

# THE BLOOM

LH-003



A MODULE FOR  
LIMINAL HORROR



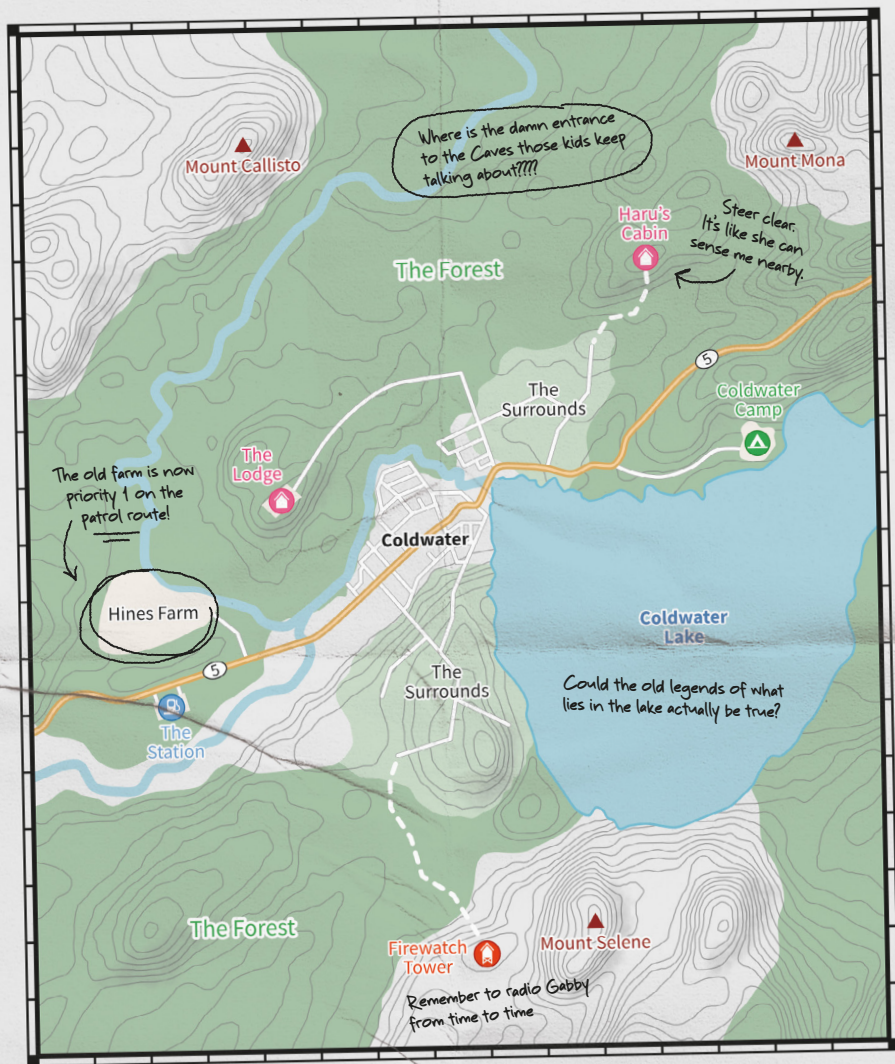
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Josh Domanski

Goblin Archives



# COLDWATER



**Produced by United Survey Union**  
 North American Datum of 1983 (NAD83)  
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## ROAD CLASSIFICATION

Highway	
Local Road	
Trail	
State Route	



# THE BLOOM

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## Welcome to Coldwater

Stunning mountain views and coniferous forests surround the town of Coldwater, a few hours drive from the nearest city. The people that live there are pleasant enough but hide their deep distaste for outsiders behind false smiles.

## A Brief History of Coldwater

- › **1800s:** Coldwater was established as a transit point for the logging trade.
- › **1950s:** Coldwater became a popular tourist destination.
- › **1990s:** Decreasing tourism took a toll on the town's economy.
- › **One Year Ago:** An unexplained incident resulted in the death of multiple residents.
- › **One Day Ago:** A group of campers was reported missing under suspicious circumstances.
- › **One Week From Now:** Coldwater is overtaken by a fungal infection.

## A Creeping Terror

Deep beneath the town lies a creeping terror. The mycelial cords of a massive fungal colony, the **Bloom**, stretch for miles underground, and the damp of the late spring rain brought the fruiting bodies to the surface. But something has changed. The mushrooms light up the night with bioluminescence, and pathogenic spores have begun to spread to plants, animals, and humans alike.

To make matters worse, a group of campers disappeared overnight, some of the first tourists of the season. Now, the folks that live in Coldwater typically prefer to handle their own affairs, but the news spread fast and has drawn unwanted attention.

Disappearances are commonplace in Coldwater, but something feels different about these ones.



## System

This module is written for *Liminal Horror*. Conversion notes for *Monster of the Week*, *Agents of the O.D.D.*, *Cthulhu Dark*, and *Triangle Agency* are provided in **Appendix B (p.38)**.

## Starting Fresh

If you're starting a new campaign, begin with the Investigators entering the town of **Coldwater (p.16)**. Use the **Archetypes (p.6)** to help define why each of the characters have come to this place and what their individual goals are. When in doubt, start them all as patrons of the **Coldwater Cafe (p.16)** with a news report blaring on about the missing campers, and let events unfold naturally from there.

## Integration

If you're running an ongoing campaign, place the town somewhere within a few hours of a major city the Investigators are familiar with. Seed rumors of the missing campers and the strange backstory of Coldwater.

### CONTENT WARNING

This module includes elements of Body Horror, Graphic Violence, Harm to Animals, Fungi, Loss of Autonomy, Institutional Mismanagement, and Religion.

The primary theme throughout is Complacency.

## One-Shots

While the module works best letting the events unfold over the course of several sessions, there have been considerations made to support a short-form style of play. Here are some recommendations:

- › **Campground Investigation**: Begin in **Camp Coldwater (p.22)** as night is about to fall, searching for clues on the missing campers. The **Flesh Hydra (p.15)** stalks in the darkness.
- › **Lost in the Forest**: Begin at the entrance to **The Caves (p.33)**, leaving a party after night has fallen. Navigate back to Coldwater through **The Forest (p.32)** as weird things start happening.
- › **Checking In**: At the behest of Coldwater's mayor, investigate **Hines Farm (p.28)** to determine why JJ's shipment for the Blueberry Festival is late.

## Funnel

To use the module as a funnel, take the idea below or any of the one-shots and reference the funnel rules found on the **Liminal Horror** website.

- › **Assault on Coldwater**: Start the Investigators as patrons of the **Coldwater Cafe** and play out their escape as a horde of **Hosts (p.14)** descend upon the town.

To the brave souls that  
found this notebook:  
Good Luck!



Make note of the mechanics below from **Liminal Horror**, as they will play an important role over the course of the module.

## Critical Damage and Wounds

Physical damage dealt to an individual is applied to their **HP (Hit Protection)**. If their HP is reduced to 0, any remaining damage is dealt directly to their STR and they must make a STR Save with the new total. If they fail, they take *Critical Damage* and receive a **Wound**, which fills an inventory slot.

If STR is reduced to 0, the Investigator dies.

## Critical Stress and Fallout

Like physical damage, **Stress** is also applied to an individual's **HP**. If HP is reduced to 0, any remaining Stress is applied directly to their CTRL and they must make a CTRL Save with the new total. If they fail, they take *Critical Stress* and gain a **Fallout (p.40)**, which fills an inventory slot.

If CTRL is reduced to 0, the Investigator is lost, generally becoming a **Host (p.14)** under most circumstances in this module.

## Deprived

The *Deprived* condition comes from a lack of critical needs (food, rest, etc.) and prevents HP recovery. If Investigators push themselves, and are *Deprived* for more than 24hrs, they add the *Fatigue* condition to an inventory slot. Each *Fatigue* requires suitable recuperation to remove.

Kass has overlooked more than one bill of mine when funds were low and a meal was needed.

## Healing

**HP** is regained with a quick rest. Catching your breath, drinking some water, eating a snack, etc. Ability loss generally takes longer to overcome, with up to a week of medical aid and rest.

A **Wound** as a result of *Critical Damage* can be mitigated with conventional medical treatment but can leave lasting effects.

Under most circumstances, **Fallout** is permanent. However, there may be some unorthodox treatments available depending on the severity of the specific Fallout.

## Vehicles

Vehicles have **HP**. When **HP** reaches 0, the vehicle is totaled. Vehicle damage is relative to the target and its speed (start at d6). Many weapons that are devastating to flesh do negligible damage to the structure of a vehicle.

## Item Tags

- › **Blast**: An attack that hits everything in a target area with damage rolled separately for each affected.
- › **Brutal**: Roll damage at advantage. Using this item causes 1 Stress to the wielder.
- › **Bulky**: Bulky items take two slots and are awkward or require two hands.
- › **Discreet**: Easy to hide. Often overlooked.
- › **Messy**: Creates a mess (blood, bone, viscera). Witnessing causes 1 Stress.
- › **Non-lethal**: Targets DEX after HP.

Below is an adjusted alternative character creation process that can be used in lieu of the standard Character Generation method specified in *Liminal Horror*.

## Abilities

Roll 3d6 for your ability scores. Any two of these results may be swapped:

- **Strength (STR):** Physicality, brawn, toughness.
- **Dexterity (DEX):** Speed, sneaking, precision.
- **Control (CTRL):** Willpower, charm, weird.

Roll 1d6 for **Hit Protection (HP)**.

## Archetypes

To determine a character's **Archetype**, roll 1d20 (or choose) and refer to the options on **Page 6-7**. These represent the Investigators' history and provide clues to their personal goals. Players may also work with the Facilitator to create their own **Archetype** or start with one of the basic Backgrounds from *Liminal Horror*.

## Character Details

**Age:** Choose or roll 2d10+20.

**Traits:** Use your chosen **Archetype** to help determine your basic clothing, general style, and demeanor.

**Drives:** Based on your **Archetype**, determine what brought you to Coldwater and what motivates you to be an Investigator.

**Name:** What's your character's name?

## Starting Gear

Each **Archetype** provides a set of unique items. Many items can be used as a weapon for d6 damage. Investigators also begin with a smartphone (camera, flashlight, etc.) and 1d6 x 100 cash.

If creating a custom **Archetype**, use the **Starting Gear** tables in *Liminal Horror* (LH p.10).

## Populating Coldwater

Go around the table and ask each player to propose a Non-Player Character (NPC) to be added to Coldwater. These could be one of the missing campers, a store owner, a general resident, a visitor, etc. Give them a name, a basic description, a location they can be found, and determine if they have any connection to the Investigators.

## Bonds

Each player should create a Bond for their Investigator with another member of the team. Some Archetypes may have an implied Bond with an NPC of Coldwater. Example Bonds can be found in *Liminal Horror* (LH p. 11).

## The Party

If **Starting Fresh**, reflect on the **Archetypes**, **Connections**, and **Bonds** of the group to determine why they joined together as a group. Did they just happen to arrive in Coldwater on the same day? Is there a common goal they share? Is investigating the news of the missing campers just an interesting way to spend the day? Were they hired by a benefactor to investigate the disappearances?

## Vehicles

As a group, determine what types of vehicles the party has access to based on their selected **Archetypes**. The party should have at least one vehicle.

Folks in Coldwater can be a bit too trusting sometimes. If you're desperate, there's a spare key in the visor more often than their should be.



## 1. True Crime

Everyone with a microphone has a podcast these days, and your metrics have taken a dive. The mystery surrounding Coldwater has been floating around the back channels, but you're just the person to get to the truth of the matter.

**Take:** Mini shotgun mic, smartphone tripod, LED light.

## 2. Prodigal Child

As a child, you spent your summers here in your family's cabin by the lake. It's been ten years since your last visit. This isn't the town you remember.

**Take:** Outdated guidebook, rusted set of keys, old fishing rod.

## 3. Gone Squatchin'

An expert in your field, you've been chasing the elusive Sasquatch for years, looking for proof that'll finally convince the public. All of the evidence points here.

**Take:** Thermal camera, bear mace (d4 blast, non-lethal), ghillie suit.

## 4. Late to the Party

You did the research, set the date, and booked the campground reservation, but an unexpected work task prevented you from leaving with your friends. Now they're missing.

**Take:** Sleeping bag, camping backpack (+2 inventory), small survival kit.

## 5. Writers Retreat

It's been far too long since you put anything on your editor's desk. Maybe some fresh air and time away from the bustling city will get the creative juices flowing.

**Take:** E-paper tablet, whittlin' jackknife (d6), bottle of liquor.

## 6. Blue Devils

The whole "solo career" hasn't really been working out as planned. This next gig at the "Blueberry Festival" is just one of a long line of crummy shows with meager pay.

**Take:** Instrument of choice, vintage dynamic microphone, portable amp.

## 7. Passing Through

Coldwater was as far as that truck driver would take you on your way to the city, but this place has a pleasant charm, so maybe you'll stay a while.

**Take:** Backpack (+2 inventory), rain coat, walking stick (d6), pocket knife (d6).

## 8. According to Plan

The reputation that precedes you is well deserved. The townsfolk are shelling out good money to ensure their silly little festival goes off without issue, and you've planned out everything perfectly.

**Take:** Laptop, multi-tool, DSLR camera, business cards.

## 9. On Call

Coldwater doesn't have a veterinary office, but when a farm animal gets sick, they call you. This time, it's the wildlife that has been acting strange, and folks are getting concerned.

**Take:** Scalpel (d6), forceps, bottle of disinfectant, surgical clamps.

## 10. Enblighted

The area surrounding Coldwater has some *fascinating* species of fungi. And, unfortunately, some destructive ones. The farmers have been complaining about lower yields, so a blight might be cropping up.

**Take:** Pocket microscope, small sampling kit, tree corer (d6).

## 11. Small Town Beat

While the local regions are your passion, working this beat hasn't resulted in a noteworthy column in years. Hopefully the Blueberry Fest is buzzworthy enough to keep you employed for a bit longer.

**Take:** Voice recorder, digital camera, notebook, taser (d6, targets DEX).

## 12. Horror Helmer

You've sold a script for "the next great slasher", but the studio wants a filming location locked down before the next meeting or the film will be tabled. On paper, Coldwater is perfect considering your shoe-string budget.

