

CLUES

Top Page:

The “Bio-pools” of early earth played a vital role for animal life long after the first singled celled organisms emerged. They were ideal breeding vats for all sorts of terrestrial life. Their isolation from the, at the time, teeming oceans allowed for little risk of predation and the chemical make-up of numerous hydrocarbons allowed for the hatchlings to be able to absorb vital nutrients from their surroundings.

Bottom Page:

Theoretical Chemical Composition:

Methanol 62% | Ammonia 8% | Amino Acids 13% | Lipids 17%

Assuming Darwin’s theory presented in the Origin of Species is indeed correct, then these pools could have been the motivation behind the shift to terrestrial life.

Ancient Earth: Page 39

Strange Papper:

My dreams have shown me the path

Crude drawing of the **Strange Symbol** →

Be’or hem hofchim le’amet!

(Hebrew Translation: In the light, they become truth)



The Seventh Sermon:

The measure of a life is the measure of tooth and limb. They are the tools that allow a creature to pursue motive. That propel the creature to swim, to walk, and to fly. That allow the powerful to prove their might, the agile to prove their speed, and the ferocious to prove their hunger. They are what give the being a purpose and the means to achieve it. Tooth and limb.

It is with this truth that we can acknowledge the folly of man. The belief that we are the rightful owners of this world with only four limbs and thirty-two teeth. Less than forty all together. The true rulers of earth would laugh at our hubris. But do not believe that means we lack purpose. We are not the true host, but we may be the vessel. The children of Shin Vehaga have hatched. May we bring their mother to them.

Matchbook:

The Green Serpent (est. 1912): 5201 Harold St. Bellmon, NJ
Ze im alf shini'im vegafi'im

(Believed Meaning: The place with a thousand smiles and embraces)
(Hebrew Translation: The one with a thousand teeth and limbs)



Art by:
Bajana Rubin

GM BACKGROUND

Heather Tribly always wanted to be a mother. To her, bringing life into the world is the greatest privilege one could possess, and her entire life was centered around the idea of having children. When she learned of her husband's infertility, her world collapsed. She was left aimless in her life, and her dreams of being a mother vanished... but a new dream took its place. Soon, Heather would begin seeing a symbol in her sleep. A sigil of hope that called to her.

It did not take long for Heather to find the Cult of Shin Vehaga: a group of individuals (Alfred, Alan, and Freddy) set on bringing a primordial deity back from the dead. To Heather, this was her salvation; a chance to bestow the blessing of life onto the world.

Over the course of weeks, the cult gathered the materials needed to recreate the atmosphere of ancient earth and form bio-pools. Recently, the cult stole a **prototype UV-flashlight** that could reveal the fruits of their labor: the young of Shin Vehaga born in the pools.

All that is left is to complete the ritual that will bring Shin Vehaga to the world. Finally, Heather and her husband will have a child.

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.

SINGLE DAY: It is recommended that the entire investigation be framed around a single day with the climax at **The Green Serpent** happening after nightfall. If the players wish to have their characters sleep, consider interrupting their rest with a call from Robert Tribly letting them know that Heather has returned. In the background of the call is a feminine voice saying: “Let’s go Robert, we are finally going to be parents! We are going to have a baby!”

CLEAR LIQUID: Anytime the phrase “**clear liquid**” is used, it is referring to a bio-pool filled with millipede-like creatures. They are invisible unless the **prototype UV-flashlight** is used. This liquid is extremely flammable.

CREATED BY:
GAVIN RUBIN

AN EPISODE FOR THE

STRANGE  TIMES

COVER ART:
GAVIN RUBIN

MYSTERY HORROR ROLEPLAYING GAME



INTRODUCTION

Bellmon, NJ – July 13th, 1921

It has been nearly two months since the characters opened their private detective agency. It is a slow week; one appointment in the afternoon for a man named Tribly. Just after everyone settles in, there is a knock at the door. Behind is a nervous, stout, middle-aged man.

