CLUES

Journal:

March 9th – I think I saw Him again. Tell doctor to up medication.
March 11th – He is getting closer. I tell myself its not real, but I can feel His presence.
March 11th – Taking double pills. He is still there.
March 14th – Went to church today. I saw him behind Paul the entire time. I think He knows Paul is sick.
March 19th – I see Him from my window. Those red eyes pierce through the tree line like arrows. Ethan was right.

White's Wall:

Newspapers and book clippings of various tragedies dot the wall: *Chicago Fire, Silver Bridge Collapse, Monongah Mining Disaster, etc.*

There is a map of the local mine with math scribbled in the margins.

There is a Train Schedule on the wall. One is highlighted: *Cincinnati – Baltimore, HAZARD: Carrying Hydrogen Sulfide*

C.A.R.B.O.N. Background Check on John:

John Kline moved to Basin in 1991 after he was fired from the Cincinnati Zoo for attempted theft. It was settled out of court. He was said to have an accomplice in the crime, but he never said who.

C.A.R.B.O.N. CALL-LINE

The characters can call C.A.R.B.O.N. to have desk workers search for information. The process is analogue based and slow. Characters should expect it to take hours to receive additional information.

***GM Note**- Be sure to let players know they can call C.A.R.B.O.N. to look up information.*

Additional Information:

- John tried to steal insects. Specifically, Baphomet moths.
- John was prescribed anti-psychotics after seeing a coworker killed by a chimp. Afterwards, he claimed to have "visions of death."
- The chimpanzee attack happened in 1988.
- Another employee saw the coworker's death: Ethan White.
- Ethan White is assumed to have been John's accomplice.
- Baphomet moth cocoons went missing recently from the Cincinnati Zoo.
- Ethan has not come in to work for the past week.
- Ethan drives a red truck. License plate: **MT11M12**
- The **Mothman** is a local legend; said to portent tragedies
- Cults around **Mothman** often use death to summon the entity.

GM BACKGROUND

In 1988, two employees of the Cincinnati Zoo (John Kline and Ethan White) witnessed the death of coworker. During the event, both John and Ethan saw a near indescribable entity: **The Mothman**. John and Ethan became obsessed with the entity and began performing strange rituals to see him again.

In 1991, John renounced his devotion to **Mothman**, sought medical help, and moved to a small town. Ethan would never forgive him.

Two years later, Ethan now has a master plan. He believes **Mothman** can grant ascension to those who cause enough death and he seeks that blessing. He has travelled to Basin and has killed 3 individuals to lure **Mothman** to the town. Soon, he will collapse a local mine to derail a train carrying hazardous material, killing the entire town.

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.

THE TOWN: Basin is a small sleepy town on the border between West Virginia and Ohio. Resting in a low valley surrounded by a dense forest, the settlement is often passed by with little note. It was once a mining town, but the mine was closed to allow for the construction of the railroad track. Many of the residents have seen the **Mothman** in recent days, but the assumption is that it is teenagers from a nearby town pulling a prank.

THE MOTHMAN

The **Mothman** is an eldritch entity obsessed with death. He only appears to those who will either die soon or will witness someone die. The closer he appears, the closer the person is to death.

He has glowing red eyes that can be seen from any distance. Those who are closer can see that he is an 8ft tall humanoid figure with large, tucked wings. No matter how close he is, he always appears dark and fuzzy as if he is far away.

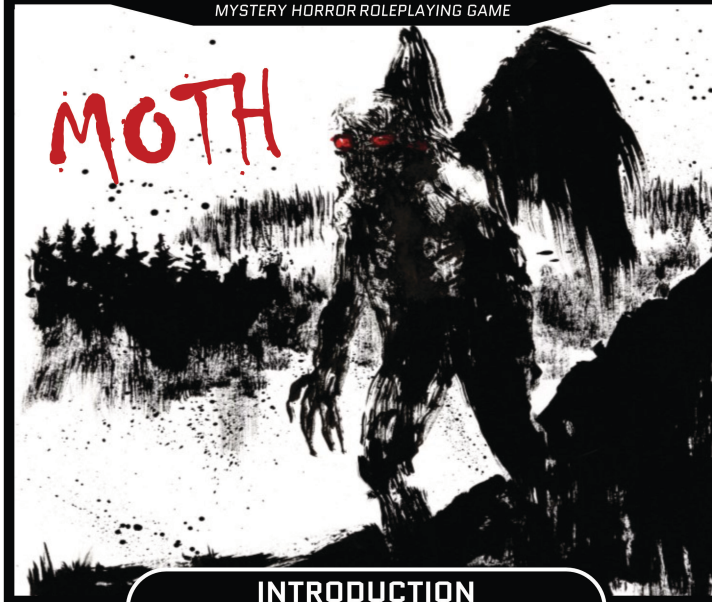
If characters enter a **Hostile Encounter (2d10)** with the **Mothman**, he will distort reality around them: straight paths will loop, walking moves the world rather than the person, tunnels to nowhere appear, etc. **Mothman** will never attack anyone directly and cannot be hurt but his presence will lower the characters' Mind Saves. If anyone attempts to harm **Mothman**, the wound will emit a chorus of screams, and the attacker will lower their Mind Save by 4d10.

