

# Our Ladies of Sorrow

## Book One: Tenebrarum – House of Shadows

The Investigators are thrust into the thick of this scenario by what appears to be random chance, when they witness an accident. Even if they don't initially think to follow the old woman who departs the scene or realize that no one else present saw her at all, once they begin to experience nightmare visitations, they will certainly investigate further.

The Investigators should soon discover the Three Sisters apartment building; if they don't follow the old woman, they will learn of it in Frank Ryder's obituary.

Once they are aware of The Three Sisters, they should soon discover that there is a history of strange deaths and nightmares surrounding it. After a thorough investigation and more macabre events, a murder occurs in The Three Sisters. The Investigators are hand and may discover the human identity of the murderer, Mater Tenebrarum. While it is best for the Investigators figure out her identity themselves, the climax occurs shortly thereafter nonetheless.

One particular Investigator may come to the attention of Mater Tenebrarum. The Keeper should look over the Investigators' Drives and Pillars of Sanity. Also, the Keeper should consider the backgrounds of the Investigators. Ideally, one or more Investigators will be exactly the type of person that Mater Tenebrarum would prey upon. The Keeper may also decide which Investigators are targeted by Mater Tenebrarum during the climax; if more than 10 Stability points are lost by a single individual (even if some of the points return), it could become important in this scenario's final stage.

### The Accident

(Pages 14-15)

- The Investigators should make a single **Sense Trouble** test each, and the results determine what they observe leading up to the accident.
- With a successful **Difficulty 4 Sense Trouble** test an Investigator makes note of the old man from the time he comes in view.

- If a **Difficulty 5** was made, the Investigator sees the old man's demeanor change to sharp surprise, even dismay, while the woman smiles.
- And if a **Difficulty 6** was made, it allows an investigator to hear the old man saying something.
- Anyone witnessing the accident and seeing the woman's bizarre reaction must make a 1-point Stability test.

### The Victim

(Page 15)

- **Medicine** shows him to be fatally injured, surmising that he has several broken ribs and a punctured lung.
- Anyone who tends to the man or otherwise views his wounds and his subsequent death must make a 1-point Stability test. Occupations such as policeman, soldier, physician, or EMT make the test at a difficulty of 3.

### The Police

(Page 15)

- Any Investigators present who eavesdrop on the witness statements note that no one mentions the old woman.
- If none of the Investigators catch this, **Assess Honesty** while making their own statement to the patrolmen notes the cops are surprised at the mention of the old woman.

### The Old Woman

(Pages 15-16)

- If one or more of the investigators decide to pursue the old woman, they see her nearly 100 yards away.
- Sprinting to the corner to try to keep pace is a **Difficulty 3 Athletics** test, and they see that again she has somehow outpaced them and is nearly 500 yards away.
- Allow a **Difficulty 4 Athletics** test to sprint and halve the gap between them before she turns yet another corner.
- Choose a random pursuing Investigator and have him make a **Difficulty 6 Stability** test. If they succeed they feel momentarily dizzy. Failing, they find they must stop in their tracks,

breath gone, chest tight, their whole body chilled.

- If the woman checking her mail is asked about an old woman who might live there, she claims not to know, and **Assess Honesty** notes her growing suspicion and fear of the intruders.
- A 1-point **Reassurance** spend or some form of proof of a reliable or official authority (police, doctor, EMT, FBI, etc.) is necessary to keep her from quickly begging out of the interview.
- The woman in number 10 is curt, **Assess Honesty** noting her suspicion of strangers.

## The First Night

(Page 16)

Once they've gone to bed, all Investigators present at the old man's death should roll 3d6. The numbers rolled should be added, and if the result matches or is less than the Investigator's Stability *rating*, the Investigator suffers an old hag attack. If none of the rolls match or is less, then the Investigator who rolls nearest to their Stability *rating* suffers the attack.

