

Secrets of Future Shadows

By Kevin S Taylor

Synopsis

A group of young friends (early to mid 20's) will discover a dark secret of their small college town's past and the revelation will have a lasting impact on both their future and the future of the town. The veil will be pulled back and things will never be the same.

Background

Shoshoni, Wyoming is a small (real) town just east of the Boysen Reservoir, south of Thermopolis. It is also close to the Wind River Indian Reservation to the west, which makes it a popular college town for those seeking to get away from big city life, but still have big city vices close at hand.

From the town webiste:

"In the summer of 1904, the Pioneer Townsite Company laid out the plat for Shoshoni. Shoshoni is an Indian word, which translates into "little snow". The first business to be erected in the town was the Elkhorn Hotel, built in September 1905. In less than a year, the town had become a tent city and had grown in population to approximately 2,000.

Lack of building material in the very early days was a problem, since the railroad - Chicago and Northwestern - was 100 miles away, but the town gradually grew in size. Unfortunately, Shoshoni was devastated by fire in 1907 and 1908. During the reconstruction, brick buildings took the place of flammable wood.

Five miles north of Shoshoni, a little burg named Bonneville was constructed on the CB&Q Railroad, which had been extended along the Badwater Creek. The town was almost totally destroyed by the flooding of Badwater Creek in 1923. Twenty miles of railroad track, several rail cars and one motor car were never recovered from the flood. They remain buried deep in the sandy mud of Badwater Creek.

During its boom days Shoshoni boasted 23 saloons, two banks, two large mercantile establishments, several livery and feed stables, a lumber yard, drug store, two physicians, several lawyers, a newspaper and more lodging houses and restaurants than any town of equal size in the state of Wyoming.

Thirteen miles to the north is Copper Mountain. It is dotted with old abandoned mines and prospector diggings. Copper was the most abundant, but gold and silver were also found, along with chalcocite, malachite, axurite, cuprite, lepidolite, chryscolla, calcopryritre, dolomite, feldspar, garnet, magnesium, tungsten, volcanic ash and pumic. Uranium can also be found on Copper Mountain. The area offers a gold mine for the rockhound in petrified wood, agate, tourmaline, and quartz. Some mercury has been found near Bonneville."

The town had a fairly simple and uneventful history from it's original founding, but in the mid-80's, there was a fairly large migration of people to the town from a town that had a 'catastrophe', some unspecified disaster. These people had their oddities and quirks, but were still quickly accepted into the town.

That may have been a mistake.

Whatever happened to their original town, the new settlers had their own version of a small, exclusive faith. A faith that led to a very odd restructuring of the city leadership. While a few dissenters proclaimed that the sudden changes were odd and out of place, they were quickly silenced by the new mayor and city council making moves to open a new liberal arts college in the town.

Only open almost a decade to the week now, that college will be the focal point of a most unusual event...

Shoshoni State College

The college, with full transferability with both the Wind River Tribal College and Wyoming State University, is a small liberal arts college near the northeast end of town. It consists of 2 buildings, one large dormitory, and further south towards the middle of town is one fraternity house (the 'Delts) and a sorority house.

While mostly a liberal arts college, it also includes courses in business, computers science, pre-law, and the requirements for entering the state police academy. The college has helped to keep the town from becoming a ghost town, but the town is still far from huge. [In the real world, the population is just under 600 people, in the WoD, with the addition of the college and the new settlers, the population is just under 1,200 and most of the houses are owned or rented.] This suits the new high class just fine. While they need a steady influx of money and people, they don't need too much attention brought to them.

The New Settlers

Coming in the mid 1980's, the new settlers came from a town that had a catastrophe. The town has never been named by any of them, and when asked, they generally try to change the topic or outright refuse to answer. They were relocated by the federal government, which also sealed the records of the disaster that caused the move. In the early days, the people of Shoshoni wondered what had happened that was so bad that no one will speak of it, and there was never any mention of a disaster on that scale on the news. However, after about 2 years, the questions stopped and the residents just accepted the new bodies and new ideas to revitalize the town.

Two of the most influential settlers, James Cain and Father John Malrony ran for and achieved the offices of Mayor and Councilman, respectively. Mayor Cain was the one who suggested a college at Shoshoni, the near center of the state, to take advantage of the quiet and location as a good marketing ploy to students. Father Malrony has pretty much taken over all the 'spiritual' needs of the town, his simple Baptist church serving over 700 of the town's 1200 people easily.

