

# **Wild Dog Gorge**

## **A YELLOW DAWN SCENARIO**

**By David J Rodger**

### **CREDITS**

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## PLAYER INTRODUCTION

Wild Dog Gorge is an isolated survivor settlement far from any of the 'fat' support zones surrounding Living Cities.

It has done well despite the isolation and as a community it is prospering from fertile lands around it. But recently those fertile lands have become a dangerous place. Two townsfolk have been savagely slaughtered by an animal in the past 10 days. Some herds have been disturbed too. People are wary and restless. Frustration threatens to spill out in social unrest. For this reason, the elected lawman (Gilberto Reynoza) has put together a posse of men to go hunt down the animal and restore calm to Wild Dog Gorge.

GM's are free to think up any hook they like. The most likely way characters are introduced to this scenario is:

- They're responding to an online notice posted by Gilberto Reynoza – seeking hired hands to help hunt and kill a wild animal.
- They drift into town and are approached directly by Gilberto Reynoza who asks them to join his hunting posse.

## GM INFORMATION

The Red Redemption is a Mythos cult dedicated to the worship of Shub Niggurath. They have sent out envoys to spread the seed of their worship. One such envoy is Stone Granger, a former Hells Angel (he has the tattoo's to prove it) who found sanctuary with the cult after Yellow Dawn happened.

Stone spent six months putting as much distance between him and the Red Redemption's stronghold, scouting out isolated settlements, before he found what he was looking for. The small yet prosperous settlement of Wild Dog Gorge (5 years ago). Remote, yet thriving.

Riding into town on a custom bike, bristling with tattoo's and a personality like a brick, there were a lot of raised eyebrows. Yet, good-looking, extremely fit and very intelligent Stone was able to demonstrate his value to the settlement. He helped build the new jail and town hall. He openly confessed to his previous life of drugs and crime and explained that he had found salvation in being good. He started preaching about the value of Mother Nature, and working with Nature to better your life. His saddlebags contained enough money for him to buy the materials and labour to build a modest yet solid commune behind a wooded hill on the South side of the settlement.

To outsiders, his commune is dedicated to spiritual awareness of Mother Nature – an attempt to bring the same epiphany he experienced to other people – yet secretly he is eroding the Christian morals of Western culture, softening up his subjects in a long-term strategy that ends with creating an inner circle of devout Red Redemptionists.

His zest for hard work and throwing his physical energy into helping around the settlement has paid off. Much of the settlement consider him a solid character, if somewhat eccentric and aggressive when in one of his moods. He has had money sent to him by the Red Redemption, but uses it sparingly to avoid any accusations about trying to 'buy' favours.

Twenty people have so-far joined his commune – and are devoutly loyal to honouring Stone's wishes (specifically not allowing anybody into the commune without permission).

None of these people are yet aware of Stone's true purpose – in fact, at the moment the Commune is a very positive creation.

Three weeks ago Stone increased his game. He completed a ritual in the woods to Conjure a Dark Young of Shub Niggurath. This involved sacrificing a cow on a purpose built stone altar. Through this Conjuration Stone had a Wild Cat 'infected' with the milk of the Dark Young – not as powerful a substance as the pure milk of Shub Niggurath – but it was capable of corrupting the Wild cat's nature and tying it to Stone's will.

Stone then sent the Dark Young away from the vicinity; it has roamed only 10 miles away and continues to observe the area through its connection with the infected Wild Cat. The Dark Young will return if Stone is taken out.

The infected Wild Cat stays within a 1 mile area of the altar stone, slowly going more insane as the milk it was fed continues to create weeping sores that eat away at its flesh. It comes to Stone when called.

Stone's aim is to take control of the settlement by becoming the new elected leader. Two weeks ago he set Wild Cat upon the settlement's leader, **Morris Vega**, as he went for his daily walk.

Vega was found two days later after a search party was sent looking for him.

The death was put down as a tragic accident. The next day, along with three other residents, Stone puts in his bid to become the next leader.

Two of his rival opponents are unlikely to win (**Kim Yorke**, she runs a cheese making shop, very snobby and opinionated; **Sanford Stieglitz**, he's a wealthy farmer who employs a lot of hired hands, but thinks of himself as very self-important).

