

RIOT AT RED PLANK

BY PHREDD GROVES



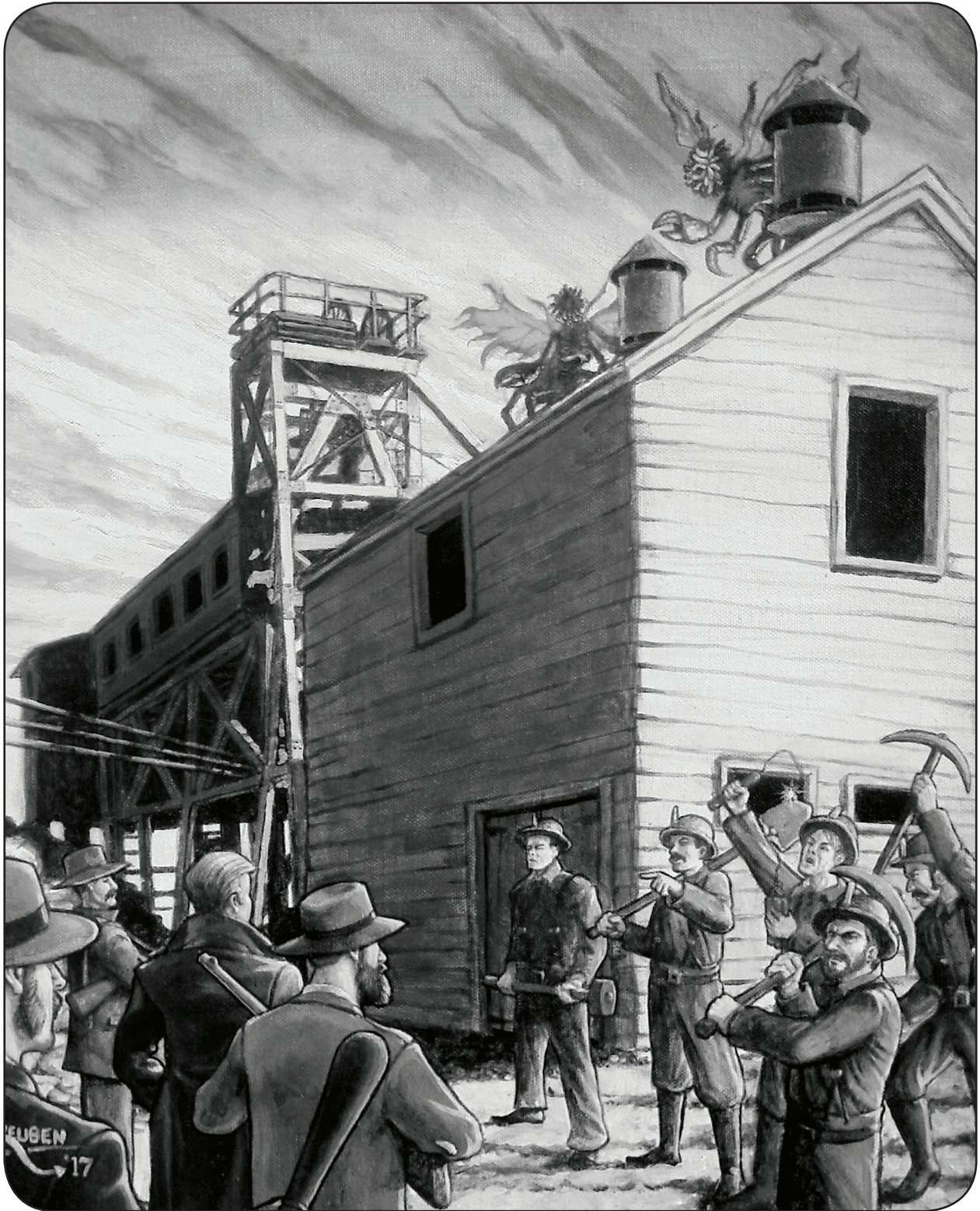
STRETCH GOAL TWO OF THE COLD WARNING KICKSTARTER

Edited by Timothy McGonagle
Cover & Interior Art by Rueben Dodd
Maps by Stephanie McAlea
Layout & Design by Mark Shireman

CALL OF
[HORROR ROLEPLAYING]
ETHULAU

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Thank You

Our deepest thanks goes to the backers of the Cold Warning Kickstarter, who made this book possible by unlocking the Riot at Red Plank stretch goal. As always your generous support allows us to keep doing what we do. We really hope you enjoy this dark and unusual adventure.

Thank you to our author Phredd Groves, our editor, Tim McGonagle, and our proof readers, Brian S. Piokowski and William Adcock for your hard work in producing this strange and wonderful tale.

As always, I'd like to thank our incredibly gifted artist Reuben Dodd! You have delivered another wonderful cover and set of interiors, and also to Stephanie McAlea, for a collection of beautiful maps. Mark Shireman, thank you for some amazing handouts and your usual outstanding layout.

Oscar Rios—*President, Golden Goblin Press*

Dedication

This book is dedicated to those hard-working immigrants who risked life and limb to earn an honest wage, fight for safer working conditions, and helped secure our basic human rights.

Lastly, this book is dedicated to friendship that begins across a gaming table. Sometimes you sit down with strangers at a convention, then four hours later after facing death, terror, and battling dark alien force, you rise as lifelong friends. It was exactly this way that most of my friendships started, including my friendship with Phredd Groves, this book's author.

Oscar Rios

Riot at Red Plank

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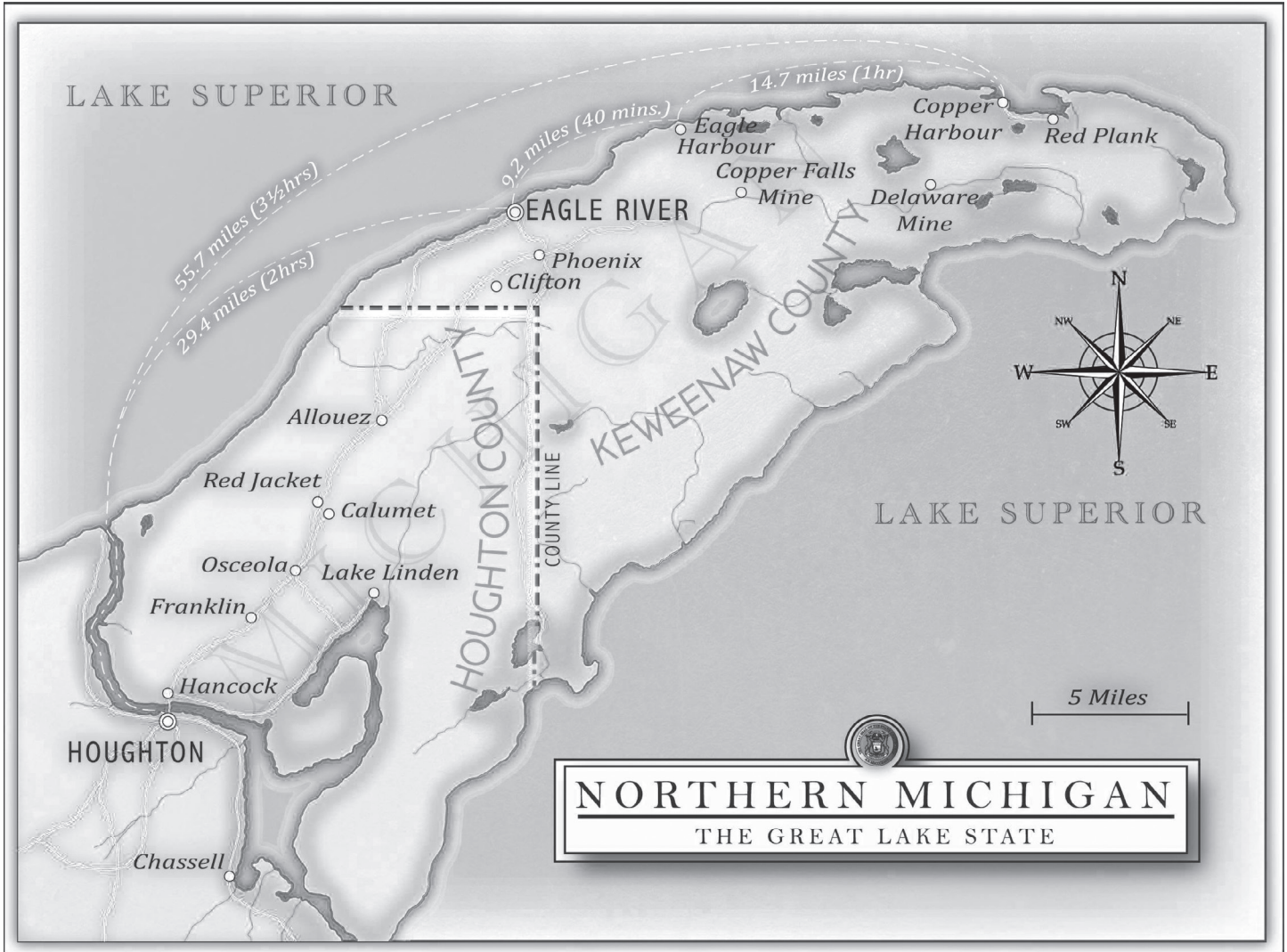
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INTRODUCTION

Red Plank, Michigan. June 1904

The town of Red Plank, Michigan, grew up around the Hecate (pronounced heck eight) copper mine on the northern extremity of the Keweenaw Peninsula. Founded in 1867, both the town and mine have prospered for nearly forty years.

The mine's management has historically had a good relationship with its employees, but two years ago the Hecate was purchased by the Monadnock Trust. Upon taking over, the trust installed a new mine agent in charge of all Hecate mining operations: Hiram Noyes. Noyes made changes that immediately alienated most mineworkers, replacing

The Monadnock Trust

Headquartered in Vermont, The Monadnock Trust is ostensibly a private company with extensive mining and engineering investments. It's also a front for the mi-go's North American resource extraction efforts. The Trust can operate in places that the mi-go finds prudent not to interfere with directly.

Monadnock took an interest in the Hecate Mine when an 1899 article about geologic ephemera in the quarterly *Journal of Mine Engineering* mentioned the discovery of a strange, heretofore unrecorded mineral in Hecate's Shaft #2 in 1875. The mine had found no use or market for the mineral, and the difficulty in separating it from copper resulted in the shaft being closed. Nothing further came of the discovery.

However, the properties of the mineral thoroughly detailed in the article made it clear to the mi-go and their human cronies that it was a valuable resource they could exploit. The mi-go began pulling strings, and the Monadnock Trust purchased the Hecate Mine in 1902.

The Trust has no interest in mining copper from the Hecate, but is hoping to find a plentiful supply of the strange mineral and convert the mine to its full-time production. To date, there has been no further sign of any such deposits, but plans are nevertheless in place for the Hecate's conversion. No one in Red Plank knows of these plans except for Hiram Noyes; the Monadnock appointed mining agent in charge of all Hecate mining operations.

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Hiram Noyes

Hecate Mine Agent
American • Age 41

STR 65 **CON** 60 **SIZ** 50 **INT** 85 **POW** 135
DEX 80 **APP** 65 **EDU** 105 **SAN** 0
LUCK 99 **HP** 12 **MOVE** 9 **BUILD** 0

DAMAGE BONUS: None

EDUCATION: Boston College,
Columbia College of Mines

WEAPONS:

Fighting (Brawl), 50% (25/10) 1D3+DB

.38 Revolver, 35% (17/7) 1D10

SKILLS: Accounting 60%, Archaeology 20%, Charm 20%, Science (Chemistry) 40%, Climb 50%, Credit Rating 75%, Dodge 40%, Fast Talk 05%, First Aid 30%, History 30%, Jump 25%, Law 25%, Library Use 50%, Listen 25%, Mechanical Repair 40%, Occult 60%, Cthulhu Mythos 30%, English 100%, Latin 60%, French 50%, Psychology 20%, Stealth 45%, Spot Hidden 35%, Science (Mine Engineering) 75%, Science (Geology) 60%

SPELLS: Alter Weather, Contact Ghoul, Contact Mi-Go, Dominate, Fist of Yog-Sothoth, Flesh Ward, Wrack

NOTES: Noyes' goal is to acquire as much of the strange violet mineral with as little fuss as possible. The profitability of the Hecate is of secondary importance, and the well-being of Hecate laborers is inconsequential. Noyes is a schemer and prefers to manipulate rather than confront directly, relying on his henchmen such as Mulholland and Gundry. However, if cornered Noyes will prove a dangerous foe, as he is a powerful sorcerer in addition to being a ruthless businessman.

well-established and respected shaft bosses with Noyes' hand picked men. Noyes also announced his intent to introduce pneumatic drills that could threaten to make some mining jobs obsolete and that even some consider unsafe.

Things soured further in January of 1903 when 15 men died in a mine accident, caused in part by the Hecate's unsafe mining practices.

Now, a year and a half later, tensions are high. The Western Federation of Miners union is recruiting mineworkers, and The Monadnock Trust has not responded to worker demands for improved safety practices.

While things appear quiet on the surface of the Hecate, events below ground threaten to rip the mine and the town of Red Plank apart.

Noyes' Plan

The Monadnock Trust prefers its activities to go forward without scrutiny from human

governments or society. This principle, coupled with the unhealthy effects of the strange mineral on human life, has led Hiram Noyes to foment labor unrest at the Hecate. He intends to goad Hecate workers into striking, then rioting in a conflict that pits them against hired strikebreakers. The ultimate result will be a decimated population of miners and the Hecate shutting down until the town of Red Plank withers away. The Trust will then have free reign to extract the mineral with a more tractable labor source than humans can provide.

Among other assets, the Monadnock Trust has a cadre of enslaved ghouls who are expert miners. Noyes intends to use them not only as labor to extract the mineral from the shafts of the Hecate Mine, but also as a goad against striking miners. By bringing them in under the cover of night, seemingly in secret, he hopes to drive the miners to violence.

Noyes expects such a strike to be declared within the year as he has alienated workers in some ways already. Respected foremen who have worked their way up through the ranks have been capriciously replaced by those who care more for impressing management, rather than defending the interests of their comrades. Noyes has also begun the unpopular process of introducing pneumatic drills to the mine, each operated by a single man, a practice considered unsafe by miners.

Noyes has flatly rejected calls to change how the Hecate collects copper rock, a process known as stoping. Currently, copper rock is extracted from a drift shortly after a section of drift has been tunneled out. As a result, miners must cross back and forth under sections of tunnel that have been structurally weakened by removing tons of load-bearing rock. This contributed to the cave-in that killed 15 men in 1903. Miners have been calling for a switch to retreat-stoping, where a drift is excavated to completion before any copper rock is stoped out. Stopping then begins at the far end of the drift and works its way back, so miners never need to cross through weakened areas at risk of collapse. Retreat-stoping takes longer to see a return on the costs of digging out a drift, and can thus be unpopular with mine management. However, Noyes' real motive for refusing this and other safety measures is to antagonize Hecate workers.

Noyes is aware that the Western Federation of Miners union has begun to try to organize the Hecate Mine. Traditionally, the copper mines along the Keweenaw Peninsula have not been unionized due to excellent relationships between management and labor. Wages have tended to be fair, workers respected, and most mines (including the Hecate) even provided housing for many of their workers. This is in contrast to the antagonistic

and violent relations between owners and labor in the northwest and southwest, where the Western Federation of Miners (WFM) originates.

The presence of the WFM plays right into Noyes' hands. Veterans of the deadly battles between miners and mine company enforcers that have taken place in Colorado and Idaho are more likely to resort to violence if provoked. Noyes intends to provide such provocation.

In addition to bringing scabs in under cover of night, Noyes has made arrangements with the Panoculous Detective Agency to provide armed protection for the Hecate Mine should a strike be declared. At significant cost to the Trust, the agency has an armed militia standing by to be ferried in once Noyes gives notice. Their appearance, coupled with the night-shrouded scab workers, should bring things to a fever pitch. It would take very little at that point to spark a deadly confrontation, and Noyes has just the idea.

One of the first actions the Panoculous Detective Agency takes, once they are established at the mine, is to evict from company housing any striking mineworker and the family thereof. This is done intentionally in the hopes of provoking a violent reaction. To execute this in the most offensive way possible, Noyes has also recruited a number of provocateurs to agitate for a violent confrontation amongst the mineworkers.

The Mine Accident of January 1903

The accident that killed 15 men in 1903 was due to the collapse of a hanging wall, which is the rock that lies over the ore vein that is being mined (when the ore is removed, it is hanging overhead such as in Shaft #1). The Hecate's policy of advance stoping, combined with a paucity of supporting columns (made up of valuable copper rock), led to the tragedy.

Miners were shocked and angry, demanding that the Hecate make changes in operations to provide a safer environment. Noyes responded by closing Shaft #1 and reopening Shaft #2, which had been closed since the strange mineral had been discovered in 1875. This did nothing to improve safety and only aggravated the miners further.

A Threat to the Monadnock Trust

County elections in late 1903 resulted in a victory for all mineworkers in Keweenaw County. Peter Oag, an independently-minded mining engineer, was elected as the County Mines Inspector. Oag had run on a platform of mine management accountability and responsible safety enforcement.

