



# DARK PLACES & DEMOGORGONS

JEFFERSONTOWN SETTING GUIDE

PALMER ♦ MEADOWS

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## **JEFFERSONTOWN SETTING GUIDE**

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*"We all start out knowing magic. We are born with whirlwinds, forest fires, and comets inside us. We are born able to sing to birds and read the clouds and see our destiny in grains of sand. But then we get the magic educated right out of our souls."  
- Boy's Life by Robert McCammon*

*"This book is dedicated to my Mamaw, Phyllis Williams. She was a wonderful woman that influenced my life in so many ways and I miss her every day. May she rest in peace."*

*JM*

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# JEFFERSONTOWN OVERVIEW

Jeffersontown, Kentucky was established 10 miles east of the outskirts of Louisville in the summer of 1794. It was founded by group of settlers led by reclusive, English millionaires Angelique & Quentin Jefferson. They purchased much of what became downtown Jeffersontown in addition to most of the land between Floyd's Creek and Taylor's Lake. In the years after the town's founding, the downtown region quickly transformed into a prosperous and badly needed business district for all of the surrounding horse farms.

On the surface Jeffersontown seems like a perfect suburban landscape. Quality housing is easy to find and relatively affordable compared to Louisville, modern shopping centers and department stores have popped up, the economy is on an upswing, and there are gorgeous horse farms and beautiful parks. Just below the surface, however, those with a keen eye who dare look closer realize that darkness permeates the town and seems to cling to everything like wet clothes on a blistering day. Indeed, in Jeffersontown, Kentucky, strange things are always afoot.

## Basic Information

County: Jefferson, State: Kentucky

Time Zone: Eastern Standard (same as New York City)

Population: 35,000 (including the surrounding farm lands)

Elevation (Average): 700'

Household Income (Average): \$23,000 (Household)

## Geography

Jeffersontown is located in the Bluegrass region of Kentucky. It has dense forests, large flat lands and is dotted by ponds, creeks and lakes. The northern border is made up of the Forks' River and the Northern Hills. To the east and south are miles and miles of farmlands. To the west is mainly flat, industrial landscapes as you approach Louisville. Jeffersontown is connected to Louisville by the Taylor's Road state highway (which cuts through the town and goes all the way to Cincinnati, Ohio).

## Climate & Weather

Jeffersontown has a humid subtropical climate. It usually has warm summers and mild winters. Severe weather is uncommon, but the city is sometimes hit by flooding, tornadoes, severe thunderstorms and an occasional mildblizzard. The average rainfall is 45" a year, the average snowfall is 13" a year and the average mean temperature is 57 F.





# TIMELINE OF JEFFERSONTOWN

<b>Pre-1770</b>	Several Native American cultures and peoples inhabited the area, but much of the area between the Forks' River, Darwin State Forest and Taylor's Lake was considered of limits by the natives because the lands were considered cursed by supernatural spirits and beings. Even when the first European settlers arrived, the native peoples would warn the newcomers about the cursed land, and continued to avoid the area.
<b>1770</b>	The first European scouts arrive in the area. Many report encounters with large, hairy men and others supernatural entities.
<b>1778</b>	The first European settlement of the area begins.
<b>1781</b>	The Red Scar War: Two families are found slaughtered in their homes near the edge of what becomes Darwin State Forest. Several young Natives from the other side of Forks' River are blamed and are hung for the murders. This starts a brief series of skirmishes between the settlers and the families of the hung Natives. Avery Taylor becomes a local legend for heroism during the fighting. He also claims to have killed an 8' tall, hairy beast in the woods near the lake that would later carry his name.
<b>1792</b>	Kentucky becomes the 15 <sup>th</sup> state.
<b>1794</b>	English millionaires Angelique and Quentin Jefferson arrive and build a town on the Forks' River, naming it Jeffersontown. They purchase several thousands of acres, building a large mansion and farm between Floyd's Creek and Taylor's Lake.
<b>1799</b>	The Jefferson family gives several hundred acres of land to settlers, vastly increasing the town's populace.

<b>1803</b>	Meriwether Lewis and William Clark stop here before their legendary expedition. They locally report being assailed by a group of <i>frog-like</i> humanoids while camped at the hills on the Forks' River. However, they did not write about it in their future writings.
<b>1806</b>	The Jefferson family opens the first library and museum in the area, using thousands of books from their personal collection. Their daughter, Gabriel, becomes the head librarian.
<b>1815</b>	Chenoweth Jefferson saves Andrew Jackson's life at the Battle of New Orleans and comes home a hero. He is elected mayor later that year and serves for 50 years as mayor.
<b>1819</b>	Angelique and Quentin Jefferson pass away on a trip to England. Their daughter, Gabriel, and son, Chenoweth, inherit their fortune and land. Gabriel becomes reclusive, while Chenoweth relishes the idea of more power. Chenoweth has 15 children.
<b>1855</b>	Anti-Catholic massacre at St. John of the Cross. Twenty people are killed.
<b>1859</b>	A railroad hub opens in Jeffersontown. Several railroad workers are killed while blasting south of the Rock Quarry. Many of the survivors claim " <i>giant lizards</i> " killed their co-workers.
<b>1861</b>	The U.S. Civil War starts. Kentucky remains in the union. A group of 200 Confederate soldiers attempts to pillage Jefferson family estate, but are killed to the last man. No Union army was within miles and the town militia had not been assembled, so what, or who, killed the soldiers became the center of great speculation and rumor. A freak lightning and thunderstorm of great size and intensity was recorded on that day by the University of Louisville meteorology department.

<b>1863</b>	The Battle of Lost Lake: A small Civil War battle that took place on the western shore of Lost Lake (now on the Holmes property). The fight was very bloody and several Confederate soldiers fled into the nearby woods. Their mutilated bodies were discovered the next morning deep within the wood. To this day, no one knows what happened. Bear? Werewolf? Union troops?
<b>1865</b>	Chenoweth Jefferson disappears while hunting at the age of 72. His hunting party reported that they saw a bright light in the sky above their camp, and that night he disappeared when a <i>“blue beam from the sky”</i> hit his tent. His son, Malachi Jefferson, becomes mayor and serves for 30 years.
<b>1895</b>	Chenoweth Jefferson passes away. Anthony Michael Ringwald becomes mayor, starting a Ringwald mayoral line that stands today.
<b>1902</b>	The Ringwald family buys the Jefferson estate and most of their lands. The remaining Jeffersons move to a horse farm on the southern border of Darwin State Forest. It is now the Bluegrass Horse Center (still owned by the Jefferson family line).
<b>1918</b>	Stiles Batemen, veteran from World War I return home from France and is accused of murdering his family of 8. He is arrested, but escapes from jail. A rash of murders plagues the town for the next 10 months. Batemen is hunted, but never caught. Many people claimed he was a werewolf or demon.
<b>1920</b>	The railroad is rerouted and the Pope Lick trestle is built. During its construction over a dozen men disappear or are found dead in the valley.
<b>1921</b>	The Winter Hills Asylum opens on Blue Island. It houses tuberculosis patients and the criminally insane.

<b>1941</b>	St. Magnus Court Fire. "Iceboy" is discovered in the remnants of the fire.
<b>1959</b>	The Curtis Family are attacked by a group of "little green men" at their home near the Darwin State Forest. Their house is destroyed and is covered with green ash after the fires die down. This event makes the national news and brings attention to the area from UFO hunters and writers.
<b>1961</b>	The first Gaslight Festival and parade are held in Gaslight Park. First sighting of Jefferson the Pumpkin King.
<b>1964</b>	The U.S. Army opens a military base on the shores of Taylor's Lake. It is so secretive that the town has constantly gossiped about what goes on inside the base.
<b>1968</b>	Amanda Koogler poisons 13 children and is killed by the police.
<b>1972</b>	Reverend Phillips moves to town and opens the First Church of the One True God.
<b>1976</b>	Fifteen-year-old, Jean Stiffler disappears for 2 months. She reappeared with several scars on her body, having appeared to have aged a few years and was unable to talk. She never revealed who her kidnappers were, or what happened to her. She still lives in town, teaching sign language at the high school and is the co-owner of the Pierre's Book Nook.
<b>1980's</b>	Until recently, everything had been moderately normal for Jeffersontown in the 1980's. However, now that Annie Crow went missing, then Stanley Parker committed suicide and then Mike Miller disappeared, things are different. Things have become uneasy and tensions are rising. Reverend Phillips has been fueling rumors of an on-coming Satanic Panic. Sightings of monsters and unusual beasts are on the increase. Odd things have been spotted in the skies. What is the cause of all of this? Perhaps you and your buddies can be the ones to figure it all out.



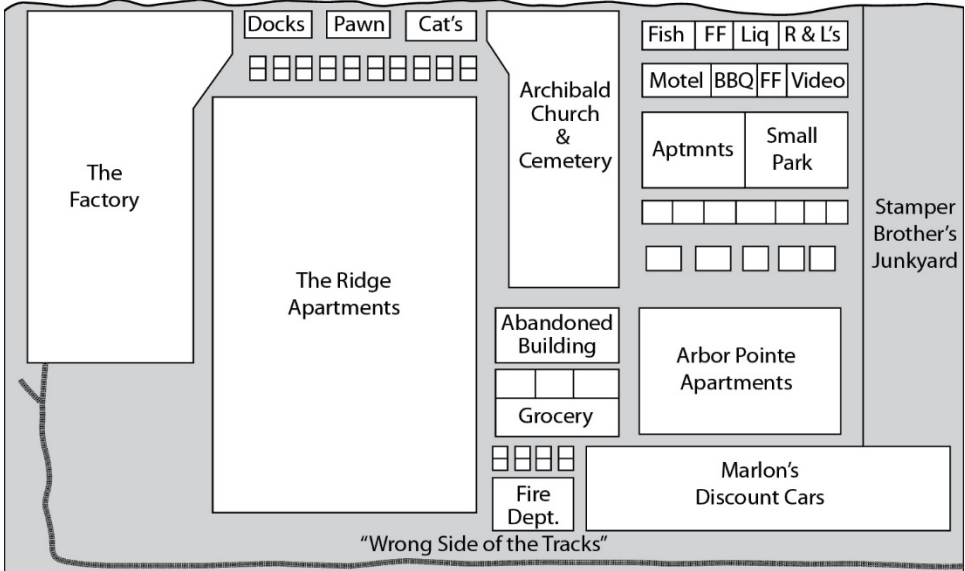
# JEFFERSONTOWN COLLOQUIAL DICTIONARY

<b>Do-so</b>	An expression to tell someone to stop thinking and just do it.
<b>Do what now?</b>	Can you repeat what you just said?
<b>Dry County</b>	A county where the selling of alcohol is illegal (only applies to a small number of counties).
<b>Fixin' to</b>	A way of saying that you are about to do something.
<b>Get Some Hill</b>	Nick-name for the lovers-lane overlook at <i>The Pit</i>
<b>Gom</b>	To make a mess.
<b>Good Lord willin' and the creek don't rise</b>	I will be there/do that if at all possible.
<b>High Falutin'</b>	Arrogant or stuck up.
<b>Holler</b>	A small valley between hills or mountains
<b>Hot Brown</b>	A delicious open-faced turkey sandwich, smoothed in bacon, cheese & tomato.
<b>I'll tell you what . . .</b>	A phrase often said and rarely followed up on. Typically uttered to express frustration.
<b>I'm gonna learn you</b>	I am going to teach you something (usually in a harsh manner).
<b>Ire of God</b>	To make Reverend Phillips angry with you
<b>Like</b>	This means something similar to, "what do you have left?"
<b>Over/Up Yonder</b>	A reference to whichever direction the speaker is pointing.
<b>Picky Lee</b>	Game that is a mix of tag and dodgeball, often played in a subdivision at night.
<b>Poke</b>	A small bag.
<b>Reckon</b>	Synonym for the word think.
<b>Satanic Panic</b>	the hysteria that claimed things like heavy metal, horror films, Dungeons & Dragons were all of demonic origin and would ruin the lives of those that enjoyed them.
<b>Spell</b>	An indeterminate amount of time.
<b>The 'Ville (or <i>The City</i>)</b>	What some locals call Louisville.
<b>Turbabon</b>	a name for a hoodlum of ill-repute.
<b>Two Peas in a Pod</b>	Very similar or close.
<b>Were you raised in a barn?</b>	Close the door!
<b>Y'all</b>	Word used when addressing multiple people.

This guide to Jeffersontown will be split up into geographical regions. Key locations and figures for each section will be listed there.

# NORTHWESTERN JEFFERSONTOWN

*“The Wrong Side of the Tracks”*



The upper portion of Northwestern Jeffersontown is the roughest part of town. A set of railroad tracks split the northern part of town from the business district. It is literally “on the wrong side of the tracks.” The northern portion of town borders the Forks River and is home to the River Docks and the Factory. Almost everything north of the railroad tracks is run down and generally unattractive. The majority of the rest of town looks down upon those from north of the tracks.

Crime is rampant in Northwestern Jeffersontown. The police have a stronger presence in this area. They patrol this part of town by foot, bike and car.

Notable attractions north of the tracks with possible story hooks:

## **ARBOR POINTE APARTMENTS**

Arbor Pointe Apartments are run down apartments known for various criminal activities. It is well known as the home of the Arbor Pointe Gang (p. 177 Core Book), a group of young hooligans that hobbies including fighting, thieving, and causing as much trouble as possible for the local police. It has a dirty pool that is rarely open and two basketball courts with broken, milk crate nets. A friendly rivalry has developed between residents of Arbor Pointe Apartments and The Ridge over which complex is worse. The manager, Teddy, is a nice guy that does try to keep up repairs and make it a nice place. However, he gets no help from the slumlord owners.

- You have run afoul of The Arbor Pointe Gang and they are looking for you.
- A solitary Frogman has been spotted at the closed pool after midnight. It looks like it is hiding something or perhaps looking for something there. (pg. 144 Core Book)
- You overhear an unusual radio conversation coming out of the apartment of Mr. Cheklov, building's maintenance man. It raises suspicion in your mind that the rumors of him being a Soviet spy may be true.

## **THE ARCHIBALD CEMETERY & CHURCH**

Once the largest church in town, now The Archibald Cemetery & Church is in disrepair. The cemetery is filled with garbage from locals illegally dumping there, and teens hang around just to vandalize the area and deal drugs. On Sundays, the church is rarely half full. Pastor Alan A. Archibald is a man of great faith, but he is too strict and literal for many of the people in town. He is well known for his fire and brimstone sermons. Reverend Phillips has offered to aid Pastor Archibald, but the Pastor has refused his assistance.

- Pastor Archibald is paying you \$5 to help clean up the cemetery. While helping, you discover a bag of drugs that was well hidden in the refuse.
- You hear something creepy and ominous coming from one of the locked crypts in the cemetery.
- Someone is spray painting Satanic symbols on the side of the church. They look familiar and you want to know who is doing this and what it means.



## **THE CAT'S MEOW**

The Cat's Meow, known to locals as *The Meow*, is a bar owned by Jonathan Isaac. It is located on the river right behind the Archibald Cemetery. It is named for the owner's cat, Rick Meow Isaac. The Cat's Meow is undoubtedly a rundown dive, and most regulars consider it a boring Friday night if at least one window is not broken by closing time. The bar serves a great burger when the kitchen is open, and they are known for having terrific live acts on the weekends. A seemingly always broken jukebox sits in the back corner of the Meow adjacent to the bar. During the day, the bar is open to everyone, but past 8 P.M., the kitchen closes and all patrons must be 21+. (pg. 97-98)

- A wino behind the Cat's Meow claims to have seen a ghoul drag another wino into the cemetery behind the bar. (pg. 144 Core Book)

## **CHILLY'S PAWN SHOP**

Chilly's Pawn Shop is a lot like any other pawn shop you might visit in the Southeastern United States. The store is stocked with a large number of guns, home appliances, TVs, and sometimes it has an assortment of old comic books, toys, records, and cassette tapes. The exterior of the store is unique, but it fits into the surrounding area well. The brick walls have been painted over with a camouflage pattern and the words, "Chilly's Pawn Shop" hang above the door in bright neon. The shop is a hangout for a wide assortment of people, from young teens looking to score cheap comics and cassettes to older adults with missing teeth trying to pass the day away talking with the owner. It's not uncommon to hear several references to the "good old days" while browsing around the store.

- Chilly just got a copy of Incredible Hulk #181 and he said he would hold it for you for a few days. He said he will sell it to you for \$20. Should you tell him that it is worth much more, or should you make \$20 as quickly as possible?
- Chilly has an odd knife in his case that is very old, beautifully ornate and is covered with symbols you have never seen before. Its only \$10, but you are not old enough to buy it. If you can get your hands on it, you know you can figure out its hidden mystery.

## **THE DANZIGER/ KUROSAWA CORPORATION FACTORY**

The Factory, as it is known to locals, is the largest employer in town. It is a huge, 12-story metal structure with towering, steam belching silos that loom over the northwestern section of town. A large array of docks that stick out into the Forks' river are connected to the factory, and barges both large and small constantly move supplies in and out of the building. Most of the workers at the factory are unhappy with their job, complaining often and loudly about wages and working conditions. The factory foreman, a man named Robert Nelson, is one of the most hated people in Jeffersontown.

Little is known about the owners of the factory, but the upper management are all required to learn German and Japanese before getting promotions.

- Foreman Nelson is found dead near the docks with huge gashes on his corpse. He has huge gashes on his corpse. One of your parents is accused of the killing because of a heated argument they had with the Foreman yesterday. You must help your parent out by discovering the truth.
- A large flying humanoid has been seen a top the silos around dusk. Maybe that has something to do with Foreman Nelson's death?

## **THE FIRE DEPARTMENT (NORTH)**

Standing out like a diamond in the rough, the Jeffersontown Fire Department (North) is the only new, well maintained building north of the tracks. It is a state of the art facility that serves the entire northern part of town. The Fire Marshall, Michael Morales, is well respected in town. He coaches a local youth baseball team that recently won a state championship.

- Someone has been setting fires in your neighborhood, and you suspect that a student at school could be a pyromaniac. (pg.44 Core Book)
- Michael Morales' home is broken into while he is out of town with the baseball team.
- Someone paints graffiti on the wall at the fire department, and an investigation leads you to Jennifer "Rabbit" Jackson of The Golden Idol Guild. She claims she was framed by the Arbor Pointe Gang.

## **MARLON'S DISCOUNT CAR LOT**

This car lot has hundreds of cheap used cars and motorcycles, and a terrible reputation around town for selling lemons. Sadly, this is the only cheap lot in town and Marlon knows how to hoodwink people. Hundreds of people have been ripped off by him, only to come back looking for a car the next year, or week.

- You purchased, or were gifted, your first car from Marlon's Discount Car Lot, and after cruising around town for only an hour, it breaks down and refuses to start.
- You spot an old Fairlane in the lot. It looks pretty bitchin' and you must have it. (pg. 114 core book)
- You buy a car and discover a handwritten notebook hidden in a secret compartment full of ravings about strange monsters and UFOs. The notebook dates back to the mid-1970's, and once belonged to a monster hunter that prowled the woods around Taylor's Lake. The last entry states that the hunter was close to catching the legendary Bigfoot, and the coordinates listed lead investigators to the Fort Taylor Army Base (pg. 63).

## **RICK & LINDA'S MOONLIGHT BAR**

A true hole in the wall, dive bar. *Cheap drinks and cheaper floozies* is their motto, saying so on the sign outside. They do have a stage where an occasional metal or rock band will play. They take pride in the fact that Anvil played there once in 1982. Even though it is a dump, they have the best juke box in town.

- Someone has stolen Rick's prized, autographed picture of Lips from Anvil. Help him get it back and there maybe a few bucks and a case of Pabst Blue Ribbon in it for you.
- A local Motley Crue cover band, *Merry-Go-Round* is playing tonight and you need to find a way to get into the show (18+ show).
- You find a wallet in the parking lot that has \$40, the ID of Joe Trinity, a local police officer, and a picture of the missing girl, Annie Crow that is signed, "Thanks Joe, I won't tell anyone, I promise! - love, always, your sweet Annie!"



## **THE RIDGE**

*The scariest place in Jeffersontown*, as voted by the students at Jeffersontown High School 5 years in a row. The Ridge is the largest apartment complex in town, and perhaps the most dangerous. It was renovated just 2 years ago and it already looks like it has not been touched in a decade. There is a black market with all types of illicit goods that is run out of the J Building. The Ridge is home to an up and coming metal band called, Metal Institution. They sometimes play in Louisville, at local parties and at some bars on under 18 nights. They are also a skilled BMX crew, but they have to keep their bikes inside at night because it is the Ridge. There is a large fence between the Ridge and the parking lot of the Factory.

- The Arbor Pointe Crew has been spotted stealing Huffys at the Ridge. (pg. 177 Core Book)
- An upstart gang of bike thieves have started working the north side of town. Arbor Pointe Crew approaches you about helping them stomp out yours and their competition before it becomes a problem.
- Omar, from the J Building black market, approaches you about an item he has just acquired. He knows that you are one of those *nerds* that may be able to identify it for him.

## **THE RIVER DOCKS**

A notoriously rough, shipping area that stretches along the Forks' River from the new Factory to the Abandoned Factory. There are several boats anchored here and a few retail locations along the pier (a bar, a restaurant & a well-known seafood shop). Nobody comes to this part of town after dark unless they are looking for trouble.

- You discover a baby Frog Man under the docks. It is so cute, but maybe you should find its parents? (pg. 144 Core Book)
- Someone has recently boarded up and abandoned building on the docks. This has upset you because it was filled with all kinds of cool junk that you used to sneak in there and play with.

## **THE STAMPER BROTHERS JUNKYARD & SCRAP**

Once a small junkyard, the Stamper Brothers have built up the family business into the largest junkyard/ scrapyards in the state. The yard is immense and littered with old cars, boats, motorcycles, refrigerators, and scrap metal as far as the eye can see. A dock is connected to the scrapyards and barges regularly bring in unique scrap from all over the country. 3 Large guard dogs patrol the yard, keeping kids away and giving them nightmares. They are affectionately known by local children as Cujo, Cerberus & Zoltan, even though all 3 are Rottweilers.