**Take:** 360 degree camera & pole, script, light meter, stack of blank rental agreements.

## 13. Avant-Gardener

There's some pretty wild culinary trends going on in the city, and word has it that Coldwater is an untapped goldmine for unique ingredients to forage. Maybe you'll make a proper career out of this.

**Take:** Hooked knife (d6), collapsible shovel (d6), foraging basket.

## 14. Grom

You're green, but the local bike parks have been a breeze. You've got to train on the unproven trails if you're going to get good enough to go pro.

**Take:** Mountain bike, anti-collision shirt (+1 armor), full face helmet (+1 armor when wearing), action camera.

## 15. GSR

While the passion is still there, the field research for your master's thesis, "*Small Towns: From Prosperity to Ruin*", has been frustrating. Hopefully Coldwater will be the final stop.

**Take:** Laptop, binder full of Coldwater research, letter of introduction.

## 16. Fraud Finder

Your company has been buried processing the stack of insurance claims that have come out of this region over the past year. The vagueness in the reports has triggered an in-person audit.

**Take:** Insurance claims, pepper spray (d6, non-lethal), digital camera.

## 17. Rainmaker

The company you work for began as a "Mom & Pop" general contractor, but a few lucky jobs have left them flush with cash and looking to expand into real estate. This dated town is ripe for new development.

**Take:** Company credit card, hard hat (+1 armor), reflective vest.

## 18. Golden Years

After decades of stressful work, you've finally retired. A few years early at that! Away from the hustle of the city, Coldwater seems like it's going to be a great place to settle into.

**Take:** House in Coldwater, collapsible hiking pole (d6), Anna Stone novel.

## 19. Phase 1 ESA

Government funding has surprisingly been allocated for the revitalization of public land in Coldwater. You've been brought in to conduct an initial assessment, identifying unregistered landfills and point sources that pose a threat to environmental receptors.

**Take:** Annotated map, 16' telescopic grade rod (d6), storage clipboard.

## 20. Blind Cast

Rumor has it that Coldwater Lake has some of the best fishing in the area. Folks would pay good money for a charter to take them to the best spots, so it's time to scope them out.

**Take:** Pedal drive kayak, gill stringer, collapsible rod (d6), tackle box.



## Doom Clock

The **Doom Clock** is a sequence of escalating narrative events that will occur if the Investigators do not act. This serves as a guide to what’s happening “offscreen” and helps maintain tension over the course of the investigation.

As Investigators intercede in the events, details on the clock will change, but the horrors of *The Bloom* will still try and achieve their goals (overtaking Coldwater). Use the Doom Clock as a guide for determining pacing, scale, how NPCs act in crisis, and what may happen next.

The Clock begins ticking as soon as the Investigators arrive in Coldwater. **Advance the Clock forward one step at the end of every Night.**

## Claimed Locations

As the **Doom Clock** ticks, locations will be **Claimed** by the **Bloom (p.13)**. These locations include some or all of the following features:

- › Blighted trees and plants rot, quickly losing their leaves.
- › Wood degrades, growing moist and crumbling.
- › Spores swirl in clouds.
- › Bioluminescent mushrooms coat most surfaces.
- › Thick webs of black mycelial cords.

Regardless of the time of day, treat these locations as **Night** when using the **Voidcrawl (p.10)**. If any of the **Key NPCs** remain at the locations at the time they’re Claimed, they become infected and turn into **Hosts (p.14)**.

Doom 0	The Investigators arrive in Coldwater. Local news channels report on the missing campers while rumors swirl among the townsfolk. <b>Hines Farm (p.28) is Claimed.</b>
Doom 1	Weather reports indicate incoming heavy rainfall. The Blueberry Festival begins in spite of the incoming storm, which hits the town once Night falls.
Doom 2	Weathering from underlying mycelia combined with erosion from heavy rainfalls causes the main road into Coldwater to collapse at several points outside of town. Emergency service calls are sent out (see <b>Using Phones, p.9</b> ). <b>Camp Coldwater (p.22) is Claimed.</b>
Doom 3	Missing persons are reported. <b>Hank (p.18)</b> claims the storm is to blame. <b>Thomas (p.19)</b> opens the door of the Church to all, spreading doubt on the claims made by Hank. <b>The Station (p.27) is Claimed.</b>
Doom 4	The rain clears up. Buildings broken into, people missing, odd sightings reported. <b>Thomas</b> performs a charged sermon alongside <b>Jeanie (p.18)</b> in town square. One <b>Host (p.14)</b> has been captured. The <b>Firewatch Tower (p.29) is Claimed.</b>
Doom 5	Numerous Hosts are found. The <b>Flesh Hydra (p.15)</b> and <b>Chimera (p.28)</b> make open attacks. Some spores are visible in unclaimed locations. <b>Pickman Lodge (p.30) is Claimed.</b>
Doom 6	Clouds of visible spores are present in all locations. Those without adequate face coverings become <i>Deprived</i> . The <b>Coldwater Surrounds (p.20) are Claimed.</b>
DOOM	<b>Coldwater (p.16) is Claimed.</b> All remaining unaccounted for <b>Key NPCs</b> become <b>Hosts</b> . Hosts converge on Coldwater as a staging point to spread elsewhere.

## Roads

Coldwater's infrastructure is dated and in need of repair. The paved roads are riddled with potholes, the State Highway has sudden dips, and the routes out to the **Coldwater Surrounds (p.20)** and **Camp Coldwater (p.22)** are little more than loose dirt and crushed gravel. As the **Doom Clock** ticks, **a landslide will make it nearly impossible to use the highway out of Coldwater (Doom 2).**

## Using Phones

Coldwater isn't quite big enough for its own cell tower. Service is intermittent, especially outside of the town's center. Any calls to emergency services are rerouted to the local sheriff's department. Even calls from landlines are unreliable. **During the crisis, actually contacting locations outside of Coldwater is impossible**, as the agents at **Pickman Lodge (p.30)** are intercepting and blocking all access.

## Phases

Each day is broken into four phases: **Morning, Midday, Evening, and Night**. After each Night, progress the **Doom Clock** one step. If four phases pass without addressing critical needs (food, rest, etc.), an Investigator gains the *Deprived* condition (**p.4**). For every four phases that pass while *Deprived*, an instance of *Fatigue* is gained.

## Location Descriptions

Each location has a brief description of the first aspects that would be noticed upon exploration. From there, bullet points follow a hierarchy, with more obvious information appearing first and nested bullets containing information that can be found through investigation. **Red entries indicate sources of danger, such as an encounter or trap.**

## Stat Blocks

Where needed, NPC stat blocks list their Ability Scores (STR/DEX/CTRL), damage dice, and moves. Any Ability Score not listed is assumed to be 10.

## NPC Reactions

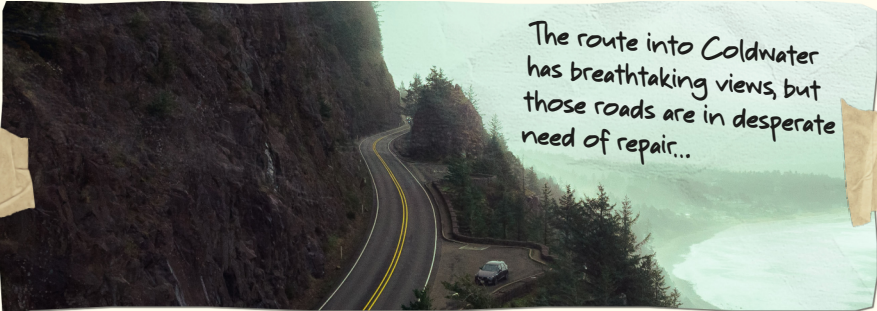
When the Investigators encounter an NPC whose demeanor would not be obvious, roll 2d6 and consult the tables below.

### During Doom 0-3

- > **2:** Hostile
- > **3-5:** Wary
- > **6-8:** Curious
- > **9-11:** Kind
- > **12:** Helpful

### During Doom 4-6

- > **2-4:** Hostile
- > **5-8:** Wary/Paranoid
- > **9-10:** Curious
- > **11:** Kind
- > **12:** Helpful



The route into Coldwater has breathtaking views, but those roads are in desperate need of repair...



The **Voidcrawl** is a procedure for exploring Coldwater, using an overloaded encounter die to help inform what happens next. This keeps tension high and serves as a reminder that the clock is always ticking. Use the **Voidcrawl** results to help provide context to the spaces the Investigators explore. Resist the temptation to make violence the default manner of resolution.

## Phases

Time is an important variable within **The Bloom** and impacts the **Voidcrawl table**. Days are split into four phases: **Morning, Midday, Evening, and Night**, with each full-day cycle advancing the **Doom Clock (p.8)**.

During each phase, the Investigators can roughly accomplish 1-3 significant tasks.

## The Overloaded Encounter Die

The Voidcrawl uses a d6 encounter die, which is rolled when the Investigators perform a significant action. These include: moving between spaces, searching or exploring, taking a break to regain HP, an hour passing in game, or 20 minutes passing in real time.

While the Investigators are exploring during the Day (Morning & Midday), ignore the results above 3 unless a location has been **Claimed (p.8)**. Otherwise, use the results as a prompt.

The Voidcrawl is a narrative tool. The entries act as prompts and examples that can be changed as needed. Results that don't make sense in the narrative of play can be treated as if "nothing happens."

## Voidcrawl Table (d6)

1. Day Encounter
2. Dire Omen
3. Clue
4. Setback
5. Horror
6. Night Encounter

## Day Encounter

Social encounters and strange occurrences. Situations that are not an immediate threat but could escalate based on the actions of the Investigators.

1. Plume of black smoke from a nearby location.
2. An NPC makes an unexpected return.
3. **Hank (p.18)** or **Gerald (p.24)** appears, questioning the Investigators' actions.
4. The sound of a gun being loaded or fired, not far off.
5. Irregular holes, dug by hand, fairly deep.
6. An oddly docile wild animal.
7. One of the **Key NPCs**, absentmindedly wandering in a place they shouldn't be.
8. Scream of a **Cougar Host (p.14)** or growl of a **Bear Host**.
9. **1d6 Human Hosts (p.14)**, rooted to the ground by mycelia, staring upward at the sky.
10. The **Flesh Hydra (p.15)**, lying dormant on the ground as if it were a pile of bodies.

## Dire Omens

A portent for things to come. Pick one of the Investigators and roll on the **Fallout table (p.40)**. Use the corresponding result to seed an omen for the Fallout they will receive next.

Alternatively, if an Investigator already has Fallout, their condition worsens in some manner.

## Clues

Hints or warnings. This could be evidence that an encounter is near or something that helps piece together the greater mystery of what's happening in Coldwater. Additional entries can be created using objects on the **Random Search table (p.44)**.

1. An ID card from a **Key NPC**.
2. A printed out picture of one of the Investigators.
3. A hiking boot, too new to have been there long.
4. A tree trunk nearly entirely coated with mushrooms.
5. A zip lock bag, containing dried, faintly glowing mushrooms.
6. A piece of clothing/accessory with prominent tears and bite marks.
7. Signs of an NPC (photos, pieces of clothing, notes, etc.) in a place it shouldn't be.
8. An almost sickeningly sweet smell without an obvious source.
9. Blue mycelium spreading in a damp space.
10. Shotgun shells near a patch of blood and blue fungus.

## Setbacks

A hazard that impedes the Investigators. Examples include:

1. Flat tire or mechanical issue.
2. A landslide takes out a portion of the road/path.
3. A fallen tree blocks the path.
4. A door locks behind the Investigators.
5. Heavy rain and thunderstorms.
6. Heavy, clinging fog rolls in.
7. Piece of equipment jams/acts up.
8. Massive fungal growths block immediate entry/exit.
9. An important Inventory item is unexpectedly missing.
10. A phone call, warning of unexpected trouble at another location.

## Horrors

Something frightening or horrific.

1. A deer, ceaselessly ramming its head into a solid object.
2. A rabbit, sitting up straight, staring at the Investigators.
3. An empty, still running car with the driver side door open. The lights are on and the radio is blaring.
4. A massive mound of fungus. Beneath it, a body stirs.
5. A loud, human sounding moan rings out.
6. A should-be dead corpse, dragging itself along the ground.
7. An NPC with black mycelial cords spreading from an infected wound.
8. Gunshots ring out in rapid succession, followed by silence.
9. A bone chilling scream echoing from ahead.
10. Blighted plants and trees, visibly decaying.

## Night Encounters

Situations that are inherently deadly or dangerous.

1. The **Flesh Hydra (p.15)**, crashing through nearby trees or lumbering around a room.
2. 3 **Hosts (p.14)** digging, hands tattered and bloody.
3. Something hidden, watching from the trees.
4. A car crash. 1d4 mangled bodies inside reanimate as **Hosts**.
5. An NPC, brandishing a weapon.
6. A nearby location catches fire.
7. **1d4 Human Hosts** rush from the darkness.
8. A **Cougar Host**, stalking 2 NPCs.
9. A **Bear Host**, eating a human leg.
10. The **Flesh Hydra**, hunting the party.

## The Town

Coldwater is a small town at the edge of the lake that shares its name, founded in the 1800s as a transit point for the logging trade. At its peak, Coldwater was home to a few thousand residents, but current population estimates are in the few hundreds. Wheat and blueberry farms dot the outskirts of the town, but the single largest source of commerce comes from tourists that make the few hour drive from metropolitan areas during the warmer months.

## The People

Coldwater is a place of complacency. The vast majority of residents were born here and much of its "rustic charm" comes from a desperate compulsion to hold on to an imagined version of the town's past. They've blocked most new development over the last 30 years to preserve the town's "historic value" and grumble about even routine upgrades.

While they would never admit it, the townsfolk are utterly dependent on the revenue from tourism. Despite this, a resentment is harbored for visitors and outsiders. The townsfolk preach the merits of their "tight knit" community, but this is only a facade for deeply seeded individualism. As long as harm doesn't directly come to them, the townsfolk will brush off concerns over the coming horror, up until the point where it's too late, where they will turn on each other in pursuit of self interest.