Oag took office in January of 1904 and immediately

A Brief Mining Primer

A **shaft** is dug vertically to follow along a copper seam. **Drifts** are then excavated horizontally from the shaft, following the **copper rock**. Copper rock or **mass copper** (native copper in a large mass) is taken from the drifts, digging up towards the ceiling, a process called **stopping**. Stopping is done by **advancing** (starting at the shaft and moving out) or **retreating** (waiting until the drift is fully excavated and then moving from the end of the drift back to the shaft). Retreat stopping is safer, while advance stopping is more cost effective. **Winzes** are small shafts drilled between drifts to encourage air circulation.

The shaft houses both the **skipway** and a ladder. The skipway is a large elevator car (skip) that moves up and down the shaft by means of a powerful steam engine housed above the shaft in the **shaft house**. Mineworkers, mine debris, and the copper rock that is the object of the entire enterprise are all transported in the skipway. The skipway controls are up above in the shaft house, where a skipway operator moves the skip up. Mineworkers ring a bell up top remotely to signal requests to the operator.

It is dark and cramped down below in the mine. At this time, miners only have oil wick lamps to rely on for illumination, which they wear on their helmets. Copper mines did not produce flammable gasses, so that was not a danger, but the lamps did produce black smoke and only provided enough light to illuminate what was right in front of a miner's face.

There are a variety of jobs to do down in the mines.

Miners are considered to be skilled workers. They do the work of excavating the mine. This is done by placing explosives into carefully drilled holes created by teams of three men. One man holds the drill, or chisel, while the other two take turns hammering it into the rock to make the hole. Once the proper depth is reached, the miners charge the hole with explosive **vulcan powder**. The charges are connected to fuses and set up to go off in sequence to expand an existing excavation (growing shafts and drifts) or to bring down a mass of copper rock from above (stopping).

The first **pneumatic drills** were being utilized in mining during this time. These would allow a single

miner to do all the drilling work for the holes needed to place explosives. The shaft house steam engine powered them by employing pneumatic pumps connected to long hoses. Miners often were against this technology, for reasons of safety (being forced to work alone) and because their use threatened to reduce the number of available mining jobs.

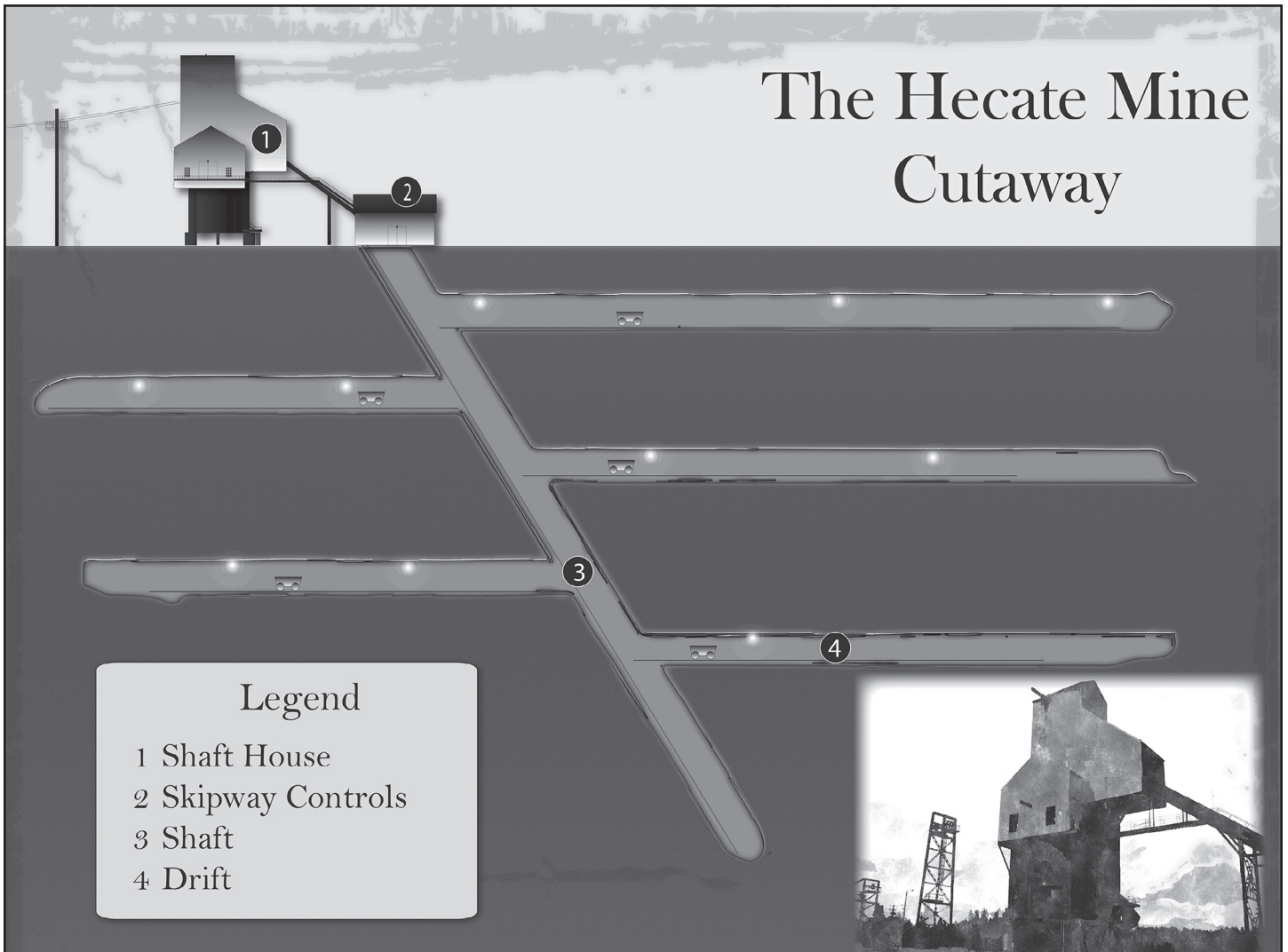
Carpenters/track layers build infrastructure within the mine to support it when needed. They also build out the tracks for trams that are used to move the debris and copper rock out of the mine.

Trammers move those trams back and forth through drifts, load the trams, and then unload them into the skipway.

Tracks for trams are built along drifts to move copper rock and rubble to the shaft, where it is brought up to the shaft house in the skipway (the same equipment that runs miners in and out of the mine).

Once the copper rock is brought up, it is graded by size and then shipped off to the mill to be processed via a small steam railroad.

The Hecate Mine Cutaway



Legend

- 1 Shaft House
- 2 Skipway Controls
- 3 Shaft
- 4 Drift

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started a regimen of mine inspections. Noyes refused to schedule an inspection with Oag for several months, garnering fines in the process. Noyes did not want Oag interfering with his plans to alienate the Hecate's workers.

However, by early May, Noyes felt that things were coming to a head. He decided to deal with the inspection issue and provoke miners into striking at the same time. He conveyed his compliance to Oag and scheduled an inspection for early June. His real intent was to kill the inspector in what would appear to be yet another mine accident, one that Noyes would claim to be the fault of a negligent miner. This version of the truth would then be confirmed by a new county mine inspector, who would undoubtedly be Noyes' handpicked replacement and someone firmly under his control.

THE INVESTIGATORS

The Investigators can either be mineworkers themselves or guests of Peter Oag invited to observe his inspection of the Hecate Mine starting with Shaft #2. Appropriate guests would be fellow mining engineers or others with interest in the particulars of copper mining, journalists, or perhaps minor investors in the Monadnock Trust (or their representatives) who have cause to suspect the Trust is not managing its investments properly. This latter idea could motivate investigators from outside the Keweenaw region to travel to such a remote area.

Getting in and out of Red Plank

Red Plank's location makes it rather isolated from the rest of the world. Roads lead from the town to the Hecate Mine and another nearby town, Copper Harbor. There are no roads linking this area to the rest of the state. Copper is transported via ships sailing on Lake Superior. The ships are also how food and other resources are brought in. There is a ferry service that serves both Copper Harbor and Red Plank that connects them to the town of Houghton, near the base of the Peninsula. The town of Houghton is the county seat and also the home of Houghton College. The Ferry leaves Copper Harbor at 7:00 AM and reaches Red Plank at 9:30 AM. It departs at 10:00 AM and reaches Houghton in mid-afternoon around 3:00 PM. Service from Houghton northward starts at 9:00 AM and reaches Red Plank at 4:00 PM, then Copper Harbor at 5:30 PM. The discrepancy between the time it takes to travel to Red Plank from Copper Harbor, and from Copper Harbor to Red Plank, is due to the Lake Superior currents around the Keweenaw Peninsula. Traveling to Houghton is an overnight trip.

Logistics Daily Ferry Schedule

TO HOUGHTON:

07:00 AM—Copper Harbor
(arriving @ 9:30 AM)

10:00 AM—Red Plank

03:00 PM—Houghton

TO COPPER HARBOR:

09:00 AM—Houghton
(arriving @ 3:30 PM)

04:00 PM—Red Plank

05:30 PM—Copper Harbor

Another Tragic Accident

The scenario opens in early June with the Hecate's morning shift starting its workday by descending to the lowest level of Shaft #2. This shift is made unusual by the presence of county mine inspector Peter Oag, who has begun his review of the Hecate Mine. If the investigators are mineworkers, Oag squeezes himself in among them, along with the current shift's shaft boss, John Gundry. However, if the investigators are outsiders, Oag waits for the skipway to come back up for him after the mineworkers make their way down to work. In either case, Gundry sticks with Oag.

The trip down Shaft #2 takes about 20 minutes as the steam-driven mechanism lowers the investigators into the darkness of the mine. Air quality is good, unlike in coal mines, but the shafts and drifts can feel quite confining. Investigators adjacent to Oag on the way down will have an opportunity to chat with him. He has a low opinion of how the Hecate Mine is currently being operated and does not mind sharing it. The inspector does not favor advance stopping, although he can only recommend against the practice. He can, however, levy fines for insufficient support pillars. Investigators find that while Oag is friendly and open, shaft boss John Gundry is quiet and sullen. He seems resentful of Oag's presence.

THE INSPECTION BEGINS

Once Oag and company reach the lowest level of shaft #2, he proceeds with his inspection, intending to work his way up. Gundry accompanies him along with any of his guests. It does not take long for Oag to find some problems. He was correct to surmise that the Hecate has been skimping on support pillars. Once Oag starts commenting on this to Gundry, the two begin bickering about what is and is not proper safety procedure as Oag continues to

John Gundry Shaft Boss British (Ethnically Cornish) • Age 56

STR 50 CON 60 SIZ 70 INT 65 POW 45
DEX 55 APP 55 EDU 45 SAN 39
LUCK 45 HP 13 MOVE 7 BUILD 0

DAMAGE BONUS: None

EDUCATION: Cornwall and Keweenaw mines

WEAPONS:

Fighting (Brawl), 50% (25/10) 1D3

SKILLS: Accounting 25%, Charm 45%, Science (Chemistry) 10%, Climb 65%, Dodge 22%, First Aid 45%, Science (Geology) 15%, Jump 45%, Listen 45%, Mechanical Repair 55%, Spot Hidden 25%, Demolitions 93%, Science (Mine Engineering) 65%, Sleight of Hand 75%

NOTES: Gundry has worked around the Keweenaw region for 37 years. He is stodgy and considers recent immigrants like Finnish and Italians to be unskilled and stupid physical laborers. He has identified with management more and more over the years and can be gulled easily by praise for his skills and Cornish mining background. Gundry is also capable of being quite ruthless. In 1873, he killed a man in the mines because of a dispute over a woman, and made it look like an accident. He was just the sort of man Noyes was looking for in a shaft boss. Previous management had isolated him from miners by putting him in charge of the powder hut. Most mineworkers dislike him intensely.

move down the new drift being stoped out.

Eventually, Oag and Gundry reach the teams of mineworkers who have only just had time to get started on their work for the day. Oag wants to interview a number of mineworkers, much to the apparent annoyance of Gundry. Gundry, however, cooperates and calls over some workers to speak with the mine inspector at a spot that is out of the way of the day's work. Oag eagerly engages them and begins asking them about the mine conditions.

At this point, all the investigators should be near Oag and Gundry, whether they are guests, miners, tracklayers, trammers, or otherwise. The group stands out of the way of the tracks, in an area that has been stoped out and well away from where miners are drilling holes for the next round of explosives to be set. However, Gundry has chosen this spot carefully. At the end of the previous day's shift, once his crew had finished for the day and exited the mine, he surreptitiously set and camouflaged a large explosive charge in the hanging wall above.

The "Accident"

A minute or two after Oag begins asking miners in

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detail about how they operate, Gundry is called away when someone starts shouting for him from the main shaft with a strange interjection of "Beer's gone sour!" There seems to be a problem with the skipway, and Gundry lumbers off with an unfriendly glance back at Oag. The mine inspector is only too happy to have this chance to speak to miners without the overbearing influence of the shaft boss looming over them, and Oag proceeds to ask more pointed questions.

Just a few minutes into these interviews, Oag and the investigators are caught in a mighty explosion just above their heads. The entire hanging wall collapses down upon them. It should mean certain death, but the rock below their feet collapses as well, and the investigators find themselves falling in a jumbled tumult of rock, noise, pain, and dust.

Each investigator must make a successful Luck roll to avoid the main force of the blast. If they fail, they need to make a Hard DEX roll to avoid injury. Another failure costs an investigator 1D6 hit points, representing a sprained/fractured arm or leg. They suffer no worse than that, inexplicably cushioned by a layer of soft sand. They will, however, be stunned and disoriented for several minutes due to the

chaotic fall, swirling dust, and being plunged into darkness. While Oag also survives this event, six mineworkers are crushed in the cave-in and lose their lives. If the pre-generated characters provided are used, one of those killed in the explosion is Urho, brother to Jari & Heikki Kampainen.

Trapped!

The investigators find themselves trapped in a small preexisting oval cave, approximately 20' by 30' in diameter, that lies 20 feet below the chamber where they were previously. The floor is covered in sand and dips like a shallow bowl as the ceiling curves up towards the center, creating an ovoid space. One side of this cave is filled with the detritus of the explosion and cave-in that broke through the rock and into the cave. At least some of the helmet-mounted lamps that they have remained lit, allowing them to see.

Initially, investigators see the grisly remains of the unfortunate mineworkers who did not survive, sticking out from the rubble. They also notice tons of rock block the exit from this cave. Turning to take in the rest of their surroundings, investigators discover the sandy-bottomed cave. The cave walls

are smooth, curving down to the sides, leaving a foot of clearance at the perimeter with less than six feet of clearance at the center barely. The center of the cave is dominated by a huge mass of metal, an agglomeration of copper and a strange violet-tinted metallic mineral, the likes of which has never been seen by any of the investigators.

The Unnatural Cavern

Anyone who makes a successful Science (Geology) roll can confirm that a cave of this sort is not only unprecedented, but seems to violate known geological theory. The cave itself is unusual, and the sandy bottom is downright bizarre. While the mass copper has been discovered throughout the area, it has always been found much closer to the surface. The violet mineral is like nothing any of the investigators have ever encountered or even heard of. It is an utterly unknown material.

Oag is found unconscious at the center of the cave beside the mass of bloodstained copper and the strange, violet mineral. Blood drips from his forehead from an impact with the strange violet and copper mass. While an ugly bloody wound, it is superficial. Other than this, he only has a few



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other cuts and bruises.

As the investigators take stock of their situation, any experienced miner making a successful Know roll realizes that explosives caused the cave-in. This is also clear to Peter Oag, who says so if the possibility is not brought up by the investigators. Sometimes a vulcan powder charge (an explosive tamped into a sequence of holes drilled into the rock to excavate a tunnel or free copper ore) fails to ignite. These unexploded charges can go off abruptly, causing an accident such as the one that has trapped the investigators, although miners are usually quite careful with explosives and well aware of dud charges. Those making an Extreme success on their Know roll realize it is doubtful there were any dud charges in this area.

While memories are hazy about the moments after the explosion, it seems that they did not have very far to fall. It should not take long for rescuers to dig them out if the collapse was limited to the area around Oag's meeting with the mineworkers.

At this point, it should be apparent to the investigators that there is nothing to do but wait, hope, and conserve their energy. However, it

does not take long before the influence of the violet mineral begins to take effect. Investigators may attempt First Aid for those that need it, but otherwise, rescue must come from above.

Excruciating Light

In addition to any wounds suffered, the investigators have another malady to contend with. As mere minutes pass, all the investigators become incredibly sensitive to light, such that even their dim headlamps begin to cause excruciating pain. Unbeknownst to them, this is a result of their proximity to the violet material.

This condition lasts for 24 hours after exposure, although sleep and sedation will mitigate it. An hour of sleep counts as two towards the condition wearing off, and sedated sleep for three hours. While the light sensitivity is active, all skill rolls made by the investigator are subject to one penalty die.

Invisible Predators

If the unconscious Oag receives medical attention, a successful First Aid check performs its usual purpose but also reveals that a fragment of the mineral broke off into his wound when his head

struck the mass. This can be removed, but Oag's fate is sealed. First Aid also brings him back to consciousness on administration. Otherwise, Oag regains consciousness approximately 30 minutes after the explosion.