- While helping your brother look for a car part, you find a head of an alien robot that asks you to help him find the rest of his body and his ship.
- After sneaking in after dark to play a Gamma World LARP, you are discovered by the guard dogs and have to escape the yard in one piece.
- Your dad just bought the body of a classic Fairlane from the yard and is spending all of his time restoring it. You sense something unusual emanating from the car's trunk, but are afraid to open it. (pg. 114 Core Book)

## **ZABKA'S VIDEOS**

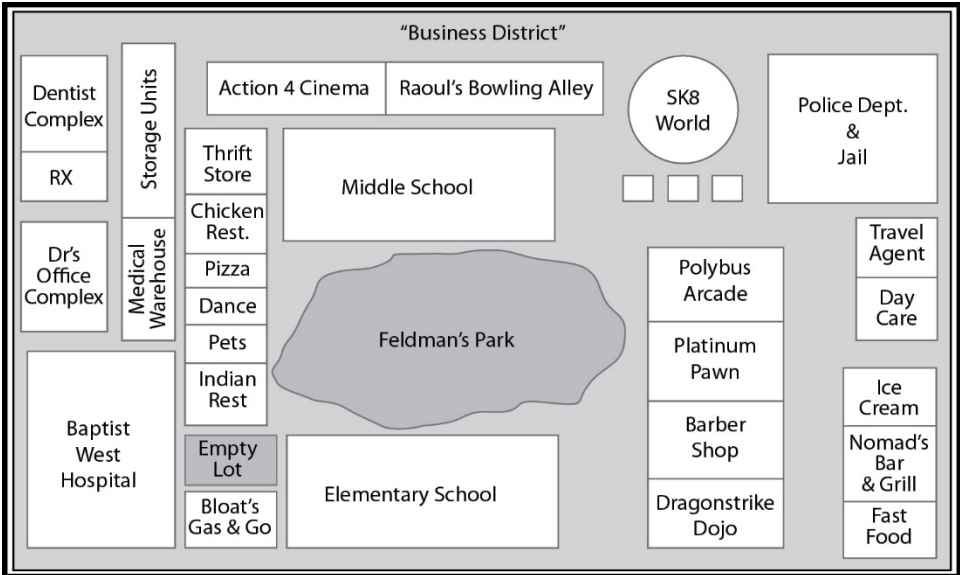
Zabka's Videos is a small video store, that carries lots of VHS tapes, Beta tapes, movie posters and foreign bootlegs. The store is so packed with movies, one can barely navigate thru the aisles without causing a landslide of Fulci or Godzilla tapes. Most people would consider it a dump, but movie geeks will come across town just to rent or buy from Mr. Z (as he is called by his regulars).

- For weeks you have been trying to rent a copy of Videodrome, but the same person has had it rented out. You use your detective skills (or just bribe Mr. Z) to find the overdue renter. You bike over to the house only to find it unoccupied. Inside, a large puddle full of a black, viscous liquid can be spotted in front of the TV.
- Mr. Z shows you a homemade bigfoot video shot near Taylor's Lake. He says the guy that shot it gave it to him yesterday and he is still out there hunting the elusive creature.

Other places in the region: a liquor store, a few more dive bars, a few small apartments, a few shotgun homes, a small park, a run-down gas station, two laundry mats, a cheap motel, a generic grocery, fast food places, restaurants & a good collection of abandoned buildings.

# SOUTHWESTERN/ WEST CENTRAL JEFFERSONTOWN

*“Business District”*



The primary commercial center of Jefferson town. It is bordered on the west and south by farmlands that stretch for miles and miles, and to the north by the railroad tracks that lead to *the wrong side of town*. The commercial area is split in half by Taylor's Road. This area is well kept and is very safe.

Notable attractions and possible plot hooks north of Taylor's Road:

## **ACTION 4 CINEMA**

This cinema is a first run theater that is very popular with kids and adults. It is smaller than most movie theaters, having only 4 screens. They occasionally play midnight movies on the weekend and during the summer. The staff of the cinema is an eclectic group of odd balls and popular kids including Sandy Williams, a notorious drug dealer with a taste for violence.

- You owe Sandy \$20 and he says he will beat you up next time you come by the cinema unless you pay him.
- You get a job at the cinema. Sandy wants you to take a package across the tracks to The Ridge. You seem apprehensive.

## **BLOAT'S GAS & GO**

Extremely popular hangout for teens that welcomes visitors to town from Louisville. It has 4 gas pumps, a kerosene exchange and a tire air gauge outside. Inside it has typical gas station fare, like candy, hot dogs, smokes, nudie mags, sodas, chips, etc. It also has a small video rental area. It is run by the Bloat Twins.

There is an empty lot next to the store that is often filled with teenagers. The empty lot has the remnants of a building, a large slab of concrete and a small, dirt pit.

- A school bully has challenged you to a fight after school in the Pit.
- One night the Gas & Go is robbed while you are in the back of the store. In the flickering light you see the robber apparently change form into that of a lizard man. After rubbing your eyes for a few minutes, he looks like a normal person.



## **DRAGONSTRIKE DOJO**

The Dragonstrike Dojo is owned and operated by Masters Braddock and Choi, a husband and wife that share a passion for the martial arts. Master Braddock is a muscular 6' 4" American man, while his wife, Master Choi, is a diminutive 5' 1" Korean woman. They both are very impressive and intense in combat, but are known as kind and attentive teachers. They do sell martial arts gear and weapons, but only with parental permission. (pg. 98-99)

- Each year, the Dojo holds a tournament to determine the best fighters in each age group. This year you are going to win the teen division.
- You think that Master Braddock & Choi have tapped into a secret energy source, and are harnessing it to their benefit. How can you get in on this?



## **FELDMAN'S PARK**

A small, but nice park with an amphitheater, duck pond, a few playgrounds, a baseball field, a small community pool, and a concession stand. The park is located between the Middle and Elementary schools.

The amphitheater is home to Feldman Park Musical Theater, Jeffersontown's only professional theater offering high quality year-round productions.

- Veronica Flowers, one of the teachers at Jeffersontown High School, can often be spotted strolling through the park.
- The Arbor Pointe Gang has expanded their bike theft ring into Feldman's Park. (pg. 177 Core Book)
- The Golden Idol Guild robs Mrs. Flowers, the English, Journalism, and Creative Writing teacher while strolling through the park. (pg. 88)
- A production at Feldman Park Musical Theater is beset by strange accidents. Performers claim that a strange wolf-man hybrid is sabotaging the production. (pg. 121 Core Book)

## **THE HOSPITAL AREA**

This is the area on the far west part of the commercial district. It consists of a large hospital, several doctor offices, a dental works complex, a pharmacy, a small medical supply warehouse, storage units and a few other business offices. Baptist West is the large hospital that services the Jeffersontown area.

- A young kid stumbles into the hospital. They were only wearing a bloody nightgown and they apparently are unable to talk or communicate with the doctors. The child is in poor health and just wants to sleep. While sleeping they often thrash around and make muted screams. Where did they come from? (pg. 93 Core Book)
- Your sister is a nurse at Baptist West. She says that a beautiful Soviet Spy is being held in the hospital under armed guard. Your sister also says that she looks just like Ally Sheedy, and you love Ally Sheedy. You need to find a way to see her. So, you sneak into the hospital for a peek.

## **NOMAD'S BAR & GRILL**

A very popular sports bar and restaurant, owned by the Ringwald family and named for the manager and local sports legend, Russel "Nomad" Ringwald. Russel became a star football player at the University of Louisville in the mid-1970's. Unfortunately, he only played in the pros for a few years before an injury made him retire early. This is the most hopping place in town for families and sports fans on any given night.

## **PLATINUM PAWN**

The largest pawn shop in town. It is much nicer than a typical pawn shop. It specializes in appliances, jewelry and tools, but normal pawn shop fare can be bought here as well. Higher prices than other pawn shops in town.

## **THE POLICE STATION (NORTH)**

The main police station in Jeffersontown, containing the jail, armory, a small community center and the Sheriff's office. The town has 14 full-time officers that patrol the entire town. Sheriff Stephon Gaddie (pg. 101) instills fear into most kids and teens, as well as many other innocent citizens. The Sheriff's main man is his deputy, Joe Trinity (pg. 97), who is considered worse than Gaddie by most teens. Fortunately, not all of the local police are bullies. Most of the officers are fair and honest, too bad they are not the ones in charge.

The police station has a large armory, much larger than that of a typical small town. It is in the center of the building and is well fortified and guarded. It has 100+ handguns, 24 semi-auto rifles, 39 automatic rifles, 6 sniper rifles, thousands of rounds of ammunition, 23 bullet-proof vests, 5 riot shields, 13 riot gear suits, 200 frag grenades, 155 smoke grenades, 20 lbs of plastic explosives, 245 sets of handcuffs and 102 batons. The police force also has 6 police bikes, 1 SWAT vehicle and 1 helicopter.

- Officer Jordan, a nice and likable police man, asks you and your friends to befriend a new Freshman with a

past of theft and vandalism. He asks you to show them that stealing and destroying another person's property is not cool. When Officer Jordan introduces you to the new student, it turns out its a girl. A foul-mouthed, tomboy of a girl dressed like a member of Suicidal Tendencies, named Odalys del Toro. (pg. 83)

- Sheriff Gaddie has it out for you and your family. Everywhere you go it seems that he is messing with you. What has he got against you and your family?

## **POLYBIUS ARCADE**

Awesome arcade featuring all of the newest video games. The arcade usually has 50+ game cabinets at any one time. It has a small, but fully stocked snack bar. It also has a birthday party room, where they have 2 big TVs with a couple video game systems hooked up to them.

- You and some friends get sucked into a video game world!
- Someone has beaten you high score on Berzerk, but the new initials are nobody that you know.

## **RAOUL'S BOWLING ALLEY**

A very popular hangout located next to Action 4 Cinema. There are 12 lanes, a good-sized restaurant, a small bar (with 6 dart boards) and a small video arcade. The owner, Raoul, is a lovable, ex-Marine that has bowled four 300 games in his life. Raoul is a master bowler and is great at darts.

- You accidentally challenge Raoul to a game of darts or bowling. How do you beat him or get out of this situation?
- Rumor has it that a kid went into a coma after playing in the arcade for several hours. You need to figure out if this is true, and what game it was he was playing.

## **SK8 WORLD**

SK8 World is a large roller skating rink located in an unusual, round building. It is very popular with teen and pre-teen kids. The rink's concession stand is famous for its loaded nachos and it also has a small arcade with a few games and a couple pin ball machines. The roof has a ¼ mile track on it, with a astro-turf football/ soccer field within it, often used for youth league events.

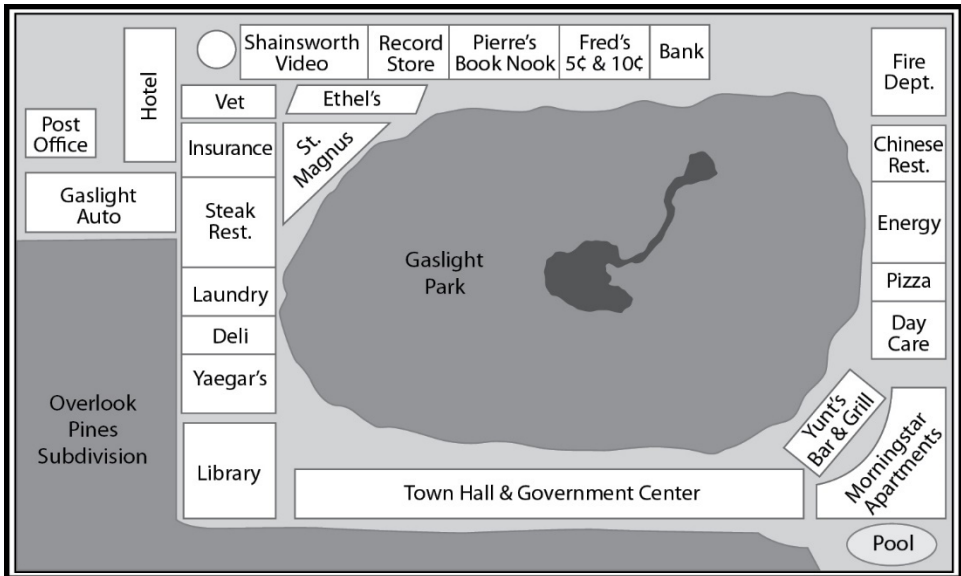
SK8 World tends to play a wide assortment of disco, pop and funk songs but occasionally slows things down with ballads like *Wonderful Tonight* by Eric Clapton or *Glory of Love* by Peter Cetera for couple's skate. Regulars say that spending time at the rink washes away all of their troubles.

Layla Alexander, a young, home-schooled girl can usually be spotted at SK8 World winning the nightly "Boogie-Skating" competition. Curiously, no one has ever seen her leave the building. Rumors around town suggest that Layla may be the daughter of the owner and could be forced against her will to sleep in the basement but the truth is weirder and far more sinister. (pg. 118-119)

- The mix of disco, pop, funk and the bright lights work patrons into a euphoric frenzy. Many of the patrons, report not remembering the events of their night at SK8 World after waking the next day.
- A strange girl at SK8 World piques the interest of the players and they realize that they have never seen her outside of the building, prompting an investigation.

Other places north of Taylor's Road: a large Middle School, large Elementary School, a fire department, some fast food/ restaurants, The Photo Hut, an Ice Cream Parlor, Thrift Store, a travel agent, a barber shop/ saloon, a pet store, a dance school, a day care center, etc.

Notable attractions and possible plot hooks south of Taylor's Road:



## ANACONDA ENERGY

### Anaconda Energy

The Jeffersontown offices of Anaconda Energy are located in the town's business district. The company produces, transports, and markets natural gas and oil in the United States and Canada, and just recently, they opened up their first Kentucky office in Jeffersontown. Locals have noticed representatives of the company everywhere, and many people have been approached with offers to sell the mineral and drilling rights to their land.

Anaconda Energy is, of course, not exactly what it appears to be. The company is secretly controlled by a cabal of Snake Men (pg. 130) looking to find and awaken their ancient brethren held in cryostasis somewhere deep below North America. While the company does drill for oil and natural gas, their commercial activities serve as nothing more than a cover for their more sinister deeds.

Plot Hooks:

- An investigation into the death of a local teen leads players to Anaconda Energy.
- A student at Belledonna Middle School stumbles into an old mine in North-Central Jeffersontown and finds hundreds of ancient Snake Men "sleeping" in strange cryostasis pods.

## ETHEL'S ANTIQUES (pg. 68)

## **FRED'S FIVE & DIME**

Fred's Five and Dime Store is owned by Fred Fannin, a fun-loving man in his early 40's. The store is clean and the staff is friendly, but since the Flash-Mart opened up right down the street last year, business is down and Fred has been forced to lay off several long-time employees. In recent months, Fred has turned to gimmicks to keep the store afloat, running promotion after promotion to no avail.

If business does not pick up soon, Fred's Five and Dime Store will be pushed out of business. (pg. 92)

Fred Fannin - (Werewolf abilities see pg. 121 Core Book)

Fred Hicks is the owner of Fred's Five & Dime Store. He is a nice man with a soft disposition, but like a lot of people in J-Town, he carries a terrible secret with him. Five years ago, Fred was hunting in the woods behind his house during a full-moon when he was attacked by a strange wolf-like creature with large teeth. He survived the encounter only because the attack was witnessed by Jonathan Isaac, a friend and owner of the town's hotel. Isaac, upon witnessing the beast, fired a shot off against it and forced it to flee into the night. One month later, on the first full moon after the attack, Fred transformed into werewolf and found himself out in a field gorging himself on a freshly maimed deer. He woke up the next morning with no memory of his actions.

Over time, Fred learned of the curse that had beset him, and even learned to transform at-will, but he laments the fact that every full moon he loses control and becomes nothing more than a mindless hungry beast.

- Fred is terrified that he might hurt someone during a full moon and asks the players to help him find a cure for the curse.
- Fred is encountered in Werewolf form out in the forest. He is searching for the werewolf that attacked and cursed him all those years ago.
- The manager of the new Monster-Mart offers to buy out Fred's Five & Dime Store and hire Fred on as an assistant manager.

## **GASLIGHT AUTOS & GARAGE**

Large automotive lot and service center located just north of Overlook Pines. It is very clean and has a great reputation for excellent repair service and fair deals.

## **GASLIGHT PARK**

Gaslight Park is large park with a large pond, walking trails, hot dog carts, playgrounds, basketball & tennis courts. It is popular with government workers eating their lunches by the pond, mothers pushing strollers along the serene paths and anyone that enjoys bird watching.

- The school astronomy club has a monthly meeting midnight meet up at the park. This month someone spotted a giant moth-like creature a top the playground. They tell you all about it because you like and know about that weird stuff.

## **MORNINGSTAR APARTMENTS**

Some of the nicest, most spacious and most expensive apartments in town can be found at Morningstar Apartments, located across from the High School. The complex has a nice indoor pool, large gym and a 24-hour laundry room. All access to these facilities and apartments is made via key card. Many teachers and government officials live here.

- School bullies have chased you from school into the Morningstar complex. While hiding you find a lost key card.



## **OVERLOOK PINES**

Overlook Pines is a large, middle class subdivision consisting of many older, but nice, houses. There is a small field between the houses and the Farmlands to the south and west.

- Strange little creatures are crossing the field between the subdivision and the farmlands. They are wreaking havoc on the cars and machines in the subdivision. (pg. 106 Core Book)
- A local group of pre-teens are starting to steal bikes and items from local garages at night. You and your friends want to stop them before you and your friends get blamed.
- A new family from Czechoslovakia moves into the neighborhood. They have kids your age, but TV and movies have taught you that they may not be trustworthy.

## **PIERRE'S BOOK NOOK**

A local favorite, Pierre's Book Nook, is small book store with lots of rarities and oddities among its shelves. It has a large paranormal, science fiction and fantasy section. There is always a large display out front of free books for anyone to enjoy, and donate to if they feel so inclined. It is connected to Unck's Record & Tape Swap, sharing the same front door.

- Among the rare tomes you discover a folded scroll, written in an unknown language, hidden within a book about Wicca. The scroll has odd scribbles of little creatures all over it.
- While thumbing through a book about local history, you find an old gas station map of the area that has writing all over it. Some of the writing indicate possible cryptid locations, while others show possible hidden historical treasures.
- The co-owner, Jean Stiffler, was once abducted by unknown entities, but has never given a full account of what happened to her. She is now a mute, but teaches sign language. You have signed up for after school sign languages lessons so you can try to find out her story.

## SHAINSWORTH'S VIDEO-A-RAMA

The largest video store in town. It has a great selection in every genre of film (almost every title available), especially horror titles. It has a secret door in the back that leads to a large selection of adult movies. The store also rents video games and systems. The owner, Jay Shainsworth, is very friendly and will talk your ear off about movies. If you are friendly with Shainsworth he will let you rent R-rated films and may give you a discount. However, the adult section is completely off limits to those under 18.

- Shainsworth has the new Friday the 13<sup>th</sup> VHS on hold for you, but you are grounded and need to find a way to get down there.
- Reverend Phillips sets up a protest outside of the Video-A-Rama. You decide that Reverend Phillips needs to be taught a lesson, by busting up his protest. But how?



## **ST. MAGNUS COURT FLATS**

St. Magnus Court Flats was one of the earliest apartment buildings in Central Jeffersontown. It was built in 1905 on St. Magnus Court in the business district near the park and Yaeger's. Construction of the apartment building was plagued by protests from nearby residents worried that the six-story apartment would lower property values, but despite the protests, and several legal challenges, construction moved forward. The first residents moved into the complex in January 1906.

In 1941 a large fire ripped through the complex, destroying the sixth floor. The only casualty was a small boy who's disfigured body was found frozen in a block of ice. Occasionally, a resident will find a small puddle of water near a mundane object that is strangely encased in ice. Whispers of "Ice Boy" are still heard in the hallways at St. Magnus. (pg. 114)

- A resident of St. Magnus Court Flats is found dead, having apparently frozen to death in their sleep. At the same time, the ghost of a young boy appears to a student at Jeffersontown Elementary school.

## **UUNCK'S RECORD & TAPE SWAP**

A unique and well-loved music store, that specializes in records, tapes, CDs and music memorabilia. The staff will give customers trade credit for their second-hand music, giving them a great used section. Noted for carrying all types of music, for having listening stations and for having a live band corner. The owner, Uunck de Lyon, has a tall mohawk and used to play in a New York punk rock band, The Lazer Lips. Uunck's is often at odds with Reverend Phillips.

- Reverend Phillips is planning a midnight protest in front of the store to counter the midnight release of the new Judas Priest album.
- 45 Grave is playing in Louisville tonight and they will be signing autographs at Uunck's this afternoon. After hearing Reverend Phillips sermon on the evils of punk rock and heavy metal, your parents have told you cannot go to the signing or concert.



## **YAEGAR'S FOOD MARKET**

Popular local grocery store that has been opened since beginning of Jeffersontown. Even with the opening of Monster-Mart, Yaegar's remains to be profitable due to its close proximity to Overlook Pines and Town Hall. It has a very popular deli and a friendly staff.

- The day after watching Texas Chainsaw Massacre for the first time, you hear a rumor that Yaegar's BBQ sandwiches are so good because they use human meat.
- For years, a mysterious pair of identical, adult twins, known to locals as Biscuits & Gravy, have rode around town on rusty, home-built bicycles. They are very friendly, but never speak. They only communicate with people with head nods and facial expressions. They frequent the Yaegar's deli and other local eateries, often dropping hundreds of dollars per visit. People have always wondered where they get their money, because they live on a small farm and are always dressed in simple clothes. Maybe you can find out?

## **YUNT'S BAR AND GRILL**

A very expensive, but super popular restaurant located next to the Morningstar Apartments. It has a volleyball court, a small pool and tiki bar behind the restaurant.