## The Blueberry Festival

Coldwater's annual festival, celebrating the formal start of the tourist season with an homage to the region's most noteworthy crop. Restaurants feature related dishes and the town square is overtaken by vendors, events, and games.

## The Coldwater Lake Incident

The Coldwater Lake Incident (CLI) hangs over the town like a shadow. The official reports say that about a year ago, a "farming accident" at the **Hines Farm (p.28)** left 23 dead, though a number of missing persons cases are rumored to be related. While everyone has their own theories, few townsfolk know the full extent of what actually happened, and no one is willing to discuss the topic.

*A damn shame. Where's the justice???*

## DONT EAT THE MUSHROOMS!

The Bloom's mushrooms emit a sweet aroma, especially when disturbed. However, they taste like death. Those that eat the mushroom gain a Fallout (p40).

Found the rest digging through the trash!

### ADDENDUM:

Direct links to the [REDACTED] have not been identified at this time. Field team will continue to investigate and collect samples.

← The CLI?



**THE HUMONGOUS FUNGUS**

The world's largest living single organism is not the blue whale. Under the forests of the Pacific Northwest stretch the networks of the *Armillaria ostoyae*. Singular, genetically homogeneous strands of fungal mycelia cover thousands of acres underground, with the full biomass weighing thousands of tons. Its scaly cream-colored mushrooms, known as honey mushrooms, are edible when cooked. But *A. ostoyae* is parasitic and pathogenic to hardwoods and conifers alike. Black "shoestring" mycelial cords stretch underground and colonize the roots of these trees until they rot away.

*A. ostoyae* is also extremely resilient. The spores remain viable for upwards of 50 years in damp soil. Chemical treatments have some effect, but not enough to eradicate the species. Even clear cutting isn't entirely effective, as any small roots or viable spores left over can spawn new growth. Short of burning down infected forests, any tree within 50' of a confirmed infection needs to be cut down, its stump pulled, and allowed to completely dry in an area free of moisture.

**COLDWATER FIELD RESEARCH: POTENTIAL NEW SPECIES  
-- CLASSIFIED --****SUMMARY:**

As part of the ongoing monitoring of Coldwater, field agents [REDACTED] and [REDACTED] have collected a specimen of fungus. Based on field team observations, the specimen likely falls under the *Armillaria* genus but appears to have developed divergent mutations. Until further classification can be determined, this specimen will be referred to as the **Bloom**.

While previous records indicate that a sizable *Armillaria ostoyae* existed underneath Coldwater, that cluster was contained within a 50 acre forested region outside of the town. The root rot indicative of the species has been identified all over the region in recent weeks, indicating the cluster has undergone significant sudden growth. Agent [REDACTED] has hypothesized that the cluster has pierced into **The Caves (p.33)** and is using the tunnels as a vector, but that has not been verified at this time.

Noted additional mutations involve new, aggressive propagation methods. The Bloom's mushrooms have developed bioluminescence, emitting a faint blue tinted light. The prevailing theory is that the glow attracts insects to serve as spore vectors, but the field team has also observed instances of deer and other game animals consuming the mushrooms.

The Bloom's mushrooms are quite sensitive, emitting spores at the slightest touch. It is anticipated that breathing in the spores may lead to harmful side effects. **All Bureau personnel are required to wear appropriate face masks and PPE when dealing with further specimens.**

Refer to [REDACTED] for full report.

*You'd think they'd have more than two of them out here..*

## COLDWATER FIELD RESEARCH SPECIMEN C23-HM01 - HOSTS - - CLASSIFIED - -

### SUMMARY:

When spores of the **Bloom** enter the bloodstream through inhalation, ingestion, injection, or absorption, they travel through the body and latch onto the spinal cord, over time spreading to the brain and creating a **Host**. During the incubation period, those infected oscillate between periods of lucidity. When the spores completely override their bodies, they become consciously focused on furthering the spread of spores. They are docile during the day unless disturbed but relentlessly aggressive at night.

Refer to [REDACTED] for more details.

### All Hosts:

*Neural Override:* Critical Damage only temporarily stuns a Host. They reanimate after a few moments unless STR is reduced to 0 or the brain and/or spinal cord have been destroyed.

### Human:

**STR: 10 DEX: 8 CTRL: 14 HP: 4**

*Lunge and Grab* (d4, DEX or STR to escape)

*Ballistospore Discharge* (d6 Stress, blast)

### Deer:

**STR: 10 DEX: 14 CTRL: 8 HP: 6**

*Horns* (d6)

*Bloat* (d8 Stress, blast, explodes on Critical Damage).

### Bear:

**STR: 16 DEX: 12 CTRL: 10 HP: 6 Armor: 2**

*Claws* (d8)

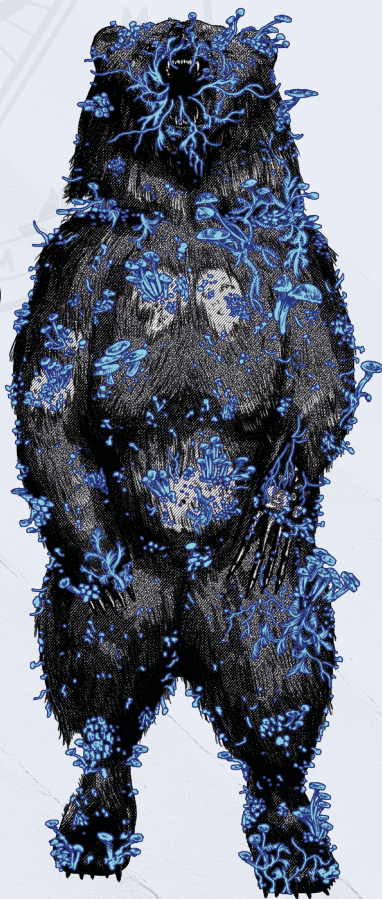
*Retching Spores* (d6 Stress, blast, messy)

### Cougar:

**STR: 12 DEX: 15 CTRL: 6 HP: 4 Armor: 1**

*Pounce* (d6, DEX or STR to escape)

*Spinal Cloud* (d6 Stress, blast)





**COLDWATER FIELD RESEARCH  
SPECIMEN C23-HM02 - ANTHROMYCIN  
- - CLASSIFIED - -**

**SUMMARY:**

The **Anthromycin** is an amalgamation of five human bodies, bound together into a shambling mass by tumorous fungal growth and clinging mycelia. It is believed that these are the remains of the **five missing campers**.

**STR: 16 DEX: 6 CTRL: 18 HP: 8 Armor: 2**

*Slam (d10, blast)*

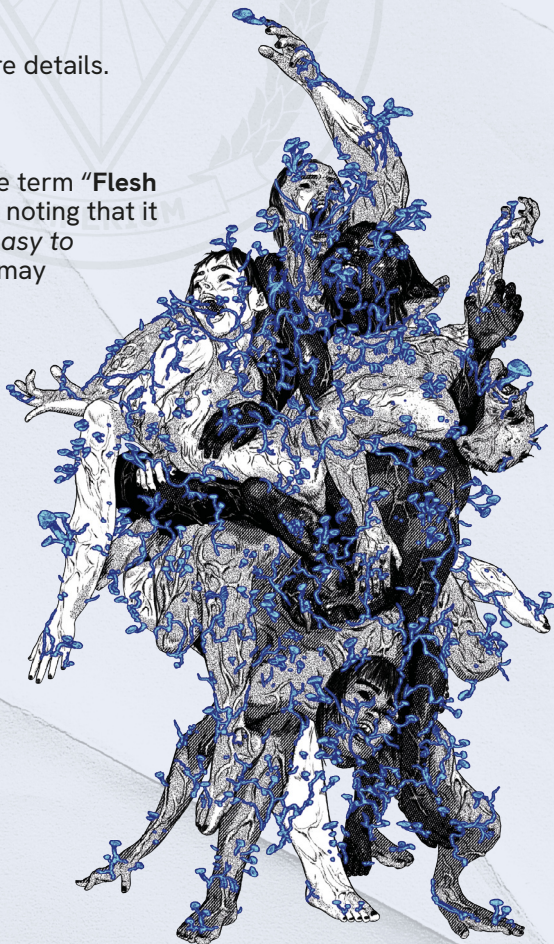
*Wingspan of Severed Arms:* Upon inflicting **Critical Damage**, the Flesh Hydra hoists its victim upon its "back" in an embrace.

*Tear:* Upon taking **Critical Damage**, the mass rips apart, splitting into five individual **Hosts**. After six hours, the Hosts join back together to reform the mass. If any of the original Hosts are killed, a new one is drawn in to replace it.

Refer to [REDACTED] for more details.

**ADDENDUM:**

Agent [REDACTED] has coined the term "**Flesh Hydra**" to refer to this entity, noting that it "*felt more appropriate and easy to remember.*" Further reports may feature this terminology.



*Lord help me if I ever  
stumble across that  
thing while alone in  
the forest...*





## Coldwater Cafe

A quaint, **1950's style diner** at the heart of the town.

- › Split between a dozen booths with sticky tables and a counter with tall swiveling stools.
  - » Faded **teal and red motifs**.
- › An old, mounted CRT TV blares the news through fuzzy speakers.
- › **Jukebox** in the corner.
  - » Only has ten songs. None of them are actually from the '50s.
- › Open "24 hours a day."
  - » Not always staffed, but the door is generally unlocked.

## Church of Celestial Science

A **monolith of modernism**, with sweeping lines and gold-colored ornamentation.

- › The interior consists primarily of a **large atrium**, with a series of offices and classrooms in the back.
- › **Open sermons** hosted by **Thomas (p.19)** on Fridays and Saturdays.
  - » Private "advanced classes" available daily for members.

Best coffee in Coldwater!

## Sheriff's Office

A tan, nondescript cinder block building with a **faded gold badge** painted above the door.

- › **Three dated squad** cars parked behind the building.
  - » **Locked**. Keys inside the building.
  - » Each contains a shotgun (d8, bulky, brutal), a box of shells, handcuffs, and a tactical vest (1 armor).
- › **Sarah**, a bored administrative assistant, takes calls at the front desk.
  - » Anything important is relayed to **Hank (p.18)** via radio.
- › A handful of offices, storage rooms, and three holding cells.

## Sovereign Theater

A beige, plaster coated building with a **marquee** on the front listing movies and times.

- › Only two screens, playing very out-of-date movies.

## Lakeview Resort

A **green, two story building** on the waterfront. The “premier” hotel of Coldwater.

- > 30 rooms, 2 vacancies.
  - » Rooms are generally clean, but are 30 years out of date.
- > The air inside is **moist and heavy**.
  - » **Mold** grows behind dated wallpaper.

! **Those sleeping overnight must make a CTRL Save or suffer from nightmares.**

- » If triggered, gain *Fatigue*.

## Coldwater Clinic

**Urgent care facility**, setup in a poorly converted old restaurant.

- > **Meagerly supplied** and understaffed.
  - » Able to manage small ailments, but anything serious will be referred to the nearest hospital.

## Occult Pizza ← Disappointing..

A **small corner shop** with bright blue paint and an awning emblazoned with the logo.

- > “*Best Pizza In The State*” sign.
  - » The pizza is aggressively fine.
- > Specials “*featuring local ingredients.*”
  - » Blueberry, mushroom, fried catfish.

»! **Any who eat the mushroom pizza gains a Fallout (p.40).**

## Coldwater Co-op

A **small brick building** with a green sign and accents. The only grocery store in town.

- > Jointly-owned by the townsfolk and run by volunteers.
  - » Prices for non-residents are exorbitant.
- > Plenty of meat, but produce options are limited and low quality.

Need to get around to submitting that membership paperwork

## Hardware & Furniture Co.

A quaint, **red, barn-like building**, desperately in need of a repaint.

- > A **large window** in the front, overflowing with goods.
- > Absolutely filled with all manner of fishing gear, camping supplies, tools, and tchotchkes, some dating back decades.
- > **Rentals available** for kayaks, small motorboats, tents, and diving gear.

## The Gorge

← Too many nights here

A dive bar. A **wood-paneled building** beneath a handful of apartments.

- > Gaudy “hunting lodge” interior.
- > Sticky counters and tables.
- > A surprisingly wide variety of drink options, featuring many local breweries.

## Town Square

**Brickwork walkways** and a **bronze fountain** statue obscured by booths, tents, and **Blueberry Festival decorations**.

- > The festival covers two blocks in the heart of the town.
- > Mixed with the booths is a **small sound stage**.
  - » During the daytime, speakers softly cycle through the same dozen songs.

## Encounters in Coldwater (d8)

1. **Hank (p.18)**, on a routine patrol.
2. A small herd of escaped cattle.
3. **Jeanie (p.18)**, anxiously pacing and muttering about the festival.
4. Lost tourists.
5. Two arguing townsfolk.
6. **Thomas (p.19)** sermonizing doting parishioners.
7. A dog, ceaselessly digging a hole.
8. **Kassandra (p.18)**, carrying too many groceries to the diner.



## Hank (he/him)

### The Sheriff

STR: 14 DEX: 10 CTRL: 8

Armor: 1 HP: 6

Large Revolver (d8)

An imposing, stocky figure. A cowboy hat hides salt and pepper hair. As likely to be found in the bar as patrolling the streets. Frustratingly dismissive.

#### Desires:

- › Ride out these last few years before retirement peacefully.

#### Secrets:

- › Fully briefed on the truth of the CLI by the **Bureau (p.31)**, but was sworn to secrecy.

#### Social:

- › Has frequent clandestine meetings with the **Brett and Angela (p.31)** to provide updates.
- › Conspiring to keep things quiet.

What a prick



## Jeanie (she/her)

### The Mayor

STR: 12 DEX: 6 CTRL: 14

HP: 4

A rather short and plump woman deep into her fourth term in office. Generally beloved, but absolutely raked by anxiety. Falsely sweet voice.

#### Desires:

- › Make it through the Blueberry Festival without problems.

#### Secrets:

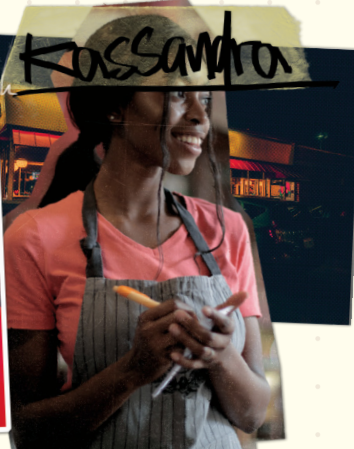
- › Falsified tax exemption records to allow the Church to set up in town.