Oag notices a change to his perceptions around 20 minutes after he recovers consciousness. If all lights are extinguished, he discovers this even sooner. Everyone and everything in the chamber, he claims, is becoming transparent, as if they were made of glass. He is now also able to see clearly in complete darkness.

It won't take long before Oag makes another discovery—he can make out something roaming on the edge of his vision as he nervously explains, "Yes, something is moving as if it were swimming through the rock. And it seems to have started heading this way. There may be more than one of these things!"

Oag continues to provide a moment-by-moment account of this as the creatures, a flock of predators from the fifth dimension, continue to approach. The enhanced senses conferred to him by his exposure to the violet mineral have also rendered him sensitive to these creatures that dwell beyond



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The Aftermath of the Latest “Accident”

ordinary human perceptions. Oag is doomed from the moment they notice him. Once these creatures have a bead on their target, they close in to rend and devour their prey.

The investigators see no manifestation of what Oag describes at first, not having had the mineral introduced into their bloodstream. Oag narrates the approach of the creatures, reacting in terror as they advance. His words become thick with horror, ranting descriptions of a nightmare of claws and teeth jutting out at impossible angles (Keepers should have investigators roll a Sanity check 0/1D3).

More horrific are Oag’s last moments, as he realizes the beasts are intent upon attacking him. He flinches away screaming as one of them, still invisible to all but him, undulates into the chamber and proceeds to devour the unfortunate Oag in three or four messy bites. Investigators see nothing except Oag being taken apart by an invisible assailant. Each investigator must make a Sanity check and lose 1D6/3D4 points of SAN.

Continuing to see nothing but the chamber itself, investigators feel a horrifying presence around them but remain fortunate enough not to behold Oag’s devourers. Moments after the last of Oag’s bloody remains have disappeared into an otherworldly gullet, a successful Listen roll reveals the sounds of hammering against rock, the would-be rescuers. It takes another tense 20 minutes for the rescue team to clear out enough rubble to reach the investigators, who are evacuated out of the mine after a cursory check by the Hecate physician.

Rushed to the Surface

Once outside the mine after several hours, player characters find a great tumult of concerned shaft house workers, mineworkers from other shifts, and panicking family members. Weeping and grateful family members immediately surround the rescued mineworkers before the Hecate’s doctor can fend them off. Family members of those who did not make it to the surface also try to move in, asking desperate questions and trying to stave off the grim revelation that their loved ones are likely lost. Some make that assumption by noting that their relation is not amongst those surfacing. The scene is a madhouse, and those rescued are quickly taken away to the Hecate medical facilities to undergo a thorough examination and then be put to bed with the help of sedatives (to keep them from talking). With the chemical assistance, they sleep for the rest of that day and night. Keep in mind that all the investigators are suffering from exposure to the mineral at this point, and are extremely light sensitive.

The investigators are released the next day, as they all should have made a sufficient recovery. Broken and sprained limbs are set, and anyone who requires it receives the effects of a successful Medicine check courtesy of the Hecate’s doctor. Investigators and the other trapped NPC miners who work for the Hecate are given a week off if desired (sans pay).

On returning home to Red Plank or the ferry port, it is obvious that tensions are high. Miners are angry. Nothing is known for certain yet, but there are murmurs of a strike. In addition, because so little is known about the accident, investigators are frequently asked about what specifically occurred.

At this point, investigators may note that no authorities from either the Hecate or the county have conducted any sort of formal interview of them; they were merely treated and released.

Investigators have this day to do as they wish before anything further happens around Red Plank and the Hecate. Shaft #2 is currently closed pending an investigation, so there is no access to it, yet the community as a whole is buzzing about the recent events. With the limited amount of time the investigators have to act, it is not likely they will be able to accomplish much before morning comes.

Oag’s Replacement

Hiram Noyes does not waste much time putting things in motion once Oag is out of the way. He already has a candidate, Stephen Jackson, lined up with the paperwork and connections established to have him appointed as a replacement to Inspector Oag.

The day following the collapse in Shaft #2, Jackson is appointed as the Houghton County Mine Inspector. That morning, Jackson declares that the incident was an accident caused by negligence on the part of mineworkers who had left unfired explosives in the hanging wall. Word of this moves through Red Plank like lightning, and soon there is a circular making the rounds among mineworkers calling for a strike (see Handout #1). The leaflet about the strike calls for a meeting at the Italian Hall in Red Plank at 7 PM that evening. It promises to be a lively event.

Noyes Marshals His Forces

After confirming the results of Gundry’s sabotage, Noyes wastes no time in putting his plans into motion. A telegram to Panoculous operatives in Sault St. Marie on the eastern side of Michigan’s Upper Peninsula, mobilizes the 150 heavily armed agents that have been waiting on Noyes’ orders. These men are experienced strikebreakers who once clashed with miners in Colorado. They have

Stephen Jackson

*New Keweenaw County
Mine Inspector
American • Age 29*

**STR 50 CON 45 SIZ 60 INT 75 POW 55
DEX 55 APP 65 EDU 85 SAN 55
LUCK 55 HP 11 MOVE 7 BUILD 0**

DAMAGE BONUS: None

EDUCATION: Michigan College of Mines

SKILLS: Accounting 35%, Archaeology 15%, Science (Cartography) 25%, Science (Chemistry) 10%, Climb 50%, Credit Rating 35%, Dodge 22%, Science (Geology) 55%, Jump 35%, Mechanical Repair 20%, Spot Hidden 25%, Science (Mine Engineering) 55%

NOTES: Jackson hopes one day to become an agent for a large mine. He’s very much in agreement with the notion that mine accidents are the fault of miners. He’s an honest enough man, but he is very much biased towards the mine owner’s point of view. He has no real links to Noyes or the Monadnock Trust. Educated at the new Michigan College of Mines, Jackson has little practical experience at mining, but he does know a great deal about the history of copper mining in the Keweenaw. If asked, he could provide some details about the 1875 discovery in Shaft #2.

Spencer Mulholland

*Chief Detective for the
Panoculous Detective Agency
American • Age 35*

**STR 75 CON 85 SIZ 80 INT 50 POW 85
DEX 70 APP 45 EDU 75 SAN 0
LUCK 85 HP 16 MOVE 7 BUILD 1**

DAMAGE BONUS: +1D4

EDUCATION: Grade School, Clerked for the Panoculous Detective Agency

WEAPONS: Fighting (Brass Knuckles), 75% (37/15) 1D3+2+DB

.45 Automatic, 65% (32/13) 1D10+2

SKILLS: Accounting 35%, Climb 40%, Conceal 50%, Drive Auto 20%, Fast Talk 55%, Stealth 70%, History 40%, Jump 45%, Law 35%, Locksmith 35%, Occult 35%, Cthulhu Mythos 20%, Persuade 55%, Psychology 65%, Spot Hidden 45%, Stealth 60%, Swim 55%, Track 35%

SPELLS: Dominate

NOTES: Mulholland is an operative of the mi-go, as is the entire Panoculous Detective Agency. He is often used as an enforcer, but can also handle delicate missions. Mulholland can occasionally be indiscriminate in his use of the Dominate spell. As a leader in the field, Mulholland has always relied on overwhelming force and plans in the enemy camp to sow dissent (or to whip up people into a frenzy as the case may be).

STRIKE!!!

Brothers, stand up against the tyranny of the mine owners and their disregard for the lives and safety of honest labor!

MERE DAYS

Mere days after seven of our brethren were struck down in Shaft #2 by the poorly supported hanging walls that Hecate management allows in its race to profits, the owners have moved to put their own paid man in the position of county mine inspector, replacing the fallen hero, Peter Oag.

BLOOD, SWEAT, TEARS

Remember the hard fought election, the smears against his name introduced by the puppets of management? It took blood, sweat, and tears for an honest man to win that office, and what is his reward? Death and the indignity of the owners moving like thieves in the

night to usurp the office of county mine inspector!

ACCIDENT?

Without even entering Shaft #2, Stephen Jackson has closed the investigation into the collapse of drift 32 and the seven deaths associated with the matter. He calls it an accident, claiming negligence on the part of miners stoping out the drift. This convenient accident landed him his new title!

DISREGARD FOR SAFETY

Can there be any doubt that those who control the Hecate have no regard for the safety of those who toil within its shafts? Two years have not yet passed since we lost 15 men to another hanging wall collapse in Shaft #1.

Now another seven have been taken, leaving their families without their fathers, husbands, and sons.

DEMAND CHANGE

It is time, brothers, to organize and demand changes be made. The Hecate must start shoring up its hanging walls with better and more support pillars. Retreat stoping must be introduced so that men are no longer digging their way deeper and deeper into peril. The new one-man pneumatic drills also pose a threat to safety as well as to our livelihood. Noyes and his ilk do not care if an injured man is left alone at the end of a drift without anyone to render aid.

It is time. Come lend your voice tonight at 7 o'clock in the Italian Hall. We will not be silent this time. Strike the Hecate and force the Monadnock Trust to recognize our strength and value!

STRIKE!!!

no compunctions about killing, not even women or children.

Spencer Mulholland, Panoculous' liaison to the Monadnock Trust, has his men at the ready and ships lined up for their transport by the end of the day of the mine "accident." After the expected strike is called, they wait to be summoned by Noyes. Loading the ships and making the trip to Red Plank takes 15 hours. Mulholland times the maneuver so that the ships pull in late at night, under cover of darkness.

Noyes also sends a telegram to the home office in Brattleboro, Vermont, to request the delivery of 75 enslaved ghoulish miners to Red Plank. From there, the message is transmitted to Yuggoth at the very edge of the Solar System. The requisite number of ghoulish miners are procured from their toil in the mineshafts of Yuggoth and ferried through space by a cadre of mi-go. The dead of night takes the ghouls to an empty ferry in the same convoy as that of the Panoculous operatives.

The Meeting at the Italian Hall

With the provocation of two deadly accidents in two years, and the obvious callousness that the Monadnock Trust displays in the face of their employees' demands for reform, there is an overwhelming consensus to strike.

The WFM, which has only just begun recruiting in earnest, finds itself in an uncomfortable spot. It is not ready to support a strike here. While there has been a surge of miners joining after the collapse in Shaft #2, they are not trained nor disciplined. There is no strike fund in place, nor are there enough experienced WFM hands in the region to direct a strike successfully. They have got a tiger by the tail, pushed by events into supporting a strike where the bosses hold most, if not all, of the cards. The best they can do is urge caution and restraint while the national office scrambles to get personnel and monetary resources to this isolated area.





Even though a violent thunderstorm has begun and shows no signs of ending, come 7 o'clock the Italian Hall is packed the evening of the meeting. It is standing room only for all, despite the miserable weather, and the miners who arrive late are stuck standing around doorways and windows, getting soaked. All underground workers are welcomed, and the air is filled with a dozen different languages as miners, trammers, and carpenters discuss the crisis amongst themselves.

The main meeting is brief unless the investigators interfere. The issues are understood, and there is a quorum of mineworkers. The points enumerated in Handout #1 are reiterated; WFM representatives caution workers to tread lightly and allow time to organize properly. The issue of a strike is then brought to a voice vote.

The Survivors Speak

The investigators, as survivors of the accident, are welcome to speak at the Italian Hall. Those who speak out in favor of a strike are met with wild approval. Any who wish to caution against one must be very persuasive indeed. It takes a

successful interpersonal skill roll (Charm, Intimidate, or Persuade) to keep from being shouted down in the latter case, and that is merely to get a hearing.

To make any headway against the consensus to strike requires rolling a Hard Persuade or Charm check. Success does act to change just a few minds, but an extreme success is required to postpone a decision to strike in favor of some other course of action, such as sending a strongly worded demand for safety reforms to Hiram Noyes and the Monadnock Trust. However, such an outcome is futile as Noyes not only rejects such demands, but is sure to deny them publicly and provocatively to incite mineworkers to return to their calls for a strike. Noyes also has paid men among the miners, agitating for a strike the entire time.

If the investigators do manage to sway the community of mineworkers and come up with an alternative plan, they should be able to make as much headway as seems reasonable considering the merits of their plan. Noyes does all he can to alienate and provoke mineworkers with his lugubrious reactions and via his paid agitators. He will not hesitate to arrange further accidental deaths if he feels the need. See

the section Investigating the Violet Material about the methods that Noyes may employ.

Barring a rhetorical tour de force by the investigators, the majority of the mineworkers discount the cautionary tone of the Western Federation of Miners. A voice vote clearly indicates the mineworkers are in favor of striking.

At this point, it is decided to call the strike at the start of first shift the following day, at 8:00 AM. As angry and eager strikers flood out of the hall and into the night, WFM representatives have their work cut out for them, by shaping this wildcat strike into something coherent and effective.

MANEUVERS UNDER COVER OF NIGHT

Noyes is not idle while the mineworkers of the Hecate organize. As soon as the meeting circular starts making the rounds, he puts the rest of his plan into motion, sending out two telegrams (See Handout # 2); one to Sault St. Marie and Spencer Mulholland to launch the ferries sometime around

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noon, the other to Brattleboro to requisition the enslaved ghoulish miners.

On the night the strike is called, Noyes expects Mulholland to arrive with his troops. To cloak their arrival until morning, Noyes uses the Alter Weather spell to create a lively thunderstorm that lasts most of the night. This prevents anyone from hearing the steamships carrying the troops when they pull in, as well as the train transporting them to the shaft houses and the administration building. Investigators that are outside, either trespassing on mine land or lurking nearby, have a chance to make a Spot Hidden roll to see the lights of the train as it makes its way from the docks to the main mine yards, or a Hard Listen roll to hear the train approaching.

Around 3:00 AM, Mulholland and his strikebreakers finally pull into the Hecate docks and leave the ships, climbing into the freight trains used to

transport copper rock from the shaft houses to the mill. The trains then transport them to the mine yards, where they take up positions guarding all the shaft houses, explosives sheds, administrative buildings, and other vulnerable areas. In addition, there are contingents of strikebreakers left at both the docks and the mills.

Mulholland immediately sends five men into Red Plank to secure the telegraph office. They cut the telegraph cables, confiscate all the receivers and transmitters, and take them to the telegraph offices at the Hecate. Now the only functioning local telegraph machine is in the mine office under heavy guard.

Also under cover of night, two mi-go alight upon Shaft House #2 and hide in the rafters until the third shift finishes their day and clears out of the mine shaft. Once things are clear, they make some

technical adjustments to the shaft works and the skipway controls, and then fly down the shaft to await their enslaved charges.

Dawn breaks on a well-armed cadre, ready for anything that mineworkers can throw at them.

Inserting the Knife—No Strike

At 8:00 AM, Spencer Mulholland and a contingent of 50 armed operatives greet incipient picketers at the gates of the Hecate. He announces that the mine is now secured by the Panoculous Detective Agency under contract to the Monadnock Trust, and that he, Mulholland, is empowered to speak for the Trust. With this authority, he acts to protect all Monadnock assets. This will occur regardless of the outcome at the Italian Hall the previous evening. If no strike is called, the first shift files in through the gates and to the shaft houses just like any other day, but under the watchful gaze of a couple of dozen armed men following them along.

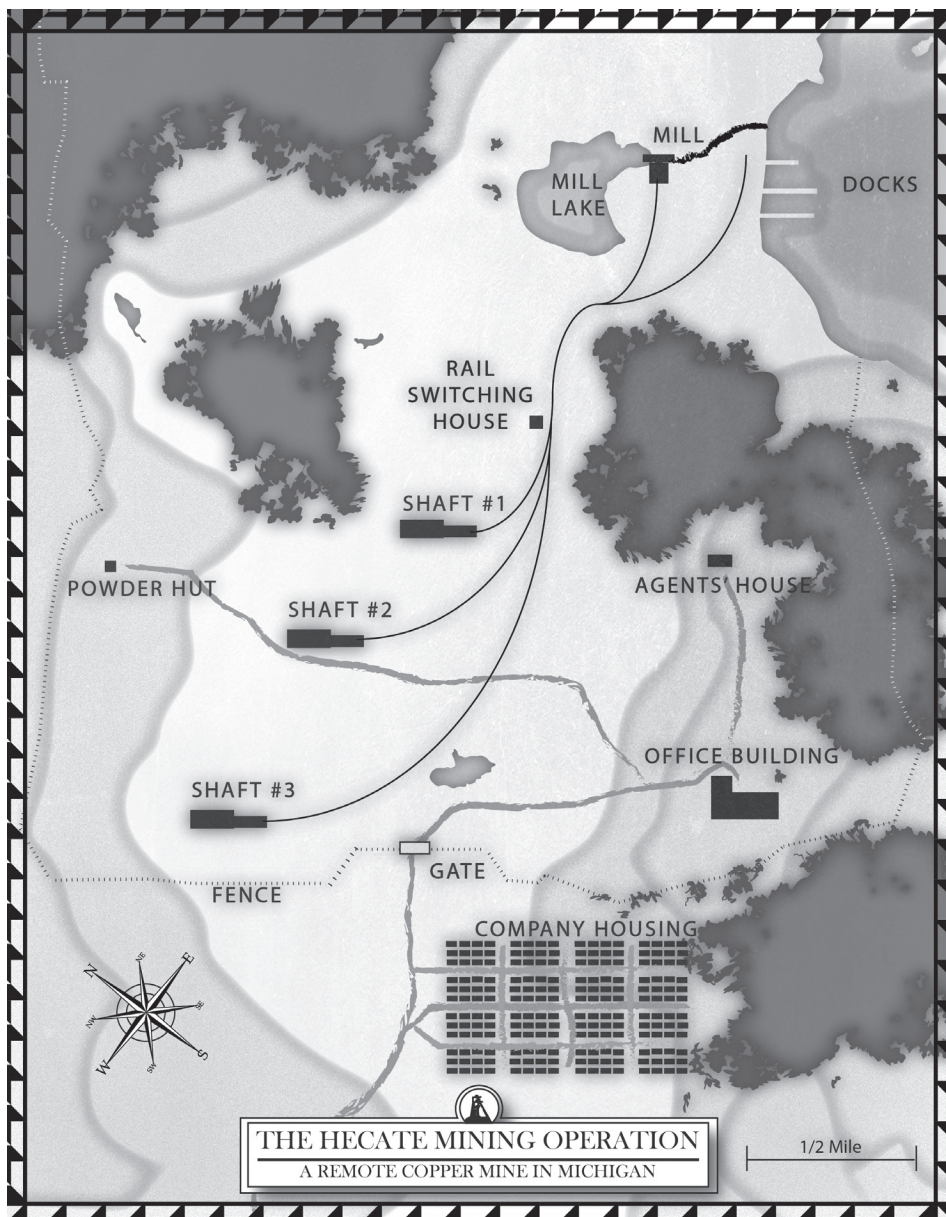
The arrival of the armed operatives casts a pall over the community and is likely to lead to a confrontation once Noyes stonewalls whatever kind of outreach the workers attempt toward management.