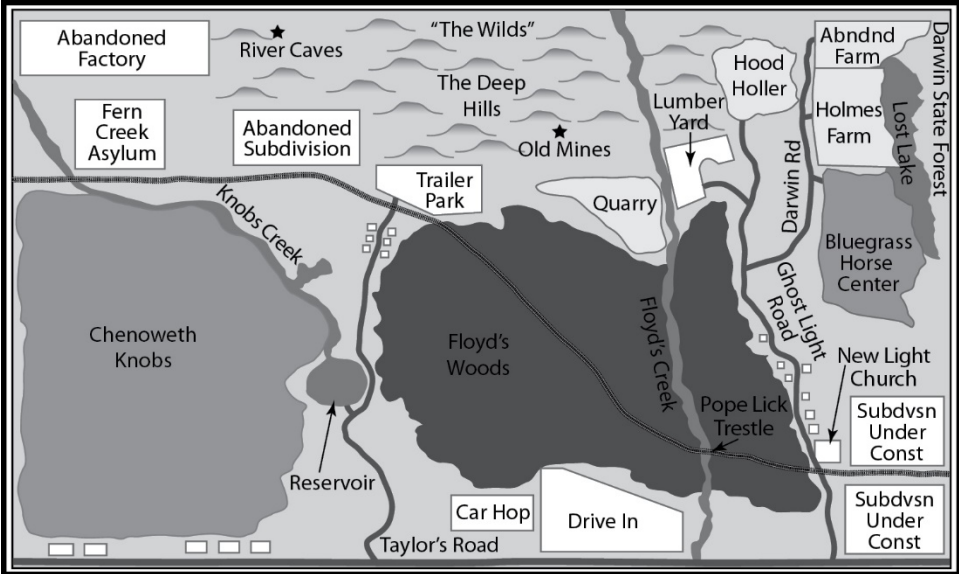
- There is an adult party going on into the late-night hours behind Yunt's. You decide to climb up the fence and take a peak. To your horror you see more than you bargained for. You swear that some of the adults you saw were not human.

Other places south of Taylor's Road: Dr. Meghann's Pet Store & Vet Offices, the main Fire Department, Jeffersontown City Bank, the town Library, Town Hall & Government Center, the Post Office, a day care center, a small hotel, an insurance agent, a city pool, a few restaurants, a few fast food locations, and a few other small stores.



# NORTH-CENTRAL & NORTHEASTERN JEFFERSONTOWN

*“The Wilds”*



This is a large, sparsely populated area of town, except for the Chenoweth Knobs subdivision, that includes the Northern Hills, Floyd Woods, Floyd's Creek, “Nightmare Forest” State Park and the farmlands north of Taylor's Road. This area is mostly rural and goes on for miles and miles, and ends at the truck stop at the edge of county. The Jeffersontown Police are responsible for policing this area, but rarely patrol past the Pope Lick Trestle unless they think something unusual is afoot.

Notable attractions:

## THE ABANDONED CHURCH

Located just south of the Pope Lick Trestle, this old, burned down church, covered with graffiti & satanic symbols has been abandoned for several years. It has become a popular, yet dangerous, hangout for teenagers. The roadway to the church has become overgrown and is only accessible by foot from the road (20 minutes) or from the railroad tracks (2 minutes).

- Some older kids invite you to watch a Satanic ritual at the Abandoned Church tonight.
- You find an interesting relic in the burned-out cellar of the Abandoned Church, maybe Ethel's Antiques will give you some money for it?





## **THE ABANDONED FACTORY**

This factory has abandoned for the past few years, so it has not completely rusted away. The walk ways and machinery are still in fair condition, but it is still dangerous. It is located in the Northern Hills on the river just east of the back fence of the Stamper Brothers junkyard. Lately, several squatters have been seen around the factory, as has a large flying humanoid.

- The Son of Mothman has been spotted atop the factory silos the past few nights. We need to check it out. (pg. 124 Core Book)
- A middle-schooler in your neighborhood says he saw a nest of Frogmen beneath the dock in front of the Abandoned Factory.

## **ABANDONED SUBDIVISION**

A small subdivision, located just north of the rail road tracks west of the Trailer Park, of about 40 houses that was abandoned half way through construction just a few years ago. A gang of young, punk rockers have claimed part of the subdivision and are squatting in the northern section. There are several make-shift bike ramps in a few of the cul-de-sacs, as well as a few empty pools popular with local skaters.

- Rumors of why the subdivision was abandoned have floated around town for years. You heard that something horrible was unearthed and ate half of the construction crew, before returning to the earth.
- The punk squatters have invited you to a party at “Fun House” this weekend, but you need to bring a 12 pack of beer to get in.

## **BLUEGRASS HORSE CENTER**

A large horse farm, owned by the Jefferson family, famous for its World Champion Arabian Horses. They offer lessons to the public and have summer camps for horse enthusiasts. BHC has a major rivalry with the Ringwald Farm. There is a shore line on Lost Lake and Darwin State Forest.

- While at the summer camp, the kids in your group sneak out to the shore of the lake. Someone spots a large serpent in the water, or perhaps a large, shadowy figure standing at the opposite shore.

## **BRIAR'S FEEDSTORE**

Feedstore next to Lawsman Gas, featuring a great selection of supplies for the local farmers (feed, tack, clothing, etc.). It sells some livestock, some small farm machinery and offers some livery services. There is also a small veterinary building for farm animals.

- After getting a summer job at Briar's, one night you see a large, hairy beast drag some pigs into the woods behind the store.

## **BUCKY BEAVER'S CAR HOP**

A popular, old-timey burger joint, featuring roller skating waitresses and classic Americana food. It is located right next to Vessell's Drive-In. It has a giant, winking beaver sign that attracts people from all over the region.

## **CHENOWETH KNOBS**

Highly populated, middle class subdivision with lots of scenic woods & duck ponds. It is home of the Chenoweth Knobs Crew. There are a few stores in front of the subdivision's entrance (2 fast food stops, a hardware store, a sporting goods store and a pizza restaurant).

- You have joined the Chenoweth Knobs Crew and are set to play your first game of Picky Lee. (pg.180 Core Book)
- Giant dog-like beasts have been spotted in northern portion of Chenoweth Knobs. (pg. 104 Core Book)

## **DARWIN STATE FOREST** “*Nightmare Forest*”

Darwin State Forest is a large state park that is mostly off-limits to the public, but it does have large areas for swimming, hiking and camping. It has gained the moniker Nightmare Forest due to the fact that many people have been murdered here since the 1960's. The legendary Killer of Nightmare Forest may lurk in the park. The park has a shore with the crystal clear Lost Lake. The forest has several cabins, small motels and quaint bed & breakfasts. (pg. 116)

- UFOs have been spotted above the park & lake each weekend for the past month. You have to see what it is all about, but the area where they have been spotted is an off-limits area.
- There is an abandoned ranger station and tower deep in the woods, well known among teens as a make out place. You and some friends go there to investigate, only to find a lot of blood a top the tower but no bodies or body parts. Below, you see the shadowy figure dragging something into the shadows.



## **THE DEEP HILLS**

The Deep Hills are a sparsely populated area located between Floyd's Creek, the Forks' River and the Lumberyard. It is heavily wooded and the terrain is rugged and uneven. There are a few families that live here, but they are private and do not often welcome strangers. These hills are home to many monstrous legends, and there are more Bigfoot sightings per year than the rest of the state. This area is heavily trapped.

- Your Uncle Jimmy says he saw Bigfoot near the Forks' River while fixing his still.
- You find a treasure map of a cave in an old spelunking book. The map's markings signify that it is located in the center of the Deep Hills.

## **FERN CREEK ASYLUM**

The FCA is an old, but still operational mental health facility. It has a small staff and only a few patients. 80% of the building lays unused. It is considered one of the most haunted places in America. Several books have been written about its bleak history.

- You swear you saw the missing girl, Annie Crow, in a window at the Asylum.
- While visiting one of your parents, who is a patient at the Asylum, they tell you that there are hellish experiments going on in the basement each night.

## **FLOYD'S CREEK**

An off shoot of the Forks' River that runs through the central forest and hills, forking at The Parklands and emptying out in the Swamp Nature Preserve and at Taylor's Lake. It is very popular for canoeing, fishing and swimming. It is deeper than the average creek (6' average, 3' at shallowest, 20' at its deepest).

## **FLOYD'S WOODS & THE POPE LICK TRESTLE**

Deep forest lands with a large valley running down the middle located south of the hills and north of Taylor's Road that are mostly owned by the railroad company. The woods are off limits to most and no hunting is allowed. These woodlands are dense and full of wildlife. Rumors of bears, wildcats, bigfoot and other monsters are popular in this area. No trespassing signs are posted ad nauseum, and the railroad have their own local security teams that patrol the area.

The infamous Pope Lick Trestle spans over the Floyd's Creek and Pope Lick Road. Regarded by many to be the home of the legendary Goatman, aka the Pope Lick Monster. The monster's legend is the most popular urban legend in Jeffersonton, even giving the high school its nickname. The Pope Lick Trestle itself, has claimed 20+ lives since its construction, but that does not deter teens and young adults from risking their life there for some cheap thrills. (pg.116 Core Book)

- The Pope Lick Monster claimed another victim on Saturday night. Your curiosity to see the legendary area is boiling over.
- A local crew is offering membership to anyone that can hang on to the trestle while a train goes by on Saturday night.
- While camping near the tracks, you cousin swears he saw Bigfoot and the Pope Lick Monster fighting in the moon light. He said it was a draw and they both fled into the woods after they saw him. He wants you to go camping up there this weekend. (pg. 138 Core Book)

## **GHOST LIGHT ROAD**

Well known, but very isolated road that connects the Lumberyard and Hood Holler. It is well known for multiple sightings of orbs of light, UFOs and ghostly creatures. There is an old, pet cemetery located deep in the woods between The Lumberyard and Hood Holler.

- Strange orbs regularly appear near dusk where the road forks toward the Lumberyard. What causes it?
- A ghostly car has been running people off The Ghost Light Road. (p. 114 Core Book)
- You find a set of old dog tags on the side of the road. You think that they are magic, so you keep them. When you take them home, you begin to dream of a small pug puppy and a young girl playing in the woods. After a few days you begin to see a green, glowing, ghostly pug dog that follows you everywhere. (pg. 109)

## **THE GLADLY FAMILY FARM**

Large farm complex in the northeastern part of town, owned by a large family with strong criminal ties, often at odds with the law. The Gladly family have been fighting authority since the Civil War. They have multiple buildings, homes and barns on their property. They are well armed and usually up to no good.

- You overhear one of the Gladly kids talking about their older brothers plan to rob a local business.
- While serving court papers, government officials are killed at the Gladly Farm front gates. This causes a national incident. Unfortunately, you and some friends were spending the night at one of the homes with one of the few nice Gladly children. You need to get out of there, but nobody has been allowed to leave so far.
- One of the Gladly kids asks if you want to buy some drugs. He says he will beat you and your friends up if you decline.

## **THE HOLMES FAMILY FARM**

Large horse and tobacco farm that borders Lost Lake and Darwin State Forest. Locally, it is well known for its success on the horse show circuit, and for having a small Indian Graveyard on the shore of Lost Lake.

- You hear about the Indian Graveyard on the shore of Lost lake and have to check it out.
- Rumors of 2 ghost armies being stuck in a perpetual loop of reenacting a famous Civil War battle at the Holmes Family's farm have sparked your interest.
- There is a long, stone wall atop a hill at the Holmes Farm. It was erected during the Civil War and many artifacts have been unearthed near the wall. Maybe there is still some cool stuff up there?

## **HOOD HOLLER**

The infamous Hood Holler is located in the Deep Hills. This very isolated hollow has several families dwelling there. Illegal activities are common here, but the local police rarely brave a trip into holler. A well-organized biker gang is rumored to have a base of operations here.

- Your brother has begun to ride with the biker gang. Your family is worried sick about his new behavior and attitude. They hope you can talk him into coming home.
- Something from Outer Space has crashed into the Hood Holler. The locals have blocked the first respondents from the government from entering the Holler. There is an unease in town over the possibility of violence. You really want to find out what fell from the sky, so you try to find a way to sneak in to the Holler.

## **THE J-TOWN TRAILER PARK**

J-Town Mobile Home Park is a poor, run down and very poor trailer park located at the base of the Deep Hills. There are about 40 trailers, an abandoned above ground pool, 3 dumpsters and a small graveyard in the trailer park. Many of the teens are members of the Golden Idol Guild, a criminal bike gang with an odd moral code (pg. 94)

## **LAWSMAN GAS**

Lawsman Gas is a general store, bait shop and a gas station located near the Pope Lick Trestle. It serves as a *last chance* gas station before leaving town. The owner is a grouchy old man, that has grown tired of people asking about the Pope Lick Monster.

## **LOST LAKE**

Lost Lake is a serene, pollution free lake located on the western end of Darwin State Forest. The western shore of the lake is private property, and is home to the Holmes Family Farm and The Bluegrass Horse Center. There are only a few public beach accesses in the entire State Park (no public motor boats or jet skis are allowed on the lake). There are several private nature preserve and wildlife sanctuary at Lost Lake. A walled off Indian Graveyard is located just off the shore at the Holmes Family Farm.

- A large serpent has been sighted in the lake.
- Several Native artifacts have been discovered in the shallows at the State Park. A few smugglers have been seen trying to find more.
- Rumors say that if you visit the lake on a foggy morning you can spot a ghostly figure in the lake. The figure is usually reported as a that of a young woman, and has been dubbed Dreamer of the Lake by locals. (pg. 106).

## **THE LUMBERYARD**

The Lumberyard is a huge yard and mill located at the base of the Deep Hills. It is surrounded by several timber fields that are off limits to the public. A pair of guard dogs, Buzzsaw & Ripp, patrol the yard when they are closed.

- A local crew's initiation is to have any new recruits out run, or survive 10 minutes with Buzzsaw & Ripp in the Lumberyard. (pg. 154 Core Book)



## **THE NEWLIGHT CHURCH**

A new church that has only been opened for about a year. It is managed by the Pastor Anson Williams, a young man just out of seminary. The Pastor is very popular with kids and is more tolerant and accepting than Reverend Phillips. In fact, Reverend Phillips has expressed displeasure in Pastor Williams popularity, going as far as calling him a fake Christian. The church hosts a game night once a month, in which Pastor Williams even runs a D&D game. (pg. 101)

## **THE OLD MINES**

A maze of old tunnels, once part of an old mine abandoned in the early 1930's, sit just below the city of Jeffersontown. The tunnels are tremendously dangerous, but have become a magnet for adventurous children. Local rumors say that several children have disappeared into the dark tunnels over the years, but this is treated more as an urban legend than fact.

Unbeknownst to the general public, a strange supernatural entity has made its home in the tunnels of the mine. It regularly lures unassuming children in to feast on them by promising candy, presents, and other surprises.

- A group of students entered the mines to LARP, but only one of them returned. The student claims that the rest of the group followed a strange voice deep into the labyrinthine mine.
- Several students claim to have seen giant bugs near one of the entrances to the mine, but the adults are not taking it seriously.
- In the late 1920's, a miner was crushed by falling rocks and his ghost still haunts the mine.
- A member of the Golden Idol Guild ventured into the mine and has not returned, the Guild contacts you and asks for your help.

## **THE RIVER CAVES**

A mysterious and dangerous system of caves runs along and underneath the Forks' River. The main entrance is located below the abandoned factory's dock, although several other entrances are accessible throughout the Deep Hills.

- A homeless camp within the cave was recently destroyed by several humanoid figures. The survivors told of *fish people* that stole all of their food.
- Rumors have been going around about an underground society that lives deep within the cave system.

## **THE ROCK QUARRY**

Located near the trailer park and Floyd's Creek, the Rock Quarry is an abandoned, pit mine that has filled with rain water over time. It is a very popular swimming and hang out area.

- Frog men have been spotted in the quarry, but they flee at the sight of any people. It would be cool to get a picture of one. (pg. 144 Core Book)
- Something has been biting swimmers in the quarry. Some bites are small, but others have been larger chunks.

## **RUSS' GAS STOP**

A small, convenience store with alcohol, food and gas across from the trailer park. It is well known as a haven for drug dealing.

## **THE TOWN RESERVOIR**

The Town Reservoir is located next to the Chenoweth Knobs subdivision. There is small park surrounding the reservoir, with lots of walking paths and gardens. This is a very popular area for adults and dog walkers.

- You have become convinced that a Soviet spy has been poisoning the reservoir. (pg. 134 Core Book)

## **VESSELL'S DRIVE-IN**

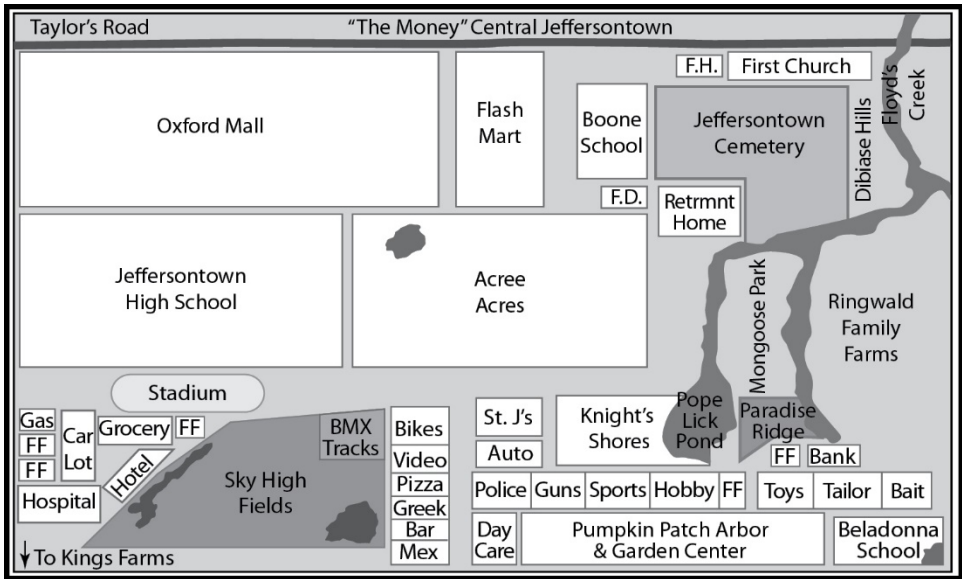
Vessell's Drive-In is located on Taylor's Road, adjacent to the car hop. It plays new films and often plays cult classics, horror flicks and Sci-Fi fare. A few times a year it has a 24-hour film-a-thon. It is a very popular destination for locals and people from the city. During October the drive-in runs a haunted house and a haunted forest. The owner, Max Vessell, is well liked by the youth in town and can be seen making movies throughout town. He often dresses up as the Pumpkin King Jefferson at the Gaslight Festival.

- There is a horror trivia contest this weekend at the drive-in. The winner gets to pick the 2 movies for one of the October Friday nights.

Miscellaneous places in the area: an abandoned farm (popular with teens for tom-foolery), a new subdivision being built on Taylor's Road, several country homes and farms.

# SOUTH-CENTRAL JEFFERSONTOWN

*“The Money”*



This area is often called “The Money” by many of its residents. It is home to many commercial and high priced residential areas. The area reaches south to the farmlands, and east to the Swamp Preserve and the Military Base. The Oxford Mall is the prime location on Taylor's Road. It is the only indoor mall in town, having 30+ stores and is extremely popular with people of all ages.

Crime is almost non-existent in this area. Police presence is heavy and patrols are frequent.

Notable attractions and possible story hooks:

## **ACREE ACRES**

An upper, middle class subdivision that borders the cemetery to the east and Jeffersontown High School to the west. Many of the richest and most important people live here, including Reverend Phillips and much of his staff, Sheriff Gaddie and Factory Foreman Nelson.

## **BELLADONNA ELEMENTARY & MIDDLE SCHOOL**

Known as the rich kid elementary & middle school. It has a gorgeous park that is open to the public.

- A bully is picking on one of your younger siblings. Upon arriving to defend your sibling you discover the bully is larger than you.

## **BMX & SPORTS TRAINING CENTER**

Popular store with an awesome selection of sporting goods. It also has a training center, gym, few indoor bike tracks, and a half- pipe.

- You are challenged to a competition at the Training Center by a rival.
- The newest BMX bike is about to go on sale at the Training Center. You really need to get one of those.

## **CHUCK'S ARMY SURPLUS & GUN SHOP**

Poorly lit and confusingly organized, Chuck's Army Surplus and Gun Shop offers great bargains for those that know where to look for them. All kinds of military clothing, weaponry (guns and archery) and survival gear are available in large quantities here. There is a firing and archery range on site, where Chuck offers cheap lessons to those that love the Second Amendment. However, there is a large sign on the door that says "No Commies!"

- Some people claim that Chuck's sells more efficient, and illegal, weapons and gear if you know the secret password.

## **DIBIASE HILLS**

One of the richest subdivisions in the country. It is located between the cemetery and overlooking Floyd's Creek. It is fenced and gated, with a small community center and park in the middle. The owner of The Lumberyard lives here, as does the owner of the Bucky Beaver's Car Hop.

## **THE FIRST CHURCH OF THE ONE TRUE GOD & BOONE SCHOOL OF THE LORD**

Reverend Phillips' church located on Taylor's Road in front of the Jeffersontown Cemetery. It is constantly expanding and accepting new worshipers. (pg. 124-127)

### **FLASH-MART**

Flash-Mart Superstore is a new discount department store that opened next to the Oxford Mall. It is owned by the Jackson Corporation, a large international corporation that has been dominating the retail department store market as of late. The store prides itself on its large selection and low prices, and now employs nearly two hundred local Jeffersontown residents.

Flash-Mart has departments dedicated to electronics, clothing, food, jewelry, beauty, home good, and sporting goods, among others, but the store is not a positive for all residents. Other business who are unable to compete with Flash-Mart on prices are starting to struggle financially and some have even gone out of business altogether.

- An executive from The Jackson Corporation visits Jeffersontown and local businesses protest his arrival.
- Someone has recently been vandalizing Flash-Mart with threatening graffiti and deep claw marks on the side of the building.

## **HOMBU USA - AIKIDO DOJO**

Hombu USA specializes in Aikido and is owned by the elusive Tokyo, Japan native, Shinsuke Miyazaki. The dojo prides itself on being open and accepting to all wishing to learn the art of Aikido. The certified instructors at the dojo strive to teach students how to defend themselves while protecting their attacker from serious injury.

