

ACT I – SAVANNAH

SAVANNAH MOOD

SAVANNAH BY DAY

- The asphalt streets are eroded away here, revealing the old cobbles below. Weeds jut up through cracks in the pavement, implying the earth underneath it all.
- The smell of the harbor comes to you through the humid air, so thick with people's sweat that it feels like you could wring the sky itself out and make it rain.
- Red-brick antebellum buildings hide behind a veil of ivy and moss, their wroughtiron
- fixtures jutting out like ragged swords. Here and there, broken windows betray buildings that are empty inside.

SAVANNAH BY NIGHT

- A humid fog clings to the ground here, filling the narrow lanes between the buildings,
- weird shapes tangling in the middle distance as flapping flags and hanging moss cast their shadows into the night.
- Long shadows flickering out from sputtering gas lamps cut across the warm yellow glow spilling out from a homey window. The city is divided into slices of light and bands of darkness, of wrought-iron bars and illuminated glass.
- The night is hot and wet, like the inside of a mouth. A dead newspaper slips down the street on an all-but-imperceptible gust of warm wind. The sound of it brushing against the bricks is like a whisper in a foreign tongue.

IN THE COUNTRY

- **Driving the Roads I:** On either side of the road, branches reach out, dripping with Spanish moss, grasping for the meager sunlight that makes it out of the overcast sky and through the arched trees above. Everything smells wet and still, like the trees were sweating.
- **Driving the Roads II:** The red dirt road meanders beneath the sagging moss, the way ahead like a tunnel through the swamp, dappled with patches of light, choked with biting gnats. You can smell the clay and mud on the tires.
- **Covered Bridge:** The road comes to a covered bridge, like a tunnel of wood, spanning a stretch of green water and brown reeds. Logs, or maybe gators, float beneath the bridge. Inside, webs as thick as muslin span the nooks and corners.
- **Intersection:** Here the road forks. That way, the pavement continues on south. This way, the road turns to packed clay. At the fork, beneath a leaning, rusted street sign, a brown dog with mange lies sprawled in the heat, watching you move.

SAVANNAH NPC NAMES

Male: James, Ronald, Richard, Charles, Donald, Gerald, Bobby, Joe, Henry, Ralph, Larry, Fred, Lawrence, Norman, Howard, Roy

Female: Mary, Shirley, Barbara, Betty, Joyce, Frances, Beverly, Lois, Janet, Donna, Martha, Alice, Phyllis, Carolyn, Dolores, Gloria, Marlene

Last Names: Davis, Burney, Crawford, Schroeder, Cowart, Heitmann, Woods, Hansen, Magwood, Holland, McGillicuddy, Page, Hargrove, McAleese, Tuten, Stewart

PROACTIVE NODES

PROACTIVE 1: BANGKOK THUGS (pg. 76)

- Watching Douglas Henslowe & Edgar Job

REVELATION LIST – NODES

JOY GROVE SANITARIUM

- NEW YORK: Douglas Henslowe's Letters
- Interviews at Douglas Henslowe's Estate

HENSLOWE ESTATE

- NEW YORK: Douglas Henslowe's Letters
- Patient File at Joy Grove Sanitarium

REVELATION LIST – NPCs

DOUGLAS HENSLOWE

- NEW YORK: Henslowe's Letters

EDGAR JOB

- Interview with Doctor Keaton
- Interview with Douglas Henslowe
- Patient Files at Joy Grove Sanitarium
- *MEXICO CITY: Brooks' jealousy of Edgar Job; convinced that Trammel has him locked up in the asylum as part of his efforts to hide the truth*

DR. KEATON

- Investigating the Joy Grove Sanitarium

RESEARCH IN SAVANNAH

513 WEST HENRY STREET

- **Library Use / Simple Search:** Joy Grove Sanitarium

23 OLD HOPE ROAD

- **Library Use / Simple Search:** Henslowe family mansion and grounds, located 13 miles southeast of the city.

HENSLOWE ESTATE

- **Library Use 1:** Henslowe estate is on land that's been in the Henslowe family since 1801, at least, on a stretch of ground that's ordinarily a peninsula but sometimes an island, depending on rainfall. It's called the Moss Island Peninsula. The estate is all that remains of a collection of farms and plantations that once operated in the Henslowe name. It is still home to Virginia Henslowe, who, at 89 years old, must be Douglas's mother.