## The Nightmare

(Pages 16-17)

- A **Sense Trouble** test should be made. A result of 3 allows an investigator to hear light footsteps from an adjacent room or hallway. This calls for a 2-point Stability test.
- As the footsteps approach, if the previous **Sense Trouble** test result was a 4, the Investigator roll reveals a dark hazy human shape. Without this result, the Investigator never sees their assailant.
- The shape crawls onto the bed atop the paralyzed sleeper, calling for a 2-point Stability test.
- If the **Sense Trouble** test result was a 7, the terrified victim sees through the dark hazy features.
- Anyone actually seeing the demented crone must make a 3-point Stability test.
- When the nightmare entity finally withdraws, it leaves the Investigator weak. If the Magic ability from *Rough Magicks* is used in the game, the Investigator is temporarily drained of 1d6-1 Magic pool points. Points refresh as normal. If the amount of points drained exceeds the Investigator's Magic pool points, the excess is drained from Stability pool points. If the Magic ability is not used in the game, all points

are drained from Stability. One Stability point refreshes every two hours. If the Investigator is reduced to 0 or fewer Magic or Stability pool points, he doesn't awaken for a number of hours equal to the point loss, regardless of any and all attempts to awake them.

- A **Difficulty 4 Stability** test allows the victim to write off the experience as no more than a bad dream, and his or her Stability losses are halved, dropping any fractions.
- An investigator making a 2-point **Occult** spend or with **Psychoanalysis** realizes the victim has suffered what is called night hag, or old hag attack, sometimes referred to as "hag riding."
- If any of the Investigators learn that their comrades had similar nightmares, all who had the dreams must make a 2-point Stability test.

## The Victim Frank Ryder

(Pages 17-18)

- A 1-point **Library Use** spend or specifically taking the time to look into the fine details of his background (a **simple search**) turn up a reference to Ryder's parents fleeing Nazi Germany during the Second World War, and that Ryder was born Franz Reuter in Germany in 1934, and that his parents fled the country in 1944.
- **Cop Talk** gleans the name and address of the van's driver, Susan Simon, a housewife who has no useful information.

## The Nightmares

(Page 18)

- **Library Use** discovers that as many as 15% of the populace have suffered at least one such attack in their lives.
- **Occult** or **Anthropology** notes the hag attacks are vaguely similar to tales of alien abductions.
- A 1-point **Library Use** spend turns up a book on the subject.
- It can be pored over in 6 days, and adds a dedicated pool of 2 points to Psychoanalysis usable once a scenario (Keepers may determine that only Investigators who already have a Psychoanalysis rating can benefit from this, or Keepers may otherwise restrict its use). A quoted passage nearby (Tenebrarum Papers #1) can be found by skimming (2 hours) and lists the common elements and other information about old hag attacks. Skimming also adds a dedicated pool of 1 point to Occult for matters

involving night hags, succubi, and witches, also usable once an adventure.

## “The Three Sisters”, 401 21st Street

(Page 18)

- The old tenement appears well over a century old, and **Architecture** or **Evidence Collection** notes what appears to be old soot and fire damage to the uppermost floors of the structure’s five stories.

### The First Floor

#### Apartment 1: Bill and Connie Duke

(Page 18)

- If specifically asked about nightmares, **Assess Honesty** might notice his startled reaction.

#### Apartment 3: Todd Beach, Superintendent

(Page 19)

Todd Beach, building superintendent, 49  
Firearms 2, Health 7, Scuffling 6

**Hit Threshold:** 3

**Weapon:** -2 (fist), +1 (.38 special)

### The Second Floor

#### Apartment 5: Kurt Winter

(Page 21)

- Winter is shy and solitary, and prone to fits of depression, as anyone spending a few hours with him and making a 1-point **Assess Honesty** spend will surmise.
- A 1-point **Biology** spend notes the scientific name of the creature is *Acherontia atropos*.

Kurt Winter, journalist, 25

Assess Honesty 2, Evidence Collection 3, Fleeing 3, Health 7, History 3, Library Use 4, Photography 2

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapon:** -2 (fist)

#### Apartment 6: Vacant

(Page 21)

- If an Investigator has criminal problems in his or her background, they may make appropriate point spends to cover them up.

## The Three Sisters Apartment Building

(Page 22, boxed text)

A **Difficulty 4 Electrical Repair** or **Mechanical Repair** test is needed to rig the elevator. A **Difficulty 4 Athletics** test is needed to pry open the plywood.

#### Apartment 8: Bridget and Naomi Wills

(Page 23)

- Bridget won’t allow the investigators to talk to Naomi about Gramma or other odd topics without a good explanation and a **1-point Reassurance spend** or if the Investigator has **Psychoanalysis**.

### The Third Floor

#### Apartment 9: Maddie Mercier

(Page 23)

- A 1-point **Assess Honesty** spend notes that like Winter, she too is subject to periods of depression.
- **Library Use** finds that she is indeed enrolled at the college in town. Contacting the college to check on her records requires **Bureaucracy**, or a 1-point **Reassurance** spend if trying to pull a fast one, and reveals nothing out of the ordinary. If a pursuer fails a **Difficulty 4 Shadowing** test, Maddie spots him or her.