Shinsuke Miyazaki believes in Aikido as a way of life. He believes that Aikido improves the self through rigorous physical training and spiritual discipline. Miyazaki also believes Aikido to be an instrument of peace, and he holds that the art is not violent or aggressive in nature. At its core, Miyazaki teaches that Aikido is a means to a peaceful resolution of conflict. Supporting this belief is the fact that, with Aikido, incoming attacks are not stopped by the defender. Instead, attacks are transformed, and the attacker's own force is used against them to defuse the situation.

Beginner classes are held on Wednesday Nights and Sunday mornings while more intermediate level classes are held on Monday, Thursday, and Friday. Expert level classes are held on Tuesday and Saturday nights and are led exclusively by Miyazaki. They teach that Ki is a vital part of all living beings and it is generally considered to be a person's life force.



## **JEFFERSONTOWN CEMETERY**

A huge graveyard that has served the community since the beginning of Jeffersontown. It was one of the first cemeteries in Kentucky to bury those of different races, ethnicities, and religious backgrounds in the same area. While most cemeteries segregated the dead into separate areas, at J-town Cemetery, the dead found equality that some of them never achieved in life. The grounds are the final resting place for individuals from all walks of life, including slaves, Free Masons, politicians, priests, Rebels, Yankees, and draft dodgers. It has well-kept grounds, has several mausoleums and many local celebrities' graves. Security is high on the grounds, but teens have been sneaking around there for years.

- There is a cute new goth kid at school and they ask you where is the best cemetery to make out in is?
- You find a book about raising the dead and want to see if it can really do what it claims.
- Bodies of the recently deceased start to go missing and security at the cemetery is tightened. Meanwhile, reports begin to surface of the living being attacked and bitten by the dead in remote parts of town.
- Some security at the cemetery threaten to go on strike after reportedly seeing ghosts in the cemetery at night.

**JEFFERSONTOWN HIGH SCHOOL** (see Jeffersontown High School Section, pg. 80)

## **KING FARMS**

Absolutely massive farm that borders the entire southern part of town. There are large fields of corn, wheat and hay as far as the eye can see. There are several houses on the property, each with gated, private drives. Security is tight and outsiders allowed, as the King family is very private. There are lots of rumors of evil doings going on in the corn fields.

- Many children that go into the cornfields never return. Mike Miller and Annie Crow were reported as frequenting the edge of the fields.
- Jefferson the Pumpkin King prowls the southern fields looking to scare off trespassers. (pg. 108-109)
- About ½ mile into the cornfields just south of the Town Dump, is an area known by the locals as the *Haunted Cornfields*. Rumors of evil beings and human sacrifice have always been spoken about this area.

## **KNIGHT SHORES**

Small, high dollar subdivision south of Acree Acres on Pope Lick Pond. There are 3 entrances, each security gated.

## **MONGOOSE PARK & BUTTERFLY SANCTUARY**

Scenic park located between the split of Floyd's Creek & Pope Lick Pond. It has a large nature center and Butterfly Sanctuary, popular for field trips.





## **OMENHART'S FUNERAL HOME**

The Omenhart Funeral Home is a very peculiar establishment owned and operated by the Omenhart family. Phyllis Omenhart, the matriarch of the Omenhart family, manages the business side of the funeral home while her son, Jeremiah Omenhart handles preparation and burial of the bodies.

The building occupied by the funeral home is large and in a lot of ways resembles a typical southern Baptist church, only painted jet black. A graveyard sits on a huge, ominous patch of land just behind the funeral home. (pg. 100)

## **OXFORD MALL**

The most popular place in town, Oxford Mall is a 2-story mall that has everything anyone can want within its walls.

Store Directory Highlights:

- **Something To Do** is a hobby shop that sells board games, role playing games, card games, models, science kits, dice, chess sets, RC trains, planes and much more. They have a few tables for in store gaming.
- **Toyz Town** has a large selection of all the newest and most popular toys.
- **Scooter's Cards** is a sports card store, featuring sports memorabilia (especially the Cincinnati Reds) , with some comic books and non-sports cards
- **Poster World** is a small store that sells movie memorabilia and posters. They also offer framing.
- **Valley Girlz** is a clothing store for young girls and women that feature all of the newest West Coast styles.
- There are also a few shoe stores, SEARS, JC Penny's, a drug store, movie/CD store, several clothing stores, book store, Tesla Shack, an arcade, a few jewelry stores, cigar/smoke shop, kitchenware store, a few computer/video game stores, a candle store, a few standalone restaurants & large food court.

## **PUMPKIN PATCH ARBOR & GARDEN CENTER**

Beautiful apple arbor and landscaping center. It has a large fruit and vegetable market and a very popular home-style restaurant that is always booked. The Arbor is very busy every Spring and Autumn.

- While picking pumpkins you discover a bloody path outside of the patch along an off-limits tree line. After following it for several hundred yards, you discover it leads into the King Farms cornfield. Something very strong broke the stalks that lead into the corn fields.

## **SKYHIGH FIELDS**

Skyhigh Fields is a city owned park with several baseball fields, basketball courts, soccer/ field hockey fields, tennis courts, a few playgrounds, and large BMX track. The BMX track is world famous and hosts many high-quality competitions.

## **ST. JOHN OF THE CROSS CATHOLIC CHURCH**

St. John of the Cross is a Catholic church in central Jeffersontown and it is one of the town's few remaining antebellum buildings. The church is the final resting place of two holy skeletons belonging to St. Magnus and St. Bonosa.

The church itself is an ornate two-story building with neoclassical pillars, a balcony on the second floor that runs along the outside edge of the church, large evenly-spaced windows, and two main entrances. The interior of the church is every bit as extravagant as the exterior and includes an enormous foyer, a sweeping and open stairway that leads up to the second floor, and a large chapel. It is one of the oldest parishes in the United States.

In 1855, an armed mob of anti-Catholic protesters influenced by conspiracy theories about a catholic takeover of the United States attacked the church and attempted to burn it down. At least 20 people were killed in the riots and newspapers from the time reported that whole families were burned to death in nearby homes.

In 1901, a package arrived at St John of the Cross Catholic Church from Italy containing the bones of St. Magnus and St. Bonosa, Roman martyrs who were executed in 207 A.D. At the time of their execution, Christianity was still illegal in the Roman Empire.

- The remains of St. Magnus and St. Bonosa disappear from the church just as a strange new cult moves into town.
- One of the Golden Idol Guild (pg. 94) steals Rev. Hoadley's prized Cincinnati Bengals signed football.

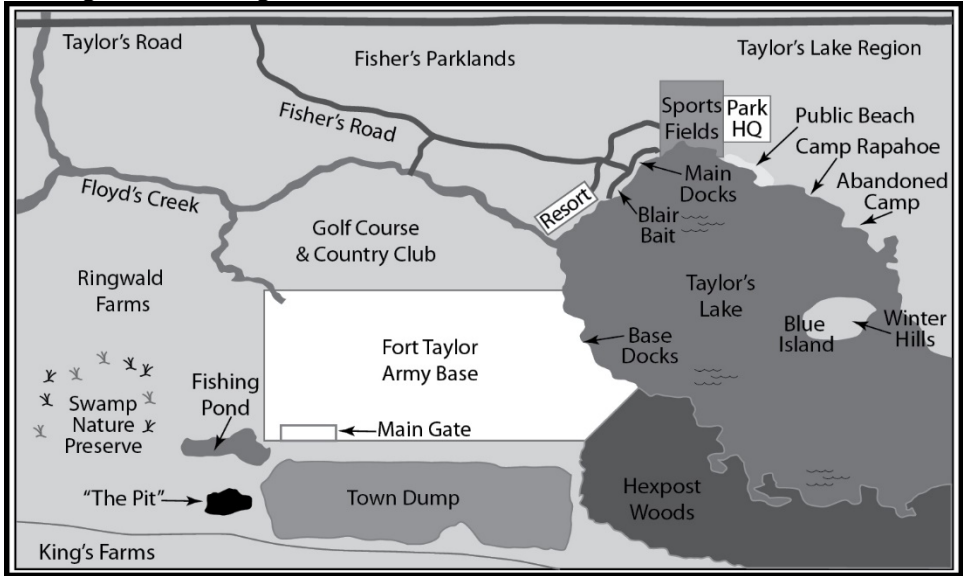
## **V'S VIDEO & GAME RENTALS**

An unusual A-framed shaped building (like an upside-down V). It has a good selection of video game rentals, rents systems, VHS, some Beta. Known for being open late on Friday and Saturday.

Miscellaneous places in the area: Paradise Ridge (expensive town houses), Skyhigh Hotel (50 rooms, good quality), Tork's Car Lot (high dollar cars & motorcycles), large church, fire department, a few small churches, small hospitals a few doctor's offices, a few mini-malls, several restaurants, fast food, gas stations, bait shop, Turbabon's Body Shop, a retirement home, an A&P grocer, etc.

# SOUTHEASTERN JEFFERSON TOWN

*“Army Base/ Taylor's Lake District”*



This is the heavily forested area that stretches from the Parklands, across Taylor's Lake to the southern farmlands. The heavily secured Army Base dominates the southern portion of the town. There are several miles of fencing, with no holes or easy ways into the base. So many rumors have gone through town about what goes on there.

Notable attractions of the area with possible plot hooks:

## **ABANDONED CAMPGROUND**

Located deep within the woods of the Parklands, on the shore of Taylor's Lake, this once prosperous campground now sets in decay.

- A group of squatters have found an old fallout shelter under the camp and are living there now.
- A group of heavy metal vampires have claimed the camp as a base of operations and are killing out of town lake goers. (pg. 132-133)
- A serial killer has taken up residence in the camp and is collecting trophies from their victims.



## **CABBAGE CAVE**

Cabbage Cave, located in the Parklands, is adjacent to the old, abandoned Pondhill Asylum. This cave was a natural formation that was found by staff at Pondhill Asylum. They reinforced it with large brick columns and used the cave to store a variety of food for the asylum, including large amounts of cabbage. Some locals claim that the cave was once used by patients of the asylum to hide and escape, but others have more disturbing theories about what may have happened there. Some stories claim that the cave was used by pregnant inmates of Pondhill Asylum (who had not been pregnant when they entered the facility) to give birth, and others even claim that the illegitimate babies were disposed of in the cave.

The cave itself is ghoulish in appearance, and reaching it requires taking a long trek through thorny bushes (this area is nowhere near a usable road or hiking trail). Once through the brush, hikers are rewarded with the site of a large muddy cave opening with a reinforced brick facade. The entrance is covered with 50 years of graffiti, the most striking of which reads, "The sin brings you in."

The cave is technically off limits to the public, but that does not keep local teens away. On any given Friday or Saturday night, teens can be found congregating at the cave and engaging in activities that their parents might find distasteful.

- A young middle school girl has recently gone missing. Her left shoe is found by police just outside of Cabbage Cave.
- While intoxicated, the captain of the football team is possessed by the spirit of a young mother that died many years ago in Cabbage Cave. The spirit takes advantage of its new vessel and tries to relive the life it once lost.

## **FISHER'S PARKLANDS**

A large park on the northern and eastern shore of Taylor's Lake. The most popular recreational area of Jeffersontown that includes many playgrounds, sports fields, nature trails of all fitness levels, primitive camping sites, a large nature center, public and private campgrounds, several beaches and docks.

- Camp Rapahoe - a popular camp for local and big city kids. Many private and government programs are run through here all year.
- The Wilkerson Nature Center – a beautiful, large, three stories, glass building. It acts as a headquarter for the park staff and as a learning center with a museum, a small zoo, animal rehab center and classrooms.
- Legends of a harpy-like creature in the Parklands have persisted in town since the 1950s. (pg. 126 Core Book)

## **FORT TAYLOR ARMY BASE**

Fort Taylor is a very secure, secretive military base located on the shore of Taylor's Lake. It has a few heavily guarded side gates, a few docks on the lake, and one large, main front gate is gate (Gate: Voivod).

### Most Common Rumors About the Base

1. Aliens have been imprisoned and are being experimented on by the government.
2. The government has found an inter-dimensional rift and are battling the monsters emerging from it.
3. The government is developing super soldiers to fight the Russians with in WWII.
4. The base is built atop a long lost, ancient civilization. They are keeping it a secret because it would change people's view of history and religion.
5. Scientists have found how to open portals to other worlds.
6. There is a secret underground base, built to house the rich and government officials for decades in case of nuclear war.



## **HEXPOST WOODS**

Mysterious wooded area on the southern shores of Taylor's Lake, famous for paranormal activity. Recently parts of the forest have been being fenced off by the government. Hexpost Woods is open to the public for primitive camping and hiking, but is strong presence of rangers there.

- A famous cryptozoologist has gone missing in the woods. TV reports say that he was searching for bigfoot near the lake shore when he disappeared. (pg. 138 Core Book)
- Legends of small, goblin-like creatures in the woods have been going around since World War II. There is an abandoned military junk yard near the shore right before you get to the base. Most of the rumors have been centered around this area. (pg. 106 Core Book)
- A race of aliens known as Argo Asodians have crashed near the lake and trying to get home. (pg. 102)

## **MAYOR RINGWALD'S FARM**

The largest privately-owned property in Jeffersontown. It is a huge farm located next to the golf course and the Swamp Preserve. They grow some crops, but mostly raise horses (they are very successful, having a strong rivalry with the Bluegrass Horse Center). There are several mansions and large houses scattered about the property (various Ringwalds), with the Mayor's mansion and horse barn on the island in Floyd's Creek being the largest.

## **"THE PIT"**

The Pit is large sinkhole just outside of the Town Dump. The surrounding area is covered by thick woods, with a lover's lane type area that looks down into the sinkhole (50' drop). The area is well known for people drag racing. Several cars and young lives have been lost to the Pit. Even though the Town Dump is right down the street, many people illegally dump in the Pit.

- Your brother is racing at the Pit tomorrow night. You got word that his opponent may cheating or setting a trap for him.
- Some sort of hairy beast has been seen dragging large pieces of trash out of the Pit and dragging it toward farmlands.

## **RINGWALD COUNTRY CLUB & GOLF COURSE**

Privately owned country club and golf course located north of the Army Base. Saying it is very expensive would be a massive understatement. There are several deluxe pools, a recreation center, a dozen tennis courts, a large gym, 3 practice ranges and 2 golf courses.

- An odd rumor has lingered around town that the Ringwalds will occasionally kidnap a poor person and hunt them at their golf course. You over here someone taking beating odds on this year's hunt. What the hell is going on?

## **SWAMP NATURE PRESERVE**

Government owned, State Nature Preserve, that is off limits to hunters. It has a large nature center, lots of trails, a few campgrounds, and daily guided tours by park rangers. The Fish Pond has some great camping and fishing areas.

- Werewolf sightings have been occurring here for years.
- The chief, park ranger at the Swamp Nature Preserve is young woman from the swamps of Louisiana named Brandy Lynn. She is well loved by the students that visit the preserve on field trips, but a few students believe that she is a werewolf (pg. 104-105)

## **TAYLOR'S LAKE**

Huge recreational lake surrounded by heavy woods. All manner of outdoor activities can be enjoyed here. Blair Bait & Boat Shop is the biggest commercial area on the lake, but other bait shops and docks can be found on the northern shore. Only a few public areas can be found on the eastern shore. The southern and eastern shore have almost no public access areas. In the center of the lake is a large island, named Blue Island. It is home to the abandoned remains of a large hospital once named Winter Hills Asylum. The asylum was once home to tuberculosis patients and the criminally insane in the 1920's, and then was home to the disfigured and crippled soldiers returning home from WWII. It was permanently shut down in 1966. Since then it has fallen into disrepair. However, even with its isolated location it is a popular spot for teenagers to explore. Sadly, several people have been hurt while exploring the asylum and several people have vanished while there. It is a known worldwide as a haunted location.

- A few people have reported fishing up two-headed fish on the southern shore. What could cause this?
- Mel Blair, owner of Blair Bait & Boat Shop, has offered a \$500 reward for the best picture of the Taylor's Lake monster. (p. 128 Core Book)
- Your sister and her boyfriend disappeared while exploring the Winter Hills Asylum. It has been a month and you cannot stop reading about the former asylum. You feel compelled to go investigate yourself.

## **THE TOWN DUMP**

A massive pit that has served as the town dump for the past 200 years. The area borders the southern farmlands and the Army Base.

Other miscellaneous places: a few fast food places, a Chinese buffet restaurant (on the lake), a small dentist/immediate care office, a small sporting goods store, etc.

# PLACES OF NOTE



# ETHEL'S ANTIQUE SHOP

Ethel's Antique Shop has been a staple of Jeffersontown for fifty years and is still owned and operated by the original owner, Ethel Curie. Ethel is originally from Poland, and is a naturalized-American citizen. Her curiosity shop doubles as both a place of business and her home (living on the third floor), with the store front encompassing the entire first 2 floors. These days Ethel is rarely seen in the store due to her advanced age and her daughter, Liliana, runs the store.

Any number of strange oddities can be found in Ethel's Antique shop, but she remains tight lipped on where she imports her stock from. What is certain is that items in the shop come from all corners of the planet and most seem to be quite old. Her shelves contain so many unusual items, it would take days of searching to look through the entire shop.

Some items are gimmicky, some are obviously fake, and some seem like they have some odd power about them.



Young children tend to shy away from the shop, and stories are traded around town about Ethel and Liliana being a witches and riding their broomsticks through the town at night, but those rumors are unfounded.

Items typically found at the curiosity shop can be found below

Replica Shrunken Heads	\$10.00
Various Pieces of Fake Jewelry	\$1.00 - \$50
Mood Rings	\$5.00
Fool's Gold	\$5.00
Vial with strand of Charles Manson's Hair	\$80.00
Vial with strand of Ted Bundy's Hair	\$85.00
Vintage Glass Medical Syringe	\$10.00
Taxidermy Great Spotted Woodpecker	\$75.00
Skull Pancake Mold	\$6.00
Baby Head Candles	\$9.00
Talking Spirit Board	\$10.00
Human Clavicle Bone (Fake)	\$60.00
Old Rolling Stone Magazines	\$1.00
Replica Dinosaur Fossils	\$4.49
Voodoo Dolls	\$3-\$20
Hand written letter from Julius & Ethel Rosenberg	\$30
Vampire Stakes	\$3
Holy Water Vial	\$2
Various "Magical" Potions	\$3 - \$300
Rolling Stone Magazine Signed by Robin Zander	\$50
Animal Fetuses in a jar	\$5 - \$50

# MAGICAL ITEMS AT ETHEL'S ANTIQUES

## **ARTEMISIA'S BOOTS (\$300)**

A pair of well-worn boots from the Greco-Persian era. Ethel claims that these were worn by the legendary, female, Persian admiral, Artemisia at the Battle of Salamis. When worn by a woman, they conform to the size of the feet and can change color and condition upon command.

They give the wearer Toughness +1, the ability to walk on water (8 Move), +3 to all physical skill checks, +1 Charisma & advantage on the first Mental save roll of each day. The boots do nothing if worn by a man.

## **BLUE RUSTED CAR DOOR (\$75)**

A strange rusted door is tucked away into a dark corner of Ethel's Antique Shop. The door seems mundane and out of place in a shop with so many wondrous items from around the world, but it is actually the door to the baby blue 1952 Series 62 Cadillac convertible that Country and Western music legend Hank Williams died in back in early in the morning of January 1st, 1953.

The door contains a fraction of Hank Williams' soul, and anyone with a connection to the occult can potentially use the door to speak with the Hillbilly Shakespeare, Hank Williams himself.

Effects

In order to contact Hank Williams, players must be aware of the history of the door and have some knowledge of the occult. They may then attempt to make a Mental Saving Throw at Disadvantage, and if successful, they will have a brief window of time (10 minutes) to speak with Hank Williams himself.

After Williams has been contacted, the remains of his spirit will dissipate from the door, and it will be impossible to contact him again.

## **GAUNTLETS OF THE BLACK PRINCE (\$500)**

These rusted gauntlets sit forgotten on a crowded shelf in Ethel Curie's Antique Shop. They once belonged to Edward the Black Prince, the eldest son of King Edward III of England, but they disappeared from the archives of Buckingham Palace some time during the mid-19th century. They were created by a master armorer in 1352, and blessed by Pope Innocent VI. Edward the Black Prince is said to have used the gauntlets during the Hundred Years War, but ownership of them later fell to his son, King Richard II of England.

How these gauntlets ended up sitting in Ethel's Antique Shop is anyone's guess, and truthfully, Ethel herself is not sure anymore. Of course, that is hardly surprising, Ethel has collected thousands of oddities throughout her life, and has forgotten more of them than she remembers.

Effects:

The Gauntlets of the Black Prince always feel warm to the touch, even in below freezing temperatures. They always conform to the size of the wearer, if human. The gauntlets do an additional 1d6 damage when used as a weapon and confer a +2 bonus to hit and a +1 bonus to AC. They can damage incorporeal creatures.

## **THE GEM OF BASTET (NOT FOR SALE)**

This bright red gem emits a shield that provides Toughness +5 from damage caused by firearms and other projectiles and +2 Armor Class against ranged attacks. Any projectiles targeting the wielder that would cause less than 5 damage seem to vanish into a sudden dark void. After 5 projectiles are absorbed, the gem loses its power and will need to be recharged.

In order to charge the gem, the user must spend 10 minutes focusing on it and sacrifice 1 point of constitution. This loss of Constitution is not permanent, and is returned to the user in one week.

Anyone spending time at the library reading about Egyptian history can find a picture of the gem and learn that it was created by an ancient Egyptian Priest and that it was meant to win the favor of the Goddess Bastet.

The gem can be found behind a glass case at Ethel's Antique Shop, but it isn't for sell.



## **GEM OF THE NIGHT (\$200)**

This strange gem was carved into the shape of a half-moon from the remains of a meteorite that fell to earth and landed in Russia in the early 20th century. It was purchased by Ethel in Poland in 1925, and she has carried it with her since. Today, the gem is displayed proudly in a glass case at the front of her antique store.

Effects:

Anyone carrying the gem has immunity to all poisons and can breathe in any environment for 2d6 minutes (x2 a day). The wearer gains Toughness +3 against Acid and Electricity and +2 AC against the Incorporeal.