Inserting the Knife—Strike

If a strike was called, events continue along the script Noyes has drafted. In which case, Mulholland dramatically flourishes a list and announces that anyone known to have attended the Italian Hall meeting the previous evening is now fired, and he then begins to read the names from his list. Whoever compiled the list was apparently at the meeting, although only about two-thirds of the attendees are named and fired, all who took the stage are. The large crowd of mineworkers, some who intended to work their shift and others who have arrived to man the picket line, stand together in shocked silence as the list of names is read aloud. Many eye one another suspiciously, wondering who among them may have betrayed the group.

EVICIONS

Once the formal reading of names is completed, the true brutality commences. Those who are fired and live in company housing are evicted. On behalf of the Trust, Mulholland and ten armed men make their way to the houses of each fired mineworker to perform the eviction. Mulholland has also stationed a cadre of 40 more alert carbineers guarding the gates and along the fence around the mine yards. The evictions are met with silent fury. The Panoculous agents are outnumbered four to one, but they are armed and proficient with their weapons. Furthermore, there are clearly additional





operatives at the ready within the mine yards, should violence break out.

Miners and their families are sent out with whatever possessions they have time to gather before Mulholland knocks on their door and informs them that they are no longer welcome on company property. Although they are not allowed to take any obvious weapons with them, word of the evictions spreads quickly enough that many have time to smuggle out what meager arms they own before Mulholland comes knocking.

There are some tense moments, but provided the investigators don't instigate anything, cooler heads prevail. Driven from their homes, most Hecate workers and their families have nowhere to go but into Red Plank, which struggles to accommodate them. Mineworkers who own their own homes off Hecate lands open their doors to fellow miners, as do many downtown businesses. Red Plank boardinghouses quickly double and triple up with new renters, and the town is suddenly bursting with shocked and angry people.

Twisting the Knife

The evictions take much of that morning, as they are conducted house to house by Mulholland personally. Once they are complete, he announces that the mine is currently on lockdown and that workers still employed by the Hecate are on unpaid furlough until said lockdown is lifted. Mulholland ignores any questions or pleas, and simply walks away through the heavily guarded mine gates, leaving the entire community of Red Plank and the Hecate Mine in turmoil.

Noyes allows the discontent engendered by the firings to foment for a few hours before he takes his next step (see *The Scabs Arrive*).

AFTERMATH, ANGER, AND ORGANIZATION

The local WFM representatives do what they can to help, but they've been caught flat-footed. Word got out that a strike was called, and WFM sent a request for funding help, but Noyes' premeditated reaction to the strike has caught them off guard. With the telegraph office disabled, any communication out

has to travel by land to Copper Harbor, or via ferry down to Houghton. It is not a complete lockdown, but the delays involved, compounded with Noyes' careful preparation, leave the WFM and strikers at a distinct disadvantage.

The WFM representatives send someone to Copper Harbor to get the word out. Meanwhile, the brewing anger in Red Plank is becoming palpable. There is plenty of talk in the saloons about taking it to Mulholland's thugs. Some strikers are organizing by trying to find out precisely what kind and how many firearms miners have in total if the confrontation with the Trust resorts to violence. At this point, however, there doesn't seem to be enough of a spark to ignite Hecate workers to riot.

The Scabs Arrive

In the afternoon, Mulholland oversees the transfer of the 75 enslaved ghoulish miners to Shaft #2. He has a special cadre of men posted there who are accustomed to the likes of ghouls and alien fungoid entities. There is a dozen of these guards, including two who oversee the ghouls.

Noyes employs the Alter Weather spell again when

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Typical Panocolous Operative

STR 70 CON 60 SIZ 60 INT 55 POW 60
DEX 65 APP 50 EDU 45 SAN 0
LUCK 60 HP 12 MOVE 9 BUILD 1

DAMAGE BONUS: +1D4

WEAPONS:

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

Rifle (Springfield Model 1892–99 Krag–Jørgensen bolt-action repeating rifle), 45% (22/9), 2D6

Typical Angry Mine Worker

STR 80 CON 50 SIZ 55 INT 50 POW 55
DEX 60 APP 45 EDU 45 SAN 55
LUCK 55 HP 11 MOVE 9 BUILD 1

DAMAGE BONUS: +1D4

WEAPONS:

Fighting (Brawl), 50% (25/10) 1D3+DB

Rifle* (.22 bolt action), 30% (15/6), 1D6+2

Handgun* (9mm revolver), 25% (12/5), 1D10

Knife (Bowie, etc.), 30% (15/6), 2D4+2

**only a third of the mineworkers have a firearm*

Typical Ghoul

STR 85 CON 65 SIZ 65 INT 65 POW 65
DEX 65 APP 0 EDU — SAN —
LUCK — HP 13 MOVE 9 BUILD 1

DAMAGE BONUS: +1D4

ATTACKS (3 PER ROUND):

Claw, 30% (15/6) 1D6+DB

Bite, 30% (15/6) 1D6+Worry (1D4 per round, automatic)

DEFENSES: Firearms and projectiles do half of rolled damage to ghouls; round down any fraction

SKILLS: Climb 85%, Jump 75%, Listen 70%, Stealth 80%, Spot Hidden 50%

the ghouls arrive; however, he uses it to ensure that all is clear, quiet, and still – he wants their arrival to be noted. Any investigator who is in Red Plank somewhere relatively quiet (not a busy saloon) when the ghouls are transported in can make a successful Listen roll to hear the train that bears them arrive at Shaft house #2. Once alerted, a listener will also hear Shaft house #2 power up and start operations shortly after the train pulls in. For anyone within a mile of the mine enclosure, the sound is unmistakable, and no roll is necessary.

The ghouls are led off the trains and into the skipway directly in groups of 15, once every 45 minutes. It takes more than three hours for five groups of ghouls to be loaded and sent down.

During this time, none of the mineworkers or unenlightened Panocolous agents are allowed close enough to the shaft house to recognize that the ghouls are something other than human. However, if the investigators have snuck close enough to do so, or they are already at the shaft house when this occurs, they will be able to recognize the creatures as inhuman. Anyone within a quarter mile of the shaft house during the transfer will be able to attempt a Spot Hidden roll to see they are not human. Either way, via proximity or perception, those who recognize them as ghouls are subject to a Sanity check for 1/1D6 points.

The ghouls are immediately put to work bringing up the mass of copper and violet mineral found in the sandy cavern. They also begin stoping out the drift further in hopes of finding other caverns containing the valued mineral.

Reaction to the Scabs

The news spreads through Red Plank in short order. The introduction of scabs is the final bit of provocation needed to trigger a full-fledged riot. Noyes' hired men who were waiting for this moment to start agitating, egg on hotheaded workers who have been kept in check by their more thoughtful brethren but are now too incensed to listen. By dusk, the town is a hotbed of angry miners dead set on employing guns and dynamite to avenge themselves.

If the investigators do not act to prevent it, mineworkers arm themselves as well as they can and march en masse to the gates of the Hecate mine intent on storming the place. Doing so dooms them, as although they may outnumber the Panocolous agents, only one in three miners has access to a gun, and their firearms are inferior to the rifles they will face. Mulholland is ready and waiting for them as they walk into a volley of gunfire. Dozens of miners die immediately, and many more are grievously injured in a horrible rout.

Using this attack as an excuse, Noyes brings in even more agents and shuts down the Hecate mine indefinitely while dismissing all the strikers. The Monadnock Trust maintains the lockdown until the town of Red Plank withers away, leaving the mine free to be exploited without any interference.

Countering the Monadnock Trust

The investigators can avert the fate described in Reaction to the Scabs if they play their cards right. Ideally, they can thwart Noyes thoroughly and save the Hecate mine. To do so, they first need to winnow out the reasons behind Noyes' hard line against the mineworkers. They should also be

highly suspicious of the circumstances behind the cave-in that opens the scenario. Exposing the plot to kill Peter Oag is the surest method of countering the Trust and tying their hands.

MOVING AGAINST NOYES

Acting directly against Noyes and the Trust is unlikely to succeed. Noyes is a powerful sorcerer and difficult to overcome. Even if an attempt on his life succeeds, the likely outcome of his death would be to bring law enforcement into the situation on the side of the Trust with a, "shoot first and ask questions later" frame of mind. If Noyes were neutralized quietly, the Monadnock Trust would replace him with another mine agent with the same agenda. However, Spencer Mulholland is perfectly capable of seeing to the Trust's interests, as he is fully informed about their real plan. Assuming it was done without bringing down the wrath of law enforcement, eliminating both Noyes and Mulholland would allow investigators great leeway. Mulholland's second-in-command would take his place and defend Shaft #2 and the mine's offices, but vigilance would slacken and the pressure Noyes was exerting on mineworkers would wane.

Weaponizing the Violet Mineral – Investigators obtaining even a small amount of the Violet Mineral possess a potent weapon. However, using it is more risky than Vulcan Powder, as almost as dangerous to the user as the target. A small portion of the mineral getting into a person's bloodstream, is enough to contaminate them. Once contaminated, a victim begins seeing the strange fifth-dimensional predators, and those creatures notice the contaminated individual. Once that happens an attack becomes inevitable, and the contaminated person is doomed.

Sabotaging the Hecate Mine

If investigators decide to sabotage Shaft #2 beyond repair, it thwarts Noyes' plans in the short term. However, this subversion would ultimately be a pyrrhic victory that results in the Hecate Mine shutting down and the eventual economic death of Red Plank. The Trust would maintain ownership of the mine and eventually get what it wants after Red Plank becomes a ghost town. The engineering involved in digging a new shaft or repairing the sabotaged shaft would be considered an inconvenience, but it would also provide just the sort of excuse Noyes has been angling for all along.

Victory through Exposing the Conspiracy

Publicly exposing the Monadnock Trust, as

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mentioned above, provides the best chance of disrupting it for good. The investigators may be able to prove that the Trust has been orchestrating a strike if they can interrogate the right people and get evidence from Noyes' personal papers and other sources. At the very least, such information could be used to prevent the incipient riot that the cave-in sets in motion, but it might not be enough to get the State of Michigan to intervene on its own merits.

Proving the murder of Peter Oag, or raising enough doubts about the accidental nature of the cave-in, should be grounds for the State of Michigan to intervene. The murder, coupled with well-founded allegations that Noyes has been baiting miners to cause a riot or massacre, would motivate the governor to send in the National Guard. Assuming that the investigators can provide proof and leads, an ensuing investigation would bring to light criminal wrongdoing on the part of the Monadnock Trust. The ultimate result of this would be for the Hecate Mine to go into receivership after being confiscated from the Trust. Eventually, the Quincy Mining Company would buy the mine and take over operations. It would be a hardscrabble year for Red Plank, but the town and mine would eventually recover.

However, state intervention is predicated upon the investigators having solid proof. If the state comes in and the investigators have not secured such evidence, allowing Noyes to cook the books, do away with witnesses, etc., things do not go well for the investigators or mineworkers.

Victory Through Driving Out the Strikebreakers

A potential ally for investigators and miners are the enslaved ghoulish miners, who have been pining for their freedom for decades. If they can be contacted and freed, their efforts could go a long way toward leveling the field between the miners and Panoculous operatives. A combined attack by miners and ghouls from front and back could even rout the agents. Such a victory would undoubtedly result in state intervention and vindication for miners (assuming investigators have their proof lined up as previously mentioned). In return for their help, the ghouls demand their freedom and peacefully depart the area in search of suitable burial grounds to create a new lar.

INVESTIGATING THE VIOLET MINERAL

The mineral was first found in Shaft #2 in 1875, mixed in aggregate form with large chunks of mass copper. The conglomerate load that was being mined in the shaft petered out at the same

Mineral Properties

The violet mineral has a strange effect on human physiology, making those in its proximity for an extended period light sensitive, and prone to headaches when in normal daylight. Darkness seems to be the only relief for the afflicted, and the symptoms of exposure wear off after a solid night's sleep.

Even worse are the effects of the mineral when introduced to the bloodstream. Just minutes after infection, subjects begin to perceive objects as if they were exposed to a fluoroscope, gaining sharper and wider-ranging visual impressions minute by minute. The ultimate result of this change is that a subject can see beyond the normal bounds of human perception of space and time into other dimensional realms, as well as the organisms that dwell there. Seeing such things requires viewers to make a SAN roll for 1/1D6. Worse than that, this link works both ways, and the individual is also seen by these strange extra-dimensional creatures. Any such unfortunate person will be hunted and destroyed by these dwellers between spaces, as was the fate of Peter Oag.

Breaking the violet mineral into smaller pieces is difficult. Unlike regular crystals it does not break or cleave easily, although when it does, it produces razor sharp edges. Investigators may take a sample of the mineral to an expert in hopes of getting a useful analysis. However, this idea likely proves fatal to the enthusiastic expert. Houghton College has a mining and geology department and is the most likely source of expertise in the area.

time. The strange mineral was deemed worthless after some testing, while the copper aggregated with it proved too costly to separate. The masses brought up were dumped into the mill lake along with the tailings.

Ill health among mineworkers due mainly to poor ventilation, combined with the poor quality of copper rock found after removing the mineral mass caused Shaft #2 to be closed. Shafts #1 and #3 continued to produce profitably.

Records of the mineral discovery were kept in the mine office. Word of it did not spread very far past the Hecate and Red Plank community. There was a brief mention of it in the *Journal of Mine Engineering* and a small article in the *Copper Harbor Gazette* (Handout #3). The *Gazette* article can be found in the newspaper's archives in Copper Harbor with a successful Library Use roll. The *Gazette* article and volumes of the *Journal of Mine Engineering* can also be found at the Copper Harbor Public Library. The odd mineral is remembered

as hearsay among the older miners, but a true eyewitness remains in Red Plank, one Sandy Coullms (see *The Witness*, Sandy Coullms).

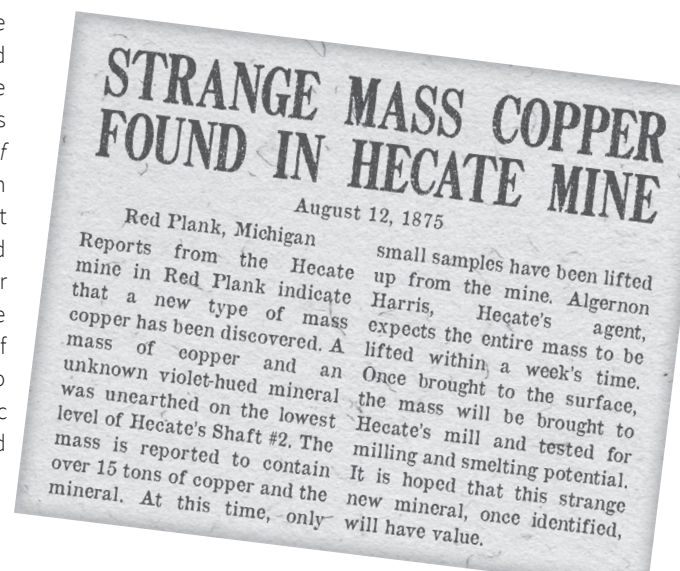
The Hecate Mine Office

Infiltrating the Hecate Mine office gives investigators a wealth of records and documents that may shed light on the events leading up to the cave-in and clash between mineworkers and Hiram Noyes. The ease of getting access to mine records depends upon when investigators choose to pursue this route. If they make an attempt before Mulholland and his thugs arrive, they'll be dealing with the clerks who have worked there for years. Any investigator who is a mineworker in good standing, or who is escorted by such an individual, must provide a plausible story and succeed on a Charm, Persuade, or Fast Talk roll. However, once Mulholland arrives and secures the Hecate Mine, armed guards are stationed at the office with orders to keep mineworkers out. Investigators must find some way to get past the guards at that point. See the section *Recruiting the Scabs* for one heavy-handed solution to this problem.