Maddie Mercier, nursing student, 19

(Page 24)

Fleeing 5, Health 6

**Hit Threshold:** 3

## A History of The Three Sisters Apartment Building

(Page 24, boxed text)

Each item requires **Library Use** and thirty minutes or so of searching (a 1-point spend lets the Investigator spend half the time looking). The revelation of the first item calls for a 2-point Stability test.

#### Apartment 11: Frank Ryder

(Page 25)

- A 1-point **Assess Honesty** spend notes that like Winter, she too is subject to periods of depression.

- Investigators knowledgeable about authors might identify such luminaries as Mickey Spillane, Rod Serling, Richard Matheson, Robert Bloch, Ramsey Campbell, Isaac Asimov, Harlan Ellison, Philip K. Dick, and Stephen King, among many others.

## A History of The Three Sisters Apartment Building

(Page 26, boxed text)

If the Keeper wishes to play Miss Kingerey up as a suspect, he might allow the Investigators with **Evidence Collection** to note that many of the building's tragedies occurred during her residence in the building, and the fact that she lived in the same apartment where another tenant committed suicide – and where Frank Ryder lived as well.

## The Fourth Floor

### Apartment 13: Walter Park

(Page 23)

- If the investigators can get him to open up, perhaps with a 1-point **Oral History** or **Flattery** spend, or if they speak to him in his native Korean, Park admits he too has had strange nightmares about an invisible evil presence that sought to crush and kill him.

### Apartment 16: Danny Fitzgerald, Joshua Place, Ben Schlatter

(Page 28)

- Fitzgerald and Place are reluctant to talk about their nightmares in any serious way, but if told that their roommates and other tenants have had similar nightmares an **Assess Honesty** notes their surprise and a twinge of unease. A 1-point **Oral History** spend is needed to get them to admit they've had several such experiences themselves, both involving invisible assailants.
- If shown a photograph of Elizabeth Salmon, Ben says that's her, and is visibly distressed.
- Fitz knows one other interesting bit of information, but the Investigators need to either ask him about Ryder while making a 1-point **Oral History** spend, or buy him several drinks to get him to spill it.

## The Basement

(Page 29)

Beach won't allow an investigator inside, but if a tenant gets a result of 1-3 on a die roll is given the key as Beach is too trusting or too busy to accompany them.

## The Closed-Off Sections

(Page 29)

- The wall can be loudly and messily hacked through in ten minutes or so, or a **Difficulty 6 Mechanical Repair** test notes that if the baseboard and edging are removed the wall can actually be made to pivot to allow access to Apartments 14 and 15.
- This floor is also accessible via the fire escapes, though the windows into these apartments are boarded up (**Difficulty 10 Athletics** test (cooperating is allowed) to force open, or 18 points of damage to hack a man-sized hole through).

## Inside

(Page 29)

- **Evidence Collection** or a **simple search** notes the undisturbed dust in the hallways shows no sign of footprints, suggesting no one—no one *physical* at least—has been here recently.
- Anyone venturing into the damaged areas must make a **Difficulty 3 Sense Trouble** test. A failed test indicates an Investigator has stepped through fire weakened floorboards or snagged themselves on a rusty nail, taking 1D6-2 points of damage.
- All the apartments are locked, but easily bypassed by forcing them (**Difficulty 3 Athletics** test) or picking the old locks with **Lockpick**.
- The roof can be accessed via the stairs from the fifth floor, but the door to the roof is locked (1-point **Locksmith** spend or **Difficulty 4 Athletics** test) and Beach has the key.
- Exploring the burned out areas, some Investigators think they hear faint twittering sounds, or what seems to be a footstep or two, but no source can be found. They also catch, from the corner of the eye, what seem to be shadows moving and shifting along the walls. The Keeper should choose the most anxious Investigators (especially those with low Stability or Sanity) to experience this.

