

Lee Vining, California, fall 2017. A group of co-workers travels up highway 395 from L.A. to camp and fish in the Lee Vining area as part of an annual retreat for their tech company startup. Their CEO, **James Bradford**, is an avid outdoorsman who seeks out lakes across California. The other four members of the group are Bradford's employees. Their travels will take them through the forest to a campground at Trumbull Lake, a shallow lake set against the backdrop of mountainous terrain, near the Virginia Lakes Basin.

# Gone Fishing

by Noah Lloyd and Matt Ryan

## Keeper Background

Bradford heard of the Virginia Lakes Basin on one of his many visits to Bodie, a ghost town 25 miles away. Something about the ghost town draws him to the area, and he obsesses about what it would be like to live there during its heyday in the late 1800s. He has tempted the curse of Bodie by removing small objects such as nails, bolts, and wood, on several of his visits over the past twenty years. Lately, he has found himself increasingly contemplative about the past, and has begun having difficulty recalling the present time period.

The trip will be three nights with the main goal of fishing and hiking. The plan is for Bradford and the investigators to camp at Trumbull Lake and travel daily to nearby Little Virginia Lake to fish. Bradford carries a concealed handgun (.38 Automatic), hunting knife, and bear spray, and has gifted each of the investigators fillet knives and wilderness whistles.

## Starting the Scenario

The group meets near the tech office in Playa Del Rey just before sunrise. Bradford, who is normally organized and precise, hasn't shown up by the time the investigators arrive. Twenty minutes late, Bradford shows up in a large, rented passenger van. He opens the door as various camping items fall out before him. Cursing and muttering to himself, he yells at the investigators to stow their gear. The drive from Playa Del Rey to Lee Vining is a good opportunity for players to introduce their characters, and describe a short scene about how they pass the time on the drive northwards.

From Lee Vining, it's another half-hour drive to the Trumbull Lake Campground, empty save for one or two other campers and the camp host, a squirrely, older woman, with obviously dyed flame-red hair.

Small at 100 acres, placid, and set against a background of granite peaks, the lake is beautiful, though shallow, only ever about four-feet deep. The group is free to do as it likes this first evening—going on a short hike around the lake, talking with the camp host (who's happy to tell horror stories about the site), or otherwise getting into trouble. Bradford is uncharacteristically sour, troubled by recent dreams he's had of dark, amorphous figures. Anyone who converses with Bradford hears about his trips to Bodie, his obsessions with the past, and, as the talk progresses, that he may not be entirely sure of *when* he is.

With evening comes a thick fog which settles across the lake and campground, highly unusual for the High Sierras. As they bed down for the evening, each pair of investigators gets their own tent, while Bradford takes his own tiny bivouac bag. When they wake in the morning, describe the investigators' exits from their tents, to witness something new: the fog has lifted just enough to reveal the lower half of a dark, narrow, but towering pyramid-like structure erupting from the shallow center of Trumbull Lake, covered in strange glyphs and carved from a stone none recognize. **Spot Hidden** notes that none of their watches are working, and **Natural World** that compasses now point in the direction opposite to how they pointed yesterday, as though the Earth has undergone a magnetic pole reversal in

the middle of the night. It doesn't take long to notice that Bradford's tent has been shredded, and is empty, but with no sign of blood. Bradford's gear (his gun, knife, and bear spray) lay unused, jumbled up in the sleeping bag.

As the investigators debate their options, **Spot Hidden** notes a dark, bilious shape moving slowly across the water in their direction. This is a **Flying Polyp** (SAN 1D3/1D20), one of a half-dozen on their way to destroy the pyramid in the lake—a transmitter used for mind swapping by the **Yith**.

## What's Really Going On

The investigators' minds have been transported to the final days of the Yithian war with the Flying Polyps. Because of the fragility of the human psyche, each operates under the delusion that they have their own human bodies. Whenever an investigator makes a **SAN** roll, call for **INT** (even if standard rules wouldn't call for it). On a success, the investigator suddenly understands that their friends—and themselves as well—are actually inhabiting the strange, horribly conical bodies of the Yith, which deserves another **SAN** check of 2/1D8+1. Investigators who have already realized this can try and bring their compatriots around to the truth more gently with the use of **Psychology** or **Psychoanalysis**.

As the first Flying Polyp descends on the group, the investigators are likely at their wits' end as to how to approach the attack; remember that they are merely human *minds* in Yithian bodies, so as they make their attacks, reference the *Call of Cthulhu Keeper Rulebook*, pages 296-97, for the strange analogue of Yithian forms. Further, both Bradford's bear spray and gun are actually **Lightning Guns**, and their tents actually ovoid, concrete sleep-domes, visible as such once an investigator has realized the truth of their circumstance. As the day progresses, the difference of the landscape because more and more pronounced: the mountains have not yet formed, the fauna is titanic in size, and strange bird calls unheard by human ears echoes through a tropical forest.

As the realizations mount, the investigators must make their way to the transmitter, find a way to decode its markings, and send themselves back to their own time, all while keeping the Flying Polyps at bay, which arrive singly at first, and then in pairs.

At the transmitter, they meet once again James Bradford, but in bodily, human form. His eyes are opaquely white, and he babbles how "We've done it, we have reached the beginning! Or the end. This was the end, but here we begin..." Two minds now inhabit Bradford's body, his own, and a Yithian scientist's, the result of a malfunction that produced the time-dysphoric effects Bradford had experienced. The investigators must decide if they want to take him back with them, or leave him to die at the hands of the Polyps. If brought back to his correct time, Bradford never totally regains his sanity... though what the Yithian does with him, and the nature of the technology his company begins constructing, is up to the Keeper...

# Reckoning of the Dead Character Sheet

Name: \_\_\_\_\_

Occupation: \_\_\_\_\_ Age: \_\_\_\_\_

## Characteristics

STR   DEX   INT   HP

CON   APP   POW   MP

SIZ   EDU   Luck  Sanity

## Skills

_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>

## Background & Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Reckoning of the Dead Character Sheet

Name: \_\_\_\_\_

Occupation: \_\_\_\_\_ Age: \_\_\_\_\_

## Characteristics

STR   DEX   INT   HP

CON   APP   POW   MP

SIZ   EDU   Luck  Sanity

## Skills

_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>

## Background & Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Reckoning of the Dead Character Sheet

Name: \_\_\_\_\_

Occupation: \_\_\_\_\_ Age: \_\_\_\_\_

## Characteristics

STR   DEX   INT   HP

CON   APP   POW   MP

SIZ   EDU   Luck  Sanity

## Skills

_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>

## Background & Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Reckoning of the Dead Character Sheet

Name: \_\_\_\_\_

Occupation: \_\_\_\_\_ Age: \_\_\_\_\_

## Characteristics

STR   DEX   INT   HP

CON   APP   POW   MP

SIZ   EDU   Luck  Sanity

## Skills

_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>
_____	<input type="text"/>	_____	<input type="text"/>

## Background & Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_