JOY GROVE SANITARIUM

- **Library Use / Simple Search:** 40-year old mental institution in a huge antebellum hospital building.
- **Library Use 1:** Head of the hospital, Dr. Lawrence Teake, is on the verge of retirement. His protégé, Dr. Jonathan Keaton, is the heir apparent, according to a recent newspaper clipping.
- **Cop Talk 1:** Joy Grove has had a few nurses and orderlies get arrested for stealing at the hospital. "That place isn't exactly a racket," says the contact, "but some of the staff is crooked, for sure."

PROACTIVE 1: BANGKOK THUGS

(Scene 15)

FEATURES:

- **TONGUE OF LIARS:** All the thugs can speak only the Tongue of Liars (see Campaign 1.0).
 - Bizarre, unfamiliar language made mostly of vowels.
 - They understand Thai and English.
 - **Cthulhu Mythos:** It may be no earthly language at all.
- **PROP:** *Prop – Note from the Thugs*
- **ADDICTED TO NECTAR**

TATTOOS

- **Art / Anthropology / Languages (Thai):** Identifies the thugs' tattoos as being in the Thai language.

BACKTRACKING THE THUGS

- **Streetwise 1:** Finds the local hotel (Hotel Savannah) that the thugs were staying at. They gave all their instructions via note.
 - *Prop – Instructions from the Thugs*
- **Bureaucracy @ Airport:** To track down their travel arrangements. They were booked for a flight through Nova Scotia to Ireland, then had advanced tickets from Imperial Airways to fly through to Bangkok.
 - **Bureaucracy 1 / Credit Rating 1:** The travel arrangements were paid for by someone named Daniel Lowman living in Bangkok.

NODE 1: JOY GROVE

(Scenes 2-7)

AREAS OF JOY GROVE

FIRST FLOOR

- Entry Hall
- Reception
 - Administrative File Room
- Locker Room
- Office – Dr. Keaton
- Office – Dr. Teake
- Break Room for Staff
- Dispensary

BASEMENT

- Kitchen
- Cafeteria
- Game Room
- Medical Exam Room

SECOND FLOOR

- Interview Rooms (x2)
- Common Room
- Patient Rooms

THIRD FLOOR

- Patient Rooms
- Isolation Rooms

PERSONNEL

- Nurse Bethany Mae Hampton
- Dr. Lawrence Teake (Head of Hospital, retiring)
- Dr. Jonathan Keaton

GENERAL FEATURES

- Oversized windows sealed with iron bars and overgrown with ivy
- Decorative light fixtures that resemble staring, accusing yellow eyes
- Elaborate skylights caked with years of grim and soot
- Fine tile work undermined by years of water damage and patient abuse
- Elegant arched corridors now choked by iron gates and grilles

APPROACHING

Joy Grove sanitarium is a hulking redbrick Victorian building with tall, narrow windows and Gothic details. Its blend of looming verticality and decorative details means it could have been anything from an imposing school to an artful factory in a past life, though in truth it has always been a hospital. Kudzu grows over half the building, choking out windows and holding the place like a green fist, pulling it down to earth.

RECEPTION - NURSE BETHANY HAMPTON

- Cute but not adorable. Lop-sided smile and big eyes. Sly wit and Southern charm.
- **Assess Honesty 1 / Streetwise 1:** Out for herself more than the hospital; trying to cold read the Investigators.
- **Mentioning Douglas Henslowe:** Dr. Keaton overhears from the hall and comes in.
- **Entering Joy Grove:** Insists that they all sign mandatory waivers “in case the patients act out – it’s bedlam after all”.
 - **Law:** Standard legal tool. Visitors are signing away their right to sue in the event of “shock, offense, assault, or battery”.