## The Owners– Lilah and Archie Starrett

(Page 29-30)

- If the Keeper wishes to determine randomly which of the Starretts are present, roll a die. A typical meeting with the Starretts will be with Lilah alone on a result of 1-3, with both Lilah and Archie on a result of 4-5, and with Archie alone on a result of 6.
- Anyone who wants to investigate a possible haunting at The Three Sisters must either provide examples of their experience in such matters, or succeed in a 3-point **Credit Rating**, **Flattery**, or **Reassurance** spend, or face being dismissed by Lilah as amateurs. A subsequent halved Fast Talk roll might work, or might completely alienate her if failed.
- Investigators befriending Archie, especially by playing golf with him, gain a dedicated pool of 1 point for Interpersonal abilities to use in negotiations with Lilah.
- Any investigator who makes a 1-point **Photography** or **Evidence Collection** spend while inside the Starrett house notes a framed photograph on the wall, taken in front of The Three Sisters building.
- Anyone pressing the matter finds the interview at an end and further negotiations strained (all Interpersonal abilities require an additional 1-point spend).

Lilah Starrett, building owner, 56

Firearms 3, Health 6

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (9mm Automatic)

- **Library Use** reveals Elizabeth was the oldest of the three Salmon sisters, heiresses to the fortune made by their family as a result of their support of the Union in the Civil War.
- Anyone making a search of the name Elizabeth Salmon may discover a story about an 18<sup>th</sup> century English witch named Elizabeth Salomon (sic), reproduced in the Tenebrarum Papers #5. Keepers might simply decide to introduce the red herring or give it to Investigators under certain circumstances (perhaps to an Investigator who has run out of Library Use pool points and/or one who is already jumping to conclusions or obsessively digging up information on witches).

## The Three Sisters: Ghosts? Hags? Witches?

(Page 30-31)

- Each entry should require **Library Use** and a half-hour or so of searching (a 1-point spend lets the Investigator spend half the time looking).
- **Library Use** reveals Ryder was referring to Thomas De Quincey (1785–1859) and his story “Levana and Our Ladies of Sorrow”

## Hauntings

### The Eagle

(Page 31)

- A 1-point **Outdoorsman** or **Biology** spend identifies the cry of a golden eagle. Having heard the cry, a subsequent 1-point **Outdoorsman** or **Biology** spend spies the creature perched on a building ledge nearby.

### Failing Lights

(Page 32)

- If the investigators seem frightened by any of these blackouts, assess a 1-point Stability test.

### Shadows Outside

(Page 32)

- Anyone unduly unnerved by these weird shadows may have to make a 1-point Stability test.

### The Sound of Her Wings

(Page 32)

- A **Difficulty 5 Sense Trouble** test reveals what looks like a large ragged man-sized shape hanging on the side of a building, perhaps from a window.
- Investigators spooked by the event must make 1-point Stability tests.

### The Elevator

(Page 32)

- Failing a **Difficulty 6 Athletics** or **Fleeing** test, the Investigator shrieks and pulls away, dropping and extinguishing the light.
- This shock causes the victim a 2-point Stability test.
- If the Keeper wishes, when the Investigator flicks their light back on it rapidly fades or blows out – a 1-point Stability test.

## The Moth

(Page 32)

- This discovery calls for a 1-point Stability test.

## The Basement is Dark

(Page 32)

- As they stumble about in the dark, a **Difficulty 5 Sense Trouble** test may detect a light footprint, or breathing, or a shadow that moved. These unseen presences call for a 1-point Stability test, at the Keeper's discretion.

## Maddie and the Shadow

(Page 32)

- **Evidence Collection** detects an extra shadow next to those cast by the people present.

## Dreams & Nightmares

(Page 34)

Roll 3d6 for each Investigator each night, and if the result matches or is less than the Investigator's Stability *rating*, the Investigator is a potential victim of one of the following dreams.

### The Night Hag

(Page 34)

- If the Keeper wishes, an Investigator who has suffered a hag attack may roll 4d6. If the result matches or is less than the Investigator's Stability *rating*, after awakening, he or she remembers their attacker speaking to them.

### The TV

(Page 34)

- The Keeper may decide that the Investigator recognizes the lead actress as Frances Liston, particularly if the Investigator is familiar with films of the era.

### The Accident

(Page 34)

- Anyone having this dream must make a 1-point Stability test.

### The Return of Frank Ryder

(Page 34)

- The dreamer awakens with a start – for real this time – and must make a 1-point Stability test from his conversation with the dead.