## **GLOVES OF TRAPFOOT (\$20)**

An unassuming pair of slick, brown, leather gloves hang above a shelf in the back corner of the store. They look old and well worn, but still appear to be wearable and stylish. While worn for more than 30 minutes they begin to compel the wearer to steal things. Once something is successfully stolen, the compulsion to steal grows and you gain a cumulative +1 bonus to Sleight of Hand checks and lose 1 point of Mental save each time you successfully steal something (+10 max). When your Mental save becomes 0, the gloves disappear (reappearing in the shop), the cumulative effects wear off and you permanently lose 2 points of Mental save.

## **JON CRYER'S WATCH (\$35)**

This watch is a cheap knock-off Swatch watch that comes in a clear plastic case with an autograph of Jon Cryer on it that says "Stay Duckey." Liliana said it was sold to her by Cryer himself on the set of *Pretty in Pink* (where Liliana says she was a style consultant). Anyone wearing the watch will not be able to get a date or successfully find a romantic partner. However, they will begin to attract people of their sexual preference as "just friends" in droves.

## **PIRATE'S DECK OF CARDS (\$100)**

This antique deck of playing cards once belonged to Sir Francis Drake and later, the notorious outlaw Robert Ford. The deck dates back to at least the mid-16th Century, but could be older. Legends say that Ford dealt the Dead Man's Hand to Jessie James with the deck shortly before putting a bullet into his back. This deck passed from one owner to the next throughout the years before finally finding a home in Ethel's Antique Shop.

Effects:

The Pirate's Deck will add modifiers to rolls based on suit and type. In order to use the deck, a player must declare before a roll that they are using it, and they should then be allowed to shuffle a real deck of cards and draw one number from the top. Anyone else may draw from the deck as well, if permitted by the owner. The result of that draw determines the effect. Only one effect can be active on a person at a time.

Suit/Card	Effect
Clubs (Non-Face)	+1 to Next Roll
Clubs (Face Cards)	+2 to Next Roll
Ace of Clubs	+3 to Next Roll
Diamonds (Non-Face)	+1 to AC (One Round)
Diamonds (Face Cards)	+2 to AC (Two Rounds)
Ace of Diamonds	+2 to AC (Five Rounds)
Spades (Non-Face)	-1 to Next Roll
Spades (Face Cards)	-2 to Next Roll
Ace of Spades	-3 to Next Roll
Hearts (Non-Face)	Disadvantage on next Roll
Hearts (Face Cards)	Advantage on next Roll
Ace of Hearts	+5 to Next Roll
Black Joker	+3 to Rolls, +2 to AC (Three Rounds)
Red Joker	-3 to Rolls, -2 to AC (Three Rounds)

## POTIONS

Most of Ethel's potions do nothing at all. However, some of them do actually have some effect of the drinker. Even truly magical potions from Ethel's have a 10% chance to do nothing (unless another % is noted below).

**ALADDIN'S WISH POTION (\$25):** Says on the bottle "Drink and make a wish." If the wish is selfless or is made in goodwill, then the drinker and everyone friendly to them within 20' gain +1 to all skill and combat rolls and gain advantage on all saving throws for 24 hours. If the wish is selfish or malicious, the drinker gets -1 to all skill and combat rolls and +2 to damage for 24 hours.

**CURSE BREAKER (\$25):** Removes one curse. After 1 hour you have a 50% chance that you speak in French for the next 24 hours.

**FOOTLOOSE POTION (\$12):** +2 Dexterity, +6 to Dancing and you just seem cooler for 1d6 hours

**GHOST PUNCHER'S BREW (\$12):** +1 Strength and you can damage incorporeal beings for 2 hours. When it wears off you have a 35% chance to blink to the Other Side for 5 minutes.

**GOD'S BREW (\$10):** 50% it does nothing, if it works one of your Attributes becomes 18

**HAIR GROWTH TONIC (\$10):** 50% it does nothing, 25% it promotes minor growth, 14% desired length and style appear overnight, 6% near werewolf hair growth level, 5% bald from head to toe (lasts 1d6 days)

**HEALING POTION (\$15):** Heals 1d6+2 Hit Points and cures minor ailments and diseases, but the healed are at -1 Constitution for the next 24 hours and feel tired.

**SWIMMING POTION (\$5):** +4 to swim checks for 1 hour and your hair turns a random color at the end of the hour.

**TINKER'S BLEND (\$10):** +2 Intelligence and Wisdom for 1 hour and -2 to both for the first hour after it wears off  
**Tongues of the Serpent Goddess (\$8):** You can speak and understand any language you hear for 3 hours. Your tongue turns green for 1 week.

**VAMPIRE'S BLOOD (\$15):** The most popular potion sold by Ethel. It has a random effect. Each one lasts 1 hour.

1	Makes you feel good. +1 to a random Attribute.
2	It is too much for you. Make a Constitution check. If you fail, you puke a lot for a minute.
3	Anytime no other people can see you, you blink to the Other Side for 1d4 minutes.
4	You are a GOD!! +1 to all Attribute and Toughness
5	You gain telepathy that you can use on anyone with a lower Wisdom than you.
6	You feel depressed. -1 to all Attributes (cannot go below 3)
7	Astral Projection. You can remote view anything within 30 miles (you think you can fly)
8	You go Blind.
9	You become enraged. +2 to melee attacks, +2 to melee damage, -2 to AC, gain 10 temporary HP.
10	You gain empathy with animals. You can communicate with animals.

## **SIMULACRUM OF ATLANTIS (NOT FOR SALE)**

A beautiful, marble statue of an owl sits behind the counter at Ethel's. It stands 9" tall and weighs 40 lbs. Its eyes are made of giant emeralds and has Ancient Greek writing on the base that translates to "Always remember. Always Love." Upon saying those words in Ancient Greek, the statue's eyes light up and it begins to make a slight hum. The owl records everything that happens within 300'. It stores that memory forever and anyone with access can watch those memories if they can speak Ancient Greek. Anyone near the device can see the memories, but if they are recorded by a modern device they just show up as static. The device has 4000+ years of memories stored inside and appears to be indestructible.

Ethel is still trying to figure out how it works. She gets occasional glimpses and can see that its previous owner was a small, Greek girl. The girl in the New Girl story is seeking out this item. (pg. 120)

## **STAKE OF JUSTICE X2 (\$45)**

A 2' wooden stake with a silver tip. It does 1d4+1 damage to the living. It does 1d6 damage to incorporeal beings. It does 2d6+2 damage to vampires and were-creatures. The holder of the stake cannot tell a lie or attempt to deceive anyone. They gain +2 AC against Evil aligned beings. Every time a supernatural being is killed with this weapon, its wielder regains a Survival point or a level drained by an undead creature.

## **THE TOME OF DREADFUL ENLIGHTENMENT**

The massive manuscript is comprised of carved tablets made of thin stone and is written in an incomprehensible script. The tome appears to be in grim condition and, at first glance even seems to be crumbling, but anyone handling the tome realizes that it is much sturdier than it looks. The tome is full of eldritch deities and foul worship. It contains the words needed to cast a magic spell that leeches the life force from a target and transfers it to the caster of the spell.

Inexplicably, the tome seems to have a will of its own. Anyone over the age of seventy-eight coming within 15' of the tome is likely to hear a clear masculine voice in the back of their mind encouraging them to take the book. Anyone hearing the voice and attempting to resist it must make a successful save (Mental +2), if you fail you feel the need to get this tome. It currently resides in Ethel's Antique shop beneath the floor boards under the shop's owner's bed.

### **Effects:**

Once the book has formed a connection with an individual, the script becomes magically comprehensible and the connected individual becomes wracked by dreams and visions of their demise of their own demise.

Anyone reciting the words of the leeching spell from the book and draining the youth from another individual realizes that, for a time, the terrible dreams and visions stop, but this is of course only temporary. The more the connected user uses the spell, the shorter the periods of peace become until eventually, they stop altogether and the user is driven mad.

## **ETHEL CURIE (LILIANA)**

Ethel Curie is an elderly, Polish woman with a thick accent and a great knowledge of everything antique or unusual. She stands a frail 5' tall, with long gray hair, thick black glasses and always has her antique, silver walking cane in hand. Liliana is a beautiful, young woman in her late 20's that stands 5' 10", with long black hair and is always dressed in black. She dresses in many styles, but she favors the leather and t-shirt look, often wearing shirts from bands like The Cult, Concrete Blonde, Bauhaus, Venom, The Misfits and The Lords of the New Church. She loves to talk about antiques and the paranormal, but she also an expert on music and fashion. Rumors have her dating either Uunck from Uunck's Records or Max from Vessell's Drive-In. She is aware of Reverend Phillip's secret, but they have a loose truce at the moment. He buys a lot from her.

In actuality, Ethel and Liliana are the same person. Ethel has a relic that allows her to switch appearances with another person. While at the wrap party in Chicago for Pretty in Pink, where she acted as a style adviser, she stole her current form from a junkie, model. Ethel's true age and appearance are unknown. She is evil and will kill when necessary, but does not enjoy it.

### **Ethel Curie (Liliana)**

Alignment: Evil Height: 5' 10" Weight: 128 lbs. Hair: Black  
Eyes: Green Sex: Female Age: ??

Str: 9 Int: 20\* (+4) Wis: 18 (+3) Dex: 13 (+1) Con: 9 Chr: 18  
(+3) Sur: 16

Saves – Courage: 17 Critical: 18 Death: 18 Mental: 18 Poison:  
17

Hit Points: 68 Attacks: 2 (Magic Blast \*or wand) Attack bonus:  
Melee +3 (+0) Range +4 (+1)

Armor Class: 18

Abilities: Toughness +1, Invisibility (at will), Flight (at will),  
Illusion (at will), Water Breathing (at will), Teleport (x2 a day,  
within 10 miles), \*Magic Blast, \*Superior Intelligence

Noted Skills: Intimidation 6 (+3), Persuasion 12 (+3), Fashion 12 (+3), General Athletics 3 (+0), Knowledge- General 12 (+4), Paranormal 12 (+4), Streetwise 6 (+3), Knowledge – Magic 12 (+4)

\*Magic Blast: Range attack that does 1d6+1 damage, plus a chosen effect. Effects: Attribute Drain (any at -1 for 1 day, Death Save negates), Knock Out (no damage, but the target is knocked for 1d6 minutes, Death Save negates), Blindness (-4 to all rolls and AC for 1d6 minutes, Death save negates) & Curse (-1 to all attacks rolls, damage, AC and all skill rolls permanently, Death save negates, every time you do a good or selfless deed you may re-roll the save).

## ITEMS

**Wand of Mindstorm's Will:** Wielder gets Toughness: Fire & Heat +5 and +1 AC. Returns to the wielder at will (10 miles). Can shot fire at will (1d6+1 damage). Fire Blast x2 a day – does 2d6+2 damage. Body of Mindstorm x1 a day (Lasts up to 10 minutes, +6 AC, Toughness +4, immunity to Fire & Heat, take the appearance of a flame elemental, touch does 1d6 damage. Cannot be stunned. All saves become 18.)

**Cloak of the Xaxioss:** Can take the appearance of any large piece of clothing (Leather jacket now). +5 AC, +2 Charisma, gain advantage on the first three save attempts each day, immunity to mind control or possession

**Dagger of Van Helsing:** Silver dagger. 1D4+1 damage. Can hit incorporeal. Wielder is immune to vampirism and lycanthropy.

**Medallion of Cleopatra:** +1 AC, +1 to Charisma, wearer has advantage when making a Persuasion or Intimidation check

Ring of Remembrance: Wearer can re-roll a failed Knowledge related check 4 times a day. +1 to Wisdom.

**Crystal of Selenni:** Ancient crystal that when stabbed into a prone human of the same sex and the wielder at the same time, the crystal will exchange the appearance and health of the two people permanently (takes 2 minutes, INT, WIS & CHA remain the same). Can only be used once every 20 years.

Various potions and other items at her disposal.



# JEFFERSONTOWN HIGH SCHOOL

Jeffersontown High School is the home of the Fighting Goatmen. The student body and faculty are a very diverse and interesting group of people. Below are some of the more unique people that call Jeffersontown High home for 9 months of the year.

## STUDENTS OF INTEREST

### **Andy “Slick” Dust**

Junior Class Treasurer and the self-proclaimed best dancer at Jeffersontown High, Andy “Slick” Dust can always be found cruising the hallways busting a move on the school's finest ladies. He is famous for his curly blonde hair and for being the best break dancer in school (often defending his title at SK8 World's weekly competitions). He talks his game to many ladies, but he truly loves Dana Warrell.

- Slick needs a date to the Gaslight dance, but he has hit a dry spell as of late with the ladies. He is offering free break dancing lessons to anyone that can help him score a date.

### **Bill Tanner**

Bill is a 17-year-old student at Jeffersontown High School. He is a massive bully that likes to intimidate others into doing his work for him. As the son of City Councilman Jackson Tanner, most people in Jeffersontown give him a wide berth and bend easily to his demands. He is the great grandson of famous frontier outlaw Buford “*Rabid Dog*” Tanner. His favorite phrase is, “*if I tell my dad about this, you/your parent will never work in this town again, so you better do what I say!*”

Bill stands at a towering 6’6” and is perceived as being the strongest teen in town. The football coach at the high school is always trying to convince Bill to join the team.

- It is discovered that Bill is a child of divorce and that his actions stem from feelings that his mother abandoned him.
- You witness Bill stealing another student’s lunch money. He threatens to put you in a wheelchair if you tell anyone about it.

## **Bobby McCarty**

Bobby McCarty is a gawky student at Jeffersontown High with eyes as blue as the ocean and wavy, light-brown hair. He is the kind of student that teachers adore and bullies love to push around, but everyone that meets him knows that someday, he will make something of himself.

Bobby is an aspiring writer and always carries around a black notebook. It is not unusual to find him in some dark corner after school lost in thought and writing about his day. He is also an avid reader, though he prefers Frank Miller, Alan Moore, JRR Tolkien, JD Salinger and Aldous Huxley. His prized possession is a signed copy of Daredevil #158.

- Someone steals Bobby's signed copy of Daredevil #158. He asks for help to get it back.
- Bobby finds a strange notebook at Pierre's Book Nook. Whatever he writes in that notebook appears to come true.

## **Corey Diamond**

Corey Diamond is a superstar in the making, and everyone knows it. He is the lead actor on the hit children's TV show, Blooming Pains, a coming of age tale about a young Midwestern teen. While the show is not in production, Corey and his family return to Jeffersontown and temporarily attempt to live a normal life. Corey, of course, hates this. He believes that a star such as himself should not be hidden away in a small Podunk town like Jeffersontown, and he takes every opportunity to express this opinion. To say that he is a brat would be an understatement. Corey does not like the idea of returning to a normal high school, even if for just a few months.

Diamond began his career at the tender age of four, appearing in a commercial for a nationally known fast food chain. He then went on to appear in more than 20 commercials and 5 television shows. At 13, he was cast as Jimmy Savage on Blooming Pains, and later was nominated for an Emmy Award nomination for Outstanding Lead Actor in a Comedy Series. He was the youngest actor to ever receive this honor.

Corey has one sister, Mindy Diamond, a burgeoning star in her own right. She recently received a role on The Ricky Clubhouse Show. Corey is not taking this well and has become intensely jealous, and paranoid that his sister is looking to steal his spotlight.

- Mindy Diamond falls at school and breaks her leg just before filming is set to resume on The Ricky Clubhouse Show. Mindy swears that someone pushed her, but she did not see the culprit.
- Corey finds a strange book of spells at Ethel's Antique Shop and casts a spell on his sister to steal all of her acting talent.
- Corey has recently picked up an annoying habit of speaking only in rhymes. A curse has been placed on him by a local witch to teach him a lesson.

## Dana Warrell

Self-centered, conceited, stuck up, dim-witted and vain are adjectives that are often used to describe the Junior Class President, Dana Warrell. With golden hair to her waist, a permanent tan, and a 5' waifish body, Dana is considered by many to be the most beautiful girl in school. Her popularity is unparalleled at Jeffersontown, even though she would be hard pressed to name 10 people in her classes. She daily rebukes the advances of "Slick" Andy Dust. She is on good terms with the J Cliq.

- Dana needs help with her science project and asks you for help (although she calls you by the wrong name every time she speaks to you). She will be no help, but maybe you can impress her?

## THE J CLIQ

The J Cliq is a group of Junior and Senior girls that control the social standards and behaviors of many of the students at Jeffersontown High School. They are well known around the halls of school, and are not to be messed with if you care about your social standing. There are always 4 primary members, but have dozens of lackeys and sycophants willing to do their bidding. The J Cliq has existed at school for 20+ years.

### The Members

- **Amber Ringwald** - President of the Senior Class, and shoo-in for Prom Queen, Amber is the most popular girl in school. She is daughter of the Mayor and almost always gets whatever she wants. She is very beautiful (standing 5' 10", with fiery, long red hair and the body of an elite athlete), very intelligent and is the captain of the field hockey and basketball team. Amber is very cliquish and thinks she is better than everyone else at school, and well known as the leader of the J Cliq.
- **Jennifer Goldberg** - Jennifer is the captain of the defending state championship Dance Team, runs track and is a member of the Student Council. Her parents own several businesses in town and they treat Jennifer like a princess. She literally gets whatever she wants and will let everyone know it. She is the most talkative and by far the nicest member of the Cliq.
- **Mi Cha Park** - Known around school as Little Evil (she stands 4' 10" with jet black hair that passes her waist), Mi Cha Park is by far the meanest of the J Cliq. She is well known for creating derogatory nicknames for students that often stick for years. She is highly intelligent, speaking 6 languages with a 4.0 GPA, but often hides it when around others. She is resentful of her parents for making her participate in Quick Recall and other academic events (her eye roll at those events has become famous). She is a Junior and hopes to lead the J Cliq next year.
- **Sheba Lister** - Once a quiet, Freshman immigrant girl from

Ethiopia that always sat alone at lunch, now Sheba is one of the most popular Juniors at school and a member of the J Cliq. She is the Captain of the swim team and soccer team and is known as the most stand-offish member of the cliq. Standing a gaunt 6' 1" with long, curly black hair, with 2 long scars on her face, she is the most intimidating member of the cliq. She won a national writing competition for telling her story of her family's escape from pirates and trip to America when she was a child. She is dating Nathan Hall and is worried about his sudden change in personality.

### **Nathan Hall**

Nathan is a sixteen-year-old boy with a terrible secret – he is actually dead, though this would surprise most residents of Jeffersontown. Nathan can regularly be spotted around town. He still goes to school, plays varsity football, and he is even a choir boy at church. The truth of the matter is that the real Nathan Hall died nearly six months ago out near Pondhill Asylum, but his body was discovered by an escaped sentient pile of goo created by government scientists stationed at the military base to the south. The sentient goo feasted on Nathan's brain, absorbed his memories, and replicated his physical form before returning to Nathan's home and assuming his life.

This sentient goo is not dangerous unless it feels threatened. It absorbed all of Nathan's memories, therefore friendships held by Nathan are deeply cherished by the goo. The goo truly feels like it is Nathan now, and its only desire is to continue living Nathan's life and to protect its secret.

- Nathan's sister inadvertently sees the creature in its goo form and is traumatized, requiring counseling. Rumors begin to swirl that Nathan's sister is crazy, and Nathan does not take this well. He recruits fellow classmates to make the bullies stop harassing his sister.
- The military base is looking for the escaped ooze and has found the brainless body of Nathan Hall.

### **Odalys del Toro**

Odalys is the new Freshman that just moved to Jeffersontown from Southern California. She grew up in a very poor neighborhood and ran with a youth gang. She was busted many times for petty theft and vandalism, but never went to jail. Although she is a tom boy that dresses in skater and metal garb, she is very pretty and has an unusual, foul-mouthed charm about her. She is a master skateboarder that always has her board with her (even in class). She also can stand toe-to-toe with anyone her age, regardless of sex, in a fist fight.

- You see Odalys beat up 2 bullies with a skateboard after calling her by a racist name. She says something in Spanish as she steps over their prone bodies. You instantly fall in love with her, and when you go home you dig up your old skateboard and steal your parents Spanish dictionary.

## **NOTABLE TEACHERS AND STAFF**

### **Big Jake (Head Security Guard)**

Although well past his prime, former NFL player and Jeffersonstown Alumni, “Big” Jake Gold, still strikes fear into the heart of kids hoping to cut school or spark a Kool in the boy's bathroom. The 6' 10” giant roams the hallways looking for trouble makers. He may be slow, but he always has his trusty walkie-talkie and a small army of security guards around assist him.

### **Coach Fredrick (P.E./Health/Football Coach)**

Alex Fredrick, or “Coach” and he is known to students, is the head football coach and P.E. teacher at Jeffersonstown High. He is competitive by nature, and hates to lose, but he also cared about his students and puts their needs first. He is in love with Erica Matthews, the librarian at Belladonna Middle School, but a contentious divorce several years ago wrecked his confidence and he has not been able to work up the courage to ask her out on a date.

### **Dr. Amburgy (Philosophy/Math)**

The only teacher at Jeffersonstown with a Doctorate. Dr. Quincy Amburgy graduated from the University of Cincinnati in 1970 and taught there for several years. He moved to Jeffersonstown in 1980 after marrying Linda Coleman, an up and coming author of paranormal mysteries. He is loves trying to get people interested in philosophy or math, and shows a lot of patience. He also loves baseball and the study of the occult and paranormal. He and his wife are often at odds with Reverend Phillips and his teachings.

### **Mr. Barnes (Geometry/Math)**

Keith Barnes has been a Geometry teacher at Jeffersonstown High School for twenty years, and during that time, he has mentored hundreds of students. Barnes is the type of teacher that cares – really cares – about his students, and he often goes out his way to teach students lessons not just about Geometry, but about life as well.

When he is not in the classroom, Barnes can often be found around town on cute, meticulously planned dates with his wife, working in his garden, or in his home library, lost in a good book.

### **Mr. Bormes (Woodworking/Shop)**

Jacob Bormes is a hard ass with a soft heart. He is a veteran of World War II, and likes to tell stories about his time in Europe. He teaches Woodworking at Jeffersontown High School, but is close to retirement. Bormes is highly respected amongst his peers, but most students are intimidated by him. It is not unusual to walk into his classroom and hear him threatening to paddle a student with “Old Bertha,” the large wooden paddle he keeps hanging up in his office. Jacob and his wife Rebecca attend the First Church of the One True God.