INCIDENTS IN JOY GROVE

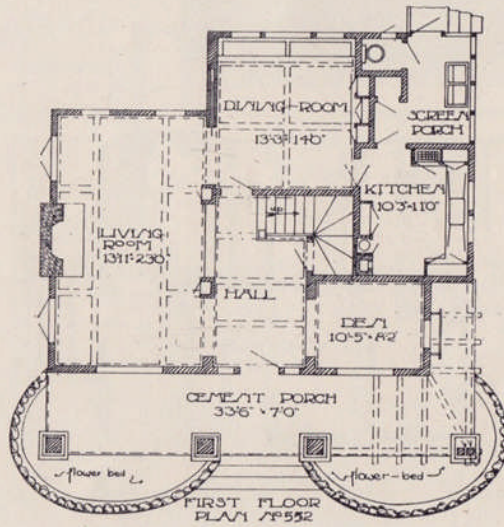
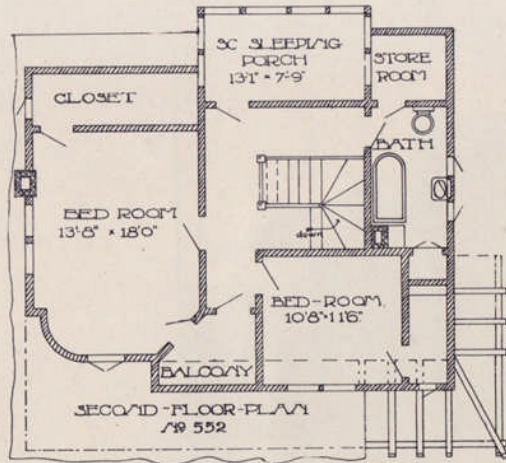
- **Fred Culver** (Scene 3): Unstable psychotic who breaks free from an orderly’s grip and comes at them.
 - Attacks a PC; BITES. Orderlies arrive after 1 round. Culver may escape and lead a chase through this wing of the hospital.
 - **Stats:** Athletics 5, Fleeing 5, Health 5, Scuffling 5.
 - **Weapon:** -1 (bite)
- **Glimpsing a Mouth:**
 - **Occult / Architecture:** See a yellow-toothed mouth forming silent words emerge from the water-damaged walls. The mouth abruptly shuts and vanishes.
 - **Art / Simple Search:** Peeling paint and crumbling plaster or tile. There’s a damp, yellow liquid on the wall that looks something like the mouth. Being this close, however, they’ll notice that marks have been painted on the wall using the damp plaster as a medium of sorts.
 - *Prop: Stain on the Sanitorium Wall*
 - **Occult:** To identify the symbols as coming from a mix of cultures and magical traditions. None of them constitute an actual arcane spell in any meaningful capacity – but they all have a significance of protection or warding.
 - *GM Background: These symbols painted by Edgar Job and Douglas Henslowe in an effort to keep out the watching eye of the Mouth.*
- **I’m Olivia Clarendon:** Approached by an obese woman who introduces herself as Olivia Clarendon. (Suffering from the delusion that she’s the famous movie star. “I saw her newest flick, *The Red Rope*, the other day.”)

ACCESSING THE FILE ROOM

- **Bureaucracy / Flattery / Medicine 1 / Locksmith 1:**
- *Prop – Hospital Records*
 - **Medicine / Pharmacy:** Medications relax and subdue the patient, cause grogginess, and generally make the user more pliant and his memories more fuzzy.
 - **Accounting:** Henslowe is paying not just for his own treatment, but also Job’s. (The payments from California for Job’s treatment ended in 1931.)

NODE 2: HENSLOWE ESTATE

(Scenes 8-14)



APPROACHING

- Everything has the wet soil smell of a marsh, of rotting wood and mud. Giant palmetto bugs flit through the air, tap-tap-tapping against windshields and windows. Spanish moss dangles from the trees. Leaves and seeds blow through the air.
- The property is unwelcoming: The grounds are surrounded by a six-foot high stone wall capped with wrought-iron spikes. A wrought-iron gate blocks the driveway.
 - The walls only surround three sides of the property; the back wall has tumbled away into the encroaching swamp.
 - There's a gardener's gate rusted shut along one side of the wall.
 - A bell hangs at the front gate. (Carruthers answers it.)

THE HOUSE

- Standing proud amidst the greenery and mud, the Henslowe mansion is a classic plantation house with tall, shuttered windows and towering columns ringing bulging porches and balconies.
- From a distance the house is shining white, but up close it is streaked with mud and moss stains and takes on a greenish tint from the sullen light through heavy leaves.

RESIDENTS

- Mother Henslowe
- Currothers the Groundskeeper

DAY – DOGS (x3): Belonging to Currothers.

NIGHT – GATORS: The dogs get locked up at night because curiously vicious gators crawl up onto the property.