## Hand of Glory

(Page 34-35)

- As the paralyzed investigator watches from the corner of his eye, the old crone present at Ryder's death *floats* past the open doorway, on down the hallway, causing a 2-point Stability test.
- A 1-point **Occult** spend identifies the horrible light source as a Hand of Glory.
- She crawls inside, dragging her prey by the feet after her. This calls for a 3-point Stability test.
- The dragging stops and suddenly the crone's leering face is next to the investigator's own, again lit by the grisly Hand – a 1-point Stability test.
- If the Investigator wasn't dreaming, but was actually taken into the ducts by the crone, he or she suffers a further 5-point Stability test – difficulty 5 and an extra point loss if he or she is claustrophobic or nyctophobic (a fear of darkness).
- If the victim doesn't move, but shouts and waits for rescue, roll 3d6. If the result was 6 or less, multiply the result by 10 to see how many minutes it takes for someone to come. If the result was over 6, multiply the result by 10, but that is how many minutes pass before another roll can be tried again.
- If the victim tries to escape on his own, roll 3d6. If the result was 12 or less, and multiply the result by 10 to see how many minutes it takes to escape. If the result was over 12, multiply the result by 10, but that is how many minutes pass before another roll can be tried.
- Every hour or portion thereof spent trapped in the ducts calls for a 2-point Stability test; again, the difficulty increases to 5 and there is an extra point loss if he or she is claustrophobic or nyctophobic.

## Insanity: Into the Darkness

(Page 35)

- This dream occurs the first night after an investigator has been **shaken** (or worse) because of the events of this adventure, or when a potential target of the Mother of Shadows has lost 5-7 points of Stability.

## Events

### Kurt & Maddie

(Page 36)

- He is available mostly in the evenings, but may be busy with something else if the Keeper desires otherwise.
- Any additional pressure, since Mater Tenebrarum actually *wants* to tell the investigators what happened, to torment them) and the promise that the interviewer can never tell Kurt gets her to admit her betrayal.

### The Children's Drawings

(Page 36)

- **Art, Evidence Collection** or a **simple search** singles out a couple of colored pencil drawings.
- Coaxed with **Flattery**, Naomi says they're a crying lady and an angel, respectively.
- Bridget and Naomi can give them a vague idea of where to look for the drawings amid all the junk. Once there, a **simple search** finds them.
- **Art, Art History**, or **Evidence Collection** estimates the artist is eight to ten years old.
- If they seem overly disturbed by some of the images from the children's drawings, a 1-point Stability test may be called for.
- (When the events foreshadowed by these drawings happen, the Keeper should remind the Investigators of these eerily premonitory drawings, perhaps calling for Stability losses.)

### Richard Ahern

(Page 37)

- With a point spend in **Occult**, investigators prominent in similar fields may already be acquainted with Ahern.

Richard Ahern, paranormal author, 39  
Anthropology 3, Cthulhu Mythos 1, Evidence Collection 3, Health 7, History 3, Latin 1, Law 1, Library Use 5, Outdoorsman 1, Photography 1

**Hit Threshold:** 3

### Nagel's Fate

(Page 38)

- A 1-point **Cop Talk** spend or law enforcement credentials, gets the interviewing officers to be more candid.
- Parris may show the investigators these items if they are law enforcement, or make another **Cop Talk** spend.

Ron Parris, police detective, 39

Athletics 5, Firearms 5, Health 6, Scuffling 6, Weapons 5

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (.38 revolver), -1 (baton)

Len McTighe, police detective, 41

Athletics 4, Firearms 5, Health 7, Scuffling 7, Weapons 5

**Hit Threshold:** 3

**Alertness Modifier:** +1

**Weapons:** +1 (9mm Automatic), -1 (baton)

### Ghost Hunting and Exorcism

(Page 38-39)

- These phenomena may call for minor Stability loss, but the worst should probably be no more than a 2-point Stability test.
- After the exorcism, the Investigator, and awakens the next morning, pale, feverish, and sweating, and must make a 4-point Stability test. If he has any Magic pool points, they are reduced to 1. This character is treated as **shaken** for 24 hours. Any drained Magic points are also refreshed the next morning.

### A Ghost Photo!

(Page 39)

- **Evidence Collection** or **Photography** detects possible fraud, but nothing seems suspicious, superficially.
- A 1-point **Assess Honesty** spend notes Dorder's nervousness.
- With access to photographic and image enhancement software, a 1-point **Photography** spend concludes the ghost photo could be a fake, but if so it's a good one. With a 2-point spend, faint cropping lines will be detected along the edges of the crone's image, signifying the pic is definitely a fake.