Rival number three was a threat to Stone. **Dr Winston Cheam**, a veterinary surgeon with a strong no-fuss character, very popular, and tipped to win. Stone decided to kill him, but

Stone realised suspicions might be aroused if only people running for the leadership were dying. So he had the Wild Cat murder two children playing outside their remote farmstead (**Billy & Emily Riskin**). The very next day Dr Cheam was attacked whilst on his horse and murdered by the wild cat.

The residents all believe that the attacks are purely random, the work of a rouge Wild Cat preying on the area. But Stone made a mistake choosing children as victims. Passions have been stoked high by their deaths and people are now calling for an organised hunt to kill the Wild Cat. This is being organised by the lawman, **Gilberto Reynoza**. Stone is worried what the hunt might uncover, and that Gilberto may use this to gain hero status and claim the leadership role. For this reason, Stone has earmarked Gilberto as the next victim. The characters will be in town before this happens.

## SUMMARY TIMELINE

This scenario has a timeline of when certain events occur; the GM can adjust these to suit the flow / pace of their particular group:

### Day 0

- Characters hired on a daily rate (as rural unskilled labour), plus free accommodation and 3 square meals a day whilst they help with the hunt.
- Whilst the characters are settling in Reynoza heads out early afternoon with a few local men.
- The local men return three hours later with Reynoza's shredded corpse.
- That night, Stone calls a public meeting in the hall. He says that Mother Nature is angry with the people of Wild Dog – that there is more we should be doing, not trying to rebuild the old ways. The church has failed to protect you.

### Day +1

- Many of the men expected to join the hunting party suddenly have other things that need doing – frightened wives and mothers are stopping them from going out.
- Only 10 men (plus the characters) head out. The 10 men split into 5 pairs.
- That night the characters should overhear (or hear other people talking about) Patty Fisher complaining to Connie Campbell about Stone's comments on the church failing the town. Patty is obviously expecting a reaction, but Connie simply smiles and says that Stone is entitled to his views, and that he is probably just trying to muster support for his commune. Patty tries to press the point but Connie excuses herself abruptly.

### Day +2

- Early evening. Two of the hunting party do not return before dark.
- Evening, characters should overhear Coby Sharp talking to his regulars about Patty Fisher stirring up trouble about Stone... she's been telling people Stone and his commune have been worshipping the Devil out in the woods and that's what's got all these murders happening. Rashad reacts angrily to this saying "what rubbish". One regular will say "didn't Stone have a fling with her couple years back?", most of them nod thoughtfully. Another man says "nothing more dangerous than a woman scored." Rashad concludes by suggesting the deaths may not be the work of a wild cat

but could be the result of all those strays Patty looks after up at her place. Most of the regulars nod their heads thoughtfully.

### Day +3

- Morning. The settlement is notified by Todd Faragoza that the next evening will see a vote for the new leader. Todd says stability is much needed. He also announces he will be voting for Stone.
- Mid Morning, the hunting party focuses on looking for the missing two men.
- Afternoon. Unless Lyden hill is suggested by the characters earlier, both men are found dead, half eaten by the Wild Cat, on the slopes of Lyden's hill.
- Evening, characters should overhear speculation on the fact that both men were supposed to be going with Sean Faragoza on (day +5) on his monthly river trip to Burns Town. Sean has refused to hire any men to replace them so will be heading downriver with four instead of six men. Quite a risk considering how much money Sean is likely to be carrying.

### Day +4

- Evening, the people gather at the Hall and elect Stone as their leader. After this point Stone starts to ensure that anybody he doesn't like gets pushed out of town. It will be a long term and subtle process. However, he is likely to start with the characters and make it a quick process.

## WILD DOG GORGE

SIZE: 5 (500 people) | TECH: 7 | NATURE: 10

Interlink Status: C

### Map:

NORTH

20 miles North of Wild Dog Gorge, along the river gorge is Burns Town (B Settlement).

EAST

There is one **eroded road** leading East, with Dreyton 20 miles away (C Settlement) and Carace 30 miles beyond that (C Settlement).

### Surrounding Terrain:

Cultivated farmland, interspersed with steep hills covered in forest and heavy foliage. On the Northern edge of the settlement is a flat area of rock with a natural route leading down 50 metres into narrow river gorge.

### Notes:

Wild Dog Gorge has been built up from scratch. It consists of one main street with a packed earth surface (with Jail / Meeting Hall; Any-Christian Church; Coby's Tavern & Carpentry Shop; Stables; Trading Table & Bank), and the rest of the residential structures (100 of them) spread out in a higgledy random fashion across well-maintained farmland.