THE PROPERTY

- The estate is slowly sinking into the swamp it once bordered. Old pillars stick out of the high grasses, marking the site of a vanished building. Broken walls outline the edges of old structures.
- Leaves, blown in on an old storm, stick to everything.
- Bird nests in the crannies of a ruined outbuilding.
- **Outdoorsman:** Track the dogs all over the property and recognize evidence of alligators.

CURROTHER'S COTTAGE: Cramped, cluttered place. Dominated by a worn-out easy chair and a console radio, on which he listens to sermons and ballgames. The place is all hardwoods and layered, tattered rugs. Moths beat against bare bulbs. Fishing rods hang on hooks from the walls. Mounted fish take up the opposite wall.

- His three dogs hover every about, growling at strangers as they sprawl across what little floor is available.

BUILDINGS IN THE SWAMP: Ruins of antebellum buildings jut out of the mud here and there. Little more than bare walls and broken doorways now, these buildings were once part of the estate's daily life.

- **Architecture / History:** Easternmost building was probably slaves' quarters; the westernmost ruin was probably a kitchen.
- Even further out, a chimney rises out of the water at an angle. (This is the remains of the original Henslowe house.)
 - **Architecture / History:** Places the chimney's carved mantelpiece in the late 18th century.

ABANDONED SHEDS: These stand here and there, rotting in the muck.

- They were once used for storage, but now they hold forgotten and ruined garden tools (and huge garden spiders).

RUSTING CAR: Near the edge of the western property wall, where the stones rise out of the swamp water, the swamp is gradually swallowing the rusted remains of an old-style Ford automobile.

Mechanical Repair: 1909 Model T

CEMETARY: At the heart of the property, where the ground slopes down into the watery mud at the swamp's edge, tombstones jut from the weeds and reeds. Some are modest things, some are tall stone crosses, one is a weeping angel.

- **Investigating Headstones:** *Prop: Henslowe Cemetery*
 - The headstones listed on the back of the photo (pg. 69) are marked with purple ink.
- **Photography 1:** "He had to be standing somewhere to take this picture, didn't he?" (if they're just completely lost)
 - Photograph was taken on the David Henslowe plot (Douglas' father).
- Tie from David to Grant to John & Mary to Zachariah & Millicent and back to David. Then dig at the point indicated by drawing lines between the knots.
 - **Dig:** Muddy work for better part of an hour. Discover *Prop: Henslowe's Stash* (including *Henslowe's Notebook, Stone Dagger, Stash Letter, and Key to the Safe Deposit Box*).
 - Clouds gather. Sounds of rumbling thunder in the distance.
 - On opening the box, the sky pours down rain.
 - **Locksmith:** Identify key as safe deposit box key.
 - **Henslowe's Notebook:** +1 Cthulhu Mythos
 - **Stone Dagger:** Blocks the Thing with a Thousand Mouths' ability to get a mystical bead on subjects within a few feet of the stone, even objects containing its own image. (If the stone dagger ever gets farther than 12 feet from the notebook, the notebook will burst into flame. Proximity to a Major Mouth might cause the dagger to crumble away; or it might be useful as a focus for destroying a Major Mouth.)

INSIDE

Paint is peeling, rugs are worn flat, bulbs are burnt out. The place smells of damp plaster, stale flowers, and cat boxes. Plus the swamp smell coming in through open porch doors and screened-in windows.