“Hello. Robert Tribly; a pleasure to meet youse. I, uh... know I am early, but I felt I needed to talk to ya as soon as I could. It’s ‘bout my wife, Heather. She has been acting strange lately. Coming home late at night, or even early in the morning, absolutely stinkin’ of alcohol! She says she’s workin late at the textile mill, but I don’t think theys open that long. She might be seein’ another fella. She didn’t even come home last night. Last time I saw hers, she was walking out the door to go to some science talk. I bought a ticket to go with her, but she started screamin at me, tellin’ me I couldn’t go... Haven’t seen her since. I just want to know she’s safe.”

Robert hands over the ticket and invites the characters to look around his home.

H | Strange red marks dot Robert's hand. He says that they have been appearing at night for the last 3 weeks or so. A Trait Roll could inform the player that they are bite marks.

H | Heather is an abolitionist.

ADMIT ONE

Amber Opera Hall

Dr. Alan
Greenwood

Lecture and
Demonstration
July 12th

Once Robert leaves, ask the players where they would like to go.

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Tribly's Home

A small home in the suburbs

 **Robert Tribly**– A nervous wreck. Welcomes the characters readily. Gives them full access to the home; no questions.
H | Strange red marks dot Robert's hand. He says that they have been appearing at night for the last 3 weeks or so. A Trait Roll could inform the player that they are bite marks.
H | Heather has a small art studio in the basement.
H | Heather has been depressed since Robert was diagnosed as infertile.

 **Bedroom**– A simple room with a single bed. Nightstands flank both side.
H | In Heathers nightstand is a note: *The Sly Grin - 2:00pm*. On the card is the **Strange Symbol**.
H | In Robert's nightstand is medical document diagnosing him as infertile. Dated 2 years ago.

 **Nursery**– A well decorated nursery, never used. Dust covers everything except a rocking chair.
H | There is a business card for a Chinese restaurant called Sweet Fish. Has the **Strange Symbol** in its logo.

 **Basement**– A dark room with a desk cover in papers. Nearby is a stool with a large glass jar filled with a **clear liquid**.
H | The papers all have versions of the **Strange Symbol**. One sits on top of the pile. *See– Strange Paper*
H | There is a torn page next to the jar. *See– Bottom Page*
H | The liquid in the jar smells of alcohol.

Betir's Home

A rundown house in the slums

 **Ground Floor**– A locked door prevents entry into the house. Inside, the house is covered in trash. Pinned to the wall is the address to **The Sly Grin**. There is a door leading to a basement.

 **Basement**– A dark room made to resemble a church with pews, bookshelves, and a small stage with a lectern. At the back of the room is a shelf with four glass jars filled with a **clear liquid**.
H | On the lectern is a piece of paper. *See– Seventh Sermon*
H | On the bookshelves is a book titled **Ancient Earth**. A page has been dogeared and torn in half. *See– Top Page*
H | The liquid in the jar smells of alcohol.
H | Next to the shelf is a broken jar.
!SPIRIT SAVE! – *If someone reads the Seventh Sermon*, characters in the basement must succeed a Spirit Save Roll or lower Spirit Save as they get the sensation of something crawling on their skin.

Jewish Temple

The local synagogue

 **Eli Rubinstein**– Rabbi of the temple. Jovial and quick witted. Able to translate Hebrew text.

Textile Mill

A featureless factory on the edge of town

 **Paul Finsworth**– Floor manager of the textile mill. Patient and willing to talk to the characters.
H | Heather was fired three weeks ago. She was in charge of deliveries and missed that several orders of methanol were missing.
H | Paul assumes the delivery driver was the thief as he was apparently fired for stealing truck refrigerant (ammonia).
H | Paul was given the drivers name (Alfred Betir) and address for legal reasons. He is willing to share the address with the characters.
H | Heather was close to a spinner named Betty Wilks.