## TALKING TO THE MEN WITH REYNOZA

Four men, all hired farmhands at Sanford Stieglitz place. And all members of Any-Christian Church. They say Reynoza had picked out a pattern formed by location of the Riskin children and the road where Dr Cheam was killed. Reynoza thought the Wild Cat was patrolling an area around Lyden's Hill. They stopped off at the Commune on the way to ask if they wanted to join the hunt. Stone said he would join tomorrow. Heading into the thick woods of Lyden's hill they became separated. They heard Reynoza's screams. Found his body and brought him back – what was left of him.

## TALKING TO PATTY FISHER

After the evening of Day 0, when Stone makes his public speech about the church failing the town, Patty's resentment spills out into false accusations. She accuses Stone of being a Devil worshiper (she is unaware how correct she is). She makes claims to have seen the people of the commune dancing naked around a fire at night (true – but not for Devil worship, only nature worship).

## PLACES OF INTEREST

### Jail / Meeting Hall

This one-storey building is occupied by **Gilberto Reynoza**, the current Lawman, and the man who has put together the posse looking for the killer animals.

The jail has concrete / breeze block walls (SP4, SDP 60), and a solid wooden door (STR 35). It has 3 cells large enough for two people. The jail adjoins the meeting hall via a connecting door, which opens into a simple room (Gilberto's office). The hall is large enough for 300 people to sit on long benches (normally stored against the walls).

### Any-Christian Church

This large wooden structure is run by **Connie Campbell**, a devout Christian who welcomes all denominations of the Faith.

Every Sunday there are around 250 people in here. Other days of the week it is used for regular gatherings such as the Wednesday coffee & cake afternoon, Monday's drama school etc.

### Coby's Tavern & Carpentry Shop

Run by **Coby Sharp**, a veteran of both Gulf Wars and an experienced craftsman. He runs the Tavern out of his love of socialising and showing off his excellent woodwork skills. He can make and fix just about anything out of wood. Working in a brick enclosure attached to the Carpentry shop is **Rashad Flook**, a Persian, who runs a small furnace and does all the metal work for the settlement.

### Stables

This is a large wooden barn structure where most residents leave their horses. The place is run by **Patty Fisher**, she employs five teenagers to help. Patty also takes care of stray dogs in a large enclosure next to her house (500 metres from main street).

### Trading Table & Bank

A one-story structure solidly built out of heavy stone, with an adjoining wooden living space. The stone structure holds shelves

of goods, some quite exotic. It is monitored by 5 mini-pod cameras, recorded by Todd's PA for evidence. It is run by two brothers. **Todd & Sean Faragoza**. Once a month Sean takes 3 rowboats and 6 trusted men, through Wild Dog Gorge, and onto the river downstream to Burns Town (B). Takes 1 day to get there, and 4 days to row back. They usually spend 2 days in Burns Town and return with stock for other traders in the settlement. Any items brought to trading tables and not sold within the settlement are taken with them.

## STONE'S COMMUNE

This is 2 miles from main street, over the crest of a hill to the South of the settlement, so well out of sight. It overlooks a broad valley of open land (1 mile across) that rises up to Lyden's hill (South & West of the settlement). Access is via a simple trail that cuts south off the main road that leads East to Dreyton. This trail circles round the base of the hill into the valley, and comes up it's south facing side. It is possible to climb the hill's North side, traverse the crest and come down upon the commune from above.

The commune is a one story structure, built of wood, with a sloping roof. It consists of a large hall / meeting and eating area, with a large kitchen, large dorm (for 40 people), and private quarters for Stone.

There are two out buildings. (1) is a small barn structure, containing farming equipment and Stone's bike. (2) is toilets and showers.

There are always 4 people within the commune at any time. Two stand guard at the main doors, another two are sleeping / relaxing inside. There are 6 pairs of people who rotate through 4 hour shift. Non-members are not allowed to enter the commune without invitation. Stone will always be there, when people visit with an invitation.

The only 'weapons' guards carry are baseball bats.

### Secrets:

Getting inside Stone's private chambers the only secrets to be found are:

- A leather folio case, rolled up and tied with red silk. Inside is a parchment, with a ritual written in crimson ink (dried blood). The ritual is the incantation to Conjure/Command a Dark Young of Shub Niggurath, and requires a successful Mythos skill check to recognised what it is. IMPORTANT NOTE: this is an incantation only. It does not explain that the incantation must be accompanied by a living sacrifice that will be devoured by the Dark Young when it emerges from the woods.
- A red silk pouch containing 5x ½ carat rubies (worth 500 cp each).