### **Mr. Davis (History/Humanities)**

Michael Davis is a well-known history teacher at Jeffersontown High School, local folklorist and occult enthusiast. He is a tall and handsome African-American man in his late 30s, and outside of school hours, he can typically be found wearing a leather jacket and riding around on his motorcycle. Davis is a firm believer in the paranormal, and he quite literally wrote the book on the Pope Lick Monster.

Davis is currently doing preliminary investigative work for a new book about the St. Magnus Court Flats and “Ice Boy” that supposedly haunts it.

### **Mr. Gladly (Metal Shop/ Auto Mechanics/ Bowling Coach)**

One of the infamous Gladly family, Tim Gladly, is the metal shop and auto mechanics teacher at school. Although he is no genius, he is quite knowledgeable in his fields of study. He is well known as being a slob and for falling asleep in class often.

## **Mr. Wayne Gretz (Science)**

Wayne is a science teacher and hobby inventor that works at Jeffersontown Middle school. He is married to Diane Gretz, a local lawyer, and together they have two teenage children; Jessica and Alex. Wayne is known to be somewhat clumsy, but his peers regard him as a brilliant man that should probably be working for NASA.

Physically, Wayne is compact. He stands only 5' tall and has short shaggy brown hair. Even though he has a prescription for contacts, he rarely wears them, instead preferring to wear a pair of over-sized glasses. In the classroom or around town he can usually be found wearing a white lab coat with a vest and brown slacks underneath it, but at home, he favors wearing one of several pairs of ninja turtle pajama pants and a large over-sized shirt.

Wayne spends most of his free time in the makeshift lab he set up in his basement, and lately, he has been working on creating a shrink ray. The device is almost complete, but still seems to have some kinks to work out. In a recent test, Wayne was able to shrink an apple down to the size of an ant.

- Wayne modifies the shrink ray to enlarge objects and he accidentally creates a giant ant that manages to escape into the woods behind his house.
- Wayne invites students from his class to visit his lab and see the shrink ray, but accidentally shrinks himself along with the rest of the class. The police are now looking for Wayne Gretz, believing that he kidnapped the kids.
- Rumors swirl around town about Wayne's shrink ray and a group of kids decide to sneak into Mr. Gretz house to see the shrink ray for themselves.
- Jessica and Alex shrink class bully Bill Tanner.
- Wayne modifies the shrink ray to enlarge objects and he accidentally creates a giant ant that manages to escape into the woods behind his house.

**Mr. Sohn (Physics/Math)**

Alex Sohn is originally from Eastern Kentucky, but moved to Jeffersontown with his wife in the late 1970's after obtaining a Master's Degree in Physics from Brown University. He is a serious, no-nonsense sort of man that speaks with a thick Appalachian accent. He hates teaching high school, but tries, unsuccessfully, to mask his displeasure with his lot in life. He still holds out hope that he might one day discover a grand unified theory of physics.

He is very hard on students, and he becomes frustrating when students fail to live up to his expectations, but at the end of the day, he blames himself rather his students, feeling as if he has failed them. He is also known to hate the role-playing games, viewing them as a major waste of time. Alex Attends The First Church of the One True God every Sunday.

**Mr. Wixom (Japanese/ English)**

Grant Wixom is new to Jeffersontown High School. He is working on his Master's Degree at the University of Louisville and plans to teach on the collegiate level. For now he took a high school position to pay the bills, but he is not thrilled to teach "little brats." He often wears a scowl on his face and many students call him Mr. Kodiak. Wixom stands an imposing 6'8" and is a terrifying site walking down the school halls. However, he is usually a gentle giant unless agitated by poorly behaved students. He is certified to teach Japanese (a new language program at Jeffersontown) and English.

**Mrs. Carson (Assistant Principal)**

Not too many people at Jeffersontown High School are disliked as much as Grace Carson, the Assistant Principal. She is an avid follower of Reverend Phillips' crusade against fun. She does everything she can to suck the enjoyment out of high school for any that get on her bad side. Metal heads, punks, goths, basket cases and hoods watch out, she will write you up and throw you in ISAP before you even know what is going down.

**Mrs. Dawson (Home Economics/ Special Education)**

Tina Dawson may be small in stature (4'10"), but she has the biggest heart at Jeffersontown High. For the past 20 years she has taught Special Education and Home Economics, while volunteering at least 20 hours a week for various charities. She lives on a small farm near the Pope Lick Trestle with her husband, 13 dogs, 8 cats and 20 chickens. If the local shelters have too many animals she volunteers to take them in until homes can be found for them. She wins the Gaslight Festival pie making contest every year.



### **Mrs. Flowers (Journalism/ Creative Writing/ English)**

Veronica Flowers is a young, idealistic teacher. She graduated from Morehead State University two years ago and now teaches Journalism, Creative Writing, and English at Jeffersontown High School. She is creative, conscientious, and always full of energy, but at times she can be a little too naïve. She cares about her students and has a soft spot for the nerds and geeks. Her husband, Dan, is a dentist and avid science fiction fan.

### **Mrs. Osborne (Economics/ Math)**

A graduate of Princeton with two Master's Degrees, Kyrnn Osborne was the first in her family to graduate from college. She declined to work on her doctorate to come home and help out her ailing parents rebuild their farm after a fire destroyed it last year. She day dreams of getting away from the country and seeing the world, but she is content helping her parents and teaching the youth of today Economics and Math.

### **Mrs. Ross (English/ Literature)**

At 79 years old, the eldest teacher at Jeffersontown High. Henrietta Ross is known around school as “The Iron Maiden.” She is highly intelligent, but is not very flexible with students that break her rules (which are prominently posted behind her desk). She sends more people to detention than all other teachers combined. She is a proud supporter of Reverend Phillips.

### **Mrs. Tyler (Spanish/ Music)**

Selma Tyler is a short-tempered teacher that tries to be patient with her pupils, but gets frustrated at their constant tom-foolery. She teaches Spanish and Music. She has a hatred of current pop music and she constantly lets her students know how inferior their music is to her favorites. She plays all the great classical composers, plus Bob Dylan, Joan Baez, Laura Nyro and other folk artists for the kids daily, but sadly they are not buying what she is selling to them.

**Ms. Gorky (Russian/Chess Club)**

If the male students held a vote for the hottest teacher in school, Illyana Gorky would win in a landslide. She is a brand new, 23-year-old, 6' 2" tall, redheaded woman whose family immigrated to America from Latvia when she was 10. She is teaching each level of Russian and is the Chess Club's coach. She has a slight Eastern European accent and is quite approachable. She gets along well with many of the disenfranchised youth at the school, because of her young age, style and love of rock music and pop culture. She was even spotted at the Cyndi Lauper concert in Louisville last week. She is very good friends with Ms. Graff.

**Ms. Graff (German/Humanities/Tennis Coach)**

Monica Graff is one of the sternest, but yet most fair and honest, teachers in school. She teaches German, Humanities and is the tennis coach. The last few years since she has arrived, the tennis team has improved into a regional competitor. Ms. Graff is a 6" tall woman of Amazonian stature and West German origin. She was once an internationally ranked tennis player until she injured her knee when she was 17.

**Ms. Jane (Theater/English/Art)**

The oddest teacher in school by far is Susanne Jane. A transplant from New York City, Ms. Jane dresses like a thrift store and can be heard singing show tunes while walking down the hallway. She is the Art and Theater teacher, and some time English teacher. Every year she directs the school play. This year the senior class hopes to put on Grease, but many of the students have been pushing for The Rocky Horror Picture Show!

**Principal Gleason (Principal/ Baseball Coach)**

Unless you play a sport, volunteer at church bake offs or your parents make a lot of money, odds are Principal Vernon Gleason does not give a rat's ass about you. Any kid that is not the normal, upright citizen is worthless to him. He is pompous, arrogant and not very bright. He loves school sports and puts more time, money and effort into them than he should be allowed to. Rumors float around school that he beat up a kid once in the Woodshop hallway while Mr. Bormes just watched.

# DETERMINE YOUR CLASSES TABLE

Each year, students must take a total of 6 classes per semester. Classes are divided into Electives and Core Classes. Each student is required to take the core classes of their grade and then the rest must be electives. Freshman roll a d10 twice on the Elective chart, Sophomores roll a d12 twice, Juniors roll a d20 three times and Seniors roll a d20 four times. Re-roll any duplicates. Only one language can be taken at a time. Any elective with multiple levels can automatically be chosen for each grade, replacing a roll.

## Core Classes (required)

<b>COURSE/YEAR</b>	<b>TEACHER</b>
<b>FRESHMEN</b>	
English I	Mrs. Ross, Ms. Jane or Mr. Wixom
Intro-Math/Algebra I (Honors)	Mrs. Osbourne
World Civilization	Mr. Davis
Health/P.E.	Coach Fredrick
<b>SOPHOMORE</b>	
English II	Mrs. Ross, Ms. Jane or Mr. Wixom
Algebra I/Algebra II	Mrs. Osborne or Mr. Amburgy
U.S. History	Mr. Davis
Physical Science/Chemistry or Physics (Honors)	Mr. Sohn
<b>JUNIOR</b>	
English III	Mrs. Ross
Algebra II/Calculus	Mrs. Osborne or Mr. Amburgy
Biology or Astronomy	Mr. Gretz
<b>SENIOR</b>	
English IV	Mrs. Flowers
U.S. Government	Mr. Davis

**Elective Table**

#	COURSE	TEACHER
1	Geometry	Mr. Banes
2	Earth Science or Astronomy	Mr. Gretz
3	Geography	Mr. Davis
4	Woodworking I-IV	Mr. Bormes
5	Home Economics I-IV	Mrs. Dawson
6	Music I/II	Mrs. Tyler
7	Metal Shop	Mr. Gladly
8	German I-IV	Ms. Graff
9	Spanish I-IV	Mrs. Tyler
10	Russian I-IV or Japanese I-IV	Ms. Gorky or Mr. Wixom
11	Auto Mechanics	Mr. Gladly
12	Journalism I/ II	Mrs. Flowers
13	Economics	Mrs. Osborne
14	Performing Arts/ Visual Arts or Theater	Mrs. Tyler
15	Art or Theater	Ms. Jane
16	Physics or Biology	Mr. Sohn or Mr. Gretz
17	Creative Writing or American Literature	Mrs. Flowers or Mrs. Ross
18	Humanities	Ms. Graff or Mr. Davis
19	Trigonometry or Calculus	Mr. Sohn or Mr. Barnes
20	Philosophy	Mr. Amburgy

# **JEFFERSONTOWN NOTABLE CITIZENS/GROUPS**

## **Agnus Ruckregall**

Agnus is the elderly lady that works at the front desk and answers the phones at the police station. She is well known for being hard of hearing and generally oblivious to the notion that anyone else might be in a hurry. She retains her job because she is the aunt of Sheriff Gaddie. She has a love of blue jays. Miniature plastic blue jay figurines covers every square inch of her desk and she will tell you all about them if given the opportunity.

## **Father David P. Hoadley**

Father David P. Hoadley is the leader of St. John of the Cross Catholic Church. He is a native of Jeffersontown and attended Saint Meinrad Seminary & School of Theology in St Meinrad, Indiana. He was ordained to the priesthood by Archbishop Thomas N. Payne on October 31st, 1971 and he held his first mass at St. John of the Cross Catholic Church the next day.

He is known to be a serious man, but those close to him would describe him as being adaptable, adventurous, considerate, and compassionate. Rev. Hoadley is a big fan of the Cincinnati Bengals and collects Bengals memorabilia.

## **Fred Fannin**

(Werewolf abilities, pg. 121 Core Book)

Fred Hicks is the owner of Fred's Five & Dime Store. He is a nice man with a soft disposition, but like a lot of people in J-Town, he carries a terrible secret with him. Five years ago, Fred was hunting in the woods behind his house during a full-moon when he was attacked by a strange wolf-like creature with large teeth. He survived the encounter only because the attack was witnessed by Jonathan Isaac, a friend and owner of the town's hotel. Isaac, upon witnessing the beast, fired a shot off against it and forced it to flee into the night. One month later, on the first full moon after the attack, Fred

transformed into werewolf and found himself out in a field gorging himself on a freshly maimed deer. He woke up the next morning with no memory of his actions.

Over time, Fred learned of the curse that had beset him, and even learned to transform at-will, but he laments the fact that every full moon he loses control and becomes nothing more than a mindless hungry beast.

Fred A lycanthrope attacks the Flash-Mart in the middle of the day, storming through the store and causing chaos, but not actually harming anyone as a way to draw customers back to his grocery store.

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## **The Golden Idol Guild**

The Golden Idol Guild is a gang of high-school aged thieves that live in and around the J-Town Mobile Home Park. It is led by Jeff “Big Foot” Smith. They operate as pseudo-socialistic gang where the fruit of all successful poaches are collected and then rationed out to equally to all members.

Members of the Golden Idol Guild consider themselves to be a family, and for most of them, the guild is the only family they have. Many members come from broken homes and as a result, violence by their members is detested. The Guild will only resort to violence if one of their own is physically threatened.

Key Gang Members:

**Jeff “Big Foot” Smith** is the leader of The Golden Idol Gang. Jeff is 17, and Golden Idol rules state that at 18, members must leave the gang. This weighs heavily on Jeff’s mind as the Golden Idol Gang are the only family that he knows. Jeff has a brother named Alex that is also a member of the Guild. Jeff’s dad, Jerry, is an alcoholic with a tendency towards violence, and his mother died giving birth to his brother.

**Jennifer “Rabbit” Jackson** is the 1st lieutenant of The Golden Idol Gang and although she is one of the younger members of the gang at only 14, she has risen through the ranks very quickly. She is at heart a sweet girl, and she uses this to her advantage on the streets. Jessica is expected to become the leader of the Golden Idol Gang once Jeff Smith ages out of the gang. She is well liked and respected by the rest of the gang.

Jessica lives with her Aunt, Ericka Jackson.

**Alex “Big Mouth” Smith** is the 2<sup>nd</sup> lieutenant of The Golden Idol Gang. He is a tall, strong boy with a good head on his shoulders and he is much smarter than he lets on. Alex is loyal to the gang, but has dreams of eventually escaping Jeffersontown and attending college. He is the younger brother of Jeff “Big Foot” Smith.

- Alex Smith is arrested after attempting to rob someone and the Golden Idol Guild are planning to try and break him out of jail.
- Jeff Smith turns 18 and, with nowhere to turn, runs away from home. Alex looks to the players for help finding his brother.
- Jessica comes face to face with a giant ant (created by Wayne Gretz’ shrink ray) near Taylor's Lake and barely escapes with her life. The Golden Idol Guild does not believe her, so she looks to the player characters for help with investigating the enlarged ant.





## **Harry S. Coury**

Harry S. Coury is a former politician and veterinarian that lived in Jeffersontown. He served as a high ranking, city councilman in Jeffersontown in the late 1970's. In 1979, Coury found himself in a dispute with Anaconda Energy (pg. 29). At the time, Anaconda Energy was interested in expanding their fracking operation into Jeffersontown but the expansion was blocked by Coury and the Jeffersontown city council.

Soon after, Coury became the prime suspect in the murder of a local teen, Ricky Smith. In January 1980, the body of Smith, a student at Belledonna Middle School, was discovered on Coury's land by a hiker. Reports indicated that the hiker wandered onto Coury's estate by mistake and discovered the body when he noticed fragments of a red shirt protruding out of the ground. In December 1980 he was convicted of murder and sentenced to life in prison. He now serves his sentence at the State Penitentiary in Eddyville, in the western part of the state.

- Players discover clues that lead them to believe Ricky Smith was not murdered by Harry S. Coury and they begin to investigate.
- Coury escapes from the State Penitentiary and the entire town is on high alert. An 8 P.M. curfew is established and police are combing the town for any sign of Coury.

## **Joe Trinity, Police Deputy**

Alignment: Evil (pretends to be Good)

Height: 6' 3" Weight: 220 lbs.

Hair: Blonde, Eyes: Blue, Sex: Male, Age: 36

Str: 16 (+2) Int: 9 Wis: 10 Dex: 11 Con: 16 (+2) Chr: 12 Sur:  
11

Saves – Courage: 11 Critical: 12 Death: 12 Mental: 10 Poison:  
13

Hit Points: 44

Attacks: 1

Attack bonus: Melee +2 (+2), Range +4 (with gun)

Armor Class: 12 (training & vest)

Noted Skills: Brawling, General Athletics 4 (+2), First Aid 2,  
Intimidation 4, Investigation 4, Driving, Range Weapons,  
Outdoorsmanship 3

Abilities: Toughness +2

Notes: Has access to anything in the police armory. Is friendly to any “normal” people or kids, but is a bully to anyone he sees as “different.” Will resort to framing or beating people to teach them a lesson. Is a sadist, but keeps his urges covered up around other authority figures.

## **Jonathan Isaac**

Jonathan is the middle-aged owner of The Cat's Meow and to say that he is obsessed with his cats would be an understatement. Jonathan has two cats, an all-white domestic short hair he named Rick Meow Isaac and a beautiful pure-bred Siamese named Linda Purr Isaac. Jonathan lives at the Arbor Pointe Apartments and he is the uncle of Jennifer “Rabbit” Jackson (pg. 94). He is married to Lisa Isaac.

## **Jonathan Ringwald, Mayor of Jeffersontown**

Jonathan Ringwald is part of a very wealthy family that owns the compound/horse farm that lies just south of the Fisher's Parklands and north of the Swamp Preserve. They also own a majority share of the country club. He has been mayor of Jeffersontown for 4 consecutive terms, and it looks like he will be mayor as long as he wishes. He is well liked by the people and is most noted for bringing a boon of financial prosperity to Jeffersontown in the late 1970's that is still going strong today. Some people claim he is crooked and gives out sweet government contracts to family and friends, without care of merit. Thus far, he has been able to dodge any major scandals during his time in office.

## **Lisa Isaac**

Lisa is Jonathan Isaac's wife. She is in her late 20's and most patrons of The Cat's Meow would agree that Lisa is much too pretty to be with Jonathan. Still, Lisa loves Jonathan, although she is sometimes annoyed with his cat obsession. Most of her time is spent at The Cat's Meow helping Jonathan manage the bar.

## **Master Hannibal Braddock**

Co-Owner of the Dragonstrike Dojo

Alignment: Neutral

Height: 6' 4" Weight: 246 lbs.

Hair: Brown, Eyes: Green, Sex: Male, Age: 34

Str: 16 (+2) Int: 13 (+1) Wis: 13 (+1) Dex: 16 (+2) Con: 13 (+1)

Chr: 16 (+2) Sur: 12

Saves – Courage: 15 Critical: 14 Death: 12 Mental: 11 Poison: 13

Hit Points: 53

Attacks: 2 (1d8 punch/ 1d8 punch)

Attack bonus: Melee +5 (+2), Range +0 (+2)

Armor Class: 17

Noted Skills: Intimidation 9 (+1), Martial Arts, Persuasion 9 (+2), First Aid 5 (+1), General Athletics 8 (+2)

Abilities: Toughness +2, Disarm, Leg Sweep/ Knockdown, Can use 2 Survival rolls in a row on any roll, Stun (any strike of a 18-20 has a 50% to stun the opponent for 1d6 rounds: -2 to all rolls)

## **Master Ji Su Choi**

Co-Owner of the Dragonstrike Dojo

Alignment: Good

Height: 5' 1" Weight: 93 lbs.

Hair: Black Eyes: Brown Sex: Female Age: 29

Str: 9 Int: 14 (+1) Wis: 14 (+1) Dex: 18 (+3) Con: 11 Chr: 14 (+1) Sur: 9

Saves – Courage: 13 Critical: 9 Death: 16 Mental: 14 Poison: 8

Hit Points: 47

Attacks: 2 (1d8 punch/ 1d8 punch) A

ttack bonus: Melee +5, Range +0 (+3)

Armor Class: 18

Noted Skills: Martial Arts, General Athletics 8, First Aid 8 (+1), Dancing 8 (+3), Intimidation 4 (+1)

Abilities: Toughness +2, Disarm, Leg Sweep/ Knockdown, Can use 2 Survival rolls in a row on any roll, Stun (any strike of a 18-20 has a 50% to stun the opponent for 1d6 rounds: -2 to all rolls)

## **The Omenhart Family**

**Phyllis Omenhart** is the matriarch of the Omenhart family. She has a dark sense of humor and favors wearing dark clothes. At first glance, Phyllis appears frail and weak, but those that know her realize that is simply an act she presents to the public at large. She has three children, Rex, Jeremiah, and Alfred, but nobody in Jeffersontown has heard from Rex or Alfred in thirteen years.

**Jeremiah Omenhart** is the son of Phyllis Omenhart and current heir to The Omenhart Funeral Home. Jeremiah is a middle-aged man in his late 30's and he works as the funeral home's lead mortician. He is a crafty man with a jolly disposition that contrasts sharply with his often-ghoulish appearance. He is the husband of Thursday Omenhart, and together they have two twin children, Amelia and Kevin.

**Thursday Omenhart** is an affectionate and passionate woman. She is the wife of Jeremiah Omenhart and mother of Amelia and Kevin. She has a flair for the dramatic and adores the works of Jane Austin and Charles Dickens. Thursday enjoys wearing sun dresses, even in winter, and rarely leaves the Omenhart Funderal Home.

**Amelia Omenhart** is an average 13-year-old girl. She is friendly, giggly, and boy crazy. Amelia is a student at Belladonna Middle School and has a major crush on high school freshman, Erik Melvin.

**Tabitha Omenhart** is Amelia's twin sister, but is her exact opposite. She is sullen, quiet, bright and odd. Tabitha is a student at Belladonna Middle School. She spends most of her time studying the craft of her family and reading books about magic and the paranormal.

**Kevin Omenhart** takes after his father, hoping to be a mortician when he grows up. Kevin and his sister are twins. Kevin has a deep personality and many have remarked that he is an "old" soul. Kevin attends J-Town Middle School and his favorite subject is science.