Once investigators get access, time is required to take advantage and find pertinent information. Note that investigators must indicate specifically what they are searching for, otherwise finding something useful requires a Luck check. The Hecate Mine has kept good records since its inception in 1867. There are many records to examine, and rifling through them with nothing specific in mind is a waste of time.

Investigators searching for information on the violet mineral can find the following relevant items. Each check requires two hours or more if the success was marginal.

- » A successful Library Use check reveals the relevant logs detailing the find, fundamental properties of the mineral, attempts to refine and separate it from the mass copper, and that it was deemed worthless and dumped into the mill lake.



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» A second successful Library Use check finds the roster of the shift that was on duty when the mineral was found. Asking around Red Plank for information with these names could help investigators discover that most are dead or have left the area. However, one name on the roster, Sandy Coulms, is still in the area and can be found at Conor Kilham's Saloon.

Investigators looking for proof of a conspiracy between Noyes' Monadnock Trust and the Panoculous Detective Agency designed to lock out the strikers, can search for evidence here. This investigation is far more general and wide-ranging than those seeking information on the violet mineral. Each Library Use check requires four hours.

» Investigators succeeding with an Accounting check yield evidence indicating Noyes may have purposely provoked a strike with the intent to permanently cast off his workforce. Productivity figures clearly show evidence of falsification. Shaft #1 was prosperous and productive right up until the hanging wall collapsed, which then gave Noyes the excuse to close it. There are payment records for having the Panoculous Detective Agency on retainer all the way back to 1902 when the Monadnock Trust purchased the mine. The payments to the Panoculous are quite substantial, although this fact is concealed well in the accounting books.

» Making an additional Library Use roll turns up the safety records for the last few years. Checking them thoroughly shows that the mine's safety inspections had become merely perfunctory once Noyes finished with his personnel changes.

Another resource at the mine office is a fully functional telegraph. This and the one in town are the only lines of rapid communication in and out of Red Plank. Any other method requires a ferry, a horse, or walking. The mine office telegraph is closely guarded once Mulholland arrives.

Investigators can check the telegraph logs for useful information. If they do so, investigators find three telegraph messages in the logbook that have been torn out. The marginal notes indicate that the telegraph operator for them was "HN." The dates of the messages indicate that the first was sent on the day of the cave-in, and the others two days later on the day of the meeting at the Italian Hall.

The Witness, Sandy Coulms

After losing a leg mining the Hecate, the retired Coulms draws a small Miners' Benevolent Fund pension after 23 years of service. He spends most of his time at Conor Kilham's Saloon in Red Plank as he likes the company, despite not being much of a drinker.

Sandy Coulms Retired Miner and Pensioner Irish • Age 52

STR 60 CON 30 SIZ 50 INT 75 POW 80
DEX 20 APP 35 EDU 30 SAN 80
LUCK 80 HP 8 MOVE 8 BUILD 0

DAMAGE BONUS: None

EDUCATION: Mining the Hecate

SKILLS: Fast Talk 55%, Persuade 60%, Listen 65%, Spot Hidden 45%, Demolitions 35%, Science (Mine Engineering) 45%, Psychology 55%

NOTES: Coulms is one of the last eyewitnesses to the discovery of the strange mineral. He lives off a pension from the Miners' Benevolent Fund due to losing a leg in 1893 while working Shaft # 3. He spends most of his time in Conor Kilham's Saloon in Red Plank. Coulms is more than happy to regale anyone with the details of his experience. Coulms knows something of John Gundry and suspects that he murdered one of his shift partners, Thomas Newton. Coulms has no proof a murder occurred as it seemed to be a mine accident, but Coulms thinks that Gundry was too glib about the incident afterwards. He recounts both Newton and Gundry had been courting the same woman and remembers an argument between the two men just days before Newton's death.

Sandy can be found either by asking around the Irish community in Red Plank or quizzing Hecate's coterie of elder miners about the mineral. It shouldn't take much work since the mineral is likely to be much talked about even as the impending labor conflict looms. Coulms' name can also be found in company records as working shifts in Shaft #2 before its shutdown in 1875 (Library Use roll to find the roster).

When found, Coulms is more than willing to relate his experiences to anyone asking (provided they're not some "limey bastard"). He describes finding a strange cavern with a sandy floor, the mass of copper and violet mineral sitting in the middle of it. Breaking up the odd mineral and hauling it to the surface was onerous, especially with intense headaches affecting those miners assigned to the task. It was a dangerous job all around, so just as well that #2 got shut down. He does not know what happened to the mineral after it came out of the shaft.

Tracing the Violet Mineral

Information on the fate of the 1875 mineral mass can be found with some digging into the records at the mine office. A successful Library Use check reveals:

- A) Relevant logs detailing the find.
- B) The basic properties of the mineral.

- C) Attempts to refine and separate it from the mass copper.
- D) It was deemed worthless and dumped into the mill lake.

Should the investigators attempt to dredge the mill lake, they may be able to recover some of the mineral. They would need to sneak out to the lake under cover of night and cast some sort of net or grappling hook from shore or a rowboat (the mine keeps one on the lake). Obtaining the mineral from the lake requires a series of successful skill checks: Throw to cast out the net, then Luck to snag the mineral. Once it has been snagged, a STR roll is required to haul the mass out. If just one investigator is doing the hauling, they require an Extreme success. With two, the difficulty is reduced to Hard and the strongest character can roll. With three or more, the strongest investigator rolls, but only a Normal success is required. For their efforts, the investigators recover 220 pounds of mineral and copper aggregate and approximately one cubic foot of the violet material.

The mass of violet mineral that killed Oag remains in its nest down Shaft #2 and weighs approximately 5 tons with a volume of half a cubic yard. It will take a massive effort and at least a week (even from the wiry ghouls) to break it up and bring it to the surface.

PROVING THE MURDER OF PETER OAG

Shaft boss John Gundry murdered County Mines Inspector Peter Oag and six other men on orders from Hiram Noyes. Before meeting Oag at Shaft House #2, Gundry set up a vulcan powder charge designed to cause a moderate cave-in at the lowest level of the mine. Gundry has had a great deal of time to plan Oag's demise, but little time to carry it out. To make up for this, Gundry hunted down a location that seemed ripe for a cave-in with faults in the hanging wall and few supporting pillars. He had a winze excavated in this area and used it as a hiding place for the explosives to make up for not having time to drill properly and unobserved. After touching off the blast, Gundry expects to have time after the chaos of the explosion and recovery effort to hide his tracks. He believes that anyone who noticed anything strange will have died in the blast and ensuing rock fall.

However, the collapse into the ovoid chamber containing the violet mineral mass curbs the fatality of Gundry's trap. The surviving investigators may well suspect foul play and endeavor to cast doubt on the official version of events.

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Questioning Survivors

There are a few approaches investigators can take when trying to prove that the explosion and cave-in were not accidental. With a successful Science (Mine Engineering) roll, a close inspection of the accident site can reveal the remains of the winze Gundry used for his explosives. A blasted out winze would be damning evidence. However, Gundry knows this too and tries to obliterate traces of the winze the first chance he gets.

Investigators attempting to inspect things immediately after their rescue have a difficult time. Firstly, their rescuers are very anxious to get the survivors up to the surface. Getting them topside mitigates some of the panic and worry playing out around Shaft #2, where family members, friends, and co-workers are converging. To prevent the rescuers from forcing the players up and out of the mine, an investigator must make a successful Hard Fast Talk roll. Finally, the investigators are quite vulnerable due to the extreme light sensitivity from their exposure to the violet mineral, and some may even require medical attention. They are not in the best condition to perform a careful search for sabotage, so any attempt of relevant skill checks requires a penalty die.

Destroying/Recovering Proof of Sabotage

Once they are out, Gundry is thwarted by the ongoing rescue and recovery efforts. He does not get an opportunity to cover his tracks until the early hours of the morning on the day Jackson's report is issued (two days after the incident). Wily and fast-moving investigators may be able to beat Gundry to the blast site, although it will be problematic. Access to Shaft #2 is restricted by the time they are released the following morning. To gain entry to the site, investigators must sneak or bluff their way down somehow, a daunting task as the skipway operator is difficult to convince and more so to sneak past. Rolling a Hard success with either interpersonal skill of Fast Talk or Charm allows Investigators to convince the operator to let them pass. A successful Stealth check gets investigators past the skipway operator, but sneaking down without riding the skip means climbing down on a wooden ladder for nearly a mile. To do so successfully requires a successful Climb roll to avoid a potentially fatal mishap.

If Gundry does manage to get to the site first and can obliterate evidence of the winze, it may still be found albeit with more difficulty. Inspections after Gundry's attempts to hide his tracks find evidence of the winze with a Hard Science (Mine Engineering) roll. Once such evidence is found, it can be quickly pointed out to anyone with any Science (Mine Engineering) skill.

Another possible approach is to interview potential witnesses and suspects. Any attempt to confront or interrogate Gundry does not bear fruit for investigators. He bluntly denies any accusations, ignores insinuations, and provides a plausible and simple story that he had been called away to deal with a skipway problem just before the cave-in. He is not friendly to investigators, nor openly hostile unless he is directly accused or mistreated by investigators. A successful Psychology roll can show that Gundry does seem to be hiding something, but nothing more specific than that. If the investigators remain civil with Gundry, and ask reasonable questions that anyone caught in a cave-in might ask, nothing further comes of this. If they get accusatory or start probing persistently, Gundry gets suspicious and warns Noyes about the investigators, resulting in some unwanted attention.

Finding the Accomplice

There is another witness that investigators may wish to pursue, as someone called Gundry away just before the explosion. That person is Andrew Kilkenny, a trammer, and also Gundry's accomplice in murder. Kilkenny helped Gundry prepare the explosives and called him away after hearing Gundry's pre-arranged cue, a particular phrase ("Beer's gone sour!") shouted at Oag once he reached the killing spot. After calling Gundry away, Kilkenny rushed up the ladder at the back of the skipway shaft to the next higher drift, ran to the upper end of the explosive-laden winze, then lit its short fuse from above. He then rushed back to the shaft away from the coming explosion. None of this was witnessed, except by Gundry, as the shaft boss had nimbly arranged and timed things such that no other trammers were near the skipway at the time.

Any mineworkers among the investigators who ask can make a retroactive Idea roll to recall the voice that called Gundry away. A Hard or better success allows a mineworker to recognize the voice as that of Andy Kilkenny. With a Regular success roll, it indicates that the specific voice is not remembered clearly. However, hearing Kilkenny's voice at any time afterward will cause instant recognition.

Finding Kilkenny, the Accomplice

Whether or not the investigators know Kilkenny, finding him will be difficult. While Gundry knows that Kilkenny can be relied on to follow orders when watched, he also knows that Kilkenny is shiftless and unreliable when he is on his own. To prevent any chance of Kilkenny implicating himself or Gundry through idle and thoughtless blabbering,

Andrew Kilkenny

*Gundry's Lackey
Irish • Age 31*

STR 55 CON 50 SIZ 55 INT 45 POW 35
DEX 65 APP 50 EDU 45 SAN 45
LUCK 45 HP 10 MOVE 8 BUILD 0

DAMAGE BONUS: None

EDUCATION: Mining the Hecate

SKILLS: Climb 50%, Hide 65%, Conceal 55%, Dodge 22%, Jump 45%, Listen 30%, Mechanical Repair 40%, Science (Mine Engineering) 35%

NOTES: While Gundry may plant the explosives intended to murder Peter Oag, it is Gundry's lackey Kilkenny who sets them off. Gundry doesn't let him forget this, using the prospect of the gallows to ensure Kilkenny's cooperation. Kilkenny is a drunkard, a coward, and devoid of morals. If confronted roughly by investigators, he begs for mercy and denies having anything to do with anything, making up transparent story after transparent story.

Gundry is putting Kilkenny up in his own house with instructions not to go out without Gundry's escort. This way, Gundry also knows where to find his accomplice when needed.

Kilkenny chafes slightly at being housebound, but he's enjoying access to Gundry's larder and liquor cabinet immensely. Gundry has company housing, and unless there is some major disturbance nearby (such as a mass eviction at gunpoint), Kilkenny will stay put. However, any significant disturbance will pique his interest and tempt him out of Gundry's house. Once out, an inebriated Kilkenny will either explore or flee from any disturbance by the house depending upon how perilous it appears to be.

Asking around for Andrew Kilkenny after the explosion and cave-in will not avail investigators much as Gundry does an excellent job of keeping him out of sight. Kilkenny usually stays at a boarding house in Red Plank, and checking there will reveal that he has not been back since after the explosion. The landlady shares this information, along with her less than favorable opinion of Kilkenny, but knows nothing more than that.

If investigators do any house-to-house search through company housing, or if they go directly to Gundry's place when he is out, they may be able to catch Kilkenny unaware. Investigators approaching the house can make a Listen roll to hear someone poorly singing a favorite Red Plank drinking song within. Anyone who has managed to recall the voice that called Gundry away in the mine will recognize the voice doing the singing.

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Catching Kilkenny

Kilkenny will not answer the door if the investigators knock, but he immediately stops singing and makes no further sounds (or so he thinks) while trying to hide under Gundry's bed. If investigators attempt to enter the house or make it clear that they will not be going away, he will try to escape out a window in the back of the house. In his inebriated state, he needs to make a Hard DEX roll to open the window and exit the house. If he fails, he gets stuck in the window. Escape or not, Kilkenny makes a lot of noise, alerting anyone at the front of the house to his whereabouts.

If the investigators do not approach Gundry's house, another chance to encounter Kilkenny is if he is drawn out of the house during a disturbance. If they have been seeking him out specifically, investigators catch sight of him trying to blend in with a crowd using a successful Spot Hidden roll. Otherwise, they can try to identify the voice of the person who called Gundry away if they have yet to figure out who that is. Those hearing Kilkenny speak can recognize his voice as the caller by making a successful Idea check.

Finally, the investigators may encounter Kilkenny if Gundry and Noyes have decided that they are a threat and Gundry enlists Kilkenny's help in eliminating them somehow.

Questioning Kilkenny, the Accomplice

If the investigators do manage to corner Kilkenny and have a chance to interrogate him, he is all bluff and bluster at first, denying everything, and accusing them of all sorts of criminal behavior. He also threatens investigators by saying that Mr. Gundry will see to it that they never work in the peninsula again.

A successful Psychology roll shows that Kilkenny is lying about many things. Carefully interrogating Kilkenny results in him contradicting himself multiple times. However, if investigators seem to have anything on him at all, he will sing like a canary. Investigators making any reference to the winze where the explosives were hidden causes all the color to drain out of Kilkenny's face, and he then recounts in detail how Gundry planned it all. Kilkenny claims he only helped Gundry by calling him with the signal "Beer's gone sour!" and that Gundry planted the explosives and lit the fuse. This story does not add up, but perform a successful Charm, Intimidate, or Fast Talk roll on Kilkenny and he will reveal the accurate and complete version.

Once Kilkenny confesses, he will beg for protection from Gundry. He fully expects that Gundry will have him murdered once the real story is out. He is correct

in this assumption, and investigators should do something to keep Kilkenny out of harm's way. If not, Kilkenny ends up a victim of exposure to the violet mineral, or magical attack, or a gunshot wound directed by Gundry at the earliest opportunity.

Protecting the Accomplice

In the case that Kilkenny is not under the investigators' protection after Gundry, Noyes, or Mulholland gets word about his confession, his life will be forfeit and his body is never found, as it is fed to hungry ghouls. Despite investigators keeping an eye out for him, attempts on his life are made. Gundry will try to lure him out with word that everything is okay, or by having some of Kilkenny's workmates invite him to a bar. Mulholland assigns a pair of his goons to try to kidnap him or stab him with a shiv made from the violet mineral. If all else fails and things have gotten chaotic enough to camouflage the attempt, Mulholland sends ten armed Panoculous agents to attack Kilkenny's guards and drag him away to his doom. Keep in mind that communication out of Red Plank may be difficult if the Panoculous Agency has already disabled the town's telegraph office.

The Home of Hiram Noyes

Hiram Noyes occupies a large two-story Victorian style home that is on the premises of the Hecate Mine. Standing on its own near the pinewoods that surround the Hecate Mine, the house is a half mile from the mine office. Noyes lives there alone but for the domestic servants that keep the household running. All the servants are wholly loyal to Noyes and came to Michigan with him when he assumed the position of Hecate Mine's agent. Courageous investigators may attempt to infiltrate the dwelling, but his servants sound the alarm if they discover any intruders.

Investigators will find the place to be quite normal, if richly appointed, compared to most homes in the region. One area of the house likely of interest to investigators is Noyes' den that sits next to the master bedroom. Noyes stores his Monadnock Trust related documents and correspondence in a roll-top secretary that he keeps locked and enchanted. Forcing it open or picking the lock releases a horrible, shrieking rat-thing (1/1D8 SAN loss) that will immediately attack the investigator breaking into the secretary. If the investigators do this at night, as Noyes sleeps, he wakes up when he hears his familiar attack the intruders. As Noyes rushes into the den to confront any burglars, he has spells at the ready and is armed with a revolver.