## REYNOZA'S DEATH SITE

Located on the north face of Lyden's Hill. 3 miles South & West of main street (half a mile from the altar stone). It's in a shallow depression amongst dense woodland. It seems that the wild cat was able to jump down onto Reynoza, killing him before the other men could react to his brief screams. The area is soaked in blood and shows signs of a struggle. The Wild Cat tracks then head away – south- (in the direction of the altar stone) but seem to vanish after 100 metres.

The track vanish because Stone has come along to erase them. Anybody can try to make an Opposed Track skill check (against Stone's skill of 60%) to pick out two sets of tracks (1) the Wild Cat tracks heading to altar stone (2) the human tracks heading back to town.

## LYDEN'S HILL - ALTAR STONE

Anybody searching the Lyden's hill area has a 20% chance per hour of coming across the Altar Stone.

MYTHOS AURA: 3

The stone is about the size of a table, a slab of raw granite, balanced on three stacks of shale. Even if people don't sense the Aura, they'll notice the awful smell of an open grave around here (Dark Young).

### Clues:

- o Copious tracks belonging to the Wild Cat
- o Scraps of human flesh dropped onto the table surface (by the deranged Wild Cat in a crude form of worship). This flesh belongs to a) part of Reynoza's face b) one of Dr Cheam's fingers plus wedding ring c) part of Riskin children thigh tissue d) part of Vega's scalp.
- o The remains of a cow – drained of fluids and punctured.
- o Bizarre giant hoof prints leading out from the woods to the altar stone and back again (several weeks old).

### Risk of Attack

Anybody spending time with 1 mile of the Altar Stone has a 20% chance of being attacked per hour by the Wild Cat.

## CAST OF NPCS

Stone Granger

Leader of Church of Redemption, 43 yrs old

### Stats

STR 16    DEX 09    APP 14                    Mass 1.6  
INT 15    CON 18    POW 08  
D/B +1d3            HP 17                    COOL: 60

### Skills:

Key Skills at 60%

### Possessions:

Spare Cash: 200 Sp, Custom motorcycle (1/2 tank of fuel), dagger (hip belt) which he uses for whittling and survival, baseball bat (kept in church), Horse.

### Appearance:

Stone is a giant of a man, barrel chest, tree trunk neck and huge hands. Balding, what's left of his sandy hair is pulled back into a pony tail. His beard is grey. On either hand are tattoos of swastikas, a scorpion lurks on his beard line by his left ear and his forearms are covered in Roman Gothic script. He has very low charm, rarely smiles, but his coldness is offset by his good looks and high intelligence.

### Notes:

Stone Granger was once a Hells Angel (he has the tattoo's to prove it). When Yellow Dawn happened he survived along with his 'chapter' through violence and intimidation of others. However, infighting within the chapter forced Stone to flee for his

life. He came across a Mythos group [Red Redemption] who worship Shub-Niggurath. He has travelled to Wild Dog Gorge as an envoy for this cult.

Stone is dedicated to the Red Redemption. By taking control of the settlement he intends to create a fertile breeding ground for more envoys and spread the worship of his beloved mother-sex goddess Shub Niggurath. At the moment Stone keeps the true nature of his church secret from his followers, but in time he will create an inner circle.

If questioned about the killings he will claim that this is the work of an angry Mother Nature – testing the good souls of the settlement. Only those properly in tune with Mother Nature will survive the test.

If characters become troublesome he will suggest that Lyden's hill strikes him as a place where a dark shadow chills his soul. Stone will follow the characters there from a distance (if they head there immediately) and either call the Wild Cat to him and instruct it to kill them, or, if there are many characters and they are well armed, he will summon a Dark Young and then start up such a racket as to attract the characters into the danger area. The Wild Cat will work to stop people running away.

## Gilberto Reynoza

Lawman, 34 yrs old

### Stats

STR 14    DEX 14    APP 10                    Mass 1.3  
INT 12    CON 14    POW 09  
D/B +1                    HP 14                    COOL: 40

### Skills:

Key skills at 55%

### Possessions:

Spare cash: 10 Sp, Dagger (thigh strap), Hatchet (hip belt), Composite Bow (back slung), Horse. 2 x large Dogs (trained).