Both have been serving in city government, almost unopposed in elections, for 13 years now. It would appear that they might very well serve until they retire or die.

It may not come to that.

The Cult of the Living God

Father John and Mayor Cain are just the public faces of the power behind the scenes. 'Old Mac', as he is called by the favored ones, is the real power. Old Mac is the last remnant of true power for the Cult of the Living God. Forced out of Silent Hill by Alessa, the cult seeks a way to return to the city, bypass the monsters, and find the way to Paradise that they feverently believe the city acts as the guardian of. [see WoD: Silent Hill netbook, pg. 27, 'The God's Decent']

Old Mac is roughly 60 years old, but one could not tell that by the way he acts. He acts, moves, and speaks as a healthy man in his 30s. The powers of the cult have made him so. And when he is enraged, his strength is very impressive. As is his ability to survive damage and assaults that would kill a lesser man.

But most impressive is his ability to enter and influence dreams. He uses this to guide his fellow cult members (now, a good third of the town belongs to the cult), and also runs the town via his face men of Cain and Malrony. It was the idea of these three to open the college. It has both served the town's economic needs, and the needs of the cult.

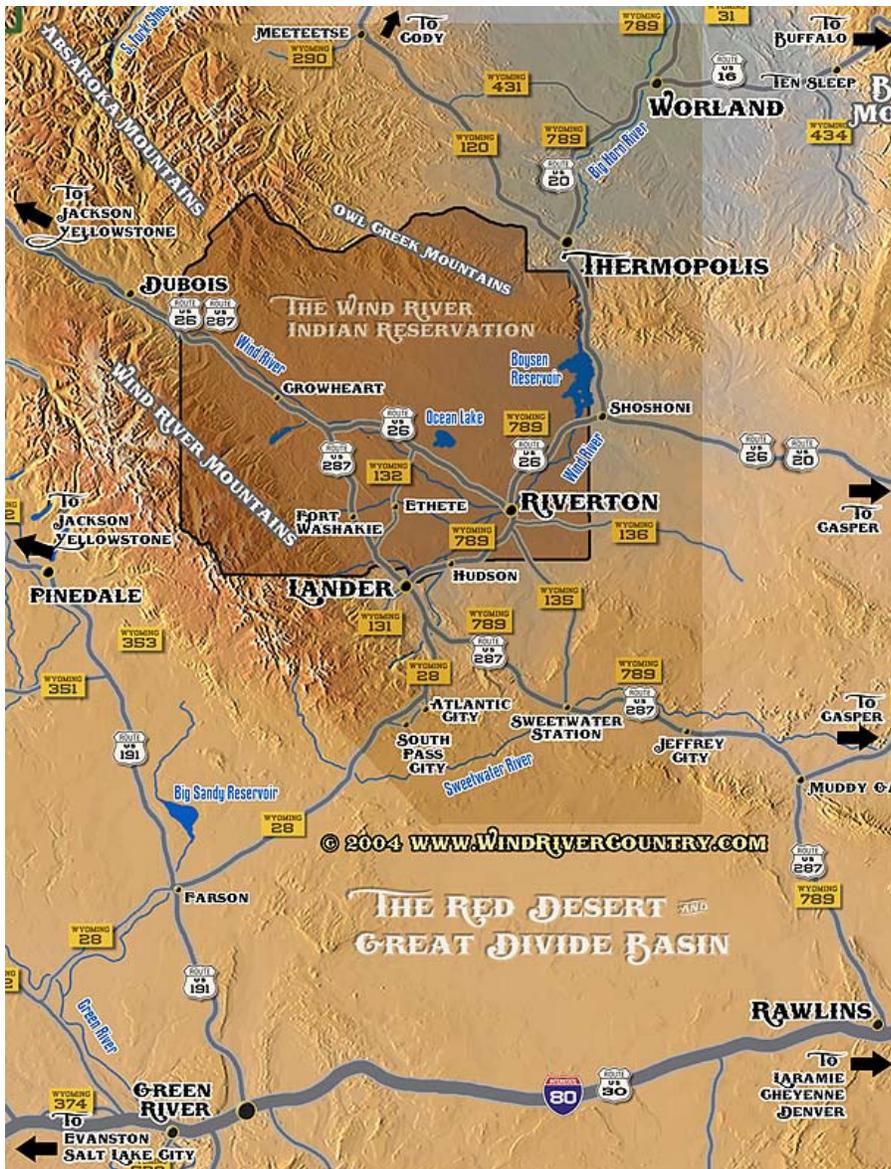
But now they think that their need is almost at an end. They are almost ready to return home.