### The Locked Room Murder

(Page 39)

- As they travel from floor to floor, they quickly discover that the noise is coming from the third floor.
- Kurt Winter is here on result of 1 to 3 on a die roll.
- With a successful **Difficulty 4 Conceal** test, an investigator can conceal the flash camera in a pocket, purse, boot top, etc.

- The Investigator has no inkling of his or her brief possession, as they heard the sinister laugh too. This unsettling moment causes all present to make a 2-point Stability test.
- If the prior Conceal test was successful, the Investigator who pocketed Dorder's camera keeps it hidden, otherwise the cops find it. This could lead to charges of interfering with a crime scene unless a the Investigator makes either a 2-point **Cop Talk** or **Reassurance** spend, or a 3-point **Credit Rating** spend, to convince Parris they merely picked it up to switch it off.
- The Investigators need a 1-point **Law** or **Cop Talk** spend to convince the cops to let them see the photos.
- **Photography** or **Evidence Collection** while examining one of the blurry shots notices a tiny spot of glare amidst an indistinct shape. The Investigator realizes that by rotating the picture the shape is revealed to be a face, and the glare is a nasal stud.

## The Fall of the House of Shadows

### Lilah in Black

(Page 41)

- Those witnessing the ghastly death must make a 3-point Stability test.

### Evacuation

(Page 41)

- Any investigator making a **Difficulty 5 Sense Trouble** test smells smoke coming from upstairs.

### Ground Floor

(Page 41)

- **Apartment 1:** Even if Connie is told there's a fire, a **1-point Reassurance spend** or show of authority (police, FBI, EMT, doctor, etc) is required to get her to unlock and open the door.

### Fourth Floor

(Page 42)

- Investigators hear the strange, distant, dirge-like waltz music they may have previously heard in the building.

## The Rescues

(Page 42)

- As they rescue the last of the residents, each Investigator suffer 1d6-5 points of damage from minor smoke inhalation.
- The Investigator with the highest Sense Trouble rating estimates they have several minutes to search the remaining floors and still flee relatively safely via the stairs.

## Rendezvous in Darkness: Mater Tenebrarum

- As the Investigators enter the perpetually dark fifth floor, call for **Difficulty 4 Health** tests; those failing have the Difficulty Numbers of all sight – and physically – derived tests increased by 1, and must check for minor accidents, described in The Closed-Off Sections (above).
- The door to room 18 needs to be hacked apart or the lock destroyed, either of which requires 13 points of damage inflicted by axe or firearm.
- This attacked Investigator faces a 5-point Stability test, but it is all a hallucination.
- If the victim tries to stomp at the sea of scuttling bodies, they need a successful **Difficulty 3 Sense Trouble** test roll to keep from breaking through the weak floor, suffering 1D6-2 points, though a test result of 1 (or 2 if suffering from the air quality), damage is 1D6-1, and they plunge through the floor up to their waist. A second 5-point Stability test is called for, as now the victim is at the mercy of the roaches.
- **Psychoanalysis** can snap the Investigator into lucidity, but the Difficulty Number is 4. A successful test and spend If the test succeeds, the victim watches the roaches dissolve and vanish.

## Apartment 18

(Page 43)

- Any Investigator with a history of insanity or suicide, or who has lost 10 or more Stability points during this investigation is a likely candidate.
- If the targeted Investigator is currently **shaken** or worse, he or she begins to believe she makes a good case.
- To rouse Kurt Winter they have to break through Maddie's spell by triggering an emotional response from him while at the same time making a **3-point Reassurance spend** or a



**Difficulty 4 Psychoanalysis test.** Keepers may judge that effective roleplaying and/or using multiple triggers lower the spend requirement (possibly negating it all together, though a Reassurance rating would still be required) or Difficulty Number (by 1 point).

Mater Tenebrarum,  
young Maddie Mercier, 19

Athletics 14, Cthulhu Mythos 10, Health 15, Magic 18, Scuffling 27, Weapons 20

**Hit Threshold:** 5

**Alertness Modifier:** +3

**Stealth Modifier:** +5 (in indoor area where there are shadows), +2 (elsewhere)

**Weapon:** -2 (fist), -1 (knife)

*Armor: None, but she can instantly regenerate damage at the rate of 1 Health per point she spends from her Magic pool.*

**Stability Loss:** +0

### The Magic of Mater Tenebrarum

- While in the house, Mater Tenebrarum has an unlimited store of Magic points to draw on to pay casting costs. Her magical powers are godlike; she wins all tests and contests when casting spells against mortals. The Keeper may also choose to ignore certain spell requirements (such as casting times that take more than a couple of rounds) that would apply to mere mortals.
- Any attempt to approach Winter, or attack Mater Tenebrarum is met with a variation of the Grasp of Cthulhu spell. Details of this and other spells can be found in the Our Ladies of Sorrow Magic conversion. An Investigator who hangs back and doesn't enter the apartment with the others is unaffected by the initial spell, and can launch a surprise attack with a Difficulty 7 Stealth test.