#### Social:

- › Has a hard time remembering names, but hides it very well.

Something changed after the CLI. Next election is going to be rough

An absolute sweetheart!



## Kassandra (she/her)

### The Waitress

STR: 8 DEX: 12 CTRL: 14

HP: 3

The day shift manager and primary waitress of **Coldwater Cafe (p.16)**. Fashionably dressed, spring twist hairstyle. Speaks rapidly. Wears her emotion on her sleeves.

#### Desires:

- › Take over the Coldwater Cafe when the current owners, the Hargreaves, formally retire.

#### Secrets:

- › Only moved here a few years ago.
- › Moonlights as a quite successful fiction writer under the pseudonym **Anna Stone**.

#### Social:

- › The center of the town's gossip. Knows far more than she lets on.
- › Knows that **Haru (p.26)** knows more about Coldwater's history than anyone else.



## Thomas (he/him)

The Minister

STR: 8 DEX: 8 CTRL: 16 HP: 4

Head of Coldwater's branch of the **Church of Celestial Science**. Strikingly handsome. Perfect smile. An incredible conversationalist and manipulator.

### Desires:

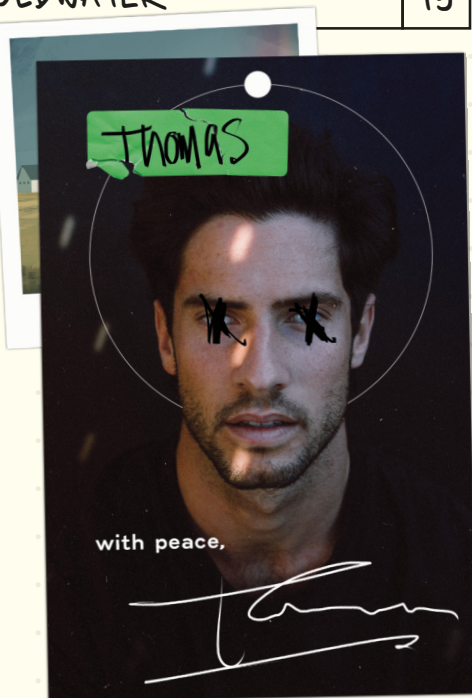
- › Spread the "truth" of the Church.
- › Establish a firm and reliable revenue source through church memberships.

### Secrets:

- › Well aware of the manipulation and lies of the Church.
- › Believes **The Bloom (p.13)** to be an extension of the entities with which the Church seeks to communicate.

### Social:

- › Has a near uncanny ability to spin conversations to paint himself and the Church in a positive light.



# THE CHURCH AND COLDWATER

The Church of Celestial Science is a group of interconnected organizations devoted to the practice and dissemination of Celestial Science, which is based in the belief that the human body is a conduit capable of receiving and translating signals from celestial and extra-dimensional beings. They preach that those that "open their perception" are gifted with enhanced strength, elongated life, and "knowledge only the gods can whisper."

The Church arrived in Coldwater several weeks after the CLI (p.12), quickly establishing their ministry with surprisingly little opposition. They quickly became the town's largest religious center, promising to



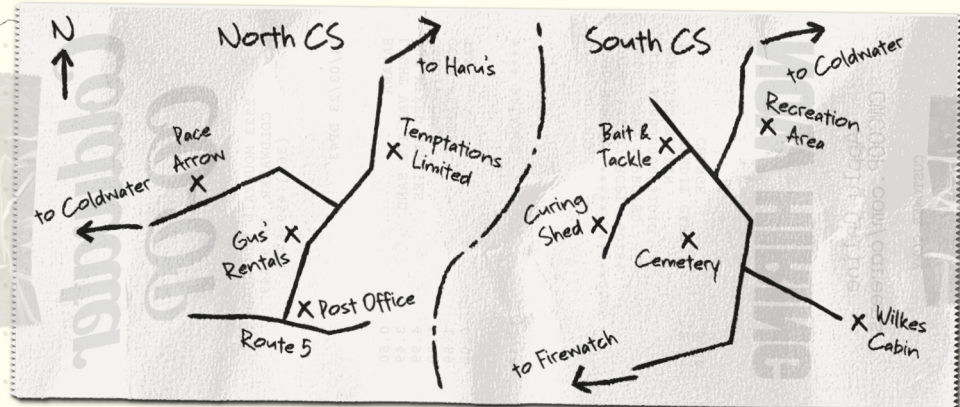
**Coldwater's newest permanent establishment, home to the Church of Celestial Science.**

unite the shattered community in the wake of tragedy.

The ultimate goal of the Church is to spread their "truth" to gain greater connection to the entities that lie beyond the veil. As both a business and a religious organization, this is done through growth of

memberships and revenue streams. They have adapted their messaging to appeal to the former religious affiliation of the townsfolk, preaching the importance of deepening one's connection to an implied "divine creator."

## COLDWATER SURROUNDS



The **Surrounds** are smaller locations that exist around the outskirts of Coldwater: homesteads, cabins, trailers, etc. Individually, they can be explored relatively quickly, however traveling between them is slow due to winding paths, poor road conditions, or just no direct road at all.

A fair portion of the region's residents live out in these outlying areas. There is a 50% chance an indicated NPC is present. Use the NPCs in **Appendix D (p.41)** to flesh out the area as needed.

## Bait & Tackle

A retrofitted **shack**, filled with **fishing gear**. Small boats lined up out back.

- › **Gretta**: Overalls, white undershirt, ponytail & Camp Arcadia hat. Gruff. A master at all things fishing.

*Shotgun (d8, bulky, brutal)*

- › Knows that something has been wrong with the fish. Reluctant to share this with just anyone.
- › Handmade **map of lake** on the wall, with annotations on where to fish and how to best navigate the lake.

## Recreation Area

A small shaded **picnic pavilion** next to a concrete **boat ramp**.

- › Access to **Coldwater Lake (p.25)**.
- › A **locked station wagon** is in the gravel lot.
  - › Keys are in the ignition.
  - › Bluish stains blooming on the steering wheel.

›! **Inhaling causes 1 Stress.**

## Curing Shed

"For all your meat needs." The smell of blood permeates the area.

- › A newer addition in the front is used as a small storefront.
- › **Shelby**: Extremely tall, black rubber apron, deep scar splits his beard, soft voice. *Butcher knife (d6), Meathook (d6, brutal)*.
- › **Three main structures** with sliding doors and PVC/tarp connections between buildings.
  - › Cold storage (left): Shelves jammed with an array of meats.
  - › Butchery (middle): Lined with plastic, fluorescent bulbs, stagnant blood. The smell is unbearable.
  - › Curing (right): Various hunks of meat and flesh hang in the smoky air. Something doesn't look right about what's inside.

Yeesh Never buying from there again

## Wilkes Cabin

A multi-room **log cabin** with a moss covered roof.

- > **Mrs. Wilkes:** Short dark hair, faded green dress, brown cardigan. Voracious reader, especially **Anna Stone** novels. *Knitting Needles* (d6).
- > Inside: **Damp** and strewn with **old newspapers and trinkets**.
  - » Some papers have the date circled, going back decades.
- > A **large woven rug** covers the floor in the center of the room.
  - » Beneath the rug is a **small hatch**, leading down to a **cellar**.
  - » Jewelry and shoes dangle from hundreds of strings on the ceiling.

## Makeshift Post Office

A structure made from a **welded shipping container**. Divided out into sections for administration, customer service, incoming, and outgoing.

- > **Logan:** USPS blues over a floral shirt, glasses, beard. Talks in circles, and is easily distracted. *Compact Pistol* (d6).
- > Hours of operation: 10 am - 2 pm Mon, Wed, Fri.
- > A large **mail sorting machine** hums behind the main counter.
  - » The machine has been **modified** to open, scan, and destroy mail.

## 1978 Fleetwood Pace Arrow 27'

A **faded motorhome**, parked in clearing with a lawn chair out front.

- > A small amount of **dried blood** is splattered on the door frame.
- > Interior: Driver section, seating area, kitchenette, bathroom, and a sleeping area in back.
- > The closet contains supplies and a broom that's sharpened to a point.
- > **Under the pillow** on the bed is an *Old Snubnosed Revolver* (d6).

## Gus's Rentals

A **faded green barn** full of different automotive vehicles.

- > **Gus:** Wiry, jeans and dirty white t-shirt. Films stunts when not renting equipment. *Wrench* (d6).
- > The front has a variety of dirt bikes, ATVs, and modded off-road trucks.
  - » Each rental requires a massive liability waiver and contract prior to getting keys.
- > The back half is full of half-built machines, tools, and parts.

## Temptations Limited

A **two-level home** converted into a **sacked antique shop**. A hand painted sign in front "*Offers You Can't Resist.*"

- > **Wilton:** Skeletal, perfectly composed. Seems to be everywhere at once. *Dagger* (d6).
- > Above an unused fireplace is a massive **gilded mirror**.
- > Upstairs on a dresser is a snuffbox holding the **Phylactery (p.43)**.
- > In the bedroom is an **ornate door** propped against the wall.

## Cemetery

← Remember the anniversary!!!

A poorly maintained space with a scattering of **simple headstones**, shaded by **overhanging trees**.

- > A **small shed** used to store digging and maintenance equipment.
- > The newest headstones belong to those lost during the **Coldwater Lake Incident (p.12)**.
  - » Includes 23 main plots.
  - » A small mausoleum for the Hines family has roughly 20 pictures, notes, and names affixed to it.
  - » All the graves related to the CLI are **empty**.
- > Several seemingly random graves have been recently dug up.
  - » Beer cans and a muddy crowbar are stashed nearby.

## LUXURY ON THE LAKE SHORE



# CAMP COLDWATER



	Campground		Trails
	Outhouse		Main Hall
	Cabins		Boathouse
			Dock

## Camp Office

A **small building** with a sliding window. A **broken drop gate** stuck in a lifted position.

- > Sign: "Office open 8am-6pm. For late check-ins, call (509) 978-1419."
- > Sign: "Ranger located off hours in Cabin #1."
- > Inside: A cluttered mess of papers, maintenance supplies, old camping gear, and a **logbook**.
  - » Logbook: Notes five check-ins and assigned camp spots (#6, #7, #8, #11, #16).
  - » Police tape bunched up in the trash can.

## Parking Lot

A **paved lot** with faded white lines for a dozen parking spaces.

- > **'72 Ford Bronco**: The battery is dead. Keys are still in the ignition.
- > **Chevy Astro Van**: The engine and steering column are covered in **blue fungal growths**.
- > **A dated Sheriff's squad car**.
  - » Assigned to **Gerald (p.24)**, who's "on a stakeout" for the missing campers.

## Outhouse

A free-standing **wooden structure** with a single lockable entrance.

- > The door frame shows signs of damage, as if the door was forced open after being locked.
- > There are **three shower stalls**.
  - » No hot water.
  - » A dry shower kit hangs in the second stall.
- > There are **four bathroom stalls** with drop toilets.
  - » The floor near and around the toilets is covered in **bioluminescent mushrooms**.
  - » The drop basins are connected to **The Dump (p.35)** within **The Caves (p.33)**.



## Primary Campground

An assortment of **open camping plots**. Plots #6, #7, #8, #11, #16 were recently rented. Loose **caution tape** surrounds the area.

- > The **tents** at the plots are **torn to shreds** and garbage is everywhere.
- > **#6**: Car keys (Bronco) and the wallet of a missing camper.
- > **#7**: A half empty bottle of vodka.
- > **#8**: A crushed pack of cigarettes, thirteen are still inside.
- > **#11**: A folder with a flier for **The Church of Celestial Science (p.19)** and a map with a location circled in red (**Hines Farm, p.28**).
- > **#16**: Three spent bullet casings.

## Cabins

A series of **wooden structures** with a small porch and glass windows.

- > All but Cabin #1 are unlocked.
- > Each cabin has a living room/ kitchen, bathroom, and bedroom.
- > **Cabin #1**: The Ranger's cabin. The walls are covered in pictures, maps, and drawings of different cryptids.
  - » On display in the bookcase in main room is a plaster casting of a massive foot (**Artifact: Cryptozoological Evidence, p.43**).
- > **Cabin #3**: The door doesn't latch.
  - » Massive indents indicate that it was broken inward.
- > **Cabin #7**: Under the couch is a *mold-splotched kitchen knife* (d6, glows in the dark).

## The Trails

Unofficial, but well used trails marked with **handmade signage**.

- > Leads to **The Forest (p.32)**.
- > One sign is broken. There are **signs of a scuffle** nearby.
  - » Something large was dragged. Footprints walk alongside in no discernible pattern.

## Main Hall

A large, **stonework building** in the center of the campground.

- > **Main Area**: An open space with several worn wooden dining tables.
  - » Cork board with events, including a DIY flier for a party in the **Throne Room (p.35)**.
- > **Kitchen**: A **woodfire stove** along the back wall. Several slightly rusted cast-iron pans hanging from a rack.
- > **Small stage**: A tarnished velvet curtain drawn over a basic wooden platform.
  - » Behind the curtain, a **dropped cellphone** lies on the stage.
  - » Locked. Low battery.
  - » Notifications: <16 messages failed to send>, <EMERGENCY SERVICES UNAVAILABLE>.

## Boathouse

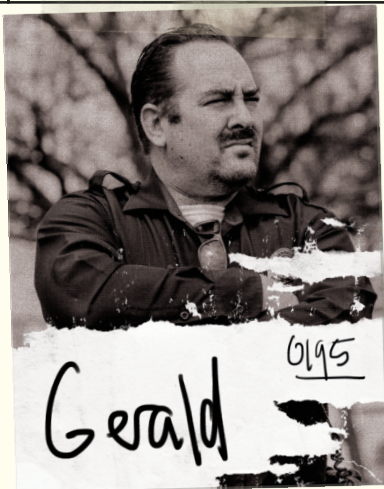
A moss covered **storage shed** on the shore of the lake. The structure has large double doors on the front and sliding door on the back, with a ramp that leads down to the water.