The Plan of Old Mac

The college would have an effect beyond the monetary, Mac knew. The things that stalk the world like to hide in the masses, to cloud their perceptions, and hunt a well contained and already addle-minded herd. A college provides that.

And it provides Old Mac with a small assortment of Vampires, Werewolves, and even a mage or two. If they can not be used, it still provides a steady stream of kids, easily converted to the cult, to send into Silent Hill to scout out the area, and find the right path. If the supernaturals can not be used, perhaps instead the chosen pathfinders of the Cult can be molded to their purposes with the right kind of trials...

MAP OF AREA:



Cult Rituals

Unlike some rituals, these rituals can be done with anyone with the required level in occult. They work less because of an innate understanding of the arts (or any real power like mages) but more because their 'Living God' will grant these gifts to anyone who asks with the rites. It is because this tainting of humanity only serves the goals of the God further.

Power of Righteous Anger (Occult ●●●)

This ritual gives someone who has been wronged (at least in his eyes) the power to strike back at the one who wronged him. In a half-hour ritual, in which the subject must sacrifice another living thing dear to them (dogs and cats being the most common choice) the performer gains the power to strike back at his enemies.

Once the ritual is done, the caster has 24 hours to find the target of his revenge. Upon seeing the target, he gains the following bonuses:

- Strength increases by ●●●.
- Health increases by ●● beyond the wound penalties. Wound penalties are ignored, and they do not fall or die until the health boxes are filled with lethal damage.
- Speed increases by 2.

Additionally, if the ritual was performed with a human being dear to the caster, he can not die unless the health boxes are filled with aggravated damage. If the 24 hours passes with no chance for revenge, the caster loses his humanity (humanity 0) and becomes a Vengeance Beast (see related file)

Infused Mantle of the God's Chosen (Occult ●●●●●)

This allows the cult leader to manifest some of the gifted traits of their living God. The ritual takes 3 hours, and requires the heart's blood of three innocent humans (usually children are chosen). Upon completion, the ritual leader gains the following benefits:

- A plus one increase in size, as well as an additional ●● to both Strength and Stamina.
- A maximum Essence Pool of 5. Essence can only be regained by drinking heart's blood of a human (one adult human provides 3 essence).
- The Twitch, a ●● ranked trait that is rolled as possible extra defense every time the subject is attacked.
- The ability to control any one animal for 2 essence, lasts one day.
- Cursed Hide, a +2 armor vs. firearms.
- Nightmare Suggestion, (4 Essence, 1 Willpower); can make nightmares so real to a sleeping victim that any damage taken in the nightmare is taken in real life.

Beasts of Vengeance Lost

These beasts used to be human, once. But they lost their soul and humanity in one flawed bid for total vengeance. If the time for the ritual *Infused Mantle of the God's Chosen* runs out, the subject of the casting loses his humanity (drops to 0, complete with any and all chances for derangement) and the unused magic backlashes within the body of the user.

Most become a twisted mockery of humanity, looking like someone who has been living in the wilds for their whole life, except there are other changes... bones on the outside, joints where in a normal man there would be none, lusts for vices both insane and inhuman.

The Beast template adds the following to the victim:

- Add •• to Strength and Stamina
- Add • to Dexterity
- Subtract •• From Wits (not lower than •)
- Reduce all other mental and social attributes to •
- Claws/Bones/other pointy bits make all unarmed attacks lethal damage.
- Add one to size.
- Add 2 to base speed.
- Reduce all social and mental skills to zero.

Recalculate health, speed, and willpower accordingly. Any willpower bought via XP is lost. As a result of being more beast than man, the highest of Dexterity or Wits is now used for Defense.

In general, the cult captures those who failed to achieve victory with this ritual and keeps them in safekeeping, as an easy way to dispose of enemies.

References, credits and thanks:

Original Work by Kevin S Taylor

Based on the World of Darkness rules by White Wolf Game Studios

And the

Silent Hill netbook by Aranis

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Any questions, comments, or ideas?

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