- **HALL:** Dark and gothic. The lamps are covered and shadows cling to the walls, linger in the high, vaulted ceiling, and seem to claw down the twisted stair well.
- **DEN:** Animal heads hung here are layered with dust.
 - **Simple Search:** Open-top desk has a ledger in plain sight.
 - **Accounting:** The Henslowe fortune has been badly hit in recent years, with almost no attempts made to restructure investments or recoup losses. In about five years, the Henslowes will be out of money.
- **KITCHEN:** Smells of garbage. Bread lies molding on the counter.
- **SCREEN PORCH = SERVANT'S QUARTERS:** Stripped down to a bare mattress. (It's clear that family hasn't been able to afford a servant other than Carruthers in a long time.)
- **STORE ROOM = SERVANT'S STAIRS:** Half-rotten.
- **SLEEPING PORCH:** This is where Mother Henslowe can be found, sleeping in her bed and surrounded by cloying, humid air.
- **HENSLOWE'S BEDROOM:** The roof is half-rotted and collapsing in.
- **BEDROOM = HENSLOWE'S STUDY:**
 - **Simple Search:** A shovel, a flashlight, a camera, a ball of twine, a jar of blue ink, and a brush stained with blue ink. (These were left out by Douglas the day he returned to Joy Grove.)
 - **Shovel/Flashlight:** Caked in dried mud.
 - **Camera:** In good working order, but needs film.
 - **Jar of Ink:** Dried shut. (Purple.)
 - **Brush:** Dried to the point of uselessness.
 - **Ball of Twine:**
 - Marked throughout its length with ink marks (matching the jar of ink) separated by several feet of clean twine.
 - Each stretch of clean twine has a knot in it (not at its center point).
 - This divides the twine into five clusters of ink marks or into four lengths of clean twine, with each length marked by a knot.
 - *Prop: Length of String*
 - **Library:** Anthropology, archaeology, business, American finance, art, art history, and the occult (dedicated 1-point pool for any of those subjects, but the library is not easily transportable).
 - **Simple Search:** *Communion Rites of Victorian Death Cults* by Francis J. Hickering.
 - Tucked into the front cover is *Prop: Photo of Henslowe's House*.
 - **Occult:** This is the watered-down edition of 1912, not the rarer and grotesque 1909 edition. The book is concerned with rituals for communion with powerful spirits (and other vaguely defined beings) and with ritual sacrifice.

DOUGLAS HENSLOWE



APPEARANCE:

- Out of shape, getting older, and losing his hair in the back. Needs a haircut.
- *Prop: Photo of Douglas Henslowe*

ROLEPLAYING NOTES:

- Laryngectomy; speaks through electrolarynx held to throat.
- Picks at his cuticles when he's thinking.
- Bitterness washed away by the Investigators showing up.

BACKGROUND:

DOUGLAS HENSLOWE - CLUES:

- **Oral History:** The investigation in 1924.
 - “We were traveling the country, hot on the trail of the cult that started all of this. We questioned people, gathered evidence, took pictures, traveled all over. We were like detectives, armed with our secret knowledge in... the occult. It was... an exciting time.”
 - “We’d followed the drugs all the way across the country until we got to Los Angeles. That’s where the bulk of our nvestigation took place. That’s where everything terrible happened.”
- **Oral History / Reassurance:** Brief biographies of the 1924 team.
 - “Walter Winston was a self-made man, a business man who got his start as a pharmacist, opened some drug stores, and made good money. He was our leader. It was he who gathered us together to battle the perversity in the world that this cult represented. He funded us, too. Good man. A good man.”
 - “Katherine Clark, such a sharp girl. She was our archivist, camerawoman, and record keeper. She hated that something like that cult could operate in secret, that people would cover up something so vile instead of revealing it for what it was, I think. Yet she’s the one who got close enough to it all to get us... photographs. And she’s the one who caught wind of what was happening that night in ‘24. She died that night.”
 - “And, of course, F.C. Kullman was Walter’s expert in the occult. Apparently he was known far and wide for his expertise, back in the day. Walter had to pay him quite a bit to come with us out to Los Angeles, as I recall. A bitof a stick in the mud, that fellow, but bright as can be. Stuck in a wheelchair, too, but a can-do attitude.”
- **Oral History:** The 1924 massacre.

- “We rushed out to the barn as soon as we got word that so many of the cultists were meeting up out there. Walter said that the stars were right that night, too. Whatever that means. So we rushed out there with guns and homemade firebombs to put a stop to it. To... save the world.”
- “And a lot of people died that night...”
- “It was a horrific fire. And there was a shootout. When that Thing began tearing people apart... people were running and screaming and throwing themselves into the fire and... into our line of fire. I know I shot some people that night. Probably killed them. I...”
- “Then the Thing came for us and I saw Walter panic — I’d never seen him panic — and then all I know is that I was bolting through the high grasses with the fire behind me. Like a coward. Like a damned coward.”
- **Reassurance** (“nothing you could have done”) / **Occult** (“such monsters are beyond our ken”):
 - “It was the cult’s fault. They were depraved. They were fornicating in the name of their wicked god, in groups. They did drugs I’ve never even heard of and hurt each other for sport. They were monsters.”
- **Flattery** (“you did good work”) / interest in continuing the investigation:
 - “I hid my notebook away with a secret key to understanding more of what was going on back then. And what is almost certainly still going on, since we failed.” “You want to know where it is? Ask Francis Hickering, back at my estate.”
 - “Take this note and give it to the groundskeeper at the house on Old Hope road. He’ll let you look around.” (*Prop: Note from Douglas Henslowe to Charles Hickering*)
 - **Flattery 1 / Oral History 1** (jogging his memory): “I also remember putting material in a safe deposit box in Los Angeles. Uh... I think it was the First Bank of Venice Beach. No, wait. Long Beach. First Bank of Long Beach. It was in my name. By that point, Winston had already left town. And the others...”