- > The front door has twelve **deep grooves** scratched into the wood.
  - » Three fingernails on ground nearby. No blood.
  - » The **padlock** is **broken**.
- > Inside of the structure are racks for six rowboats. Four are present.
- > The boat closest to the back door contains a **backpack**.
  - » ID (missing camper), flare, four pills in bag, a receipt from **The Station (p.27)**.

## Dock

Moist **wooden slats** nailed between two **long logs**, extending out into the water of the lake.

- > One boat is tied to the dock.
- > Access point for transit on **Coldwater Lake (p.25)**.



### Gerald (he/him)

**The Deputy**

**STR: 8 DEX: 16 CTRL: 8**

**Armor: 1 HP: 3**

*Service Pistol (d6)*

Second in command of the local Sheriff's Office. A small stature that hides behind a badge, with a permanent sneer and receding hairline. Desperate for approval. Generally incompetent.

#### Desires:

- > Do as little as possible, but gain the favor of **Hank (p.18)**.
- > Really wants these disappearances to be linked to a bear, but knows better.

#### Secrets:

- > Not particularly interested in finding the campers. Too much of a mess.
- > Absolutely clueless without direction from **Hank**.

#### Social:

- > Thinks **Haru (p.26)** is linked to the disappearances, but doesn't have the evidence to prove it.

#### Likely Location:

- > Sitting in his patrol car or driving slowly near the camp.

Can't decide if he's actually worse than Hank  
At least Hank somewhat does his job.



### Sam (she/they)

**The Ranger**

**STR: 12 DEX: 12 CTRL: 15**

**HP: 4**

*Bear Mace (d4, blast, non-lethal)*

The primary caretaker of Camp Coldwater. A too large uniform over a slight frame. Thick rimmed glasses. Assertive and talkative.

#### Desires:

- > Strike a balance between protecting nature and allowing public use.
- > Determine what happened to the missing campers.

#### Secrets:

- > A fervent believer in cryptids. Will not keep this a secret for long.
- > Was away on the night the campers went missing, despite being required to be nearby when guests are there.

#### Social:

- > Absolutely despises **Gerald**.
- > Tries their damndest to be friends with **Haru**, to no avail.
- > Reported the campers missing, after returning during the night to find the campground a mess.

#### Likely Location:

- > Camp Office, Cabin #1, or roving around looking for evidence.

Coldwater Lake is a caldera lake with **deep, vibrant blue water** and **mirror-like surface**. The water hosts a wide number of activities, including boating, fishing, and hikes through trails around the shoreline.

## What Lies in the Depths

The lake stretches over **1,000 feet deep**, but the shallows are a hotspot for amateur divers. Noteworthy dive sites include:

1. A sunken barge.
2. Sunken logs of old growth timber.
3. Piles, remnants of an old pier structure.
4. Monitoring equipment, embossed with a **Bureau (p.31)** seal. It's been expertly tampered with.
5. A half sunken boat, **a Host (p.14)** pinned under the surface.
6. Narrow rocky passages, leading to **The Caves (p.33)** through **The Beach (p.35)**.

## Traversing the Lake

**Coldwater (p.16)**, **Coldwater Camp (p.22)**, and **The Surrounds (p.20)** can be reached by traveling across the water.

A small mountain river feeds the lake from the northwest. Tourists often kayak the river, launching from a point near **Hines Farm (p.28)**. Trees from **The Forest (p.32)** brush right up to the east shore. Those who attempt to traverse the forest here may stumble across the winding path of the highway leading out of Coldwater.

## As the Clock Ticks

As the **Doom Clock (p.8)** ticks forward, Coldwater Lake will change as well.

- > **Doom 1:** Local fisherman report sightings of **Furred Trout**.
- > **Doom 2:** A **glossy sheen** forms over the surface of the lake.
- > **Doom 3:** The sheen thickens to a **membrane-like consistency**.
- > **Doom 4:** The membrane **pulses** with **bioluminescence** at night. Fungi light up the bottom of the lake, brightest near the entrance to **The Caves**.
- > **Doom 5:** The bioluminescence pulse shines in **intricate patterns**, even during the day.
- > **Doom 6:** Bloated **Furred Trout** launch themselves at boats, bursting to release clouds of spores.

## Furred Trout

Fish taken as **Hosts**, covered in long, hair-like strands of white fungus and algae. Thought to be a tall tale, as occasional unsubstantiated sightings have cropped up over the decades.



Wasn't this a hoax???

I could stare at that water for hours...



The home of Coldwater's oldest living resident, deep in the woods. Decades of moss and growth cover a **small cabin** built into the side of a hill. **The encroaching Bloom will not cross its borders to Claim this property.**

## Inside the Cabin

A **blazing hearth** warms the small space, emanating the smell of **roasting meat**.

- > A wooden table and chairs take up most of the interior room.
- > One wall is filled with **neatly labeled jars**.
- > An **alcove** near the fire contains a soft bed.
  - » **Runes and symbols** fill the space.
  - »! **Reading causes 1 Stress as whispers of a hungry ocean fill your mind.**

## Root Cellar

Strings of different **herbs, animal parts**, and **unknown bits** hang from the ceiling.

- > **Earthen shelves** line this cavernous space.
  - » A **flame** flickers in a small bottle filled with liquid (**Moonlight Spark**, p.43).

## Well

**Trees arranged in a triangle** surround the circular **stone well**.

- > An old **crank mechanism** with a sturdy rope but **no bucket**.
- > Grooved **handholds** descend into darkness.
  - > Above the water line lies a **small passage**, leading to a **circular chamber**.
  - > A **stone altar** stained red, small channels lead down to an old **earthen cup**.



## Haru (she/her)

**The Crone**

**STR: 15 DEX: 13 CTRL: 18**

**Armor: 1 HP: 8**

*Rune-carved Ax (d8, returns to thrower)*  
*Shadow's Embrace (d6 Stress)*

Surprisingly spry and youthful in spite of purported age. Intricately braided gray hair. White shirt, overalls, and work boots. Sharp wit and sharper tongue.

### Desires:

- > To maintain her place of power.
- > If possible, to keep those she's grown fond of safe.

### Secrets:

- > Makes an offering deep within the well when the moon is full.
- > Born in **Bayocean**. She's been feeling an increasing pull to return.
- > Believes that flesh is weak, but can be reformed.

### Social:

- > She is fond of **Kassandra (p.18)**.
- > Butts heads with **Hank (p.18)**. Does not recognize his authority.



A combination **gas station, mechanic,** and **convenience store.** A teal front door with a faded cola sign hanging above. A hand painted free standing sign: "**WE SLAUGHTER BARBECUE.**"

## Pumps

Four grimy, dated pumps.

- > Gas is **incredibly expensive.**
- > Cash only.

## Front Porch

**Red plastic chairs** haphazardly arranged near a **cast-iron smoker.**

- > Near the door lies four barrels of **ammonium nitrate** (highly explosive).

## Garage

A grease stained **single bay**, packed with boxes of old parts.

- > An old TV/VHS plays loudly above a well stocked workbench.
- > **Beth** (chain-smoking) can fix most cars, if she has the parts.

## Main Shop

**Mismatched shelving** packed uncomfortably close, filled to the brim with all manner of goods.

- > The front counter is sequestered behind **thick glass.**
  - » Behind the counter, multiple screens stream **CCTV** of the property.

## Items for Sale

1. Spelunking equipment (ropes, harness, ascenders, descender, cow's tails).
2. *Flat-B-Gone* Goo aerosol tire repair and inflator.
3. *Flame King* propane flamethrower (d10, *blast, bulky, brutal*).
4. Chainsaw (d12, *bulky, messy*).
5. Unidentified jerky from *The Curing Shed*.
6. *Hines Homemade* blueberry jam.



## Raimi (he/him)

**The Merchant**

**STR: 12 DEX: 10 CTRL: 6**

**HP: 4**

*Glock (d6)*

Salt and pepper beard, barrel chested, booming voice. Cheerful and friendly demeanor used while assessing how trustworthy new clientele is.

### Desires:

- > To continue to run a prosperous business providing "essential items."

### Secrets:

- > Sold "supplies" to the Hanson brothers for a party in **The Cooler (p.35).**
- > For most "items", he either knows how to procure them (out of town) or knows who he has sold one to.

### Social:

- > Suspicious of **Angela & Brett (p.31).** Their questions are too pointed.
- > **JJ (p.28)** is late in picking up their ammonium nitrate.
- > Will do damn near anything for his mechanic **Beth.**

**Sickly wheat** and **blueberry fields** lead to a modest farmhouse and barn. Several skittish horses roam freely inside the property fence.

## Hard Times

Ownership of the Hines family farm fell upon **JJ**, who returned home after years away in the wake of his father's death during the **CLI** (p.12).

## Farmhouse

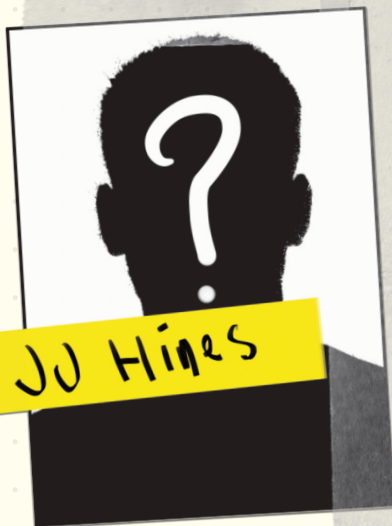
A modest, **two story home**, the front door swung wide open.

- › A beat-up truck in driveway
- › **Kitchen:** Dirty cookware. Padlocked door to the Cellar.
- › **Dining Room:** An **unfinished meal** covered in fungi resides atop a handmade **wooden table**.
- › A creaky staircase leads to an upper landing to access the bedrooms.
- › **Master Bedroom:** Filled with a "shrine" with photos of Coldwater, people, the farm, etc.
  - » A program from a memorial with 23 names printed, with an additional 20 handwritten in.
- › **Guest Room:** The door is **jammed** shut from a fallen dresser.
  - » **! Inside, the Chimera is bonding itself with JJ Hines.**

## Barn

A faded **red outbuilding**. A rusted winch for the hayloft loudly creaks in the breeze.

- › A **dozen empty stalls**, their gates swung open.
  - » Some of the gates are **damaged**, as if forcefully opened.
- › A **mound of hay near** the back has been toppled over.
  - » A **hatch** lies beneath the loose hay, dropping down to a short passageway to the **Cellar**.



## Cellar

Loose **wooden stairs** lead down to the earthen and stone walls of an **unfinished basement**. A **single bulb** hangs from the ceiling.

- › The space is covered in **moldy fuzz**.
- › Shelves of rusted farm equipment and bags of old fertilizer.
- › A **short passageway** leads to the hatch in the **Barn**.
- › A **deep crack** has spread in the foundation along the **back wall**.
  - » The hole is just large enough to squeeze through.
  - » Opens to a tight, natural cavern, leading to **The Catacombs** (p.34).

## Farm Animal Chimera

The Hines family cow, goat, and three chickens have become a single mass of flesh, fungal growths and mycelia.

**STR:** 14 **DEX:** 9 **CTRL:** 6

**Armor:** 1 **HP:** 5

*Slam* (d6)

*Mycelia Whip* (d4, blast)

*Critical Damage:* Mycelia dig deep into the victim's flesh. Roll **Fallout** (p.40).

A small blue view shed atop a steel tower, posted high up in a forested portion of Mount Selene. Crisscrossed stairs ascending from the base to the shed.

## Graffiti Around the Tower

- > “Groovy” in wavy, technicolor letters.
- > “Hanson Brothers” drawn with choppy lettering and poorly drawn skulls for Os.
- > “Residents Only” faded with time, redrawn at least once.
- > A mildly disproportionate depiction of Conan the Barbarian.
- > An incredibly detailed depiction of a mind flayer.
- > A pig with “HANK” written on its hindquarters.
- > A meticulously diagrammed set of genitalia.
- > “All Hail the Crimson King” written with red paint.
- > A “Bango Skank” tag.

## View Shed

A cramped space, showing clear signs of long term occupation.

- > Windows provide a stunning view of the region.
  - >> Any **Claimed (p.8)** locations are overtly obvious from this vantage point.
- > The living quarters have been **tossed**. The desk, chair, bed, and kitchenette are all scattered about.
- > A **map** of the area is spread out on a table in the center of the room.
  - >> **Haru’s Cabin (p.26)** circled with: “Pulsing lights on the full moon.”
  - >> **Pickman Lodge (p.30)** circled with an illegible note.
  - >> **Hines Farm (p.28)** underlined with: “No one will speak about what happened.”
- > The **Walkman & Cassette Tapes (p.43)** can be found under the bed.

You can see the whole region from the tower atop Mt. Selene

**Peace.  
Solitude.  
Nature.**



**Volunteer  
to be a  
lookout.**

Gabby is usually on frequency 27305

The **Pickman Lodge** sits halfway up the mountainside, looming over the town below. The timber building consists of a **central A-frame** with a connecting set of wings and has a **dated, rustic charm**. This former centerpiece of tourism is now a private residence.

## Main Lounge

Nearly untouched from the prior owner. **Taxidermy animals** and pelts cover the **wood panel walls**.

- > A **reception desk** lies opposite the main entrance.
  - » Coated in dust.
  - » Completely empty of its prior contents.
- > **Leather chairs** surround a cold **fireplace**. Various **hunting trophies** sit atop the mantle.

## East Wing

An **open dining area** with an **industrial style kitchen** in back.

- > Several large **wooden tables** in the dining area are covered in all manner of specialized **equipment**.
- > A **map of Coldwater** is pinned to the wall, with strings trailed to pictures of various townsfolk.
- > **Phone and data lines** stretch from wall sockets to an **apparatus**.
  - » Inside is the **Red Rotary Phone (p.43)**, hanging off-hook. Various voices project from a small speaker near the receiver.
  - »! **Brett and Angela have been using the Red Rotary Phone to intercept calls from within the region. Disabling the phone will restore the ability to properly contact The Bureau.**

*This was the last good shot of the Lodge I got before the new "owners" took it over. With the floodlights and new security system, I just can't get as close anymore.*

## West Wing

A long, **carpeted corridor**. A half-dozen **wooden doors** on each side, evenly spaced apart.