If the investigators somehow manage to subdue the rat-thing, and possibly Noyes, without drawing any further attention to themselves, they will

Hiram Noyes' Horrid Rat-Thing

STR 18 CON 30 SIZ 5 INT 70 POW 50
DEX 105 APP — EDU — SAN —
HP 4 MOVE 9 BUILD -2

DAMAGE BONUS: -2

ATTACKS (1 PER ROUND):

Bite, 35% (17/7) 1D4+DB. Once an attack succeeds, it clings to the victim and keeps on biting. Tearing away a rat-thing costs an additional 1D3 hit points of damage

DEFENSES: Dodge, 35% (17/7)

Attacks against a running rat-thing are made with one penalty die

SPELLS: Wrack, Fist of Yog-Sothoth

SKILLS: Dodge 45%, Stealth 80%, Listen 50%

SANITY LOSS: 0/1D6

find a wealth of correspondence in the house. These letters and documents can damn Noyes and the Monadnock Trust in both the courts of public opinion and law (assuming that they are not arrested for killing the mine agent in his own home). Among the evidence kept in the secretary is correspondence negotiating with the Panoculous Agency that refers to "removal" of pesky human miners. There are also a few telegrams relating to the Shaft #2 cave-in (see Handout #2). These, in particular, are telling, as they show that Noyes had been waiting for such an "opportunity" to happen.

The Powder Hut

The Hecate Mine keeps its explosives in an isolated powder storage hut well removed from any other structure. Miners must check out explosives from the hut on a shift-by-shift basis, and the powder hut manager carefully accounts for all materials. The current manager is one Isiah Root, a cantankerous old miner whose better days are behind him. He took over when the previous manager, John Gundry, was promoted to shaft boss.

Investigators have difficulty acquiring explosives from the hut unless they are miners with a legitimate scheduled shift. Root is an honest man who is very much against the use of dynamite as a labor negotiation tool. He is not swayed, nor does he allow more than the proper amount of vulcan powder and dynamite into anyone's possession. The hut is also guarded day and night, even before Mulholland shows up, although the regular guard is nowhere near as alert and professional as a Panoculous operative. When not in use, the hut is kept secure with a strong padlock and a sturdy door.

None of these aspects prevented John Gundry from

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acquiring the explosives needed to set his trap for Peter Oag. Having been in charge of the powder hut, he knows how things are tallied and how to lift enough material to do the job he wants to be done.

If investigators think of it, and somehow manage to get access to the hut and the inventory records, an Accounting roll success shows there is indeed enough explosive material missing to cause a small but significant blast; one large enough to collapse a hanging wall.

THE AFTERMATH OF PROVING THE CONSPIRACY

Getting word about the winze, Kilkenny's testimony, or better yet both to the state authorities serve as sufficient grounds for official intervention. The county sheriff will be sent to investigate the charges, and if matters have proceeded to the point of riot, or near riot, the National Guard will be mobilized and sent in to keep the peace. The sheriff will be able to come by ferry from Houghton with two deputies. The National Guard, however, needs

to be mobilized downstate and then shipped all the way to Red Plank, which will take at least four days to prepare and make the journey. If Gundry's winze is used as evidence, the county sheriff will also bring along a professor from Houghton College's School of Mines to investigate.

Assuming word gets out about the sheriff starting an investigation, both the winze and Kilkenny are in danger of disappearing. Granted that the Panoculous Agency is already deployed, the winze stands no chance of remaining. If there is only Gundry around to try to hide it, and the investigators don't act to prevent him, he will succeed in eliminating the winze evidence if he succeeds with a Hard Science (Mine Engineering) roll.

Recruiting the Scabs

On their own, the workers of Hecate Mine cannot stand against the skill and arms of the Panoculous Detective Agency in a direct confrontation. However, the Monadnock Trust provides a potential ally when the enslaved ghoul miners are shipped to Red Plank.

Investigators may decide to pursue the idea of the

ghoulish scabs as potential allies or to make their way down into Shaft #2 for other reasons after the Panoculous Detective Agency has secured the area. They will need a plan to get past the armed Panoculous agents guarding the shaft houses. A full frontal assault is doomed to failure, so more circumspect means are required. Deft investigators might sneak to the shaft house under cover of night, although an endeavor of this sort is incredibly risky. Other measures may be undertaken, such as using explosives to open up a man-sized hole down to one of the shallow drifts.

Once they reach the shaft house, they still face the problem of descending into the mineshaft undetected. This is especially problematic, considering that a skipway operator is always on duty. Typically, the operator is an engineer trained to operate and maintain the steam-powered skipway.

Investigators deciding to hold off approaching Shaft #2 until the ghouls arrive have an unpleasant surprise waiting for them. The mi-go that oversees the ghouls' work prefers a more reliable set of controls for the skipway. They have installed their own controller: a cylinder that contains a human



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Edwinn Smathers

*Ghoul Shaft Boss
English, the Back Country in
the West Midlands • Age 213*

STR 95 CON 85 SIZ 65 INT 70 POW 80
DEX 80 APP 0 EDU — SAN —
LUCK 80 HP 15 MOVE 9 BUILD 1

DAMAGE BONUS: +1D4

EDUCATION: Mining and
Foraging for Carrion

ATTACKS (3 PER ROUND):
Claw, 30% (15/6) 1D6+DB

Bite, 30% (15/6) 1D6+Worry (1D4
per round, automatic)

DEFENSES: Firearms and projectiles
do half of rolled damage to ghouls;
round down any fraction

SKILLS: Burrow 75%, Climb 85%, Dodge
40%, Jump 75%, Listen 70%, Spot
Hidden 50%, Stealth 80%, Science (Mine
Engineering) 65%, Demolitions 70%,
Language (English) 100%, Language
(French) 75%, Language (German) 65%

NOTES: Smathers and his fellow ghouls made
a living as miners for decades in Europe, dealing
with various illuminated interests. However, a
mi-go front company managed to waylay
and enslave them in 1849. They want nothing
more than to escape and make their way to a
place where they can live their ghoulish lives
free of mi-go interference. Smathers is shrewd
and would jump at a chance to collaborate
with human miners against the mi-go and
Monadnock Trust.

brain and is equipped to register sound. It has
been affixed to the skipway controls at the top
of the shaft house and conditioned to operate
the skipway. It responds to the bell used by
skipway occupants to signal operation requests.
Investigators encountering the brain case and
discovering its contents will lose 0/1D4 Sanity
points at the realization, but the operator does
respond to their requests.

Meeting with the Ghouls

The pack of ghouls consists of skilled miners from
Europe who learned their trade as humans and
eventually succumbed to the lures of tunnel life
within dark mountains. They continued to make
a living as miners even after their transition to
ghoul life, working for various illuminated interests
until another front company for the mi-go set its
sights on acquiring them. The ghouls were forcibly
relocated to Yuggoth and enslaved. Under the
yoke of the mi-go, the ghouls have been docile for
decades, or at least the mi-go perceives them to
be. However, they have been chafing at their bonds

all this time and are merely waiting patiently for an
opportunity to free themselves.

Before transit to Red Plank, the ghouls never had
any proximity to humans while under mi-go control,
deep in the labyrinth of Yuggoth's interior. As the
ghouls were descended back to Earth, they sensed
that their opportunity had come.

When brought to Red Plank, the ghouls are sent
immediately down into Shaft # 2 without much
chance to look around. However, the wily fiends
will see enough to know exactly the purpose they
are serving: to break the backs of fellow miners.

Investigators descending into Shaft # 2 will discover
allies ready and willing to make common cause.
However, creating such an alliance is a tricky
business, as investigators encountering ghouls
deep below the earth, with their glowing red eyes
and stench filling the air, must make a Sanity
check for 0/1D6 Sanity loss. If an investigator goes
mad temporarily or permanently, their reaction
may jeopardize the formation of an alliance.
Physically assaulted ghouls will respond with force.
Investigators that panic and run down the drift
will trigger a primal hunting instinct, and baying
ghouls will chase down the fleeing investigators
as their unnerving howls echo throughout the
mine. Not all ghouls will succumb to such violent
temptations though, as Edwinn Smathers, the lone
ghoul English speaker among his kind, does what
he can to prevent a potential ally from being torn
limb from limb.

The initial encounter with the ghouls is exacerbated
if the Trust's agents have managed to capture
Andrew Kilkenny. In that case, the investigators
will first come upon a pack of ghoulish miners as
they are feasting upon poor Kilkenny's remains.
In this case, the results of the Sanity check would
be 2/1D10 SAN loss, making a crazed reaction that
much more likely.

The Fungal Guardians

A severe complication of meeting with the ghouls is
that two of the fungi from Yuggoth guard them. One
of the fungi keeps watch in the main shaft at the
lowest drift at all times. The other is usually at the
far end of the drift, supervising the ghoulish mining
teams, but ready to fly to its peer's aid if there are
sounds of a confrontation. If investigators take the
skipway down the shaft, they will alert the mi-go
guards that something is amiss and they will both
be waiting below with weapons ready and under
cover when the skipway reaches the bottom of the
shaft. Seeing one of the fungi from Yuggoth calls
for a Sanity roll (0/1D6 SAN loss).

If investigators get caught up in an extended battle
with the mi-go, this will attract Smathers and many

Mi-Go Slave Wardens

STR 65 CON 60 SIZ 60 INT 65 POW 70
DEX 75 APP — EDU — SAN —
HP 12 MOVE 7/13 Flying BUILD 0

DAMAGE BONUS: None

ATTACKS (2 PER ROUND):
Claws, 45% (22/9) 1D6+DB

Seize (Maneuver): They may try and
seize the victim (of their build or smaller),
fly into the sky, and drop them

Electric Gun, 55% (27/11) 1D10 (see
pg. 272 of *Keeper Rulebook*)

DEFENSES: Dodge, 35% (17/7)
All piercing weapons (including
bullets) do minimum damage

of his fellow ghoul travelers. It won't take much
to motivate them to assist against their guards.

The mi-go may try to capture the investigators, to
use their brains to control more machinery, but will
kill them if this proves too challenging. Captured
investigators are approached by Smathers, who
takes any opportunity to sneak up and parlay with
the human captives. He will snatch up any offer of
an alliance and quickly move to attack the fungi.
In this case, investigators must move swiftly since
one of the mi-go will have flown to the surface to
recruit human reinforcements from Panoculous.

Ghouls on the Loose

With a pack of 75 angry ghouls on the investigators'
side, a battle with the Panoculous agents becomes
much more winnable. If the investigators can
somehow coordinate an attack from the strikers
coming out of Red Plank, with a ghoul attack on
the Panoculous Agency's flank, they should be able
to rout the Panoculous agents. A victory over the
Panoculous agents will provide an opportunity
to take over the Hecate and thus preserve any
evidence of Monadnock's wrongdoings that may
be uncovered. A pack of ghouls could prove a
valuable ally to have when launching a raid to get
access to the mine offices and records.

If the ghouls are freed from mi-go bondage, they
will be eager to fight alongside their brother miners.
They try to keep to the shadows as much as possible
though, not wanting to garner much human
attention. The ghouls intend to make their home
in the region and do not want humans to persecute
them. Once any battles are resolved, and things are
well in hand, the ghouls will slip into the night to find
their way in this new land. In the future, graveyards in
the region are known for emanating strange sounds,
and the land they occupy will become decidedly less
stable as ghouls tunnel happily below.

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AFTERMATH

It is likely that the investigators will at least act to prevent an angry mob of miners from rushing to their doom in a hail of bullets.

SAN REWARDS

Bringing the conflict to a resolution without getting mineworkers slaughtered: +1D6 SAN

If investigators further manage to neutralize the Monadnock Trust, ensuring that the Hecate Mine and Red Plank are saved from economic doom: +2D8 SAN

Forming a successful alliance with the ghouls: Gain back any SAN lost for seeing them

For each mi-go defeated: + 1D6 SAN

APPENDICES

Appendix I: Timeline of Events

1867: The Hecate Mine is founded. The town of Red Plank grows up along with it.

1875: Unusual Caverns and a strange mass of copper alloy are discovered in Shaft #2. The Hecate cannot properly mill the mass. The instability caused by the caverns coupled with the poor quality of the copper rock found at that level leads to the closure of Shaft #2.

1899: The 1875 discovery is mentioned in passing in a historical article published in the Journal of Mine Engineering.

February 1902: The Hecate Mine is purchased by the Monadnock Trust, consisting of a cartel of investors from Boston, Western Massachusetts, and Vermont. It is also a front for the mi-go, the Fungi from Yuggoth.

May 1902: The Monadnock Trust installs a new mine agent for the Hecate Mine, Hiram Noyes. Noyes starts making changes almost immediately.

September 1902: Dissent and grumbling starts among miners over Noyes' policies. Established and respected shaft bosses are replaced by Noyes' handpicked men.

January 1903: Tragedy occurs as fifteen men are killed by a hanging wall collapse in Shaft #1. Miners call for an increase in support pillars and a switch to retreat stoping.

March 1903: After a two-month investigation managed by the Hecate Mine and Hiram Noyes, Shaft #1 is closed. Noyes cites safety concerns and decreasing yields of copper ore. Shaft #2 is reopened after 28 years.

September 1903: Noyes begins testing one-man pneumatic drills. Discontent among the miners continues to mount. County-wide elections for the office of mine inspector end in victory for the labor supported candidate, Peter Oag.

January 1904: New mine inspector Peter Oag fines the Hecate Mine for not cooperating with his mine inspection schedule.

April 1904: The Western Federation of Miners starts recruiting at the Hecate Mine.

May 1904: Hiram Noyes agrees to schedule an

inspection in June after Oag has inspected three other mines. Noyes plots treachery and a murderous mine "accident."

Monday, June 06, 1904: Beginning point of the scenario.

Peter Oag is murdered by means of an explosion arranged by John Gundry and set off by Andrew Kilkenny. Investigators are caught in the blast as well. Hiram Noyes contacts the Panoculous Detective Agency instructing them to be ready to leave at a moment's notice.

Tuesday, June 07, 1904: Stephen Jackson is quickly (suspiciously so) appointed as the new mines inspector and arrives in Red Plank.

Wednesday, June 08, 1904: Jackson issues his report first thing in the morning, causing disbelief and anger amongst the miner community. Jackson blames miner negligence and exonerates the Hecate entirely.

Soon after, a union circular is spread calling for a meeting of miners at the Italian Hall in Red Plank at 7 PM that evening. The meeting at the Italian Hall commences and, in all likelihood, a strike is called.

Hiram Noyes contacts the Panoculous Detective Agency again and arranges for them to arrive in the middle of the coming night. He also arranges for the delivery of enslaved ghoul miners.

Thursday, June 09, 1904: In the dead of night, Panoculous operatives arrive by ferry and take up stations around the Hecate mine enclosure.

Around 8:00 AM, a well-armed force confronts striking miners and a lockout is announced. Miners seen at the Italian Hall meeting are fired and, if they live on company housing, evicted.

At noon, the ghoul miners are brought into Shaft #2, provoking the striking and locked out miners.

Shortly thereafter, unless the investigators prevent it, there is a riot as miners attempt to storm the mine's gates and are mowed down by long arms fire.

Appendix II: Glossary of Mining Terms

Shaft House: Surface structure that houses steam engines, skipway, mine shaft rock-crushing

equipment, and a train car loading platform

Shaft: Vertical tunnel excavated down along mineral veins, holds skipway.

Drift: horizontal tunnel excavated from shaft outwards. This is where copper rock is collected from. Drifts can zig and zag in order to follow mineral lodes.

Winze: small vertical shafts dug between drifts to allow air movement. Some winzes are also dug to and from the surface as well.

Stoping: Collecting mineral-bearing rock from the ceiling of drifts by means of explosives.

Advance Stoping: Stoping from the shaft outward as a drift is excavated.

Retreat Stoping: Stoping from the completed far end of a drift back towards the shaft. This method is safer than Advance Stoping.

Skipway: Large carrier of both men and copper rock that is elevated and lowered in a shaft by means of steam power. Primary means of getting in and out of mine.

Hanging Wall: The remaining stone left after a drift has been stoped out. If left with too few supporting columns, a hanging wall can be a safety hazard.

Mass Copper: Pure copper that is found in large chunks, possibly up to hundreds of pounds, usually found near or on the surface.

Conglomerate Lode: Copper that is found as small nodules in solid rock.

Aggregate Lode: Copper found mixed in with sand and gravel.

Shaft boss: A foreman in charge of mining operations in a single mine shaft.

Appendix III: Suggested Reading

Adamic, Louis. *Dynamite: The Story of Class Violence in America*. Chico, AK Press, 2008

Courter, Ellis W. Michigan's copper country - Volume 9201 of *Contribution to Michigan Geology*. Michigan Dept. of Natural Resources, Geological Survey Division, 1992

Lukas, Anthony J. *Big Trouble: a Murder in a Small Western Town Sets Off a Struggle for the Soul of America*. New York, Simon & Schuster, 1997

PRE-GENERATED PLAYER CHARACTERS



Ruppo Suuronen

Miner • Finnish • Age 35

STR 85 CON 80 SIZ 80 INT 55 POW 75
DEX 65 APP 60 EDU 50 SAN 75
LUCK 60 HP 16 MOVE 8 BUILD 2

DAMAGE BONUS: +1d6

SKILLS: Climb 60%, Dodge 40% (20/8), Demolitions 65%, First Aid 55%, Op. Hvy Machinery 45%, Jump 45%, Listen 60%, Mechanical Repair 45%, Persuade 35%, Psychology 35%, Spot Hidden 55%, Science (Mine Engineering) 65%, Language (Finnish) 55%, Language (English) 40%, Language (German) 15%, Fighting (Brawl) 65%

NOTES: Ruppo was among the first wave of Finns who came to the Keweenaw. He is among the most experienced and able of Finnish miners on the peninsula. Under the old management, Ruppo had been a shift boss for Shaft #1, but once the Monadnock Trust bought the Hecate, he lost the position and went back to his old crew, stopping out drifts. In his place, the new owners named the unpopular John Gundry as shift boss.