EDGAR JOB



APPEARANCE:

- Pathetic figure. Skinny, stubble all over face and scalp.
- Smells like cigarettes and mouthwash.
- *Prop: Photo of Edgar Job*

ROLEPLAYING NOTES:

- Smokes, one arm on the table.
- Blitzed eyes through a haze of medication.
- Quiet intensity.

BACKGROUND:

- Is in Room 225.
- Stabbed Vincent Stack just before the Liar tore him to bits.

CLUES:

- **Any Interpersonal:**
 - “I’m on nine different pills. They’re not too big. Blue ones and red ones. Two capsules. The rest are, you know, they’re pills.”
 - “I’m not supposed to ask about what happened that night. About Henslowe’s friends. About Echavarria. I’m not ready yet.”
 - GEORGE AYERS INTRODUCED HIM TO RAMON ECHAVARRIA. Ayers and he went to UCLA together. Job was studying mathematics. I remember getting escorted into his library; huge place, lots of books. Lot of spooky books.
 - CRAZY PARTIES. Sex. Drugs. I was basically high from 1923 to 1924.
 - GOL-GOROTH. The Fisher from Outside. We were promised power. Lots of power. This... this isn’t what I wanted.
 - NIGHT OF THE SUMMONING: Relates basic timeline.
 - **Any Interpersonal 1:** To admit that he stabbed Vincent Stack. “I know it was wrong. I see his face every night. I can’t undo it, so it’s best if I just move on. That’s what Dr. Keaton says.”

- **Flattery:** Job was singled out that night by Echavarria. “He put a spell on me, in front of everybody. I’ve never felt more special... Although Dr. Keaton tells me that I shouldn’t dwell on that.”
- **Reassurance:** To describe the thing they summoned. “It had long, weird limbs and no head, but mouths, lots of mouths. I couldn’t really make it out, and I didn’t really try. I know I was screaming. Just screaming. And then I stabbed that guy, Vincent Stack, and ran the hell out of there into the fields.”

DR. KEATON

(Scene 2)

APPEARANCE

- Mid-forties.
- Slender, bearded, and bookish.
- Salt-and-pepper hair.

ROLEPLAYING NOTES:

- Tilts his head and nods when he listens.
- Puts a finger to his mouth when he thinks.
- Uses the royal “we” when talking about medicine.

BACKGROUND:

- Arranged for Edgar Job to be transferred from L.A. when he heard they had a shared delusion.
- Hoping to write a book about it.
- Will recognize the name “Walter Winston” from Henslowe’s letters.

CLUES:

- **Assess Honesty:** His confidence is only practiced and only half real.
- **Any Interpersonal:** A visit with Douglas Henslowe is easy to arrange; he’s desperate for people to talk to and it would do him good.
 - Sends Nurse Bethany to arrange the interview(s) while he gives the Investigators a brief tour (see *Incidents at Joy Grove*).
- **Medicine / Flattery / Oral History:**
 - He’s hoping to take over the hospital once Dr. Teake retires next year. (There’s a portrait of him!)
 - Douglas Henslowe has been a patient here since 1924, in one capacity or another. (Except for a brief return home in 1932-1933, during which time his condition rapidly deteriorated.)
 - Edgar Job came to the hospital in early 1925.
 - **Medicine 1 / Flattery 1 / Oral History 1:** Keaton arranged for Job’s transfer from L.A. in order to study their “shared delusion”.
 - Douglas Henslowe is now committed by court order and cannot leave the institution (due to violent behavior towards himself and others when he was released in 1932-1933).
- **Bureaucracy:** Keaton is not as powerful at the library as he would like people to believe.

CURROTHERS

APPEARANCE: In his sixties, but looks older. Threadbare plaid shirts and big boots; as if he's ready to trudge out into the swamp at a moment's notice. His hair's a mess and he's missing teeth.

ROLEPLAYING NOTES:

- Tongues the spaces where teeth should be.
- Uses silence to make people uncomfortable.
- Starts nearly every sentence he can with the words, "Well, way I figure it..."