- > Most of the doors are **unlocked**. Behind each is a **bedroom**, converted for some other use.
  - » Storage. Totes of outdoor gear, rations, etc.
  - » Complex lab equipment.
- > One of the doors midway down the hallway is **locked**.
  - » **Shifting and scratching** can be heard behind the door.
  - »! **A Host (p.14) is contained within.**
- > The last two rooms in the corridor are the largest.
  - » Each are unconverted bedrooms containing the separate personal effects of Brett and Angela.



Pickman Lodge



## **“Angela” (she/her) and “Brett” (he/him)**

**The Undercover Agents**

**STR:** 12 **DEX:** 10 **CTRL:** 14

**Armor:** 1 **HP:** 6

*Concealed Pistol (d6, discreet)*

Among the newest permanent residents of the town. Angela is incredibly friendly and charming, while Brett is uptight and formal. Close cropped, neat haircuts. Wearing brand new flannels and clean boots. Rarely seen apart.



### **Desires:**

- > Integrate with the townsfolk.
- > Maintain a sense of calm and stability in the town.
- > Prevent the general public from learning too much.

### **Secrets:**

- > Undercover field agents of the **Bureau**, tasked with monitoring Coldwater in the wake of the **CLI (p.12)**.
- > Something is *deeply wrong* with the pair. Their shadows seem to stick to them and move in odd ways.
- > They have been sending falsified reports to the Bureau for several weeks now.
- > **!Using the Red Rotary Phone (p.43) to reroute outgoing calls from the town.**

### **Social:**

- > The pair are the center of the town's rumor mill.
- > Most townsfolk have a mild distaste of them for “taking over” the Lodge.
- > Regularly meet with **Hank (p.18)** to discuss happenings in the town.

## **The Bureau and Coldwater**

The **Bureau** is a clandestine governmental organization tasked with investigating, containing, and controlling **paranatural phenomena**. This directive supersedes any federal, state, or local law, up to and including the personal rights of everyday citizens.

The **Coldwater Lake Incident (p.12)** was a disaster. Failure of early warning systems and the remote location of the town prevented quick intervention by the Bureau. This necessitated a thorough cover-up to prevent the spread of information, even within the town itself. Following the CLI, the Bureau purchased **Pickman Lodge** to establish a permanent monitoring station near the town to ensure a rapid response if a follow-up event were to occur and to prevent anyone from learning the truth of what happened.

*They think they're so slick..*

While logging cleared away much of the true old-growth trees, the forests around Coldwater have been nearly untouched for over a hundred years, save for a handful of manicured hiking trails. **Large coniferous trunks** stretch skyward, claustrophobically packed together. **Moss** clings to any bark it can root into and **lichen** nearly drips from outstretched branches.

Regardless of the time of day, treat the **Voidcrawl (p.10)** as if it's **Night** while exploring **The Forest**. Without clear direction, the Investigators will quickly become lost. While exploring, use the **Forest Locations** table as prompts and combine with the results of the Voidcrawl procedure.

## Forest Locations

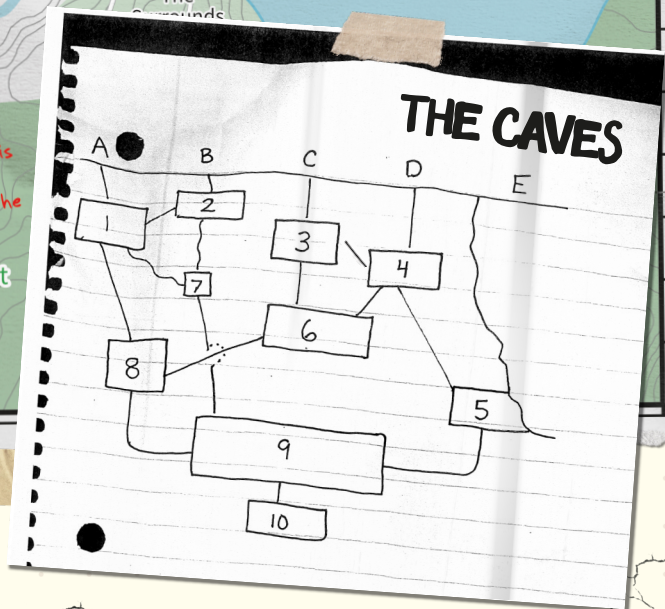
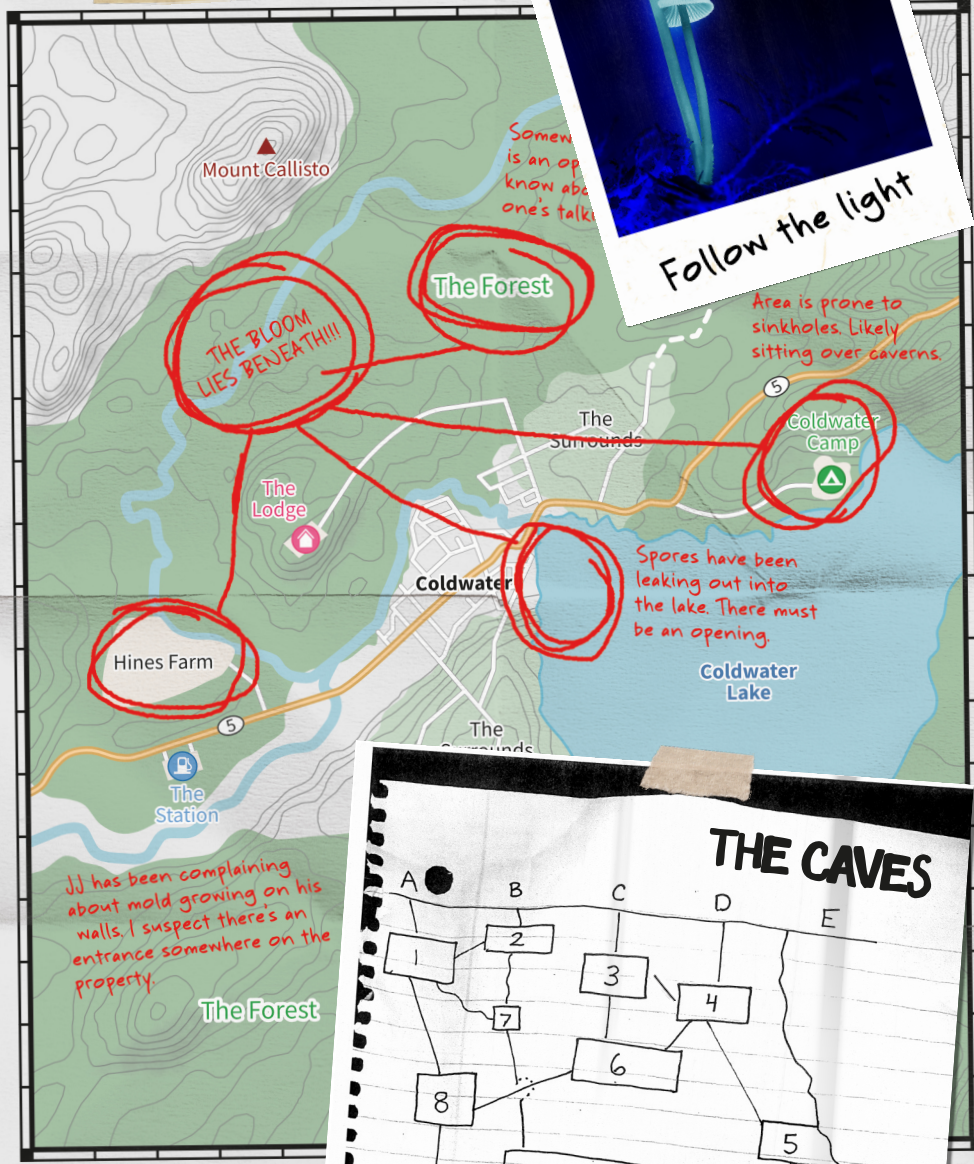
- 1. Crumbling Ruins:** The collapsing brickwork of an old house. The roof has fallen in, furniture left inside has rotted.
- 2. Channel:** A streambed with deeply eroded banks. Ice cold water gurgles over rounded stones.
- 3. Overtaken Farmstead:** An old stone wall separates forest from field. Once tilled soil now sprouts wild grasses and small trees.
- 4. Forgotten Cemetery:** Rounded, moss covered headstones peak out of the earth between large tree trunks. The most recent dates are over a hundred years old.
- 5. Abandoned Mine:** Rusted, dated equipment lies abandoned at the mouth of a collapsed mine shaft.
- 6. Log Flume:** Wooden chutes, raised on trestles. While covered in moss and sagging with age, water still flows downhill towards **Coldwater Lake (p.25)**.
- 7. Old Growth:** Ancient, massive trees, untouched by logging. An eerie stillness sits over the place. Not even a chirping bird can be heard.
- 8. Campsite:** An unzipped camping tent, empty save for a rather foul smelling sleeping bag. A small campfire, the ashes still warm.
- 9. Briar Patch:** A thick tangle of prickly shrubs that grasp and pull at skin and clothing.
- 10. Glade:** An open clearing. Small green stems peek out of black soil and ash.

## Finding the Caves

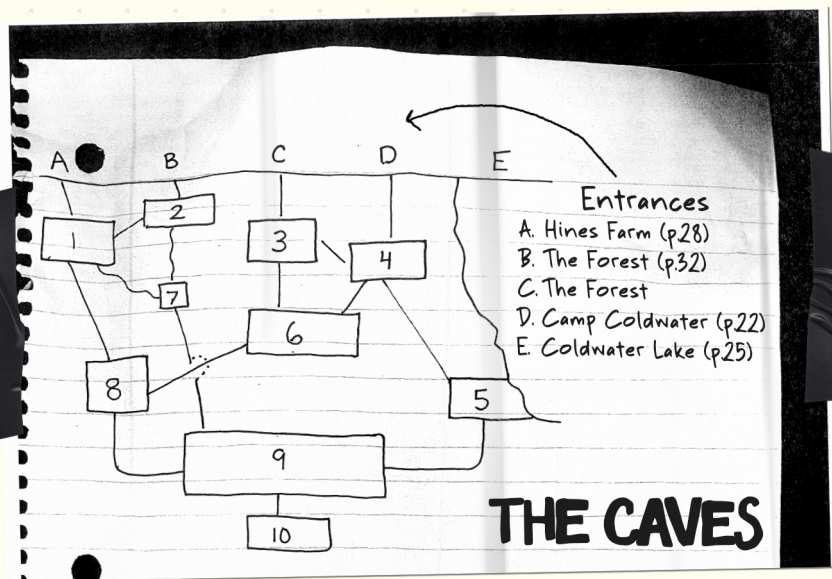
The **Throne Room (p.34)**, the primary entrance to **The Caves**, can be found deep within the Forest. To those that don't already know where it is, finding this entrance is nearly impossible.

However, **bioluminescent mushrooms** light up the forest floor at night. **By the time the clock strikes Doom 4 (p.8)**, a clear path can be followed to the Throne Room.









Below Coldwater is a massive cave structure, tendrils of old **lava tubes** that reach deep into the earth and stretch over the entire region. The tight, winding tunnels are **cold** and **damp**, and the pitch black darkness is cut through by **bioluminescent fungus** that coats the walls. Deep within these tunnels lies the **Heart of the Bloom**.

## Encounters in the Caves (d6)

1. A **Host** (p.14), impaled on a stalagmite, reaching for a victim.
2. The mound of a **fungal cocoon**, its still-living victim conscious enough to scream.
3. **2d4 Fungal Bats** (STR: 8, HP: 3, *d4 bite*) drop from the ceiling, their flight sporadic from the added weight of fungal growth.
4. The **scratching** and **rumbling** of a **Worm** (see **Worm Holes**), ready to burst out from the walls or ceiling.
5. An **NPC**, wandering alone in the darkness.
  - › Roll a d6. 1-3: They're exploring and are prepared. 4-6: They've stumbled in here and are scared.
6. The **Flesh Hydra** (p.15), skittering along the ceiling.

## 1. The Catacombs

- A **burial chamber**. Carved alcoves containing old bones lain to rest.
- › Steep, narrow passageway leads to **Hines Farm** (p.28).
  - › Some of the alcoves contain bones that are **calcified** to the stone.
    - › **Blue-hued lichen** grows over the skeletal remains not yet calcified.

## 2. The Garden

- Natural **sunlight** leaks down from **cracks** in the cave far above, allowing **vegetation** to thrive.
- › The air is dense and **humid**.
  - › Water filters down into a small **pond**.
    - › Incredibly **strange** and blind **fish** swim in the water.
  - › Crawling through the cracks above leads to **The Forest** (p.32).



### 3. Throne Room

**Moss and lichen** cascade across a **yawning cave opening**. Soft blue light emanates from within.

- › The interior walls are covered in years of **graffiti**. Impromptu seating is scattered throughout.
- › A **boombox** has been left on near a six-pack of warm beers.
  - » Dying batteries warble the feeble sound coming out of the speakers.
- › Exits out to **The Forest (p.32)**.

### 4. The Dump

A long stretch of cave, **filled with trash** from decades of misuse.

- › The smell is **absolutely vile**.
  - »! **CTRL Save or 1 Stress.**
- › Mounds of **trash** and **human waste** litter the room.
- › **Four holes** in the ceiling near the back wall lead to the **Outhouse at Camp Coldwater (p.22)**.

### 5. The Beach

A **sandy shoreline** opens up to a large underground **lake** with a **glass-still** surface.

- › Reflections of the bioluminescence on the water fill the room with a **blue hue**.
- › A soft blue glow emanates from beneath the water.
- › Under the waterline is a **twisting passage** that connects out to **Coldwater Lake (p.25)**.

### 6. Discotech

A large **domed cavern**. **Minerals** coat the walls, refracting light.

