CLUES

Letter to Bethany:

Dear Beth,

You got what you wanted. For the first time since we were children, I have fallen ill with some god-forsaken disease. If I were still young like we were for so long, I might get by, but I am old now. My skin has dried up and my bones are weak.

I ask you, one last time, to change your mind. He is not that special. We have had boys before, we will have them again. Let me live.

Washinton's Letter:

To Grace & Bethany Dubois, it brings me great pleasure to report that the tyrant king's army has been defeated. Lord Cornwallis has surrendered and we are now in the process of negotiations for the recognized independence of the United States of America.

I wanted to directly acknowledge that it was your generous contributions and sway with the French King Louis XVI that directly led to this victory. This new nation owes you a great debt.

Sincerely, George Washington

Bob's Notes:

Trial one; cutting own hand – Success
Trial two; removing little finger – Success
Trial three; death of pig – Failure
Trial four; butchering live pig – Success
Trial five; butchering pig with closer proximity – Great Success
Note – Pendant reacted with blood. Avoid contact in future.

Sam's Diary:

***October 17th, 1878** – Bethany died today. Went in her sleep. Looked mighty peaceful. I will bury her under the tree as she asked.*
***October 25th, 1878** – Martin has not spoken to me much since Bathany's passin. I think he blames me. Says I can do something, but I know it ain't right. It is not what Bethany or God would want.*
***October 27th, 1878** – Martin stormed off today. Left me a rather nasty message on the counter. I am scared of what he might do.*
***November 9th, 1878** – Strange things have been happening lately: doors opening, chairs moving. I have been hearing Bethany too.*
***November 16th, 1878** – I miss her so much. I hear her every day.*
***November 19th, 1878** – I don't care if it is wrong. I want my wife.*

Letter from Martin:

Dear Father,

I will not sit by and let you leave mother in the ground to rot. We can do something about it, but you refuse. You are nothing but a coward. I took what I need and am heading out to do what you cannot.

GM BACKGROUND

For over 400 years, Grace and Bethany Dubois have walked this earth. Daughters of a witch's coven, they were trained in the art of magic and would eventually come to possess a powerful artifact: The Pendant of Vitality. A silver necklace that would grant the wearer eternal life. Wanting to share the enchantment, the sisters separated the pendant into two halves. So long as the sisters were always together, they were both functionally immortal.

Moving to the West was just another adventure at first. A single chapter in their long history. But something happened that neither sister expected: Bethany fell in love with a man named Sam Bass.

Soon, Sam and Bethany would have a son, and during labor, Bethany renounced her witchcraft as well as her immortality. From the birth of her son Martin, she would live the rest of her days as a mortal and separate from her sister. This upset Grace at first, but she assumed that Bethany would change her mind some day. She always did.

But in 20 years, that day never came. Bethany kept her word until she died, and Grace would follow soon after.

However, Martin, who was a grown man at this point, had heard his mother's stories about the pendant. He knew that the necklace could not only heal his mother but bring her back. He pleaded with his father to seek out the other half, but Sam refused. Frustrated and determined, Martin stole his father's cash and headed to El Paso to find someone who could bring his mother back to him.

GM NOTES

HIDDEN: Some clues are marked with a **H** representing that they are hidden. This only means that they are not immediately apparent. Some should be revealed automatically to players, while others might require the characters to look in the right place at the right time.

MARTIN BASS/ADAMS: Martin is posing himself as a jewelry collector from New York. He has no idea what he is doing but hopes the money he stole will be persuasive enough to get peoples attention. He will trail behind the characters when they head up to his father's ranch to ensure they follow his instructions.

SAM BASS: Sam has been hearing the voice of his wife since her passing. With each day, the voice gets stronger. It seems she regrets her choice and is trying to come back to the world of the living. Sam regrets his choice as well and has dug up Bethany's casket. She is now in the basement with the pendant around her neck. If Sam sees the other half of the pendant, he will try to take it and resurrect his wife.

THE PENDANTS: Each pendant is half of the much more powerful Pendant of Vitality. If the two pendants are ever brought close together, they will fly towards one another like magnets and connect. If the connection happens near Bethany Dubois' body, she will awaken as **The Witch**.

The only way to destroy the pendant is to **submerge it in a large quantity of blood where it will dissolve**.

AN EPISODE FOR THE
STRANGE TIMES
MYSTERY HORROR ROLEPLAYING GAME

CREATED BY: GAVIN RUBIN
ART: DAVID RING

ETERNAL SUNSET



INTRODUCTION

El Paso – November 19th, 1878

It is a cool autumn day in El Paso when the characters spot a well-paid job posting on the local bulletin board.



(Ask the players why their characters desperately need the money)

Riverwood is only 25 miles north of El Paso; the characters could be there by nightfall if they leave soon. Start in **RIVERWOOD**

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RIVERWOOD

Riverwood Saloon
A warm place with food and drink

Main Room– A large open area, well decorated with photos and lithograph ads. Filled with locals and travelers.
H | There is a large sign above the bar: "Established in 1828"
H | The photos depict various significant members of the town. One is dated in 1857 and shows two women wearing matching pendants. Labeled: "Grace and Bethany Dubois: Riverwood Founders"

Alex West– The bartender polishing a glass behind the bar. Quick to offer anyone who walks in a seat and a drink.
H | The pork and beans is half price. People have complained that the meat tastes "strange," but it is fresh from the butcher.
H | Grace Dubois died 4 weeks ago. Bob Clay, the town surgeon and butcher, buried the body behind Grace's home. No funeral was held.
H | Alex knew the Dubois Sisters. Says they had a falling out some time ago. Bethany left town. Grace stayed.

Patrons– The saloon is half filled with locals, most sharing a drink after a long day's work.
H | Everyone knew Grace, but not well. No one ever saw her without her pendant on, some commenting sarcastically that it was "attached to her."