 **Betty Wilks**– A middle aged spinner. Used to be close to Heather when she worked here.
H | Heather's dream was always to bring life into the world. She was devastated when she realized her husband was infertile.
H | Heather would never touch alcohol.

Amber Opera Hall

A large building of cultural significance

 **Box Office**– A glass box office with a staff member inside. Outside is a sign: *Greenwood Demonstration Cancelled*
H | Dr. Greenwood had a piece of equipment stolen yesterday. Someone broke in through the back door.
H | Dr. Greenwood is still in the building.

 **Dr. Greenwood**– A smart dressed man. Thin. Wears glasses.
H | The device stolen was a **prototype UV-flashlight**.
H | The device was stolen from his office during the Q&A section. He remembers a woman speaking to him for quite some time about nothing in particular. She recommended the **Sweet Fish Restaurant**.
H | The woman matches the description of Heather.

 **Back Alley**– Backdoor with a jury-rigged repair. The door has the **Strange Symbol** painted onto it.
H | A short man named Carl Peterson is walking around. He is looking for a man called Alfred Betir who is behind on his loans. Carl heard he "hit this place yesterday." He can be convinced to give the characters Alfred Betir's address.

Sweet Fish Restaurant

A Chinese restaurant downtown

 **Wei Zhang**– Partial owner of the Restaurant. Is helping wait tables while his staff are running errands.
H | The restaurant has a limited menu at the moment due to the other owner (**Alan Lister**) taking ingredients for personal use.
H | Alan took beef tallow (lipid) and MSG (amino acid).
H | Wei claims that Alan insisted on the **Strange Symbol** being part of the logo despite not being a Chinese character.
H | Wei has not seen Alan for a few days.

The Sly Grin

The local bar of Basin

 **Front Business**– A taxidermy shop hiding the secret bar in the back. The **Strange Symbol** is featured prominently on the business's logo visible from the street.
H | Hidden in the wall is a secret door leading to the bar.

 **Hidden Bar**– A dimly lit room with a bar stocked with "brown" and "clear" liquor.
H | The bartender recognizes a description of Heather. Says she was here with "the supplier" and two other guys on July 12th. He also says that she left her coat and suggests the characters return it.
H | The "the supplier's" name is **Freddy Clutch**.
H | Inside the coat is a matchbook for "The Green Serpent." an abandoned bar at the edge of town. *See– Matchbook*

The Green Serpent

An abandoned bar at the edge of town

 **Exterior**– A large wooden structure built on the edge of a cliff overlooking a lake. The main entrance is unlocked.

 **Interior**– A large restaurant area. In the center is a looted bar. The main floor has a dozen circular tables, each with a massive crystal bowl on top filled with a **clear liquid**. The air has a foul stench and is hard to breath.
H | The **Prototype UV-Flashlight** is on the bar. Using it on any container with the clear liquid will reveal the vicious millipede-like creatures swimming inside.
!SPIRIT SAVE! – *The first time a character sees the creatures*, that character must succeed a Spirit Save Roll or lower Spirit Save.
H | There is a door leading to a storage cellar. A faint chanting can be heard emanating from behind the door.

THE CELLAR

A basement filled with containers for methanol, ammonia, MSG, and beef tallow. The far end wall has been destroyed revealing a small grotto that has a mouth overlooking the lake. Near the mouth is a circular slab 6ft in diameter. Robert Tribly is bound to the slab. Surrounding the slab are four cloaked figures repeatedly chanting the phrase: *Bo Shin Vehaga!*

Robert's abdomen has something visibly moving underneath. Soon after the characters arrive, his stomach will burst open. The tear will undulate repeatedly. If the prototype UV-flashlight is used, the characters will see a massive millipede with razor-sharp teeth and long limbs pulling its way out of Robert and up towards the grotto ceiling. No matter how much of the creature has emerged out of Robert, there is always more. (Hostile Encounter 4d10)

!SPIRIT SAVE! – *When a character witnesses Shin Vehaga*, that character must succeed a Spirit Save Roll or lower Spirit Save.