- › Standing in the center of the room are **five Human Hosts (p.14)** facing each other, swaying gently.
  - »! **Disrupting the Hosts causes them to move in unison and attack.**

### 7. Worm Holes

**Twisting tunnels**, vibrating with soft pulsing thrums.

- › **Tight, claustrophobic spaces**, only navigable by crawling.
  - »! **1 Stress to navigate.**
- › The tunnels converge on a **small chamber**.
  - » The ground is **dark and soft**, almost **elastic**.
  - » A **12-inch shaft** hangs above the center of the chamber.
  - » Lodged in the center of the chamber beneath the shaft is an **Obsidian Blade (d8)**.

#### Worm

A **Human Host**, their fleshy body twisted and mangled into something raw and worm-like.

**STR: 13, HP: 5**  
*Gnawing (d6)*

### 8. The Cooler

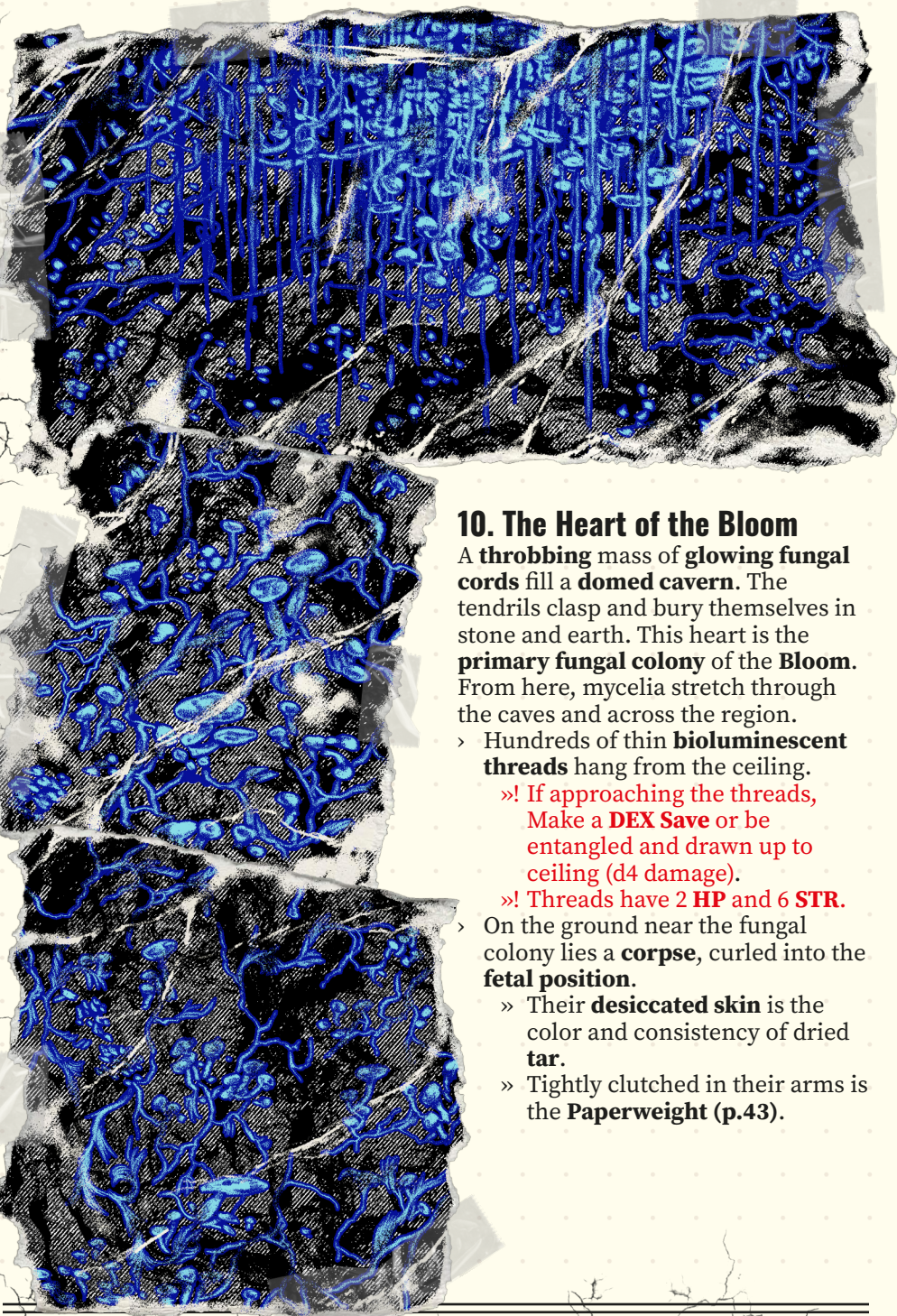
A dropped, still lit **flashlight** partially illuminates a **small cavern**, with **alcoves** jutting into darkness.

- › The air is noticeably cooler.
- › Thick cords of pale, **flesh-colored mycelia** cling to the ceiling.
- › Packed into the alcoves are **six fungal cocoons**.
  - »! **Inside are partially digested, but still living teenagers. 1d4 Stress.**

### 9. Hellraiser

A **massive room** filled with **stalactites** and **stalagmites**.

- › In the center of the room at least **twenty fungal coated bodies** lie **impaled** on stalagmites.
  - »! **1 in 6 chance the Flesh Hydra (p.15) is here, breaking stone and tearing flesh to integrate a new Host into its form.**



## 10. The Heart of the Bloom

A **throbbing** mass of **glowing fungal cords** fill a **domed cavern**. The tendrils clasp and bury themselves in stone and earth. This heart is the **primary fungal colony** of the **Bloom**. From here, mycelia stretch through the caves and across the region.

- › Hundreds of thin **bioluminescent threads** hang from the ceiling.
  - »! If approaching the threads, Make a **DEX Save** or be entangled and drawn up to ceiling (d4 damage).
  - »! Threads have 2 **HP** and 6 **STR**.
- › On the ground near the fungal colony lies a **corpse**, curled into the fetal position.
  - » Their **desiccated skin** is the color and consistency of dried tar.
  - » Tightly clutched in their arms is the **Paperweight** (p.43).

While there are many ways in which this module may play out, below are some of the anticipated actions of the Investigators and their broader effects on the setting. *Short Term* consequences happen within a few days. *Long Term* consequences happen within a few weeks, months, or over the course of an extended campaign.

### **If the Heart of the Bloom is destroyed...**

- › *Short Term:* The spread of mycelia will be mitigated.
- › *Long Term:* As long as any spore or mycelia fragments remain, the Bloom will slowly begin to reform as the years pass.

### **If the Heart of the Bloom survives...**

- › *Short Term:* Any Key NPC remaining in Coldwater will be Claimed.
- › *Long Term:* The Bureau will implement a cover up. The region is burned, Hosts killed, and any people that know too much are whisked away for reprogramming. A “tragic” forest fire is blamed.
- › *If the Investigators escape:* The Bureau will conduct a search, alerting all field agents that the Investigators are to be apprehended for questioning.

### **If any Claimed Key NPCs are unaccounted for...**

- › *Short Term:* They are counted among the dead and missing.
- › *Long Term:* They wander the forests, heading towards the nearest big city to begin a new fungal colony.

### **If Thomas survives...**

- › *Short Term:* The Church of Celestial Science clamps down on any mention in the media of the existence of their church in Coldwater.
- › *Long Term:* The Church of Celestial Science begins active observation of the Investigators.

### **If the Artifacts are not found...**

- › *Short Term:* They survive any attempted destruction.
- › *Long Term:* They will eventually find new homes beyond Coldwater and will leave their imprint on reality.

### **If the Red Rotary Phone at Pickman Lodge is not disrupted...**

- › *Short Term:* Any emergency service response will be significantly delayed.
- › *Long Term:* The phone will disappear, smuggled out by a victim of its power.



While this module is designed for use with **Liminal Horror**, below are ways to adapt to a few additional systems. In practice, use the chosen system's character generation, rules, and equipment stats.

## Agents of the O.D.D.

### *Framing*

While the O.D.D. were not directly involved in the aftermath of the Coldwater Lake Incident, they have been passively monitoring the region since. The organization got an early tip on some strange disappearances. You've been deployed as the rapid response team to investigate.

### *Ability Scores*

CTRL can be replaced directly with WIL.

### *Embracing Horror*

If your group would like to lean more into the horror aspects of the module, we recommend restricting the Profiles to the most thematically relevant and utilizing **Liminal Horror's** inventory and **Fallout** mechanics.

## Cairn

If you're feeling particularly creative, a fantasy coat of paint is really all that's needed to run the module with **Cairn**, as many of the core features are not strictly reliant on modern technology. Make the sheriff a constable, replace guns with crossbows, give the locations some new names, etc.

### *Ability Scores*

CTRL can be replaced directly with WIL.

## Monster of the Week

### *Framing*

There are monsters in Coldwater. You've never been here personally, but a reliable contact swears by it. Apparently some mess went down about a year back, followed by a period of calm, but your contact has spread word that campers have gone missing under strange circumstances. It's down to you to figure out whatever this creature is and put an end to it before more people disappear.

### *Attacks*

The amount of harm a wound can cause is based on the creature's damage die: d4 = 0-1 harm, d6 = 2-3 harm, d8 = 4-5 harm, d10 = 6-7 harm, and d12 = 8+ harm.

### *Harm Capacity*

To determine how much harm will kill a creature, double its **Hit Protection**. Armor remains unchanged.

### *Weaknesses*

Most of the monsters and minions in the module are fungal based, sharing common weaknesses: *fire, fungicide, and destruction of brain/spinal tissue*. Treat the **Flesh Hydra (p.15)** as the primary monster for this adventure, with one main weakness: *destroying the Bloom (p.13)*.

### *Countdown*

For this module, the steps of the **Doom Clock (p.8)** can be directly ported to the Countdown.



## **Cthulhu Dark**

### **Framing**

The basis for the adventure, everyday folks getting caught up in a horror-filled mystery, can remain largely unchanged. However, **The Bloom** leans much more heavily into natural horror than traditional cosmic horror, so some thematic changes to the system may be warranted.

### **Investigators**

Use the **Archetypes (p.6)** to determine your occupation.

### **Insight**

Instead of Insight and an Insight Die, you have Infection and an Infection Die. Roll your Infection Die when you risk infection. Use **Fallout (p.40)** as inspiration for your transformation. When Infection reaches 6, your character is lost as the fungal spores penetrate their brain, creating a **Host (p.14)**.

When Infection reaches 5, you may attempt to reduce it by poisoning yourself with harsh medicines or fungicides, or amputating infected body parts.

### **Fighting**

When you fight a Host, you are always risking infection. But if you try to defeat the **Flesh Hydra (p.15)** directly, you will die.

### **Investigating**

When you investigate something, roll as normal. Use the **Voidcrawl (p.10)** entries to aid in generating clues. On a 6, instead of glimpsing beyond human knowledge, you learn hints that the **Bloom** is much deeper rooted than it seems. Perhaps an NPC shows signs of infection or mycelium grows in a place it shouldn't.

## **Triangle Agency**

### **Framing**

A new order, straight from your General Manager, has landed on your desk. Word has reached the Agency of disappearances in Coldwater, and anomalous activity is suspected. Your task is to investigate, confirm Anomaly involvement, then apprehend or neutralize.

### **Anomaly**

For one-shots or short arcs, any of the **Resonant Artifacts (p.43)** can serve as the source of an Anomaly, based around their respective locations and NPCs. For longer play, we recommend focusing on the **Paperweight**, using **The Caves (p.33)** as its Domain.

### **Focus**

**Growth.** The Anomaly was born from the repressed, collective anxieties of the citizens of Coldwater about the stagnation and decline of the town.

### **Impulse**

**To spread and create change.** The Anomaly is exponential, growing more powerful and spreading faster as it transforms the landscape and claims citizens.

### **New Chaos Effect**

**Propagate: 7 Chaos.** An NPC with ties to the Agents becomes infected with the Bloom's spores. They begin in the incubation period, but will soon become a **Host (p.14)**.

### **Attacks**

The amount of Harm caused by damage is based on the creature's damage die: d4 = 1 harm, d6 = 2 harm, d8 = 3 harm, d10 = 4 harm, and d12 = 5 harm.

**Fallout** represents the spreading fungal infection, the process by which a victim becomes a **Host (p.14)**. Unless marked, Fallout entries can only be taken once per character. Fallout takes up an inventory slot and can only be removed under extenuating circumstances or death.

1	<b>Sporocarp:</b> Your nails yellow and your skin begins to crack and harden in places, mottling in color. +1 armor.
2	<b>Bioluminescence:</b> There's a chemical reaction going on inside of you. In darkness, the skin of your hands produces a weak light.
3	<b>Mycelia Hair:</b> Your hair begins to fall out, quickly replaced by wispy white strands. You are much more sensitive to environmental changes (temperature, wind direction, pressure, etc). Roll d4 and add it to your CTRL (max 18).
4	<b>Coagulation:</b> You don't bleed. Mycelic fibers stitch together your wounds. Heal d2 STR damage per day, up to max.
5	<b>Psilocybin:</b> Your vision waivers. Hallucinations manifest. Ghosts wander at the periphery. +1 Stability.
6	<b>Become One:</b> Something is calling to you, a compulsion to join with the mass. It feels the pull to you as well. <b>Facilitator:</b> PC has +1 Stability whenever in the presence of the <b>Flesh Hydra (p.15)</b> .
7	<b>Impulse:</b> You can feel them communicating. A tingle on the skin, a spike of anxiety. Every dawn there are more voices.
8	<b>Twisted Strands:</b> Strands of mycelia twist under your skin, bulging like varicose veins. Digging into muscle, they act as extra ligaments. Roll d4 and add it to your STR (max 18).
9	<b>Deadened Nerves:</b> Something inside is allowing you to push past your physical limits, but everything comes at a cost. You are no longer affected by <i>Fatigue</i> or <i>Deprivation</i> .
10	<b>Legacy Fallout:</b> Roll on the standard <b>Liminal Horror</b> Fallout table (this can be taken multiple times per character).

## APPENDIX D: RESIDENTS AND TOURISTS

41

Below are a series of additional Coldwater residents and tourists that can be inserted into a scene whenever needed.