- Kevin and Amelia Omenhart are the reincarnation of Rex and Alfred Omenhart. They were conceived under a dark ritual that called the souls of the deceased Omenhart brothers and gave them physical form once more.
- Tabitha Omenhart is cursed you for looking at her funny. You have to get her to release the curse, but how?

## **Pastor Anson Williams**

Anson Williams is the new pastor at The Newlight Church in Jeffersontown. He is a handsome, young, idyllic man that hopes to spread the gospel to the people, but wants to do it in a respectable, inoffensive less forceful way. He hopes to lead by example. In his first year in town he has opened a food bank, started a clothing drive, opened an animal shelter, opened a gaming club and started a litter crew that cleans the area roads and the shores of Taylor's Lake. He is quite popular with the youth, but not with Reverend Phillips. They both have butted heads in town over Phillips' harsh treatment of some of the town's people, especially the teens.

- Pastor Williams has asked for volunteers to counter protest Reverend Phillips' next record burning.
- Pastor Williams has promised to run the new D&D module, The Temple of Elemental Evil, if you and your friends can raise \$200 worth of can goods and dry goods for the local food bank.

## **Stephon Gaddie, Sheriff of Jeffersontown**

Sheriff Stephon Gaddie is a well-liked, upstanding citizen of Jeffersontown, well at least that is what the majority of the adults in town think. According to many of the children and teens of Jeffersontown, Sheriff Gaddie is an awful bully that makes their lives hell. The Sheriff and many of his deputies, including the infamous Joe Trinity, do not take kindly to anyone that is different. Sheriff Gaddie believes it is his job to get those people to fall in line and make them become upstanding citizens that never question authority.

Alignment: Neutral

Height: 5' 8" Weight: 170 lbs.

Hair: Black Eyes: Green Sex: Male Age: 48

Str: 10 Int: 11 Wis: 10 Dex: 11 Con: 14 (+1) Chr: 14 (+1) Sur: 14

Saves – Courage: 6 Critical: 12 Death: 16 Mental: 10 Poison: 15

Hit Points: 31

Attacks: 1, Attack bonus: Melee +0, Range +4 (with gun)

Armor Class: 11 (vest) Languages: English Noted Skills: Wrestling, General Athletics 4, First Aid 4, Intimidation 4 (+1), Investigation 4, Driving, Range Weapons, Notes: Parents will almost always believe him over the word of their kids (at least the weird ones). Is friendly to any “normal” people or kids, but is a bully to anyone he sees as “different.” Will resort to framing or beating people to teach them a lesson.

# **ADVENTURE SEEDS & MONSTERS OF JEFFERSONTOWN**

## **ARGO ASODIANS**

Argo Asodians are a species of small, jellyfish-like extraterrestrials with glowing chests, sticky tongues, long telescoping necks, and strange faces with oval shaped eyes. They can turn transparent if they stand still and concentrate. The species hails from the planet Argo Asodia, and they are known as natural explorers.

The Argo Asodians mastered intergalactic travel millions of years ago and though few of them stranded on Earth know their race have studied Earth and its inhabitants since the earliest stages of human development. They tend to regard humanity as wondrous and fascinating, but also dangerous and undeveloped and they hold a great appreciation for art. Temperance, kindness, and humility are considered the crowning virtues in their society.

Argo Asodian's are able to communicate telepathically, although among their own people they tend to communicate using a series of strange clicks.

### Plot Hooks:

- An Argo Asodian is stranded on earth and must find and repair a spacecraft that crashed in Jeffersontown more than 1000 years ago.
- The military base has captured and is experimenting on an Argo Asodian and rumors are swirling around town about the alien after the daughter of the base's captain caught a glimpse of the creature and told all of her friends.

Armor Class: 12

Special: High Intelligence, Invisibility\*, Telepathy, Aquatic\*

Hit Dice: 1

Move: 12/ 24 in water

Bonuses: +1 to range attacks, -1 to melee attacks

Attacks: 1

Terror: 7 HDE:2

Attack Damage: Ray Gun (1d6 damage or Stun setting) Stun setting: save against Critical be knocked out for 1d4 minutes.

\*Invisibility: Argo Asodians can turn invisible at will (+4 AC). Their move is reduced by  $\frac{1}{2}$ . If they move faster than that or make a physical action toward another, they become visible.

\*Aquatic: Argo Asodians prefer to be in or near water. They can breath in water and can walk on water. They take double damage from fire and extreme heat (100 F or higher).



## **BRANDY LYNN, PARK RANGER**

Ms. Lynn is the chief, park ranger at the Swamp Nature Preserve. She was promoted to this position after years of diligent service at several parks in her home state of Louisiana. She is an expert in all things related to the swamps of the Eastern United States. Her knowledge of local plant life, animals, tracking and survival techniques is second to none. She often hosts field trips from schools in Jefferson and the surrounding counties. She is well loved by the students and the children that visit the Nature Center.

- While on an overnight, camping trip, one of the students swears he saw Ms. Lynn transform into a wild beast during a full moon. The next morning, she was in her tent and told the student they were imagining things.
- The bodies of 2 poachers are discovered in the preserve. They were severely ripped apart by sharp claws. Rumors of a were-creature in the swamp spread throughout the southern part of Jeffersontown.



Brandy Lynn is a Rougarou, a were-creature that is very similar to a werewolf, but they have control over their shape changing ability.

Armor Class: 16 (13 Human)

Special: High Dexterity, Shape Change\*, Heightened Senses\*

Hit Dice: 5 + 3 (3 as Human)

Move: 18 (12 Human)

Bonuses: +4 to Initiative, +4 to melee & range attacks,

Immunity to Fear & Terror (as both)

Attacks: 2

Terror: 14

HDE: 7

Attack Damage: Claws 1d6, Bite 1d6+1 and Curse\*, or by weapon (carries a hand gun, rifle, knife)

\*Shape Change: Anytime at night, they can transform into a Rougarou (takes 1 round). As a Rougarou they gain the special abilities & enhanced stats. They also take half damage from all forms of attack, except for silver and magic. While transformed the human maintains control (but will become more savage after an hour) and can stay transformed as long as it is night.

\***Heightened Senses:** +6 to all spot, smell or hearing checks/ can see in the dark and the invisible/ +4 to all swim, climb and jumping checks/cannot be surprised

\***Curse:** Every time a Rougarou bites a human there is a 10% that they will pass the curse on to them. If that happens, the Rougarou has a 25% chance to break the curse.

## **THE DREAMER IN THE LAKE**

It is said that on foggy mornings, visitors of Lost Lake can spot a ghostly figure drifting aimlessly through the fog. Locals call this figure The Dreamer in the Lake, and seeing the spirit is considered a sign of good luck. There are a lot of theories about who or what the Dreamer is, but the most popular theory is that the Dreamer is a benevolent spirit, protecting the lake and the nearby forest from harm. Some stories state that those who would pollute the lake or forest are punished by the spirit, often in ironic ways.

In actuality, The Dreamer is neither a ghost or an other-worldly spirit. She is from an ancient race of water creatures that has lived in and defended the waterways of this area for several hundred years. The Defender may be the last of her kind and those that have seen her up close claim she has a very sad face. Her deep melancholia can be heard in sometimes early in the morning, as her sad song rolls across the lake.

The Dreamer spends her days protecting Lost Lake and purifying the waters. She will avoid a physical confrontation until it is unavoidable, and would never kill unless the survival of the lake is at stake. She uses tricks and subterfuge to accomplish her goals to protect the lake and its inhabitants. For some unknown reason she fears the Killer of Nightmare Forest.

Armor Class: 16

Special: Water Form\*, Empathy/ Telepathy\*, Purify\*, Turnabout\*

Hit Dice: 8+3

Bonuses: +8 to hit (range)/ +5 to hit (melee), Toughness +2

Move: 9 land/ 36 water

Terror: 8 HDE: 10

Attacks: 2 per round

Attack Damage: Water Spray: 1d6+ knockdown (Dex check or fall down), Sleep Touch

\*Water Form: The Dreamer can change shape at will (always appears clear blue), has immunity to all physical damage, poisons & critical damage. Can make it rain within 500'. Breathes water (may go on land for 30 minutes before having to return to the water for 1d6 minutes). Water walking at will. Moves underwater at incredible speeds.

\*Empathy/ Telepathy: can read the mind of any living creature and understand its feelings and intentions. Can attempt to make someone empathize with another being once a round (Mental save negates)

\*Purify: everywhere she swims and anything she touches is automatically cleansed of pollution, poisons and toxins. She can bring creatures back to life by touch (within 1 hour of death). This ability causes the touched to fall asleep for 1d6 minutes and they can temporarily breath underwater (Poison save negates all effects).

\*Turnabout: The Dreamer has mastered the ability to instantly turn a being's actions against them. If someone attacks her, they attack themselves. If some throws garbage in the water, the garbage falls on their head. If someone pollutes the lake, they get a face full of sewage. She may do this once a round, as well as her normal actions.

## **GASLIGHT FESTIVAL & THE LEGEND OF PUMPKIN HEAD JEFFERSON**

During the last full week of September, the people of Jeffersontown celebrate The Gaslight Festival. The festival is a celebration of the harvest and is a great opportunity for the town's people to let loose and party. The week-long celebration includes a parade, a weekend carnival, a weekend flea market, a puppet show, a beer fest, a half marathon and a large high school football game. The carnival, flea market and beer fest are held at Gaslight Park, having an average weekend attendance of 100,000+ attendees. The symbol of the festival is a large scarecrow with a large jack-o-lantern on its head, named Pumpkin Head Jefferson. Jefferson walks around the festival giving friendly spooks and candy to the children of Jeffersontown. His presence is all over town during the fall and is a beloved symbol of town.

The origin of Jefferson can be traced back to local folk artist, Tonya Carey. She claimed the inspiration for Jefferson came to her after seeing a creature of similar design in the cornfields near the Pit. After her sighting, several other locals claimed to have seen the creature in the southern fields as well. Over time the urban legend grew and today the legend of Pumpkin Head Jefferson is as popular as ever.

Those that venture into the southern fields usually just find a good scare, and not much else. However, if the moon is just right and fall air is just crisp enough one may encounter Jefferson in the southern fields.

Legends of the Pumpkin King (possible origins/motives of Jefferson)

1. He is a golem created by farmers to defend their land against trespassers. (True)
2. He is a spirit from another realm that collects the souls of teenagers that dare trespass into the corn fields.
3. He needs to collect the blood of children to use in a ritual that makes the crops grow.
4. There are dozens of Jeffersons roaming the fields. He will never try to physically harm people. They just want to scare people away. (True)
5. Those killed by the Pumpkin King become scarecrows in the southern fields.
6. The King family are members of cult that sacrifice children to a corn god.

## **Pumpkin King Jefferson**

He stands 7' tall with giant claws and a flaming jack-o-lantern face. His mere presence is the embodiment of terror.

Armor Class: 14

Special: Toughness +3,  
Psionic Attack\*, Construct\*  
Hit Dice: 3

Bonuses: N/A  
Move: 12

Terror: 16 HDE: 4  
Attacks: 1 per round  
Attack Damage: No physical attacks, will just try to scare people away that do not belong in the fields.

**\*Psionic Attack:** For his initial attack Jefferson will try to scare people away with his physical presence and vocalizations. After that he uses a psionic attack. All enemies with 100' must make a Mental or Courage save and add 2 to the roll (player's choice). If they fail, roll on the failed courage/ terror chart (p. 17 Core Book). This psionic attack will affect players that have passed a previous Terror check.

**\*Construct:** Cannot take a critical hit, does not breath and does not have to make saving throws.



## **GHOST PUG OF GHOST LIGHT ROAD**

One day while riding your bike on Ghost Light Road, you see the slight sparkle of metal in a pile of leaves and stones on the roadside hill. Upon searching the area, you find a pair of rusty old dog tags. When you get home, and clean them off you determine that they are actually dog tags from a dog that lived in the 1960's. One tag has the name Norman on it, but the other one is too rusted to read.

After falling asleep that night, you begin to have short dreams of a small pug dog running around a house. Each day the dreams increase in length and detail. Over time the dreams reveal another pug and a young girl, all playing together on a horse farm. After a few weeks the dreams fade and you begin to see a small, green, glowing pug dog that starts to follow you everywhere. It initially follows you at a short distance, but eventually comes closer if the person shows that they are a kind person. You quickly notice that nobody else sees the pug. The pug will warn you of any one approaching or if trouble is a foot. You gain +2 to initiative rolls, +1 to AC and +2 to any spot or listening checks while the pug is around.

After a few days the pug begins to bark more and tries to get you to follow it somewhere. It will lead you to an old abandoned barn in the woods of Ghost Light Road. After searching for a short time, you discover an old diary under the floor boards. The diary tells of a young girl named Ashley that got 2 pug puppies for her birthday. She loved them more than anything else in the world. They spent several, happy years together at the farm until one winter the pugs fell ill and passed away. They were buried in the nearby pet cemetery. Ashley was so distraught at their deaths that her last entry in her journal said that she planned to throw herself into the Rock Quarry (in the middle of Winter). After reading this you remember an urban legend of a girl that died in the quarry in the 1960's. If you remember correctly, her body was never found.

The ghost dog will try to get you to go to the pet cemetery. It will help you find the dog's grave site. When discovered the other dog's ghost appears and they frolic together for a bit. Afterwards, the dogs will try to lead you to a cave next to the Rock Quarry. There you will find the remains of Ashley. Her remains will then disappear, her ghost will appear, take the tags and thank you. The three of them run off into the hills together to play together forever. Any player that helped set them free will receive a +1 to their Survival or +2 to any saving throw stat permanently.





## **A HAUNTING AT JEFFERSONTOWN CEMETERY**

Shane Kennedy was a happily married, wealthy man born in Jeffersontown, Kentucky. He was a brewer by trade, and his masterpiece, Kennedy Whiskey, was famous all-around Tennessee and Kentucky. Kennedy married the lovely Madeline Love in 1891, and the couple had one daughter, born early on a particularly cold morning in December 1892. Unfortunately for the couple, however, soon after her birth, the child fell gravely ill and passed away on a snowy Saturday night in January 1893.

Madeline was unable to cope with the death of her daughter and soon fell ill herself, eventually falling into a deep coma. On March 13th, 1893, Madeline was pronounced dead, and Shane Kennedy was forced to bury his beautiful bride.

Soon after Madeline's death, others in Jeffersontown began to suffer from the same bizarre illness, but it became apparent that others afflicted with the illness were waking up from the coma. This gave Shane hope, and he quickly exhumed Madeline's coffin. What he found was devastating, and shattered Shane's mind. He was too late and his bride was truly dead - although it was obvious from the deep scratches on the lid of the coffin that she had at some point regained consciousness. It was said that Madeline's face was contorted and frozen with a look of utter horror on her face.

Shane was unable to cope with the situation, and soon after burying his wife for the second time, he took his own life. The two are now buried side by side at Jeffersontown Cemetery, and rumors state that on cold nights, you can still spot the ghostly spirit of Shane Kennedy, sitting by his wife's grave, sobbing and begging for forgiveness.

- The headstone of Madeline Kennedy has been stolen by local hoodlums or relic hunters. Each day that passes without its return has been progressively worse for the residents near the cemetery. It has continually rained and thunderstorms have pelted the surrounding area. Paranormal activity has increased in the graveyard as well. Somebody has to find that headstone and return it!
- While shopping at Ethel's you stumble across a ribbon with several strands of hair that Ethel said belonged to Madeline Kennedy. When you wear it, you begin to hear the voice of Madeline in your head. You resist at first, but after a while you begin to understand what she is saying. She says that she was poisoned by Shane's brother and she wants you to help her prove it. The proof is in the cellar of her old house, which is now owned by Reverend Phillips!

## **ICE BOY OF ST. MAGNUS COURT FLATS**

Ice Boy of St. Magnus Court Flats

In 1941, a mysterious fire overwhelmed the St. Magnus Court Flats, and several residents were trapped on the sixth floor by the flames. The local fire department rushed to the scene, and after a prolonged fight, it was thought that all lives were saved. The next morning, residents returning to the apartments discovered that the water the fireman had unleashed on the apartment building had frozen solid, and what remained was a blackened ruin encased in a thick blanket of ice. Reports from the time stated that the apartment looked like a massive crystal cylinder rising from the top of the St. James Court flats.

Upon further inspection of the building, the body of a young boy, no older than 12, was found entombed within the ice. His face was contorted in pain and fear, and his body was covered with horrific third-degree burns. Local police attempted to identify the boy, but no one at the apartment complex had seen him before. News reports from the time stated that the boy's body was so damaged that identification of the boy was impossible. The remnants of the sixth floor have been boarded off since 1941. For some reason, no attempts have ever been made by the owners to renovate the floor.

In the present day, rumors swirl around town that the "Ice Boy" haunts the St. Magnus Court Flats. Occasionally a resident will find wet foot prints in the hallway and random things frozen in their apartments. When this happens, the legend of the "Ice Boy" is invoked.

Ice Boy Rumors:

1. He only appears to haunt people that neglect or mistreat children or animals. (True)
2. He seeks to play with other young children in the building, but usually just scares them.
3. Anyone that enters the sixth floor will be instantly frozen and absorbed by Ice Boy.
4. Ice Boy is just a puppet entity for a much darker spirit that dwells at the top of the building.
5. He is terrified of fire and will haunt those that smoke or set fires in the building. (True)
6. Every few years he is able to manifest himself as a ghost and causes chaos in the building.

## Ice Boy

Ice Boy appears as a disfigured 12-year-old boy. He always looks wet and drips water wherever he goes. Ice Boy just wants to be left alone, but will try to scare and terrorize those that are mean to children and animals in the building. Will try to scare away other kids, before attacking.

Armor Class: 12

Special: Incorporeal\*, Flight, Fire Weakness\*

Hit Dice: 3 + 2

Bonuses: +2 to range attack

Move: 12 Ground/ 12 Flying

Terror: 12 HDE: 5

Attacks: 1

Attack Damage: Ghost Touch (1d4 damage and 1 STR drain for 1 hour), Fear\*, Ice Blast\*

**\*Incorporeal:** Is intangible (cannot be hit by non-magical, physical attacks)

**\*Fear:** choose up to 3 targets, they may make a Mental save. If they fail they roll on the Courage/ Terror chart (p.17 Core Book)

**\*Ice Blast:** range attack that does 1d4 damage and drains 1 Constitution point (for 1 hour), it can encase small items in a block of ice at will. For one round after using this ability, Ice Boy becomes tangible.

**\* Fire Weakness:** takes double damage from fire and heat if tangible.

## **THE KILLER OF NIGHTMARE FOREST**

Darwin State Forest and the Lost Lake are two of the most beautiful recreational places in the Jeffersontown area. Each draws tourist from all over the country to the area, and the money they spend in the area is important to the local economy. Legends of little monsters, lake monsters and bigfoot only add to the drawing power of the area. Other legends are not so well touted by locals to visitors. The Killer of Nightmare Forest is one such legend. Well known in town, but rarely mentioned in the news, The Killer is a major part of local lore. Starting in the 1960's several campers in the southern part of the forest were found hacked up in a most gruesome way. Every few years a rash of murders and disappearances will plague the area, reminding the town that the killer is still out there.

### Rumors

1. A Blood Cult has been working out of the forest and needs to collect occasional sacrifices. They have magical masks that power them.
2. A group of mental patients escaped their metal boxes and roam the woods looking for victims.
3. A solitary maniac is responsible for the deaths.
4. Aliens that were abandoned their brethren lurk the woods seeking human flesh.
5. A Native American brave performed a dark ritual 200 years ago in hopes of defending the woods from the Europeans.
6. A Savage bigfoot clan claims dominion of the area.

### **The Killer of Nightmare Forest**

The Killer of Nightmare Forest will not attack anyone under 18 years old. He will attempt to scare them away and has even been known to grab them. He will always seem to give his potential victims a chance to run away. Most of them he lets go, but occasionally he will relentlessly follow a victim and kill them in the most horrible ways.

The killer's real name is Makwa, a teenage, Shawnee warrior whose parents were killed by settlers in the early 1800's. While left alone

in the woods, he discovered a cave that contained a large, black, flint club and a mud caked mask. Upon donning the mask, he became possessed woodland spirit and became compelled to guard the woods and lake from those of pure evil. This spirit will freely perform evil deeds upon evil to enact its will. Makwa stands 7', wears a mud-covered mask, is caked in mud and wields a flint club. He cannot leave the Darwin State Forest or Lost Lake.

Armor Class: 15

Special: Supernatural Strength\*, Heart of Black\*, Psionic Weakness\*

Hit Dice: 10+5

Bonuses: Toughness +5, +10 to hit (melee), Advantage on all saves (except Mental)

Move: 6

Terror: 16 HDE: 12

Attacks: 2 per round

Attack Damage: Punch 1d6+5, Dark Woods Club\*, Fear

\*Soul of Black: Heals 1d6 HP each round, immunity to poisons, can see into the heart of a person (he will only pursue to kill those of Evil alignment, and that done something truly horrible in their life)

\*Supernatural Strength: the mud mask endows Makwa with supernatural strength, he can overpower any living creature near his size, can destroy obstacles with ease, lift boats, etc.

\*Psionic Weakness: Loses toughness and takes double damage from psionic abilities

\*Dark Woods Club: 1d12+5 Damage, can teleport once a turn (up to 100')

\*Mask of the Dark Woods: can see in any environment, Tracking +15, Fear (once per turn he can make a creature flee from the area at full speed for 1d4 minutes – Mental save negates), The Mask has Toughness +3 and 30 HP. If it destroyed or knocked off, it returns Makwa to his human form (8 HP) with no powers for 1 minute (it will reform or reappear on his face after that time).

## **LAYLA ALEXANDER**

Layla appears to be a curly haired, blonde girl that looks like she between 11 and 12 years old. In reality, she is a Siren, an ancient, dangerous and captivating creature with the ability to enchant others and feed on their emotions. She has lived countless lives in countless places, but how she ended up in Jeffersontown is a mystery. What is known about her is that, in the not too distant past, Layla, while taking on a different form and body, acted as a muse to musicians like Jerry Lee Lewis, Eric Clapton and Lou Reed.