### Escape!

(Page 44)

- The Keeper should decide if the stairs are open, based on how tough the Investigators have had it thus far.
- While they decide their escape route, call for **Difficulty 4 Health** tests, failure indicating 1d6 damage from smoke inhalation during the first few minutes of their escape; success still indicates a loss of 1 Health point.
- If the stairways are ablaze and the Investigators try to race through them anyway, they lose 1d6

Health points due to fire and smoke inhalation for each of the fourth, third, and second floors they try to pass. If they backtrack, they are injured again for each additional level they pass. This damage can be halved for each investigator who uses a fire extinguisher to blunt the effect of the flames.

- The plywood barriers have to be forced open with a **Difficulty 10 Athletics test** (two Investigators can cooperate on the test), or hacked open. Investigators must inflict 18 HP of damage to chop a man-sized hole in one. Axes do full damage; any other tool's damage is halved.
- Anyone on the fire escape falls, suffering 1D6-1 points of damage for every floor above ground they fall. Anyone making a **Difficulty 4 Athletics** test can maneuver themselves to brace for the impact, and thus reduce the damage taken by 1D6-1.

### Bloody Maddie

(Page 44)

- Seeing her dead, unsmiling form calls for a 3-point Stability test, for the first such sighting only.
- Any Investigator who was previously targeted, taunted, and tempted by her may need another **Difficulty 4 Stability test** to keep from going into the flames to join her.

### Zombie Lilah

(Page 44)

- Seeing her dead, unsmiling form calls for a 3-point Stability test, for the first such sighting only.
- She grabs a target with a Scuffling test against the target's Hit Threshold. She and the target then engage in an Athletics contest. If the target wins, he or she breaks free. If the target loses, he or she is held and dragged closer to the flames. The target can engage in another contest the following round. If a captured character has not freed himself within two rounds of being grabbed, he is dragged into the flames and killed.

Zombie Mrs. Starrett

Athletics 5, Health 9, Scuffling 10

**Hit Threshold:** 3 (slow)

**Alertness Modifier:** -1

**Weapon:** -1 (bite)

*Armor: None, but all weapons do half damage; firearms do only 1 point of damage even if point-blank; shotguns do 2 points of damage.*

**Stability Loss:** +2

## Sifting Through the Ashes

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If the Investigators do not brave the raging inferno, they should suffer 6-point Stability test. They may lose 1 Credit Rating rating point if word of their abandonment of The Three Sisters residents spreads outside the city. If the Investigators suffer nightmare visitations from the dead residents, this psychic residue of their failure causes a 6-point Stability test, and may occur more than once.

In a Pulp game, saving at least some of the residents is worth a refresh of 1 Sanity point. In either a Pulp or Purist game, each Investigator gains 1 Credit Rating rating point as word of their deed spreads.

In a Pulp game, for destroying, or appearing to destroy Mater Tenebrarum, each Investigator refreshes 1 Sanity point. Any Investigator who was tempted, or targeted, by the Mother of Shadows should decide whether or not he deserves the Sanity refresh. If he decides to forego the Sanity refresh, reward him or her in some other way: a rating point in Magic, or a dedicated pool point in Occult, Cthulhu Mythos, etc. If such an Investigator surrendered to Mater Tenebrarum and was actually lost, his companions must make a 6-point Stability test.

Any player who notes that Maddie Mercier, Lilah Starrett, and Elizabeth Salmon might have formed some sort of maiden/mother/crone motif should be awarded with a 1 point dedicated pool in Occult for investigations involving witches, the Triple Goddess's various forms, and the Ladies of Sorrow. If the Investigators are afraid they were supposed to meet and destroy three different entities in the House of Shadows, but that they might have missed one – say, Elizabeth Salmon – the Keeper may wish

to withhold the 1 point Sanity refresh available in Pulp games for defeating Mater Tenebrarum.

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