Ruppo does well as one of the respected miners with seniority at Hecate. He lives with his family in a house on Hecate land that the Company provided for him seventeen years ago when he got married. He and his wife are raising three children, one of whom, Markko, is now working in the mines as a trammer. Ruppo does not expect the boy to stay working there long since he has a way with people even if he does not seem ambitious.

While Ruppo does not enjoy rocking the boat, he

is not happy with Hiram Noyes' interest in one-man drills as he considers them a safety hazard. He has rebuffed approaches to join the Western Federation of Miners, but in his own mind he is resolved that if they call a strike, he will respect it.



Lumi Partanen

Carpenter • Finnish • Age 20

STR 55 CON 65 SIZ 55 INT 90 POW 60
DEX 70 APP 50 EDU 45 SAN 60
LUCK 45 HP 12 MOVE 8 BUILD 0

DAMAGE BONUS: None

SKILLS: Charm 55%, Art/Craft (Carpentry) 75%, Climb 80%, Disguise 45%, Electrical Repair 35%, Fast Talk 60%, Jump 50%, Mechanical Repair 55%, Persuade 25%, Stealth 45%, Spot Hidden 45%, Science (Mine Engineering) 20%, Language (Finnish) 45%, Language (English) 45%, Language (Swedish) 30%

NOTES: Lumi arrived at the Keweenaw as a small child with her father, who came to Michigan in search of work. He ended up in the mill at the Hecate and managed to keep his job there despite his alcoholism. Her father was always kind to Lumi, although the same could not always be said of his many girlfriends.

Lumi was able to attend school, and also helped her father keep the company house they occupied in order. This meant not only cleaning and other domestic necessities, but all sorts of maintenance. Once, she and her father re-shingled the house together after a windstorm and Lumi showed a particular delight in the work. Noting her genuine interest, her father showed Lumi what he knew of

carpentry although his skills were limited.

Once she had nothing more to learn from her father, Lumi became the informal apprentice of her neighbor, Hjalmar, who worked for the Hecate as a head carpenter. This position also meant that she was able to see more of Hjalmar's daughter, Svea, who was a close friend.

This is how Lumi spent her happy teen years - caring for her father and their household, learning carpentry, and slowly falling in love with Svea, who in turn reciprocated her feelings. Their taboo love was something they kept utterly secret from the rest of the world.

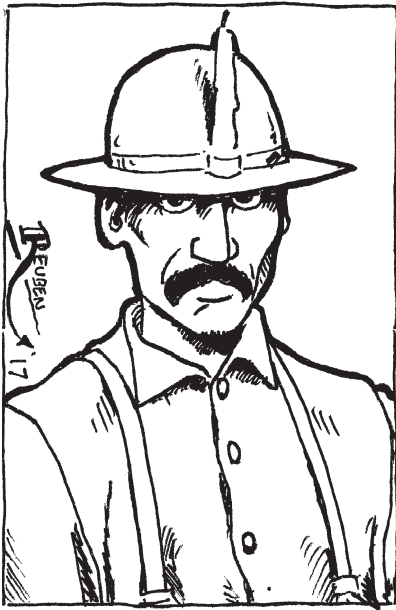
Tragedy befell Lumi in 1903, when she was 19. Her father died after a night of drinking in Red Plank, having fallen asleep in early February on the walk home. His frozen body was found the next day. Lumi faced utter financial ruin and eviction, as he had been the family's only wage earner and they all lived in company housing. She had never worked outside her home, and her father, as a miller, had not been a contributor to the Miners' Benevolent Fund, so she was not eligible for a survivors' pension.

It was Hjalmar who provided a solution to Lumi's problem. After the recent disaster in Shaft #2, there were openings for a skilled carpenter. Of course, as a young woman, Lumi would not be considered, but Hjalmar helped coach Lumi to present herself as a young man and introduced her to management as such. She was hired as Hjalmar's assistant on the spot.

Over the past 18 months, Lumi has excelled (but not enjoyed) in this role. She has advanced to a regular carpenter (as opposed to an assistant) and now works a different shift than Hjalmar. She has only recently made this switch and is now working the first shift (along with the other investigators). Lumi has worked a bit with Einari Rantala, and it has been somewhat awkward. He clearly disapproves of her deception, despite the whole Finnish community knowing about Lumi and generally keeping quiet about the situation. Lumi is doing what she must to survive.

Since her father's death, Lumi has also started taking any sort of extra work she can get in order to save money. Svea is doing the same and is also working in Red Plank now as both a Sunday school and classroom teacher. Their plan is to save up enough money to move somewhere they are unknown, posing as cousins. They will need a big enough nest egg to get them settled and last until they manage to find work.

RIOT AT RED PLANK



Einari Rantala

Track Layer • Finnish • Age 27

STR 65 CON 65 SIZ 80 INT 60 POW 55
DEX 55 APP 65 EDU 60 SAN 55
LUCK 40 HP 15 MOVE 7 BUILD 1

DAMAGE BONUS: +1D4

SKILLS: Accounting 35%, Climb 65%, Art/Craft (Carpentry) 55%, Credit Rating 30%, Dodge 40% (20/8), Jump 55%, Library Use 35%, Listen 40%, Mechanical Repair 60%, Persuade 50%, History (Bible) 45%, Psychology 40%, Stealth 30%, Spot Hidden 55%, Track 45%, Science (Mine Engineering) 35%, Language (Finnish) 60%, Language (English) 50%, Language (Swedish) 35%

WEAPONS:

Bolt-Action .22 Rifle 35% (17/7), damage 1D6+2, Range 50, 6 shots, RoF 1, Malfunction 99

NOTES: Einari works on a crew that lay tracks in the mine for trams carrying rubble and copper rock out to the skipway and equipment back into the drifts. He considers himself a craftsman and is proud of his work.

Out of the mineshaft, Einari spends a great deal of time at the Finnish Lutheran

Church of Red Plank, where he is a deacon. He is well known and liked among both the Finnish and general interchurch communities. His considerate and studious nature garners respect from the town elders on down.

As a conservative man by nature, Einari frowns on the recent labor agitation, and considers the complaints by miners about one-man drills to be the whining of those who do not care for hard work.

As his time is often occupied with work, church duties, and his love of hunting in the woods of the peninsula, Einari has little time to court and

remains unmarried (although this may be due to him being quite uncomfortable around women). He lives in one of the more respectable boarding houses in Red Plank.



Ville "Vince" Ukkola

Trammer / WFM Recruiter • Finnish • Age 29

STR 70 CON 45 SIZ 65 INT 55 POW 65
DEX 70 APP 80 EDU 90 SAN 65
LUCK 40 HP 10 MOVE 9 BUILD 1

DAMAGE BONUS: +1D4

SKILLS: Charm 55%, Climb 60%, Credit Rating 10%, Dodge 40% (20/8), Electrical Repair 30%, Demolitions 70%, Fast Talk 65%, Op. Hvy Machinery 10%, History 30%, Jump 50%, Law 35%, Library Use 45%, Listen 45%, Occult 15%, Persuade 30%, Stealth 30%, Spot Hidden 33%, Science (Mine Engineering) 35%, Own Language (Finnish) 90%, Language (English) 50%, Language (German) 50%, Firearms (Rifle/Shotgun) 50% (25/10)

WEAPONS:

.45 Revolver 65% (32/13), damage 1D10 + 2, Range 15, 6 shots, RoF 1 (3), Malfunction 100

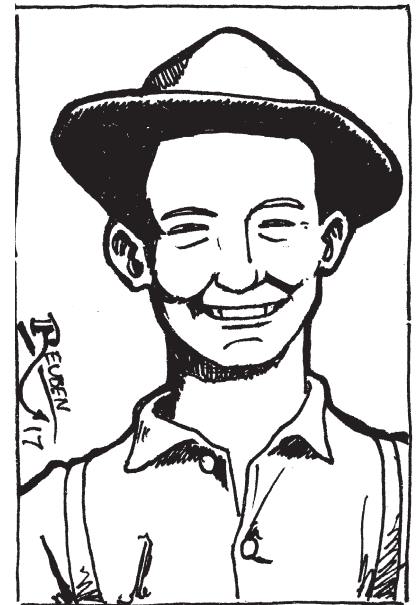
NOTES: Vince Ukkola works as a trammer for the Hecate in Shaft #2, pushing trams full of copper rock or rubble to the skipway, loading the skipway, and coming back for more.

However, Ukkola's real purpose working in the Hecate is to organize Shaft #2 under the Western Federation of Miners. He has had no shortage of interest to unionize since the Monadnock Trust took over the mine, perhaps even too much interest. Vince is concerned that the miners may be moving towards a strike faster than the WFM can prepare for one. He has been working hard in the shaft and

in the saloons to keep his charges, the Finnish mineworkers, involved but also cautious. Vince has seen some of the most violent altercations between miners and owners first-hand out in Colorado and Idaho. He is quite capable in a fight, despite his diminished health from the miner's lung he received working in silver mines out west.

Vince understands the ins and outs of mining better than he lets on. As a trammer, he has a chance to talk to many more miners over the course of a day, rather than if he were on a mining crew. Also, as a trammer he would draw less suspicion if he ever needed to sabotage something. He is skilled with explosives, especially how to conceal and set them off remotely.

Vince lives in a boarding house in town that is somewhat seedy, but livable. He keeps a case of dynamite hidden in the woods just a few hundred yards out back behind his boarding house.



Jari Kampainen

Miner/Journalist • Finnish • Age 25

STR 75 CON 55 SIZ 55 INT 90 POW 80
DEX 50 APP 50 EDU 80 SAN 80
LUCK 65 HP 11 MOVE 8 BUILD 1

DAMAGE BONUS: +1D4

SKILLS: Accounting 55%, Chemistry 15%, Climb 70%, Credit Rating 25%, Dodge 50% (25/10), Demolitions 25%, Fast Talk 35%, Geology 35%, Op. Hvy Machinery 15%, History 35%, Jump 50%, Library Use 65%, Listen 50%, Locksmith 30%, Persuade 35%, Psychology 65%, Stealth 45%, Spot Hidden 65%, Science (Mine Engineering) 15%, Language (Own) 80%, Language (English) 80%

NOTES: Jari grew up among his older, mineworking brothers. The family left their Finnish homeland after his father's death. His brothers Heikki, Urho,

RIOT AT RED PLANK

and Hanne* took up mining to make a living, and Jari would have done the same once he reached his 13th birthday, but his mother had ecclesiastical ambitions for her youngest, insisting that he be schooled instead of working in the mines. Jari excelled through grade and high school and then attended the newly founded Suomi College, where he graduated with honors. However, the priesthood was not for the agnostic Jari, much to his mother's chagrin.

Instead, he became a journalist, founding the Finnish language weekly, Red Plank Työvaki (Red Plank Labor), back in his adopted hometown. Limited in circulation, Jari soon found he needed other work to survive and became a miner with help from his brothers.

Jari lives in his newspaper office, just off Main Street in Red Plank. He cooks off a pot-bellied stove in one corner and sleeps on a fold out bed.

*Hanne was killed in Jan. 1903 along with 14 other men when a hanging wall collapsed in shaft #1.



Heikki Kamppainen

Miner • Finnish • Age 38

STR 90 **CON** 90 **SIZ** 45 **INT** 55 **POW** 70
DEX 80 **APP** 50 **EDU** 50 **SAN** 70
LUCK 55 **HP** 14 **MOVE** 8 **BUILD** 1

DAMAGE BONUS: +1D4

SKILLS: Art (Recite Kalevela) 60%, Climb 60%, Dodge 52%, Demolitions 35%, Op. Hvy Machinery 55%, Jump 70%, Listen 65%, Mechanical Repair 30%, Occult 45%, Science (Mine Engineering) 50%, Science (Geology) 35%, Stealth 60%, Language (Own) 55%, Language (English) 50%

WEAPONS: Fighting (Brawl) 80% (40/16), 1D3+DB

NOTES: Heikki came to mining later in life than most, donning his helmet when he was 19 years

old and newly arrived from Finland. Having buried his father in the homeland, he was the oldest son of four children and responsible for his family's welfare. It took all of his wit and perseverance to get a job working the Hecate, and also wrangle jobs for Hanne* and Urho a few weeks later. The effort paid off, however, as they have all done well, including having the means to send Jari, the youngest, off to college.

Despite donning the sober mantle of head of family, Heikki has managed to maintain his joy in life and impish nature. He has become a legend among miners for his practical jokes. When one of his jokes occurs, everyone knows who is responsible, but no one has ever been able to prove he is the source of the prank. Heikki can move like a ghost in the night as his small stature helps him travel undetected.

Despite his size, Heikki is also regarded as one of the strongest miners on the peninsula. He's never been known to lose a wrestling match during the midsummer festival, even when facing men literally twice his size and weight.

Heikki loves mining despite its very real dangers. He is proud of his skills and intimate knowledge of the Hecate's shafts (although that knowledge has been greatly mooted with the closure of Shaft #1). He is concerned that new technologies, like the pneumatic drills being introduced, will overshadow the skills and insight he has honed. It is because of this concern that he is considering putting away his scorn for unskilled workers (such as trammers) to make common cause with them by joining the Western Federation of Miners.

Unmarried, Heikki lives in a company house with his aging mother, brother Urho, and Urho's wife and infant daughter, whom Heikki loves more than anything.

Markko Suuronen

Tracklayer • Finnish • Age 17

STR 70 **CON** 70 **SIZ** 75 **INT** 75 **POW** 55
DEX 50 **APP** 80 **EDU** 60 **SAN** 55
LUCK 40 **HP** 15 **MOVE** 7 **BUILD** 1

DAMAGE BONUS: +1D4

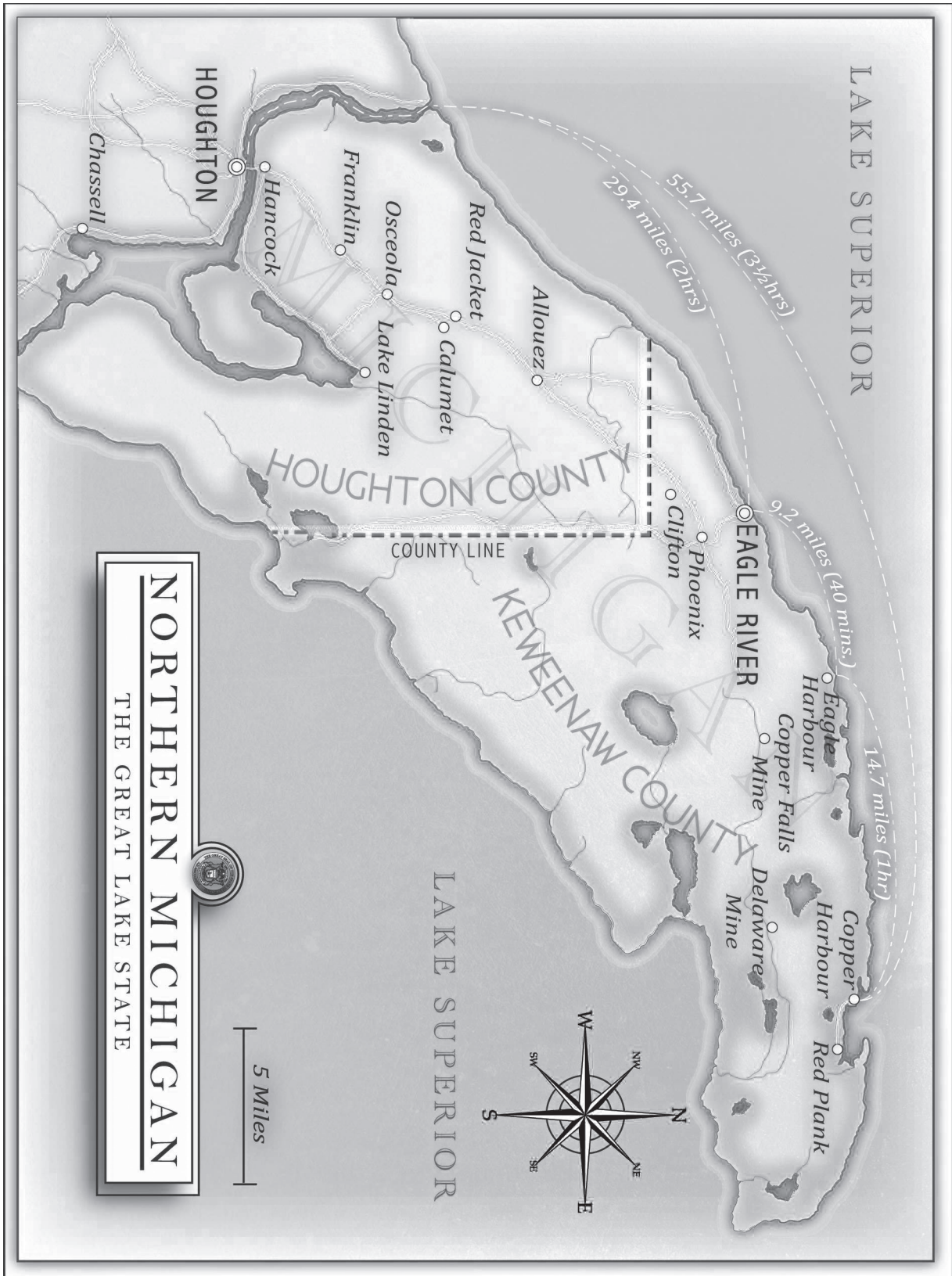
SKILLS: Charm 55%, Science (Cartography) 15%, Climb 45%, Art/Craft (Carpentry) 35%, Craft (Fishing) 55%, Dodge 30% (15/6), Fast Talk 65%, Op. Hvy Machinery 20%, History 30%, Jump 45%, Listen 60%, Mechanical Repair 50%, Persuade 60%, Pilot (Boat) 40%, Science (Geology) 20%, Spot Hidden 35%, Swim 55%, Science (Mine Engineering) 15%, Language (Own) 60%, Language (English) 60%, Language (Swedish) 15%, Language (Italian) 25%