CLUES (GETTING IN)

- **Disguise** (difficulty 5 as law enforcement) + **Cop Talk:** To gain entry to the property without Douglas Henslowe's permission. (Currothers is familiar with the local sheriff and deputies.)
- **Reassurance / Bargain:** "If it's Douglas Henslowe you're interested in, you might as well go to Joy Grove and see what you're getting into."

CLUES (WITH PERMISSION)

- **Asking about Dogs / Outdoorsman / Oral History:** Doesn't go out onto the grounds after dark any more; fear of gators. ("They ate up Bluster, an' he was such a good dog.")

NOTES

- Has no idea who Francis Hickering is.
- Intensely loyal to Mother Henslowe.
- This was a great family, and long as Mother Henslowe's still around, they still treat me right. I don't know what that boy of hers is going to do. Day's coming when she won't be around no more. An' that'll be a sad day.
- I'll keep the grounds here for Mr. Henslowe, should he ever come home, but I guess that I'll die here one day, and that's jus' fine.
- Mr. Henslowe, if you'll pardon me sayin', has always been an odd one. Artist. Distracted by a butterfly, he'd be, and no head for the work he'd had to do. Except when he come back from the hospital the first time, in '32 – he was real focused then, on that book he was making. And then he'd wander the grounds with that camera of his.
- My father worked for the Henslowes, and if there were more Henslowes comin', I'd've roped my son into the job, too, but he works one of them factories in the city now.
- "John's my first name."

STATS: Athletics 6, Driving 3, Firearms 4, Health 5, Scuffling 6, Weapons 4

Weapon: +1 (shotgun), +0 pitchfork

DOGS (x3): Athletics 10, Health 4, Scuffling 8

Hit Threshold: 4

Alertness Modifier: +1

Weapon: +0 (bite)

Stability Loss: +0

MOTHER HENSLOWE

(Cynthia)



APPEARANCE: A modest silver wig, a flowery housecoat, and a vague smile with twinkling eyes.

Prop: Photo of Mother Henslowe

ROLEPLAYING NOTES:

- Sweet, but half-senile.
- A lovely drawl.
- Usually petting her cat (Virgil).
- Impolite discourse gets two free pardons (she pretends she hasn't heard it); the third bit of attitude or sass, however, and she'll cry out for Currothers. ("I don't want to speak to these folk any more!")

BACKGROUND:

CLUES:

- **(Polite) Interpersonal:** Something happened to "my poor Douglas" in California while he was away on business with "Mr. Walter Winston". He was attacked by "hedonists and folks of loose morals", but he defended himself as was only proper. What he saw in California was too terrible for him to tell his mother about. I never really got my boy back. It done drove him to the hospital.
- **Reassurance:** Douglas came home in '32.
 - He wrote to Walter.
 - He spent most of his time holed up in his study, drawing and sketching. Sometimes he would yell and holler.
 - It got so that I was afraid of my own son. He had wounds on him – cuts and bruises that he couldn't explain.
 - Then he took to wandering the property near dark, poking around the grounds with his shovel, his camera, and that horrid ball of twine.

NOTES

- An Investigator petting Virgil will find him reacting sweetly, but then suddenly bites.
- Has no idea who Francis Hickering is.

STAT SHEET FOR SAVANNAH

HENSLOWE ESTATE

DOGS (x3): Athletics 10, Health 4, Scuffling 8

Hit Threshold: 4

Alertness Modifier: +1

Weapon: +0 (bite)

Stability Loss: +0

GATORS (land/water): Athletics 5/7, Health 7, Scuffling 10

Hit Threshold: 4

Stealth Modifier: +2

Weapon: +1 (bite)

Armor: -2 vs. any (thick scaly hide)

Stability Loss: +0

BANGKOK THUGS

BRUTES (x4): Athletics 8, Driving 6, Firearms 5, Health 5, Scuffling 6, Weapons 6

Weapons: -1 (brass knuckles, pipes, knives), +1 (pistol)

3 Things: They spit. They stare. They lick their lips a lot.

BOSS: Athletics 8, Driving 4, Firearms 10, Health 13, Scuffling 7, Weapons 6

Weapons: -1 (brass knuckles, the scenery), +1 (pistol)

3 Things: She spits. Squints when angered. Stretches her punching arm like a pitcher before a baseball game.