In the present day, SK8 World is Layla's home, and she uses the unassuming skating rink to mask her activities. She regularly works patrons into a disco soaked frenzy, and feasts on their collective euphoria. The skating rink has become a veritable buffet for the creature, and Layla has no plans to leave.

As a Siren, Layla has the innate ability to take on any form she wishes, but she seems to enjoy manifesting as a young, innocent looking girl. While in girl form, Layla has curly blonde hair, golden eyes, and a quiet, soft voice.

Sonic Siren

Armor Class: 14 (16 on skates)

Special: Shape change\*, Sound Control\*, Weakness\*

Hit Dice: 5

Bonuses: 18 Dexterity, 18 Charisma, +5 to hit (ranged)

Move: 12 land/ 18 water

Terror: 8 (in true form)

HDE: 7

Attacks: 1 per round

Attack Damage: 1d6 (retractable claws), Sonic Scream\*

\*Sonic Scream: A ranged attack. If successful it deals 1d6 damage and temporarily drains 1 point of Wisdom and gives the Siren 1d4 hit points (both lasts 1d4 hours). If the attack roll is a natural 19 or 20 the Siren takes control of the target for (1d4 minutes). If the controlled person is commanded to do something completely against their character they have a chance to break control (by making a Mental save).

\*Shapechange: The Siren can change form to any small or medium humanoid creature (takes 1 round). They can grow lungs, claws, eyes, extra arms, etc. The true form of the Sonic Siren is a clear, watery skinned female with long finger nails. They can see in the dark.

\*Sound Control: The Siren can manipulate sound at will by amplifying or damping all noise within a 300' area. If the sound is heavily amplified it makes all other creatures roll all attack and damage rolls at -1.

\*Weakness: Sonic Sirens take double damage from electricity or fire and try to avoid it at all cost.



## THE NEW GIRL

It is just another Wednesday at Jeffersontown High School. You barely make it to your seat in first period Freshman English before the bell rings, when you see an enigmatically beautiful young girl walk into the classroom. She is dressed in a black hoodie, with a Mercyful Fate shirt on above a pair of ripped knee, blue jeans and well used combat boots. She walks to the teacher's desk, hands her a piece of paper and then walks to the only empty desk in classroom, the one next to you. You immediately feel a strong aura about the new girl, but you have no idea why.

The new girl pulls her hood down to reveal a unique face of true beauty. She has long, curly black hair, deep brown eyes, wears no make-up and has a rather large, crooked nose. She scowls at you when she notices you starring at her. Just then the teacher says "Amara, please stand up and tell the class a little about yourself." The new girl lets out a sigh and slowly stands up and says in a strong British accent "My name is Amara Giapanta. I have lived in London since I was a five, but I was born in Greece. I love music like Mercyful Fate, Slayer, Megadeth, Motorhead, Iron Maiden, Destruction, Anthrax, . . ." The teacher then interrupts her says "OK OK. Have a seat Ms. Amara, and everyone turn to page 45."

All day you cannot stop thinking about this new girl and her unusual presence. In each class she sets in the back away from the windows and looks bored. At lunch she sets alone reading a copy of *Stranger in a Strangeland* and does not eat anything. You follow her home at a distance to find out she lives in an older house at the back of Acree Acres right next to the Jeffersontown Cemetery and Reverend Phillips Church. While spying on her, you see her appear in an upstairs window, and immediately you feel a tap on your back. You quickly turn to see Amara standing behind you, wearing a mean scowl on her face. *Better think of something clever to say . . .*

Amara's reason for coming to Jeffersontown is to retrieve an artifact from her past, a small marble figurine of an owl with emerald for eyes (Simulacrum of Atlantis pg. 76). She knows it was shipped to this town, but has not figured out where it is being kept. Maybe it's at Ethel's Antiques? Maybe Reverend Phillips has it? Maybe it is in one of the churches or museums of the area?

Amara Giapanta appears to be a 14-year-old Greek girl (5'1", 92 lbs.), but in reality, she is 2300-year-old vampire from Ancient Greece. She is immensely powerful, having all powers of a vampire, but have developed a near, virtual immunity to all of their weaknesses. She is strong enough to walk around in daylight without dying (though it is uncomfortable), she can wade through running water and her skin is so strong that it cannot be pierced. She dislikes fighting and killing, unless she is forced to do so to survive. If she engages in a fight, she will win.



## **RETURN OF THE LITTLE GREEN MEN?**

In the sweltering summer of 1959, the Curtis Family were attacked by a group of "little green men" at their farm near the Darwin State Forest. Their house was destroyed and was covered with green ash after the fires die down. This event makes the national news and brings attention to the area from UFO investigators and writers.

The Curtis Family claimed that after supper that night, the family sat on the porch and watched the sun go down. As they sat outside they all claimed that their hounds began to bark as they saw several flying saucers land 200' away next to the family's barn. From the vehicles emerged several 3' green, humanoids armed with laser guns. They floated around the barn ignoring the on-looking family. Mason Curtis, the family patriarch, grab his rifle and his dog and ran toward the barn. As he and the dogs approached, the aliens turned their laser guns on the dog, freezing where it stood. Mason then opened fire and the aliens scattered into the woods and barn. This started an all-out gun fight between the Curtis Family and the little green men. Ma Curtis claimed that the alien's laser guns shot triangle shaped bullets, which can be seen in the famous picture of the bullet-ridden outhouse. Anytime an alien was shot, they fell to the ground and immediately floated upright. The battle lasted several minutes, climaxing with the barn being burned to the ground by an odd green fire. There were no reported causalities, besides the barn, and all the animals escaped the fire. When the authorities arrived the next morning, they discovered an odd green ash covering the smoldering ruins of the barn. The police were confused and were not sure what to believe since the men of the Curtis Family were known to imbibe alcoholic spirits nightly, but the women and children were straight and sober all night.

For the first few years after the incident, the Curtis Family were open to the reporters and UFO Investigators that came to their property. Ma Curtis would show them the site and show them an odd, bubble helmet she said came from one of the aliens. Unfortunately, in 1967 a reporter from New York City wrote a book about UFOs in the South, in which he wrote many negative things about the Curtis Family and the people of Kentucky. After this, the family has not allowed any stranger on their property and have kept silent about the entire ordeal. This has not stopped sight seers and investigators from trying to access the property. More often than not, trespassers on the Curtis land are met with shotgun fire and attack dogs.

Every year at the Gaslight Festival the local theater group performs a short play in honor of the event. The Chamber of Commerce has a booth at the festival selling t-shirts, books, mugs, etc. with little, green men on them. They claim that the aliens will return one day and take part in the festival.

- A group of drunk yokels dress like some not-so-little green men and begin peeping in people's windows at night.
- A pair of federal agents appear at Gaslight Festival. They begin to ask questions about recent alien sightings and the Curtis Family incident. They stake out the Curtis property on the anniversary. The aliens return to the farm that night.
- The aliens return to retrieve their lost helmet and a crashed ship in that sets at the bottom of Lost Lake.

### **Little Green Men**

These aliens stand 3' and wear teal space suits with bubble helmets. Anyone within 20' of them can see their faces clearly. They have green skin and large yellow eyes. They have 3 fingers on each hand. They are interested in knowledge and will not willfully harm an Earth creature.

Armor Class: 12

Special: Force Field\*

Hit Dice: 2

Bonuses: +2 to hit (range), Highly Intelligent

Move: 18 Floating

Terror: 8 HDE: 3

Attacks: 1 per round

Attack Damage: Laser Gun (Harm 1d6+2/ Stun 1 HP and knocks out the target for 1d6 minutes – Critical save negates/ Freeze – freezes the opponent in a green force field for 1d4 minutes, Critical saves negates).

\*Force Field: they cannot come to physical harm while in the force field (still susceptible magic & psionics, but are only 25% effective) and are not influenced by the environment.

## **REVEREND PHILLIPS: THE FIRST CHURCH OF THE ONE TRUE GOD & BOONE SCHOOL OF THE LORD**

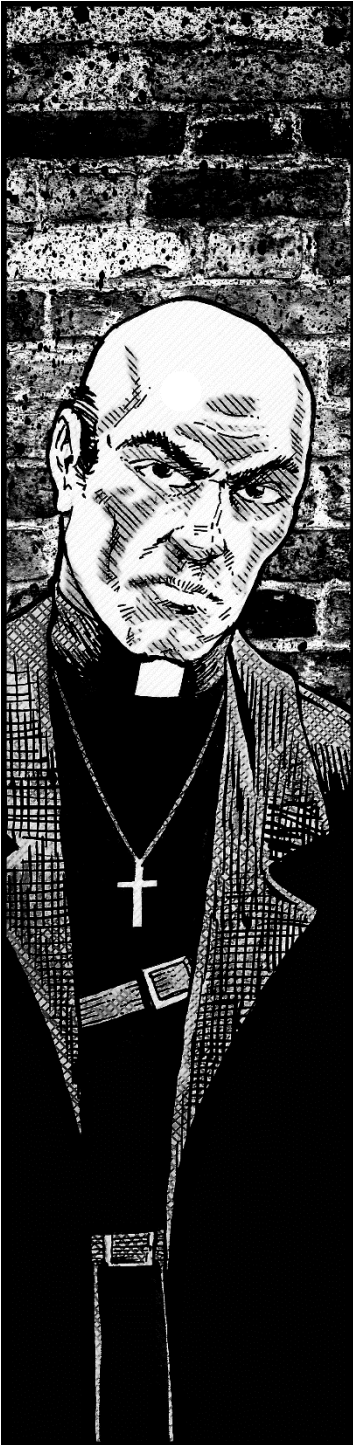
Reverend Thomas Phillips became the reverend of the church and headmaster of the Baptist School in the early 1970's. The congregation he inherited was fairly liberal for a small southern town, and the students of the Boone School were generally happy. Within a few years, this would all change under his influence. Upon Phillips arrival, he immediately began to preach fire and brimstone in the pulpit and implemented several changes to the school. He also began to perform several miracles at revival meetings, making him very popular and very rich. He quickly created a new culture of intolerance among his parishioners and the Boone School became a strict institution of gloom. His followers began to burn rock albums and banned books. They began to protest films that came to town, including causing a near riot when *The Life of Brian* hit Action 4.

Over the next few years Phillips' followers have quadrupled in size (maybe up to 2000+ people), as have their influence. Phillips has mastered the ability to use the Satanic Panic as a weapon to increase his power and to create new followers. He constantly preaches against the evils of heavy metal, pop music, R&B, pro wrestling, role playing games, video games and children's television including *He-Man*, *Transformers*, *The Smurfs*, *My Little Pony*, *Thundercats* among many others. He has earned the nickname "the killer of all things fun" by the local youths, while his influence has garnered him a lot of fear and respect from most adults, even those that oppose his ways.

The Boone School of the Lord is the only religious school in town. It is named for Allen Boone, the first religious figure to settle in Jeffersontown. Under Phillips, it has grown in number of faculty and pupils (about 400 students K-12). The classes are heavy on Biblical Studies, Christian philosophy, Creationism and are very light on Science and any history not in line with Biblical views.

Reverend Phillips hides a dark secret from the majority of his followers. Phillips and a small council of 13 followers have a secret council chamber and library deep beneath the school and church. Phillips spent his early life researching a way to increase his power and to find a way to subjugate people. He found out that using and exploiting religion was the best road to power. He researched ancient tomes of knowledge to discover the resting place of an ancient being of evil slumbering below Taylor's Lake. This is why selected to take over the church in Jeffersontown. His research has further led him to believe that he can awaken the beast and control it if he can sacrifice a large number of agitated faithful to it. Phillips and his inner council plan to continue to rile up the community to feed upon their blind, ignorant hatred of things are harmless if enjoyed in moderation. They have found a way to tap into the hate to strengthen him while they finish their research on how to awaken the sleeping beast.

- You find your way into Phillips' secret library under the school. It is filled with hundreds of books that look more occultish than Christian.
- You see Phillips move a book with his mind. You think he saw you and are paranoid he is coming for you.
- At a record burning, you rip a copy of Invasion of Your Privacy by Ratt from his hands and make off with the goods. He pursues you down the street . . . Hope he does not catch or recognize you.
- You discover the Reverend is going to host a televised 24hour Cruise for Jesus on Taylor's Lake next Saturday, and at midnight he plans on sinking the boat as a sacrifice to awaken a vile beast that lays dormant beneath the lake. You may have a hard time convincing others of this plan.



## Reverend Phillips

Phillips is highly intelligent, but is quick to anger and is very arrogant. He is a multi-millionaire and has a small armory below the church in case the awaking an ancient monster thing goes south.

Alignment: Evil

Height: 6' 3", Weight: 221 lbs.

Hair: Black (mostly bald), Eyes: Brown

Sex: Male, Age: 45

Str: 14 (+1) Int: 16 (+2) Wis: 16 (+2) Dex:

9 Con: 12 Chr: 17 (+2) Sur: 13

Saves—Courage: 9 Critical: 12 Death: 15

Mental: 11 Poison: 13

Hit Points: 50

Attacks: 1

Attack bonus: Melee +3, Range +5

Armor Class: 16

Abilities: Toughness +3, Mind Control\*, Bolt of Armargus\*

Languages: English, Russian, Greek, Ancient Greek, Latin, Spanish, Hebrew, Arabic

Noted Skills: General Athletics 6 (+1/+0), First Aid 4 (+2), Intimidation 6 (+3), Persuasion 6 (+2) Investigation 6 (+2), Driving, Paranormal 3 (+2), Knowledge – General 6 (+2), Religion 6 (+2), History 6 (+2), Ranged Weapons 3

\*Mind Control: Once a round, Phillips can attempt to control a subject with a Wisdom lower than his. They may make a Mental save to negate, but must add 2 to their roll. Lasts 1d6 minutes or if they are commanded to do something that would go against their personality. The victim has no memory of the mind control.

\*Bolt of Armargus: An invisible ray of energy emitted through his fingers. Make a range attack at +2. If successful it does 1d6 damage, drains 1 point of a random attribute from the victim and imbuing it to Phillips for 1 hour and it heals Phillips 1 HP. Phillips can choose to remove the damage dealing aspect and drain 2 points instead.

### **Items:**

**Phillips' Bible** (contains several versions of The Bible, Koran, Necronomicon and other religious writings/ upon reading once you can recall all of it by memory/ when reading with it open, all others with 200' are at -3 Wisdom for 1 day. Mental save negates/ +4 to Persuasion)

**Cross of the Martyrs** (+2 AC, Advantage on all Death and Critical saves, Heals 2d6 HP and one disease or physical ailment x4 a day, water walking for 1d6 minutes x2 a day)

**The Ring of Mad Arab** (+1 AC, Toughness +3 against Nature/Weather, Toughness +3 against Fire and Heat, Can read and speak any language he encounters, +1 Wisdom, -1 Constitution)

**Band of the Nameless City** (wristband that imbues the wearer with Advantage on Mental saves and limited Telekinesis, they can move about 20 lbs at will)

**Dagger of Solomon** (+2 to hit, deals 1d6+1 damage and the victim cannot lie for 1d6 minutes, can hit incorporeal beings, is made of silver)

**Reverend's Outfit:** (+3 AC, bullet proof - Toughness +2, +3 to Hide)

He also usually carries a few small firearms.



## **Council of 13 Member**

Armor Class: 14

Special: Toughness +1, Healing\*

Hit Dice: 3 + 3

Bonuses: High Charisma, +3 to hit melee & range,

Persuasion +3

Move: 12

Terror: N/A HDE: 4

Attacks: 1 per round

Attack Damage: per weapon (usually a pistol or small firearm), Phillips' Touch\* or Phillips' Fang\*

**\*Touch of Faith:** If you make a successful melee attack, the victim takes 1d4 damage and loses 1 attribute point at random for 30 minutes.

**\*Healing:** as long as Reverend Phillips is within 100 yards, they heal 1 HP per round and gain advantage on all saves against Death or Poison

**Items** (each carry these at all times)

**Phillips' Fang:** (silver dagger, +2 to hit, does 1d6 damage, can hit incorporeal)

**Sunday's Best** (well-made religious garb, +2 AC, Toughness +1, hidden pockets)



## **SNAKE MEN**

Unbeknownst to the general public, a serpentine race of beings with scaly skin and snake-like heads exist on earth, and have since before the dawn of human kind. These prehistoric “Snake Men” were once the dominant species on earth, but millions of years ago, they retreated to a spectacular subterranean city called Valusia underneath North America where they continued to rule and multiply for a thousand generations. Valusia was a serpent utopia, and the inhabitants created advanced technology that would not be replicated by humans for a million years. They lived lives of peace and prosperity until a dark plague struck the city and decimated the population.

To combat the plague, the Supreme Serpent Council demanded the construction of advanced cryostasis pods to freeze members of the council and other prominent Serpents, with the intent that once the remaining serpents developed a cure, they would be awoken from their slumber and inoculated against the plague. Unfortunately for them, however, the cure never came, and the Snake Man population was reduced to little more than a handful of disparate degenerate tribes, twisted and weak from the plague that had killed so many of their brothers and sisters.

Throughout history, pockets of degenerate Snake Men have attempted to band together and wake the sleeping Snake Men of old, but until the mid-1970s, with the creation of the Snake Man Conglomeration Anaconda Energy (pg. 29) they were unable to unite in numbers large enough to achieve their goals. Recently, the Snake Men discovered evidence that suggested a large number of Snake Men were sleeping in caverns underneath Jeffersontown, Kentucky.

Armor Class: 14

Special: Shape Change \*, Immunity to Poison, Poisonous\*, Topor\*, Magic Weakness\*

Hit Dice: 2 +1

Move: 12

Bonuses: +2 to melee attacks, Toughness +1

Attacks: 1

Terror: 8 (in true form)

HDE: 3

Attack Damage: Bite 1d4 + poison, Claws 1d6+1, or by weapon type

**\*Shape Change:** Snake Men can change their shape in a ritual that takes 2 days to complete. The ritual can change their skin, hair and features. It can increase or decrease their weight by 20 lbs, and adjust their height by 3". If their skin or hair is damaged, they must complete the ritual again.

**\*Poisonous:** The bite of the Snake Men is poisonous. When bitten, the victim must save vs. Poison. If they fail they will take 1 HP of damage every round until they pass their save (reroll each turn). If anyone accumulates 3 failed saves in a row against the poison, they permanently lose 1 Constitution, gain a slight green tint to your hair and can now communicate with reptiles!

**\*Topor:** Snake Men can enter into a state of topor to rejuvenate themselves. It must be underground and near a pocket of natural gas or in a cryostasis pod.

**\*Magic Weakness:** Any damage or effect of magical origin is doubled.

## **THE VAMPIRE GANG**

A group of vampires have laid claim to the abandoned campground on the northern shore of Taylor's Lake. The campground was very popular in the 50's, 60's and 70's, but was abandoned in the late 1970's after several camp counselors were found murdered. The campground was left to rot for several years, until it was purchased by local business man, and Romanian immigrant, Razvan Turcescu. He immediately fenced the property off and put up no trespassing signs. Today, the camp ground still appears to be totally abandoned, and is a truly frightening sight at night.

As of late, a few people have disappeared in the area of the camp and lake, but the authorities have no leads. Several random rumors have been going around town, from werewolves to aliens, to lake monsters have all been mentioned. The truth is that a small gang of vampires have claimed the camp as a base of operations. They prey upon people at the lake that come from out of town, or those that stumble upon their camp.

The gang is composed of several younger vampires and a handful of humans that act as ghouls (day protectors of the vampires). The gang has become bolder as of late, and are taking more victims and turning more people to vampires so they can join the gang. Their recklessness may lead to their downfall, or perhaps they are amassing an army for a reason.

## Potential hooks to get involved with the Vampire Gang

1. Your older brother has started dating a hot, metal chick that you only see occasionally at night. She is a bit creepy and you have an odd feeling about her. You decide to hide in the back of your brother's truck to see where they go on their date.
2. Your older sister has started dating a hot, metal dude that you only see occasionally at night. He is a bit creepy and you have an odd feeling about him. You decide to hide in the back of your sister's truck to see where they go on their date.
3. You accidentally stumble upon the campground during the day and are chased off by a ghoul.
4. You accidentally stumble upon the campground at night. There is a wild party going on, with Motley Crue blaring at a high volume. You watch for a while until you see them kill a person.
5. Your cousin from Georgia has come to town to visit, but has disappeared at the lake two days ago. You decide to go look for them.
6. You go to school with Razvan Turcescu's daughter, Alice. She talks about vampires and draws vampires on her Trapper Keeper. Today she let it slip that her brother is a vampire and he lives in a cave at Taylor's Lake. She is probably joking, but maybe not.

## **GANG MEMBERS**

They live in an underground bunker below the main building of the abandoned camp. The bunker is well kept and stocked. They have a generator and many electronics.

**Zander Turcescu “Z”**- Vampire (p. 149 Core Book) Leader of the gang that is becoming more reckless over the past few years. He loves women, but grows tired of them rather quickly. He is quick to anger. (appears 21, dresses in leather and metal shirts)

**Jenn Marx “Wisdom”** - Vampire. Was turned to be a vampire by Razvan Turcescu, to act as a body guard and protector for his son. Wisdom is highly intelligent and maintains the camp and tries to talk some sense into Z when he becomes angry or reckless. (appears 24, looks somewhat goth/ punk)

**Roland Dale “Flames”** - Vampire/ 3<sup>rd</sup> level Pyro. Mentally unstable best friend of Z. He often yells and screams often, and is rarely calm. He loves to fight and is always setting fires. (appears 19, dresses like a metal head)

**Wendy Riley “Goldy”** - Vampire (recently turned, less powers, 4 HD) Z's newest girlfriend. Not very bright, Valley Girl type. She is extremely beautiful with very long, blonde hair. (appears 17, dresses like Madonna).

**Matthew Copland “Skull Collector”** - Vampire. Known as the Skull Collector because his pension for keeping the skulls of their victims. He has a collection of over 100 human skulls, 1 bigfoot skull and a few mystery skulls. (appears 25, dresses in white leather with white dreads)

The Gang also includes a few partial vampires that have not fully turned (less HD and fewer powers) and a few human ghouls that guard the camp at day. (they have guns and body armor).





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