Unique Mind Condition: **Followed** (Severe)

***Followed:** Raise Base Omens by 1. The **Mothman** has taken an interest in your character and will follow them for the rest of their life. When you fail a Save after the GM spent one of your Omens, treat the failure as one consequence bracket lower (i.e. Minor becomes Major).*

AN EPISODE FOR THE
STRANGE & TIMES
MYSTERY HORROR ROLEPLAYING GAME

CREATED BY: GAVIN RUBIN
COVER ART: KIM HOLM (cc)



INTRODUCTION

Basin, WV – March 20th, 1993

Shortly after the forming of the Burau of Investigation in 1908, proof of the paranormal was discovered. To avoid mass panic, the evidence was kept secret, and a subsect of the Burau was created to maintain the conspiracy: CARBON.

C.A.R.B.O.N. (Contain, Alter, Redact, Burn, Obfuscate, Negate)

The characters are junior members of CARBON, mostly tasked with paperwork, filing, and destruction of evidence, but not today. Today, they are greeted at the door by their supervisor with a file in hand and keys to a rental car. They are told to start driving West and to open the file once they are an hour out.

UNITED STATES DEPARTMENT OF JUSTICE
FEDERAL BURAU OF INVESTIGATION
CARBON DIVISION

Team is to report to Basin, WV immediately to investigate the murder of a John Kline. Possible ritualistic slaying. Kline's background is being processed; call at 3:00pm for details. Meet with Police Chief Sam Fern at **1215 Pleasant st.** Rooms have been arranged at the Basin Motel.

Paranormal Activity Status: Unknown.

Primary Objectives: Determine Activity Status. Prevent Dissemination of Rumors. Neutralize.

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Basin Motel
A cheap motel near the woods

Augustus Morrison– Owner of the Basin Motel.
H | Augustus has seen the man in the woods at night.
H | The only other person to check in was a "Nathan Black."

Parking Lot– An empty concrete patch outside the motel.
H | There is a red pickup truck. Ohio license plate: **MT11M12**
H | The truck has traces of dynamite, gunpowder, and gasoline.

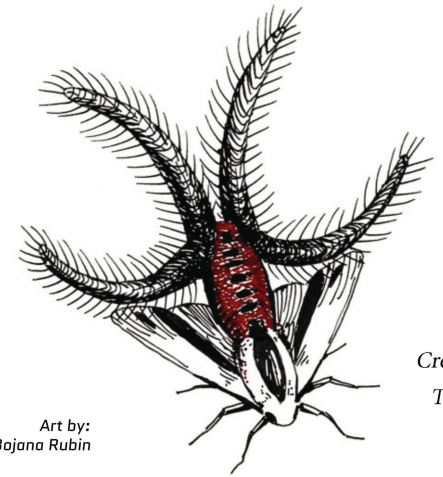
Motel Room– An extremely cheap room, rattled at night by passing trains. Windows face the wooded hills.
!MIND SAVE! – *If someone looks out the windows at night,* they will see the **Mothman** looking at them.

After their first night in town, if the characters did not find the shed, Chief Sam Fern will inform them that another body was found in the woods. Go to: The Shed

Nathan Black's Room– A nest filled with food wrappers and bloodied tools. A corpse sits in a chair by a shuttered window.
H | The person was killed by various torture methods.
H | The person was a man named Tom Hill. He was an old hermit that oversaw the abandoned mine. Has not been seen in a week.
H | The wall is covered in notes and documents. ***See- White's Wall***

The Shed
A wooden shack hidden in the forest

Inside the Shed– A body lies on a table. Numerous strange bumps can be seen under the skin.
!MIND SAVE! – *If someone tries to investigate the bumps,* the bumps will begin to move before bursting as the moths underneath hatch from their cocoons.
H | The person has no identification and appears to be a vagabond.
H | The moths are a unique species called a Baphomet moth.
H | There is a gas lamp next to a matchbook from the Basin Motel.



