



RETURN
TO
GLOAMY BOTTOM

The Setup

The town of Gloamy Bottom is nestled deep in the swamp, but still supports a thriving community centered around a few locally owned businesses. At least that was true a decade ago. Now only Gloamy Bottom Furniture exists and the town is slumping downhill into desolation. Young people are moving away, the businesses are closing, and soon the city will be bankrupt. If not for BUSINESSMAN there would be practically no jobs.

The Players are all locals that have moved away, but happen to be in town visiting when a mutual friend from High School disappears. It quickly becomes obvious that this is just one more unsolved crime in a city that is becoming increasingly dangerous.

The Plot

MOTHER, a creature of darkness and hunger, has risen from the ancient swamp that surrounds Gloamy Bottom. She seeks to sink the city and turn all of the citizens into her Drones. She has established herself at Lovers Peak, the spiritual heart of the city. She seeks to harvest the power in the bones of the dead buried in the swamp. She has manipulated BUSINESSMAN into helping her. Long ago, in worship of THE DARK, all the town's dead were buried in the swamp. Mother is using these bones to steal the power of the swamp and the city.

BUSINESSMAN watched his furniture factory slowly collapse into bankruptcy. MOTHER has supplied him with lost wealth hidden in the swamp in exchange for him building his furniture with bones of the old dead from the swamp. The furniture steals life energy from those that use it and funnels it to MOTHER.

His lumberjacks are his enforcers and true members of the Cult of Mother.

The MAYOR and CHIEF OF POLICE are both in his pocket, but the CHIEF is becoming concerned about the disappearances and deaths that seem to follow the BUSINESSMAN.

THE DARK is the true spirit of the swamp. It has an ancient pact with the citizens that almost all have forgotten. THE PROPHET and a few others serve THE DARK. It does not care particularly about the fate of the town, but it opposes MOTHER because she is trying to usurp the swamp.

THE PROPHET is a homeless man that wanders the streets of the town. He constantly preaches that everyone should return to their old god, THE DARK. He stopped a kidnapping, but no one believes him.

Running the Adventure

This game takes place over 1d6+4 days. Each day is divided into two parts, Daytime and Nighttime. During the Daytime most locations will be open and Gloamy Hollow is relatively safe. At Night, the city becomes more dangerous, but secrets are more likely to come out.

Whenever the Characters travel between locations, roll 2d6 for a Random Encounter. These encounters should be more stressful than dangerous, with the Characters' actions determining how quickly they escalate.

Daytime	Nighttime
2 - Lumberjack	Vision of a Kidnapping
3 - Crow attack	Lumberjacks and Drones
4 - The Gravedigger	Police Patrol
5 - Random Townsfolk	Person Driven Mad with Visions
6- Nothing	Random Townsfolk
7- Nothing	Nothing
8- Nothing	Random Townsfolk
9 - Random Townsfolk	Rabid Pet Attacks
10 - The Prophet	Noisy Neighbor
11 - Rabid Local Pet	Kidnapping
12 - Police Patrol	Monstrous Drone

Lumberjack - A one of the thugs that work for the Roy Family. They are fanatically loyal and members of the Mother Cult. They are short tempered and know that the local Chief of Police will cover up their excesses.

Crow Attack - Local wildlife is on edge due to the supernatural conflict in the swamp. The Crows traditionally serve the Dark, but they have become very volatile.

The Gravedigger - Oscar Clark roams the city searching for answers. He is a tall, intimidating figure that most townsfolk try to avoid. While he has a quick temper, it cools quickly if he realizes that someone is taking him seriously.

Random Townsfolk - Any one of the named citizens of Gloamy Bottom is going about their day.

The Prophet - He roams the streets speaking about an end that is coming. He will rant about kidnappings, people that are different now, and that people should worship The Dark once more, renewing the town founders' pact.

Rabid Local Pet - The influence of the Mother has driven some of the more sensitive local pets mad. They do not always attack, but are being aggressive, fearless, and destructive.

Police Patrol - Officers patrol the city, seeking any that they deem as outsiders or trouble makers. They will hassle anyone that has angered either the Chief or the Roy Family

Vision of a Kidnapping - The PCs are overwhelmed with a vision. They feel as if Police, deformed Drones, and Lumberjack swarm them, dragging them into the swamp. Afterwards, they awaken.

Drones - People that have been dominated by Mother. They have supernatural strength and endurance.

Person driven mad by visions - A local townsfolk has been driven mad by visions of the Mother, The Tree, or the Dark

Noisy Neighbor - A townsfolk starts paying a little too much attention. They refuse to believe any evidence that there is anything suspicious going on. They will call the Police.

Monstrous Drone - A Drone that has been mutated by the Swamp and Mother. It can only be mistaken as human at night and from a distance.

