# SUTTER CANE'S PERILOUS FNINSU

A Trope-Filled Horror Location by Skernle It's always late fall. The soundtrack is VHS-warped. Somehow, you're stuck here until you've figured out WHAT'S GOING ON and something explodes.

Intermittent NPCs. Liquor, guns, animal cruelty, and plenty of DARK **SECRETS**. Source of replacement PCs.

Abandoned Church

AWFUL BASEMENT.

LAKE WISTYFUL

happened.

Demented old priest knows where all

the bodies were buried. **PREDICTABLE** 

Partially frozen. Fall through the ice

and you might emerge on the OTHER

**SIDE**, where the Apocalypse already

YOKEL SHACKS

You start here.

# NPC GENERATOR

Roll twice. Mash incompatible results together using flashbacks if necessary.

d20	Name	Feature	d20	Name	Feature
1	Elimore	Writer	11	Samantha	Tourist
2	Joe	Alcoholic	12	Alice	Firm Believer
3	Doug	Adulterer	13	Jane	Detective
4	Buddy	Loner	14	Lisa	Prejudiced
5	Frank	Broadly Accented	15	Margaret	Journalist
6	Billy	Depraved	16	Helen	Cynical Atheist
7	Lou	Elderly	17	Vera	Folksy Wisdom
8	Mike	Magic Powers	18	Ariette	Parent
9	Lester	Obese	19	Melinda	Fierce Temper
10	Jeddings	Precocious Youth	20	Elizabeth	[GM Self-Insert]

### **DILAPIDATED MANSION** -

Karlos and Karmilla are ANCIENT VAMPIRES. They host dusty parties and occasionally kidnap tourists. Rich, bored, unfunny.

# NIGHTMARE FACTORY-

Built by a silver baron warped by alien dreams. Rusty but operable. TURNS PEOPLE INTO ALIEN ROBOT SLAVE DRONES. Stats as zombies.

MONKEY'S PAW ANTIQUE STORE -

Sells cursed furniture, china, and knick- knacks. Owner has a secret portal to hell in the hot water tank. YOU'LL BE BACK.

## SILVER MINE

Glows blue-white at night. BURIED ALIEN **OBELISK** broadcasts weakly in dreams, wants to be uncovered and dragged to surface.

# OLD CEMETERY HILL

Any dead thing buried on the hill comes back in 24hrs... but slightly WRONG. The locals know but won't say.

THE MISTY WOODS Full of Hideous Screaming Things With Too MANY LEGS AND THE FACES OF DROWNED BABIES. They want meat and plush animal toys. Stats as tigers.

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HAUNTED CABIN Picks, shovels, rags, and kerosene. STRANGE SYMBOLS carved into the floor.