### Notes:

Gilberto was a cop before Yellow Dawn so fits the role easily.

## Connie Campbell

Christian Preacher, 64 Yrs

Rank: 3    NPC POT: 11

### Skills:

Key skills at 45%

### Possessions:

Spare cash: 6 sp; 1 x dog (untrained)

### Notes:

Connie was a charity worker before Yellow Dawn.

## Coby Sharp

Tavern Owner & Carpenter, 52 yrs

Rank: 4    NPC POT: 14

### Skills:

Key skills at 60%

### Possessions:

Spare cash: 20 sp; 4 x dog (untrained)

### Notes:

Coby was a soldier before Yellow Dawn. He is only interested in maintaining the good life he has and will turn against anybody (verbally) who he feels threatens the stability of the settlement.

## Rashad Flook

Blacksmith, 48 yrs

Rank: 2 NPC POT: 12

### Skills:

Key skills at 50%

### Notes:

After Stone makes his public speech on the night of Day 0, Rashad goes up to the commune and asks to become a member. He is initiated on Day +2 and is taken aback by how positive everybody is. He has not yet time to sense Stone's dark intentions.

## Patty Fisher

Stable owner, 40 yrs

Rank: 3 NPC POT: 12

### Skills:

Key skills at 50%

### Possessions:

Carries 8 sp; 4 x dog (untrained)

### Notes:

Two years ago Patty fell for Stone and had a brief fling with him, until he bluntly told her his desire for other women and free love. She has nurtured her bitterness and resentment since then, and is now transposing her feelings into accusations.

## Todd Faragoza

Trading Table & Banker, 35 yrs

Rank: 4 NPC POT: 12

### Skills:

Key skills at 50%

### Possessions:

Spare cash: 80 sp; PA (VR) with satellite connection, softscreen, touchboard. Also links to 5 mini-pod cameras that watch the Trading Table (store). Akinola Potato Masher (shotgun) hangs from hip holster, with 6xshells.

### Notes:

Like his brother, he is very level headed and would have made an excellent leader if either of them were interested in anything other than money, and success. Todd's endorsement of Stone is simply based on his observation of Stone as a competent leader, and his desire to see the settlement maintain a secure environment for their business.

## Sean Faragoza

Trading Table & Banker, 45 yrs

Rank: 5 NPC POT: 14

### Skills:

Key skills at 60%

### Possessions:

Spare cash: 80 sp; PA (VR) with satellite connection, softscreen, touchboard. FN-RAL Heavy Assault Rifle (30x rounds). Fighting knife on hip sheath.

## Four Loyal Men

Guarding Sean Faragoza on river journey

STATS: 14

Rank: 2 NPC POT: 11

Hp: 14 D/b +1

### Skills:

Key skills at 45%

### Possessions:

Spare cash: 5 sp, Dagger (thigh strap), Hatchet (hip belt), Composite Bow (back slung).

## Infected Wild Cat

Once a normal Wild Cougar, the thing's hide is now rotting away exposing bright pink patches of raw muscle. Grey goo seeps from these open wounds and it stinks of death.

STATS: 14 HP: 18 Mass: 1.6

**Armour:** regenerates 1 Hp per round due to the infection.

**Skills:** Climb, Hide/Evade/Move Stealthy @ 80%

**Move:** 40 metres per round, until it rolls '1' on 1d20, one roll per round then it gives up.

**Ranged:** none

**Threat Zone:** none

**Close Proximity:** attack skill 80%, 1d3 hits

[1-2] Claws, delivering 1d6+1d3 (knife) damage each.

[3] Bite, 1d6+1d3 (knife) damage, plus an immediate 40% chance it has a firm bite grip. If it does have a firm bite grip then it will attempt to bring the victim to the ground; opposed STR rolls each round, and delivering an automatic +1 HP damage per round through the bite. Once the victim is on the ground, the wild cat is able to use its hind legs to rake the victim savagely: automatically delivering 3d6 (knife damage) x 2 claws, per round.

**Tactics:** the Wild Cat will attempt a high-speed lunge and bite; this reduces the chance to-hit down to 40%, but if successful it automatically gains a firm bite grip, and gains +10 point bonus to the opposed STR roll (to bring the victim down onto the ground).

## FINAL NOTES

It is most likely that the characters will succeed in killing the infected Wild Cat, but fail in removing Stone, or stopping him from winning the local elections.

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