Kidnapping - Either a Lumberjack or a Drone Cop is kidnapping a local citizen. They will not attack and will attempt to justify their actions as an arrest or as company business.

LOCATIONS

Factory

Old factory that was in the BUSINESSMAN's family. He has rebuilt it, but it still feels decrepit. In a large secret back room, hand picked employees (that the Mother has secretly replaced with Drones) process the old bones of the swamp.

A small sawmill is on the side of the property where the illegally harvested trees are sawn for his factory. Many of the lumberjacks are hard men and former criminals that owe him everything and will fight for him with axes and pistols.

Diner

A small local diner that is frequented by the Prophet. The owners take pity on him and make sure he has enough to eat. The patrons have come to tolerate the Prophet and even enjoy his old tales of the town. The food is solid, cheap, and plentiful and the coffee is always hot. The Diner never seems to be closed.

Gloamy Bottom High School

A small town high school with dedicated teachers, but the Principal has been paid off to ignore disappearances and has even occasionally suggested certain troublesome youths. He is completely corrupted by his good friend the Businessman.

A TEACHER is known to all the Players and is a potential ally.

Old Rowing Club

The Rowing Club was a popular hangout when the players were teens, but closed and has fallen into ruin. The players all still have their old key that lets them into the ramshackle clubhouse.

Community Center

A place of community and warmth. It has an almost unnatural feeling of safety and security. The town frequently gathers there for everything from swap meets to holiday parties. With the long hours that so many people work at the new furniture FACTORY, attendance is not quite what it once was, but it hasn't lost its importance to the town. The MANAGER of the CENTER is a potential ally

Library/Furniture Store

The old library was known for its excellent selection of classical literature, as well as new popular novels. However, after a hefty bribe to the Mayor, it was condemned and sold for pennies to the BUSINESSMAN. Now it is a furniture store. The old Librarian slipped off with certain old books and hid them at her home. It is also rumored that the town archives are sealed away in a forgotten attic room.

The Librarian is a potential ally, but is more concerned with the Dark and the Library than the missing people.



Willot Street

The main residential neighborhood in Gloamy Bottom. It was filled with simple, well built homes. In the last decade, with the long hours so many residents work at the FACTORY it has deteriorated. What were once proud homes are falling into ruin. Most of the PCs are from here and should know many of the local families.

Gloamy Bottom Gas Station

The only gas station in town, this landmark is known for the homemade cakes the owner's mom sells there. It closes by 8 pm every day.

Gloamy Bottom Groceries

Local grocery store that is struggling financially as they try to keep food prices low, even as their profit is eaten by inflation. They have had to let go of most of their help and the store is not as tidy and clean as it once was.

Stack Shack - Home of the Stack Burger

A local hangout for teenagers. The smell of processing wood and chemicals from the Factory has started to drive away customers, although they do make a decent business in selling boxed lunches to the factory workers

This would have almost certainly been one of the Players' hangouts when they were teens.



The Hardware Store

A hardware store near the middle of town. The hardware store has been doing well as the BUSINESSMAN'S factory buys tools and other things from the store. The owner supports the BUSINESSMAN because of this.

The Game Store

Local game store that sells all types of games. The PC's used to go there to get games and would know the owner very well. The owner's kid is missing. The GAME STORE OWNER is a potential ally

The Theater

The local movie theater that is always showing the latest movies and classics. The movie theater is a hangout spot. The PC's know one of the workers.

The Characters may have hung out there.

The Pharmacy

Usual small town pharmacy. She has been trying to help with the declining life expectancy. The Pharmacist is worried about how sick everyone is.

The Hospital

Players can come here to heal and fix broken bones. Someone is in the psych ward after witnessing one of the Drone Murders. .

The Police Department

The Chief of Police is incredibly corrupt and is a close friend of the BUSINESSMAN. One of the police officers is a Drone. A few officers suspect something is happening.

Funeral Home

The town funeral home. With so many early deaths in the town, the cemetery is filling up. There is talk about returning to the old practice of burying the town's dead in the swamp. One of the MORTICIANS is a follower of the Dark.

The MORTICIAN is a potential source of information, but is strongly biased.

