to be an electric field. Within they catch glimpses of strange, inhuman creatures of various sizes and shapes walking the streets and flying above the town.

Hope you enjoy the scenario. More to come.

Please send any questions or comments to:

Gortrix2@sympatico.ca

Sean Liddle
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