Grace Dubois' Home
A sturdy home at the center of town

Inside House– A small but well-built home. Paintings and knick-knacks cover the walls.
H | The dining table is covered with drafts of the same letter; all addressed to Bethany Dubois. One is recent. ***See– Letter to Bethany***
H | The decorations on the wall are French in origin, mostly from the 17th century. There is a framed letter. ***See– Washington's Letter***

Grave Behind House– A loose bit of soil marked with a cross.
H | The body is not wearing the pendant.

Bob's Medic and Butchery
Business and home to Bob Clay

Bob Clay– A gruff and rude man. Unkind to all.
H | Bob is clearly hiding something and avoids conversation.
H | Bob will use a shotgun to threaten those investigating him.

Shed (Locked)– A small wooden shack behind the home. A very loud squealing can be heard coming from inside.
H | A pig is inside, chained to the wall. Bloody knives nearby. Has a large mass of scar tissue, healing rapidly.
H | Next to the pig, hanging from a nail on the wall, is the pendant.
H | A pile of papers is on a nearby stool. ***See- Bob's Notes***

EL PASO

Rose Cantina
A massive structure and cultural hub

Cantina Floor– A large open space full of people drinking, dancing, and gambling.
H | Martin Adams is a stranger to the locals. He arrived three weeks ago, put up the job posting, and has been staying at the local inn.

Martin Adams– A smart dressed man. Thin. Wears glasses.
H | Mr. Adams is wearing a suit too large for himself.
H | Mr. Adams is attempting to hide a more prominent southern accent. He is not doing it well.

"Excellent work! Here is your well-earned payment. Now, if you are interested, I may have another job for you. This pendant is actually part of a set; it had a twin and so too did Grace. A woman by the name of Bethany Dubois who passed away about a month ago. Thirty miles west of here is where Bethany lived with her husband, Sam."

"I am certain he still has the other pendant. Now, Sam is down to his last dollar, but I doubt he will sell the necklace to you outright. You might need to look at more… "creative" ways of procurement. My suggestion is to tell the old man that you are looking to buy cattle. He will waltz you in, no questions asked. Find where he is hiding the silver and check that the pendants fit together; the two halves should connect like a hitch to a wagon. Oh! Of course, you will need to take this one to confirm the authenticity of the other. That is fine by me."

"If you can find the other half and return them here in good condition, I will pay you an additional $220."

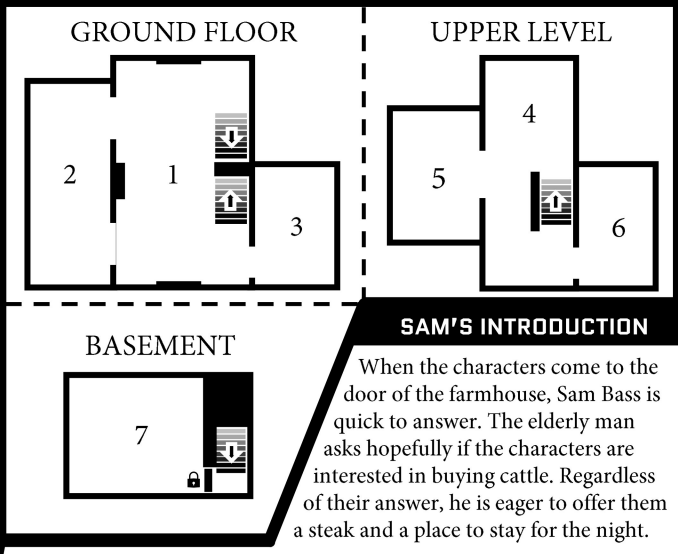

Art by:
Kim Holm ⓒ

THE WITCH

The reanimated body of Bethany Dubois, glowing with a harsh green light. Hovering above the ground, **The Witch** is able to close distances as quickly as one could run. She will hunt the living to consume their lifeforce (Spirit Save) so she may be young once more. She has no qualms as to who she kills, including Sam and Martin.
Hostile Encounter (3d10)

SAM'S RANCH

THE FARMHOUSE



SAM'S INTRODUCTION

When the characters come to the door of the farmhouse, Sam Bass is quick to answer. The elderly man asks hopefully if the characters are interested in buying cattle. Regardless of their answer, he is eager to offer them a steak and a place to stay for the night.

1. Living Room – A well decorated living space. Artwork adorns the walls and three chairs are placed around the fireplace.
H | A trail of dirt leads from the back door to the basement stairs.

2. Kitchen – A small kitchen area with a large window.
H | Out the window, a loose pile of dirt can be seen next to a tree.

3. Study – An enclosed space with a desk and a large bookshelf.
H | A leather journal is inside the desk. ***See – Sam's Diary***

4. Landing – A connecting space with photos decorating the wall.
H | The photos depict a family of three: Husband, Wife, Son.
H | The son looks remarkably similar to Mr. Adams.

5. Master Bedroom – A simple, but cozy room with a large bed.
H | A note has been left on a dresser. ***See – Letter from Martin***

6. Guest Bed – A simple room with a bed and a side table.
H | There is a foul stench. Sam apologizes and says it is from the nearby slaughterhouse.
H | Small personal artifacts can be found around the room. Sam says they are from his son who recently left home to start his own life.

7. Basement (Locked) – A cold, bare area. Dirt marks stain the stone floor. A casket is propped up against the back wall.
H | The casket holds the body of Bethany Dubois with the other half of the pendant around her neck.

THE SLAUGHTERHOUSE
A barn solely for butchering cattle. Located a quarter mile from the farmhouse. Blood stains most surfaces.
H | Buckets of blood can be found on the slaughterhouse floor.