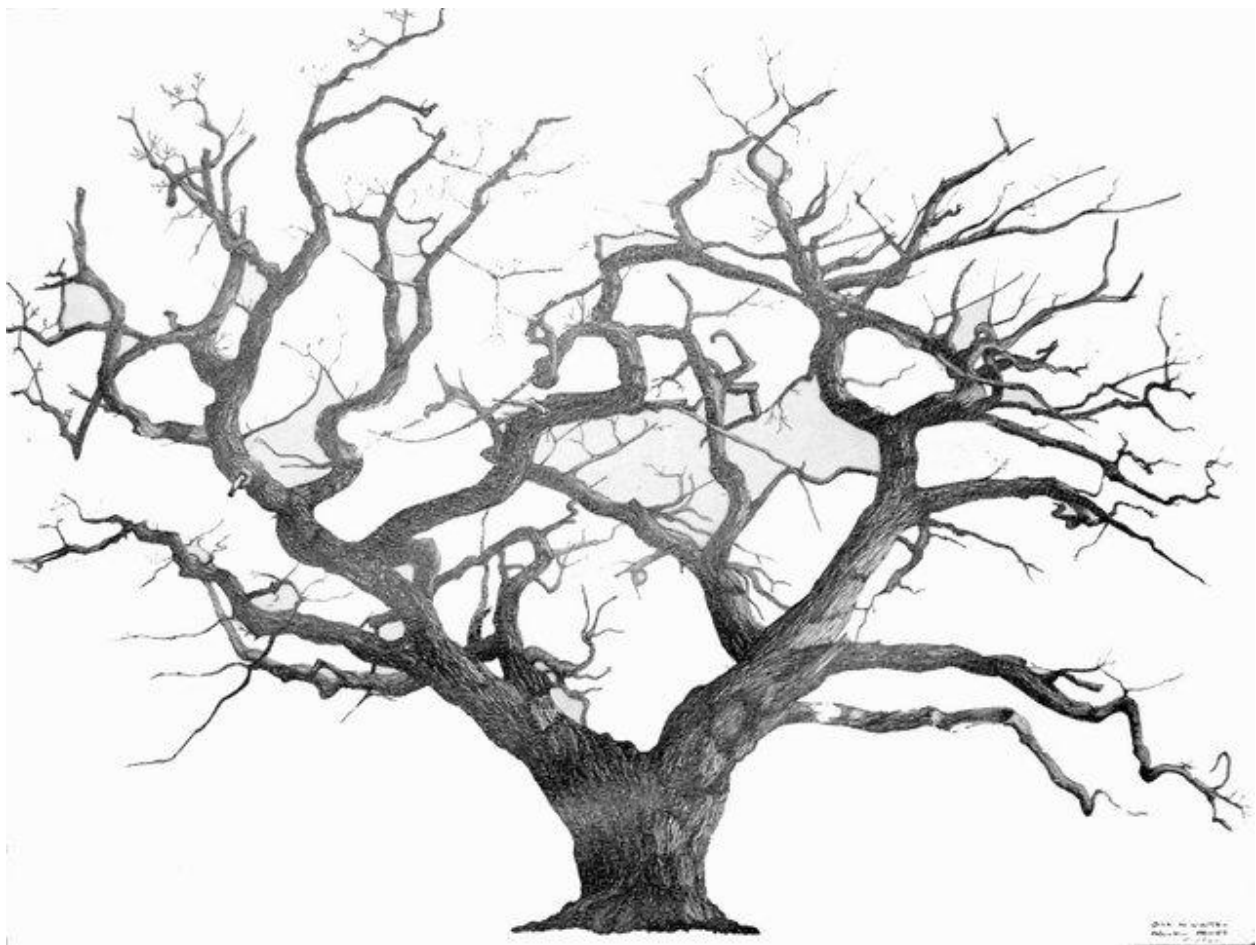
The Cemetery

Almost all spots have been filled in the local cemetery. However the ground above some graves has sunk in. The GRAVEDIGGER is suspicious of the BUSINESSMAN.

The GRAVEDIGGER is a potential ally.

Lovers Peak

There is a cosmically ancient tree that predates the land itself that stretch throughout the town and it feels realer than anything else's (if the tree gets cut everyone in the town makes a control save if they fail take 1 d6 control damage for bosses disadvantage and if failed 1d20 control damage. If tree is fully cut down Mother dies and Dark goes to sleep) THIS IS THE MAIN FINAL FIGHT LOCATION



NPCS

Mother

A power of hunger and greed that has arisen in the swamp that surrounds the town. She leeches power from the ancient live oak that is the spiritual center of the town. Those that have given themselves over to greed are drawn to her, with them she makes faustian bargains to bind them to her service. Others are drowned in the swamp and infected by her will, becoming mere Drones. She seeks to overwhelm the town and drown it in the swamp.

Dark

A power of darkness and the inevitability of death quietly lives in the swamp, feeding off natural decay and the near forgotten pact the founders of Gloamy Bottom made with the spirit. Their dead are supposed to be sunk into the swamp and certain rituals observed during the year. With most of the town forgetting the Dark, it can no longer protect them from entities such as Mother. Its goals are simple, only seeking to encourage the natural passage of life into death and light into darkness.

Albert Roy