Art by:
Bojana Rubin

Creatonotos Gangis
The Baphomet Moth

1215 Pleasant St.
A tiny home at the edge of the woods

Sam Fern– An older man annoyed at the FBI's involvement. He will cooperate, but begrudgingly.
H | The John's body was found this morning. Chief Fern was called by the FBI shortly after the discovery and halted investigation.
H | John moved to Basin 2 years ago. Worked as a mechanic.
H | The locals are already spooked; numerous reports of a strange man wandering in the woods. Chief Fern wants to avoid panic.

Living Room– A body is suspended by piano wire from the ceiling. The lungs are pulled out the back to resemble wings.
H | This form of execution is referred to as "Blood Eagle" but has been performed incorrectly. The "wings" are pulled down.
H | The cuts in the body are crude, but human made.
H | "I am witnessed, I will Ascend" is written in blood on the wall.
H | John's personal journal is on a table. ***See– Journal***
H | There is a prescription bottle for anti-psychotics.

Local Mechanic
A car shop near the main road

Greg Barker– A grizzled man with a no-nonsense attitude.
H | John was his only employee. Good enough to not be fired.
H | John would often speak about conspiracy theories.
H | John would sometimes go to the Valley Pub for a drink.
H | The mine closure made this the only profitable business in town.

The Church
A small steeple in the middle of town

Pastor Paul– A sickly man always eager to help those in need.
H | John did not come to church often, but he attended last service. He looked nervous.
H | Someone recently broke into the church and stole piano strings.
H | Paul is dying of lung cancer. He doesn't have long.

Bake Sale– Many homemade pastries and sweets.
H | The bake sale is to support the now unemployed miners.

The Woods
The trees that crawl up the valley hills

Tree Line– The veil that separates the wilderness from Basin.
H | Some trees have long claw marks.
H | There are patches of dead grass where the "woods man" was seen.

Forest– A loose grouping of trees that surround Basin.
H | Some trees have long claw marks.
H | **The Shed** is hidden here. Unlikely to find on accident.
!EVENT! – *If Earl and Joe go hunting at night,* Joe will die. Likely, Earl will shoot Joe on accident thinking he saw the **Mothman** nearby.

Valley Pub
The local bar of Basin

The Regulars– A group of town residents discussing local events, telling stories, and making jokes.
H | Numerous patrons claim to have seen a man in the woods.
H | Busy even during the day. Most people were put out of work when the local mine closed.

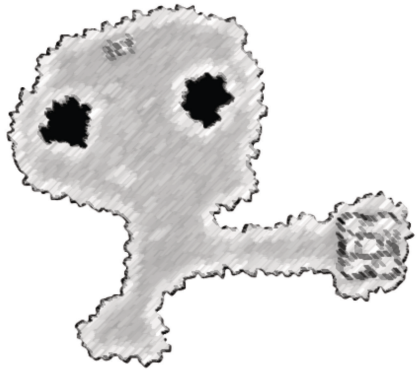
Earl and Joe– A couple of drinking buddies with hunting rifles. Earl is rather cheerful, but Joe has a solemn stare.
H | Joe saw the "woods man" up close. He claims the man was hovering above him in the trees, watching him.
H | Earl and Joe are going hunting for the "woods man" later tonight.

Decorations– Old pictures cover the walls of the bar.
H | There is a poster for a bake sale at the local church.
H | The pictures tell the story of the towns once profitable mining industry several decades ago.

The Abandoned Mine
An empty cavern

The Gate– An iron gate, chained and locked. The passage is at the base of a large hill. At the top of the hill runs the train.

Inside The Mine– A small cave that leads to an old elevator.
H | There are signs that someone was here recently.
H | The elevator leads to the old mine. A large cavern with two massive stone pillars supporting entire hill above.



If the characters go to the mine after discovering Ethan White's plan, then the characters will find the gate already unlocked. Once the characters enter the mine, they will be in a **Hostile Encounter** with the **Mothman** who will lower their Mind Saves **(2d10)** and deadly traps left by Ethan that will lower their Body Saves **(3d10).**

Once the characters make it to the cavern, they will find Ethan armed with a pistol **Hostile Encounter (3d10)**. The pillars have been rigged with explosives and are set to detonate in a matter of minutes. If Ethan dies, the **Mothman** will absorb his soul before disappearing.