WEAPONS: Bolt-Action .22 Rifle 35% (17/7), damage 1D6+2, Range 50, 6 shots, RoF 1, Malfunction 99



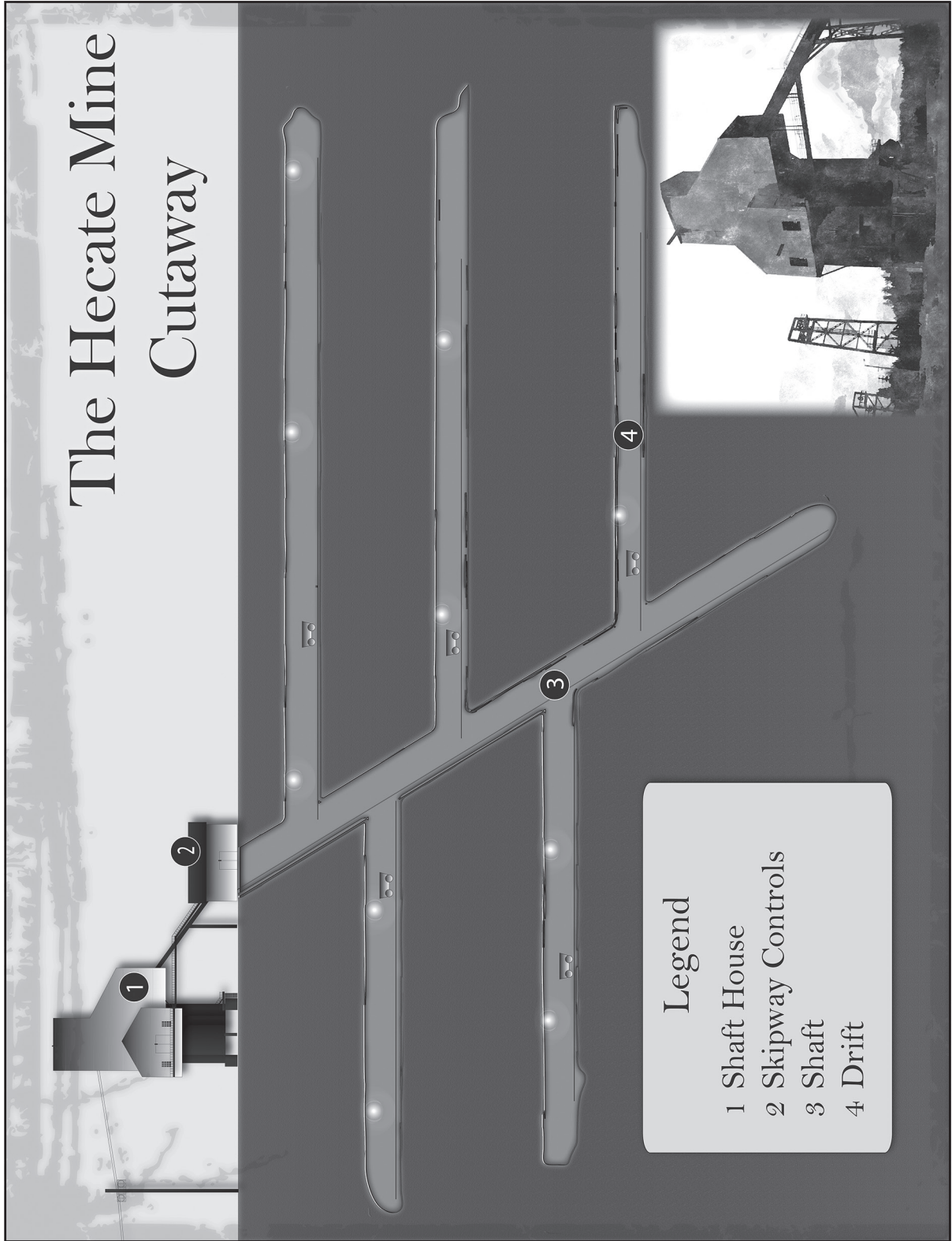
Markko was born in Red Plank in 1887 and has never been outside of the Keweenaw Peninsula in his seventeen years. All he knows of the world are the mines his father Ruppoo, has worked since before Markko was born, the small town of Red Plank, and the forests, streams, and lakes surrounding the area. He attended the small school run by the Finnish Lutheran church, although he was never a very motivated student. Markko left as soon as he could start working the mines as a trammer (pushing, loading, and unloading trams of copper rock through the mines). He has been working along with Vince Ukkola, who he thinks is a tiresome bore obsessed with mining, miners, and labor struggles. With his father's solid reputation and guidance, Markko could have become a miner, but he was never motivated enough to learn even the most basic things about handling explosives safely or using the new pneumatic drills, much less the arduous and old fashioned hand drilling techniques. Regardless, Markko is not planning on working down below for longer than he must. He is saving money to start a business as a wilderness guide, taking locals out to the best places to hunt and fish on the peninsula. Markko has hiked, fished, and hunted his way through most of the wilderness of the northern end of the peninsula, and he hopes to turn those experiences into a successful business. His English is quite good and Markko has charm to spare. In addition, his good looks and ease with people of all classes and nationalities gives him an advantage over older, more experienced guides. He has already taken a couple of clerks from the mine out fishing. Once Markko has saved up enough money doing this menial work in the mines, he will commit to guide work full time. Markko lives with his family in the company house they have occupied all his life.

RIOT AT RED PLANK

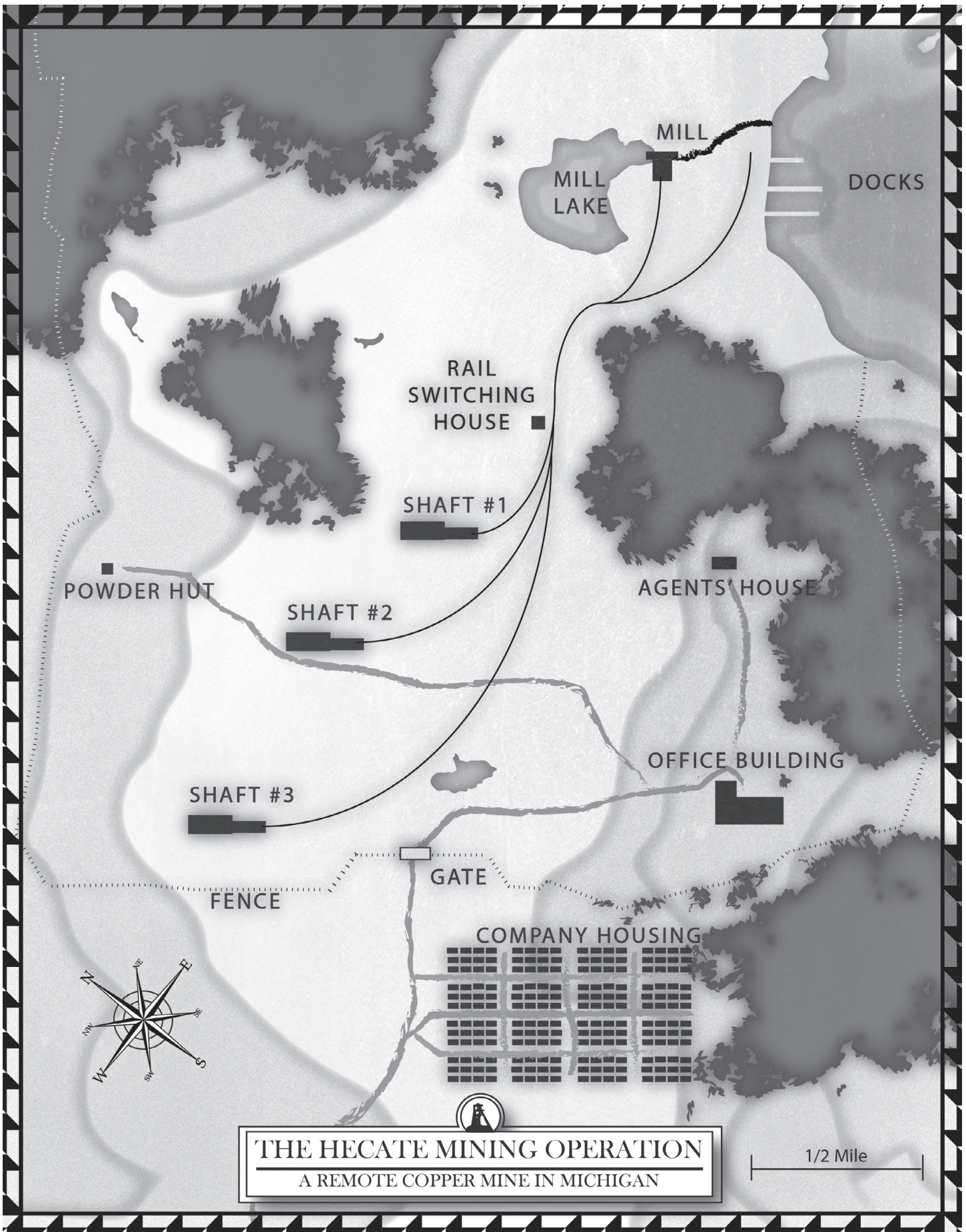


NORTHERN MICHIGAN
THE GREAT LAKE STATE

The Hecate Mine Cutaway



RIOT AT RED PLANK



THE HECATE MINING OPERATION
A REMOTE COPPER MINE IN MICHIGAN

STRIKE!!!

Brothers, stand up against the tyranny of the mine owners and their disregard for the lives and safety of honest labor!

MERE DAYS

Mere days after seven of our brethren were struck down in Shaft #2 by the poorly supported hanging walls that Hecate management allows in its race to profits, the owners have moved to put their own paid man in the position of county mine inspector, replacing the fallen hero, Peter Oag.

BLOOD, SWEAT, TEARS

Remember the hard fought election, the smears against his name introduced by the puppets of management? It took blood, sweat, and tears for an honest man to win that office, and what is his reward? Death and the indignity of the owners moving like thieves in the

night to usurp the office of county mine inspector!

ACCIDENT?

Without even entering Shaft #2, Stephen Jackson has closed the investigation into the collapse of drift 32 and the seven deaths associated with the matter. He calls it an accident, claiming negligence on the part of miners stopping out the drift. This convenient accident landed him his new title!

DISREGARD FOR SAFETY

Can there be any doubt that those who control the Hecate have no regard for the safety of those who toil within its shafts? Two years have not yet passed since we lost 15 men to another hanging wall collapse in Shaft #1.

Now another seven have been taken, leaving their families without their fathers, husbands, and sons.

DEMAND CHANGE

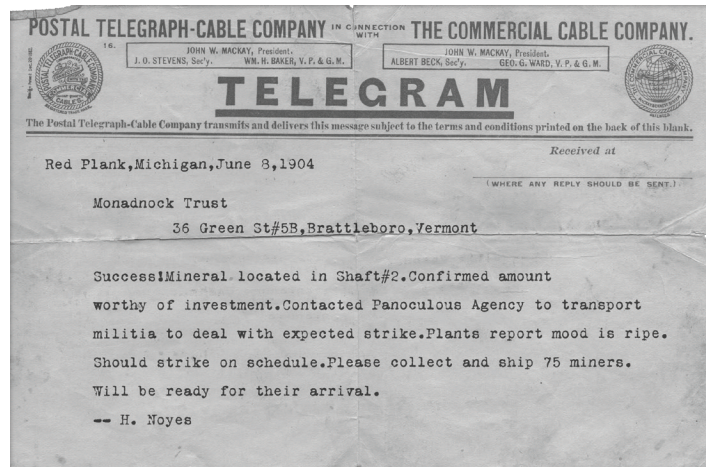
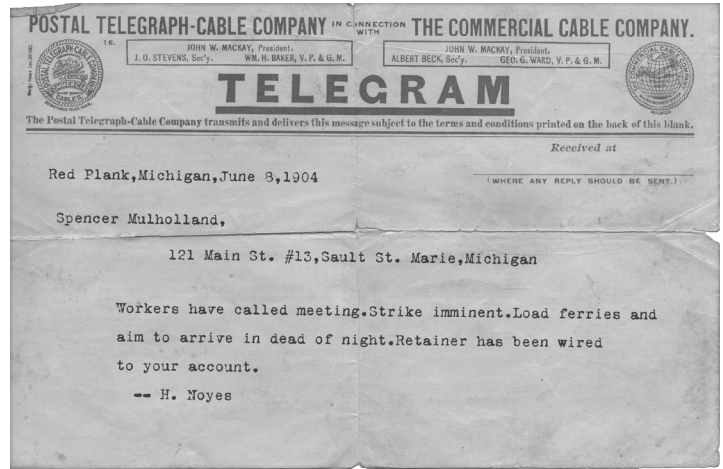
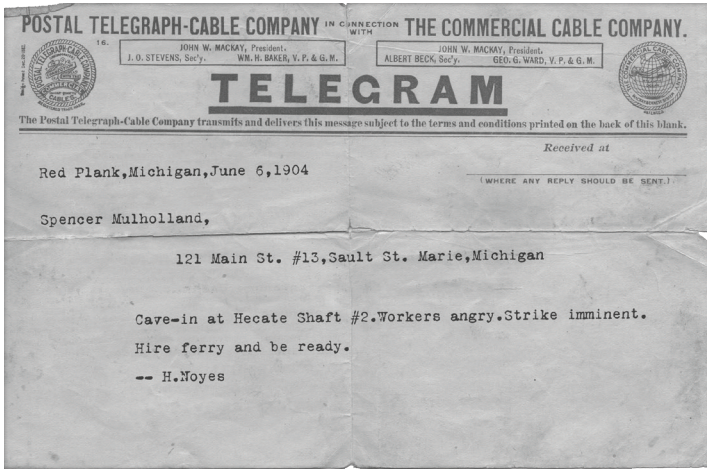
It is time, brothers, to organize and demand changes be made. The Hecate must start shoring up its hanging walls with better and more support pillars. Retreat stopping must be introduced so that men are no longer digging their way deeper and deeper into peril. The new one-man pneumatic drills also pose a threat to safety as well as to our livelihood. Noyes and his ilk do not care if an injured man is left alone at the end of a drift without anyone to render aid.

It is time. Come lend your voice tonight at 7 o'clock in the Italian Hall. We will not be silent this time. Strike the Hecate and force the Monadnock Trust to recognize our strength and value!

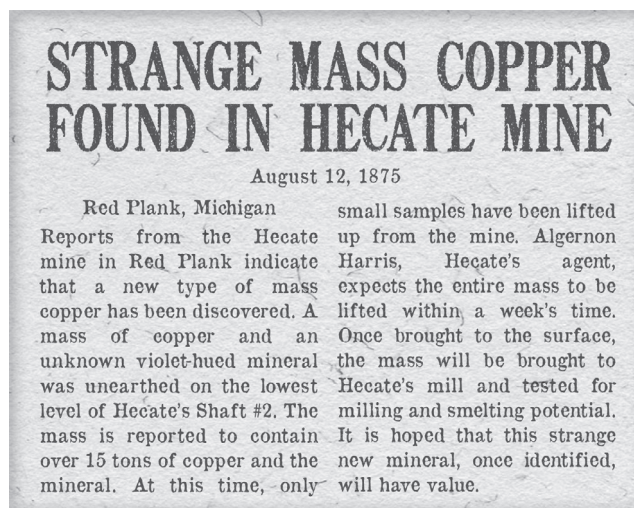
STRIKE!!!

RIOT AT RED PLANK

Riot at Red Plank Handout #2



Riot at Red Plank Handout #1





RIOT AT RED PLANK



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At the beginning of the 20th century in the remote forests of northernmost Michigan; copper miners toiled in the bones of the Earth by the shores of Lake Superior. It was difficult, dirty and dangerous work. Players in this scenario will find themselves working the Hecate mine in Red Plank, Michigan in 1904. What they encounter a half-mile below the surface may not only threaten them, but also their family, friends and their entire community.

Golden Goblin Press is proud to present **Riot at Red Plank**, a gripping turn-of-the-century *Call of Cthulhu 7th Edition* scenario set in Red Plank, Michigan, by Phredd Groves.

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