1	<b>Elane (she/her).</b> <i>Digital Nomad.</i> Early 30s. Bleached hair. Unearned sense of entitlement.
2	<b>Dustin (he/him)</b> <i>Bartender.</i> Dark beard and long hair, wiry. Jovial, quick to throw hands.
3	<b>Diogo (he/him).</b> <i>Fisherman.</i> 40s. Khaki pocketed vest, bucket hat. Warm smile.
4	<b>Wes (he/they).</b> <i>Camper.</i> Late 20s. Beard and swept back hair beneath a baseball cap. Pleasant disposition. Overburdened with equipment.
5	<b>Kai (she/her)</b> <i>Sheriff's Deputy.</i> Flannel over uniform. Muscled, blonde hair. Reserved, competent.
6	<b>Shaun (he/him).</b> <i>Author.</i> 50s. Heavily patterned button down shirt. Gruff and standoffish.
7	<b>Christian (he/him).</b> <i>Grocery Bagger.</i> 20s. Black apron. Awkwardly tall.
8	<b>Saku (she/her).</b> <i>Cashier.</i> Perm, floral everything. Knows everyone's likes/dislikes.
9	<b>Jyri (he/him).</b> <i>Waiter.</i> Mustache, cuffed jeans, white tee. A hopeless romantic.
10	<b>Darcy (she/they).</b> <i>Barista.</i> Late 20s. Half-shaved hair. Heavy aroma of ground coffee.
11	<b>Mads (he/him).</b> <i>Cook.</i> Tall, salt pepper hair, striking eyes. Quiet. Discerning.
12	<b>Janne (they/them).</b> <i>Farm Hand.</i> Early 30s. Mud stained clothes. Lithe, but surprisingly strong.
13	<b>Markus (he/they).</b> <i>Mechanic.</i> Shorter, glasses, coveralls. Takes time in all aspects.
14	<b>Logan (he/him).</b> <i>Businessman (retired).</i> Early 60s. Cargo shorts, polo shirt. Relaxed, living his best life.
15	<b>Robin (he/him).</b> <i>Park Ranger.</i> Uniformed, distractingly handsome. Cautious.
16	<b>Xavier (he/him).</b> <i>Librarian.</i> Prim and proper. Thick rim glasses. Charminglly clumsy.
17	<b>Vivian (she/her).</b> <i>Volunteer Firefighter.</i> Late 40s. Gruff and ready to fight.
18	<b>Martin (he/him).</b> <i>Postal Service Employee.</i> Always in uniform. Rather odd.
19	<b>Bonnie (she/her).</b> <i>Hunter.</i> Flannel, jeans, boots, rifle, knife. Judgmental, prying.
20	<b>Kate (she/her).</b> <i>Retired.</i> Silver hair, glasses, cane. Warm smile, biting tongue. Book club president.

The townsfolk in Coldwater are wont to spreading pieces of gossip among themselves. These rumors can be slipped into casual conversations or overheard while eavesdropping.

1	<i>"Something is going on with the mail. It isn't being delivered consistently, and our letters and packages keep going missing."</i> (p.21)
2	<i>"The utilities out here are the worst. Cell service is shoddy at best and only getting worse, and even the wifi is on the fritz."</i> (p.9)
3	<i>"The roads haven't been properly maintained in years!"</i> (p.9)
4	<i>"It's those damn Hanson brothers! They're the root of most of the petty crime and vandalism in the area, and I'd bet my hat on it."</i> (The Cooler, p.35)
5	<i>"They never should've sold the Pickman Lodge to those outsiders from the big city."</i> (p.30)
6	<i>"Raimi at The Station can truly get you anything you need. If you catch my drift."</i> (p.27)
7	<i>"Word has it that the Park Rangers and the Sheriff hate each other."</i> (p.24)
8	<i>"The sheriffs don't do enough to handle problems in town!"</i> (p.18)
9	<i>"That church is the first new building the town proper has had in quite some time."</i> (p.19)
10	<i>"Rumor has it that the mayor has been dipping into the town's coffers for personal expenses."</i> (p.18)
11	<i>"JJ is trying his damndest to keep the Hines Farm afloat, he's just not as good at it as his father."</i> (p.28)
12	<i>"There's something... off about Haru, that old crone that lives alone in the woods."</i> (p.26)
13	<i>"Gabby is all alone up in that firewatch tower. It's no wonder she uses those psychedelics."</i> (p.29)
14	<i>"No one can outfish Gretta. They don't own that bait shop for nothing."</i> (p.20)
15	<i>"Temptations Limited is full of impractical and old trinkets. Wilton's a good salesman though!"</i> (p.21)
16	<i>"How Gus hasn't died during one of his 'tricks' is a true mystery."</i> (p.21)
17	<i>"Keep your wits about you near the Curing Shed. Shelby is one scary butcher. He always smells like blood."</i> (p.20)
18	<i>"I've heard that the mayor slinks away on Thursday nights for a private 'advanced class' with Thomas at the Church."</i> (p.18)
19	<i>"Mrs. Wilkes is a key contributor to the Coldwater booster club."</i> (p.21)
20	<i>"If you want a good dive spot, there's a cave system deep in the lake."</i> (p.25)



## **PARANATURAL BASICS: RESONANT ARTIFACTS - - CLASSIFIED - -**

### **SUMMARY:**

**Resonant Artifacts** are seemingly mundane objects that house power through a connection to other dimensions or planes of existence. They often take the form of **simulacra**: icons we ascribe meaning to, despite being an imitation or distortion in some manner. This iconography gives them structure and order, meaning the power they contain can be controlled in a utilitarian sense. The power Resonant Artifacts contain is palpable, even to an otherwise ignorant individual. However, determining how that power manifests may take some experimentation.

### **Phylactery**

A heavy, tarnished locket. Locked.

- › **Activation:** Place around neck.
- › **Effect:** The wearer may survive an otherwise fatal blow, wherein the locket will pop open, revealing a portrait with a blank face. When the wearer reaches 0 CTRL, the phylactery captures their soul, leaving a husk of a body behind and filling the portrait inside with their face. 1 charge per soul.
- › **Location:** **Temptations Limited (p.21)**

### **Paperweight**

A heavy, palm-sized obsidian pyramid.

- › **Activation:** Invert, pointing the tip to the ground.
- › **Effect:** Allows the user to levitate at the pace of a brisk walk for one minute.
- › **Location:** **Heart of the Bloom (p.36)**

### **Cryptozoological Evidence**

A plaster casting of a large hominid footprint. Tufts of hair and black, tar-like substance can be seen in the cracks of the plaster.

- › **Activation:** Allow the tar to come in contact with skin.
- › **Effect:** When in darkness, the user can see clearly and move silently.
- › **Location:** **Cabin #1 (p.23)**

### **Red Rotary Phone**

An old red rotary phone.

- › **Activation:** Pick up the receiver.
- › **Effect:** When spoken into, the user hallucinates the voice of their intended recipient, who tells them reassuring lies.
- › **Location:** **Pickman Lodge (p.30)**

### **Walkman & Cassette Tapes**

A well used Sony Walkman, headphones, and three cassette tapes hand labeled "Gateway Process 7-9."

- › **Activation:** Listen to the tapes.
- › **Effect:** While listening to the tapes, the user can see physical manifestations of lies. Prolonged use allows the lies to perceive the user.
- › **Location:** **Firewatch Tower (p.29)**

### **Moonlight Spark**

A small glass bottle with a cork stopper. Suspended in a metallic liquid is a small flame.

- › **Activation:** Spend an hour gazing at the flame.
- › **Effect:** The threads of connection are quick and strong. Whatever is inflicted upon the bearer is also reflected back (damage or effect/positive or negative) upon whomever the bearer is focused on.
- › **Location:** **Haru's Cabin (p.26)**

d100

Random Item

0-2	Half mask respirator (+1 Stability).
3-5	A faded playbill for <i>A Passion Play</i> , from a nearby city.
6-8	A pager that displays disparate phrases every 47 minutes.
9-11	A business card for <i>The Pickman Lodge</i> with <b>Angela's (p.31)</b> phone number written in pen on back.
12-14	A flier for a memorial service a year ago.
15-17	A mailer for <b>The Church of Celestial Science (p.19)</b> .
18-20	A cassette recording of an episode of <i>The Lost Broadcast</i> pirate radio station.
21-23	Notebook filled with time/location of different residents, going back months.
24-26	Minutes from the last neighborhood watch meeting.
27-29	A broken antler, covered in mushrooms.
30-32	Handwritten receipt from <b>The Station (p.27)</b> .
33-35	Worn Hunting Rifle (d8, <i>bulky</i> , <i>slow</i> ). Scope is cracked.
36-38	Wood Cutting Ax (d8, <i>bulky</i> ). Head stained rust-red.
39-41	The half-finished manuscript of a thriller novel.
42-44	A polaroid of one of the Investigators. Seemingly random numbers written on the back.
45-47	A torn piece of clothing.
48-50	An empty glass bottle.
51-53	An ID Card for a random <b>Resident (p.41)</b> .
54-56	A worn boxset of a popular science fiction role-playing game.
57-59	A Molotov cocktail (d10, <i>blast</i> ).
60-62	Flier for the " <i>Save the Mall</i> " raffle in Carpenter, OR.
63-65	A conspiracy zine, preaching the threat of "cosmic bigfoot."
67-69	Recruitment pamphlet for a nearby mega-corporation. Starting wages are listed as \$10/hr.
70-72	A matchbook from the <b>Lakeview Resort (p.17)</b> .
73-75	A scribbled "treasure map" on a napkin from <b>The Gorge (p.17)</b> .
76-78	A single brick.
79-81	A nail spike baseball bat (d8, <i>brutal</i> ).
82-84	Bottle of weed killer.
85-87	Hunting knife (d6), stained with blood and bluish mold.
88-90	Car lockout kit.
91-93	Handwritten explosives recipe.
94-96	Digital camera w/ hundreds of pictures of <b>Angela, Brett, and Pickman Lodge (p.30)</b> .
97-99	A tattered copy of <i>Murder at Midnight Manor</i> by Anna Stone.

# REFERENCES

## Voidcrawl Table

Roll d6 when the Investigators perform a significant action. During the Day, ignore results above 3 unless the location is **Claimed (p.8)**.

1. Day Encounter
2. Dire Omen
3. Clue
4. Setback
5. Horror
6. Night Encounter

## Dramatis Personae/Key NPCs

1. **Jeanie**: Coldwater's mayor (p.18)
2. **Hank**: Local sheriff (p.18)
3. **Kassandra**: Diner manager (p.18)
4. **Thomas**: Church minister (p.19)
5. **Gerald**: Sheriff's deputy (p.24)
6. **Sam**: Park ranger (p.24)
7. **Haru**: Old crone (p.26)
8. **Raimi**: Gas station owner (p.27)
9. **JJ Hines**: Missing farmer (p.28)
10. **Angela & Brett**: Undercover agents (p.31)

## NPC Reactions

When the Investigators encounter an NPC whose demeanor would not be obvious, roll 2d6 and consult the tables below.

### During Doom 0-3

- > **2**: Hostile
- > **3-5**: Wary
- > **6-8**: Curious
- > **9-11**: Kind
- > **12**: Helpful

### During Doom 4-6

- > **2-4**: Hostile
- > **5-8**: Wary/Paranoid
- > **9-10**: Curious
- > **11**: Kind
- > **12**: Helpful

## Doom Clock

- > **D0**: Investigators arrive. Hines Farm is Claimed.
- > **D1**: Blueberry Festival begins. Storm hits once night falls.
- > **D2**: Main highway erodes and collapses. Camp Coldwater is Claimed.
- > **D3**: Increase in missing persons is noticed. The Station is Claimed.
- > **D4**: Rain clears up. The Firewatch Tower is Claimed.
- > **D5**: Numerous Hosts are found. Spores visibly in the air. Pickman Lodge is Claimed.
- > **D6**: Spore clouds present in all locations. Coldwater Surrounds are Claimed.
- > **Doom**: Coldwater is Claimed.

## Exploring the Region

- > Coldwater (p.16)
- > Coldwater Surrounds (p.20)
- > Camp Coldwater (p.22)
- > Coldwater Lake (p.25)
- > Haru's Cabin (p.26)
- > The Station (p.27)
- > Hines Farm (p.28)
- > Firewatch Tower (p.29)
- > Pickman Lodge (p.30)
- > The Forest (p.32)
- > The Caves (p.33)

## Generic NPC & Creature Stats

### Resident/Tourist

**STR: 10 DEX: 10 CTRL: 10 HP: 3**  
*Fist (d4) or Improvised Weapon (d6)*

### Hunter/Survivalist

**STR: 12 DEX: 10 CTRL: 8 HP: 4**  
*Hunting Rifle (d8)*

### Bureau Agent

**STR: 14 DEX: 12 CTRL: 14 HP: 6**  
*Service Pistol (d6) or Assault Rifle (d8)*

### Wild Animal

**STR: 12 DEX: 14 CTRL: 6 HP: 4**  
*Claws/Teeth/Horns (d6)*



## A TOWN IN PERIL

*Out a ways from the big city lies the town of Coldwater, named after the body of water it borders. Coldwater is a complacent place, and its residents prefer it that way, thank you very much. Most townsfolk will greet you with a smile, but asking about the Incident from about a year back will get you met with cold stares and abruptly shut doors. But here's the thing: Folks have started disappearing again, and this time it was out-of-towners.*

**The Bloom** is a sandbox adventure for **Liminal Horror**. Something sinister is creeping beneath the town of Coldwater. Campers have gone missing, but the townsfolk won't say a word and the authorities are less than helpful. Can your team of Investigators find out the truth and save the town before it's too late?

## TOUCHSTONES:

- › **Alan Wake** (2010) - Remedy Entertainment
- › **Ben 10, Camp Fear** (2006) - Man of Action
- › **What Moves the Dead** (2022)  
- T. Kingfisher
- › **Dark** (2017-2020) - Baran bo Odar & Jantje Friese
- › **Twin Peaks** (1990-1991, 2017) - Mark Frost & David Lynch
- › **Wolverine: The Long Night** (2018) - Marvel New Media
- › **The Last of Us** (2013) - Naughty Dog
- › **Desert Moon of Karth** (2021) - Joel Hines
- › **Stranger Things** (2016 - present)  
- The Duffer Brothers
- › **Feast** (2021) - Chris Bissette
- › **Dying Light** (2015) - Techland

## PRESENTED BY:

